Encouraging Developers and Designers to Better Understand Accessibility

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Accessibility Guidelines

Frame them in a way that makes sense to a designer/developer



Tell people the same thing in multiple ways (include TTS Audible Phrases)

Transition (let people know that something is going on while they wait), pop-ups (make sure these work), and Numeric (if there’s an impact to the numeric, i.e. bill is about to be late, then tell them that too)

Dynamic content

Tab and Carousel (let people know that they’re on X of Y so they can slide if they need/want to)

Static content and menu links

Touch Ergonomics (how big things need to be)

Stephen Hoober ([4ourth Mobile Touch Template](http://4ourth.com/TouchTemplate/)) 4ourth.com - this is a physical overlay to assist with testing your touch screen interface.

Color, Contrast, and Saturation

WCAG 2.0 checklist broken down into beginner (A) and intermediate (AA) and summary of the guidelines <https://www.wuhcag.com/wcag-checklist/>

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