



Design for Access

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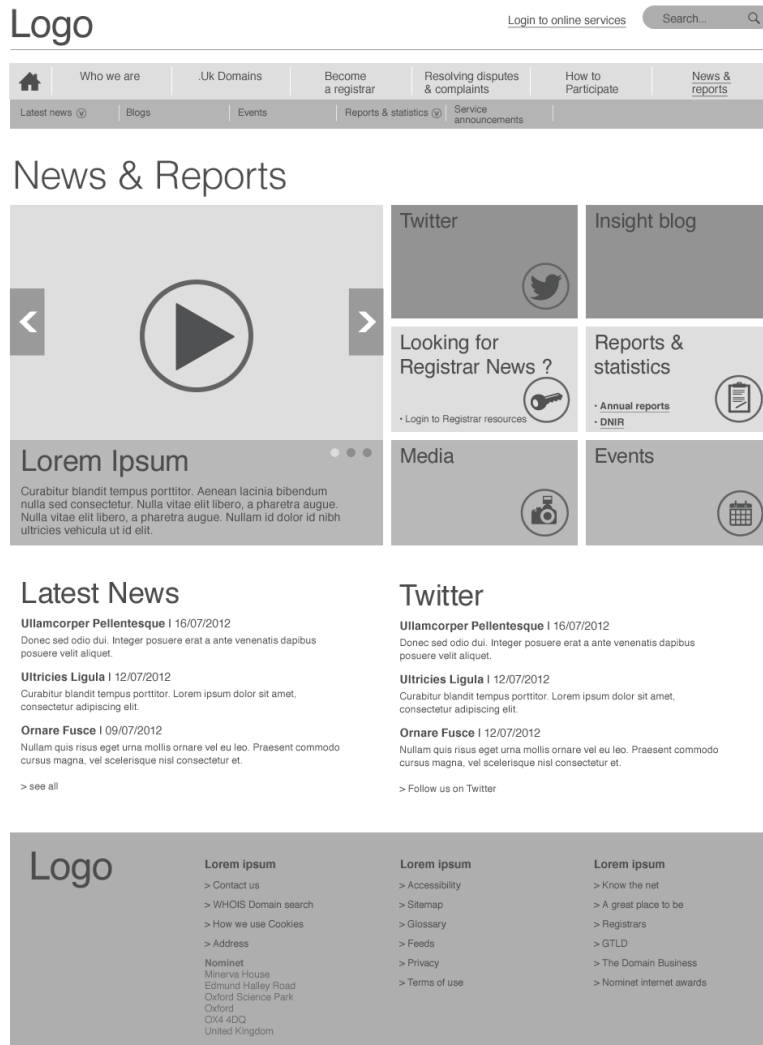
Exercise 1 - When to incorporate accessibility

What is the first stage you can either check your design would pass, or define what how it should look or behave?

Check	Sketch?	Wireframe?	Visual Design?	Code?
Navigation is consistently placed. For example, the main navigation is always at the top, underneath the logo.				
There is a mechanism to 'skip to content', or 'skip past navigation' for people using just the keyboard.				
There is decent contrast for reading text.				
You can zoom using the browser controls to 200% without losing content or affecting functionality.				
There are alternatives for all non-text content. For example, alt-text for images.				
For video content, you can work out what is going on from only the audio or from a text alternative.				
Form controls are properly labelled, and when error messages are displayed they are next to the relevant input.				
Terms used for functionality are consistently used. For example, a 'basket' is not referred to as 'trolley' in some places.				

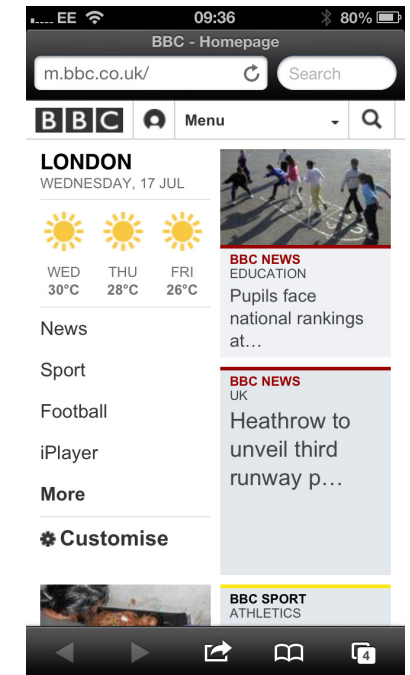
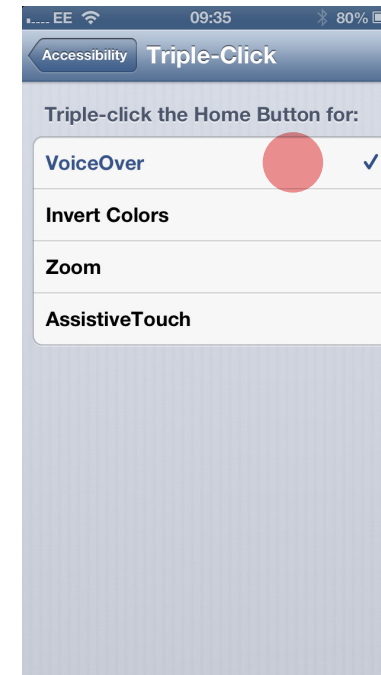
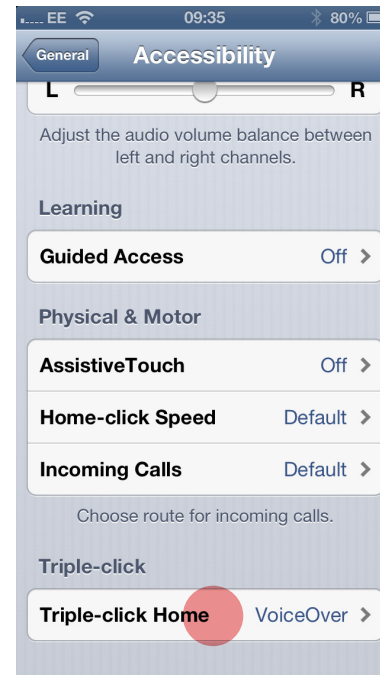
Exercise 2 - Keyboard checks at sketch/wireframe stage

For each of the checks below, which could you think about at the sketch or wireframe stage?



Check	Suitable?
The sequence of content makes sense.	
Navigation is consistently placed.	
There is a mechanism to skip to content, or skip past navigation.	
The location of the keyboard focus is visually obvious.	
All functionality is operable with a keyboard.	
Keyboard focus does not get trapped.	
Changing a widget (e.g. drop down) doesn't automatically take you somewhere else.	

Exercise 3 – Try a screen reader - Set up



1. Go to Settings and select General
2. Scroll down and select Accessibility
3. Scroll down and select Triple-click Home
4. Select VoiceOver
5. Open Safari and navigate to the bbc homepage.
www.bbc.co.uk

Exercise 3 – VoiceOver on iOS cheatsheet

Please remember the triple-home button click, as VoiceOver completely changes the way you use the phone.

Basics - Flick and tap

You can flick right and left for next and previous, and double-tap to select.

Next & Previous

Flick left (previous) and right (next)

Select the current item

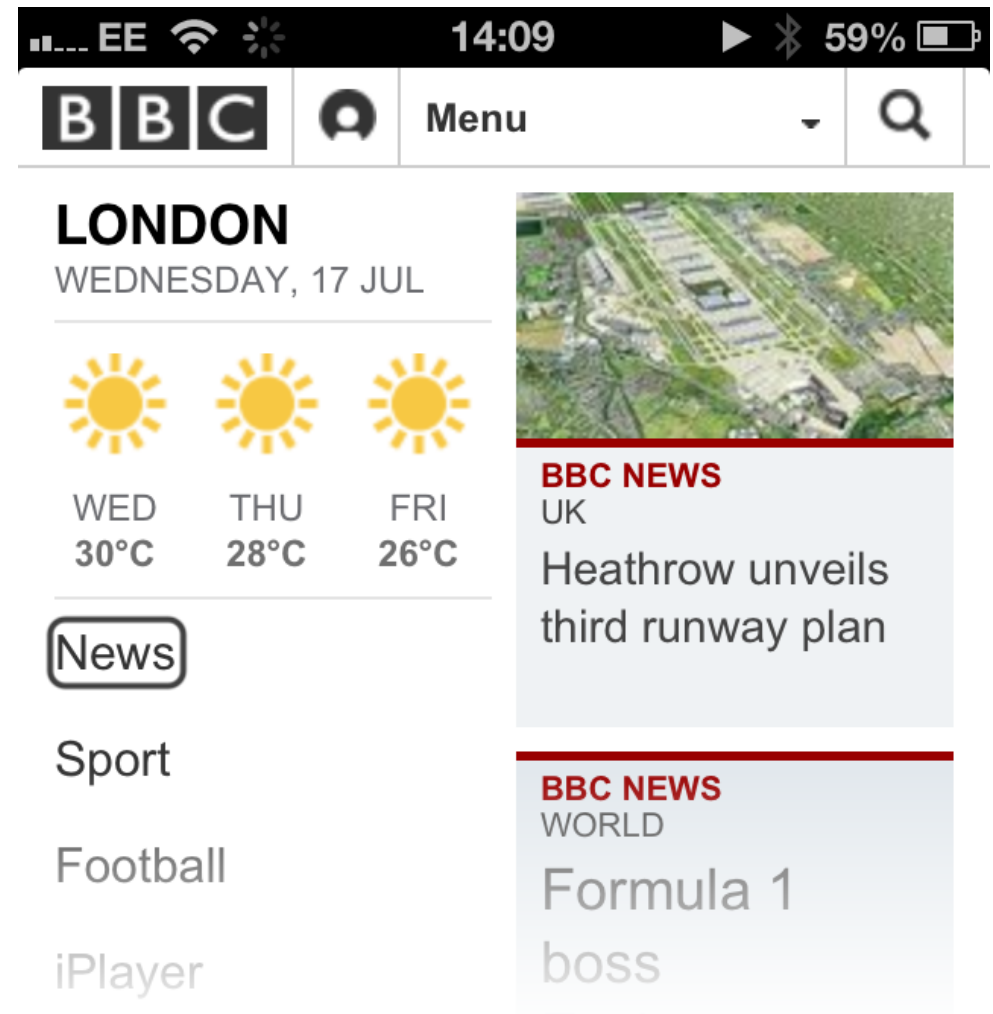
Double tap (triple tap to double-click)

Read everything from the top

Two-finger flick up

Read everything from current location

Two-finger flick down



Exercise 4 – Markup a page

Key structural elements

Markup (i.e. scribble on) the wireframe to show where each of these elements should be used:

/search

<header>

<nav>

<main>

<footer>

<h1>

<h2>

<h3>

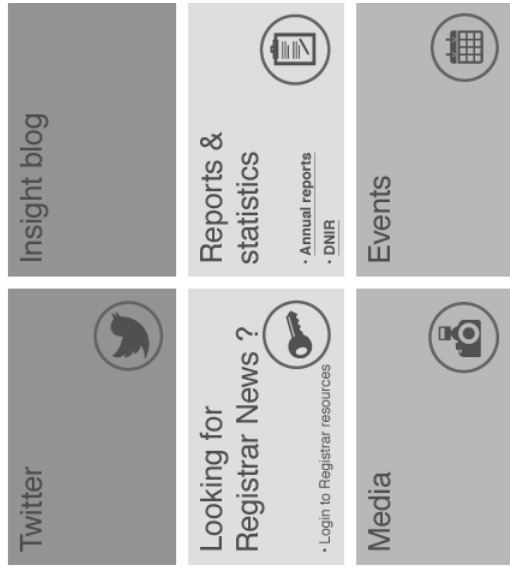
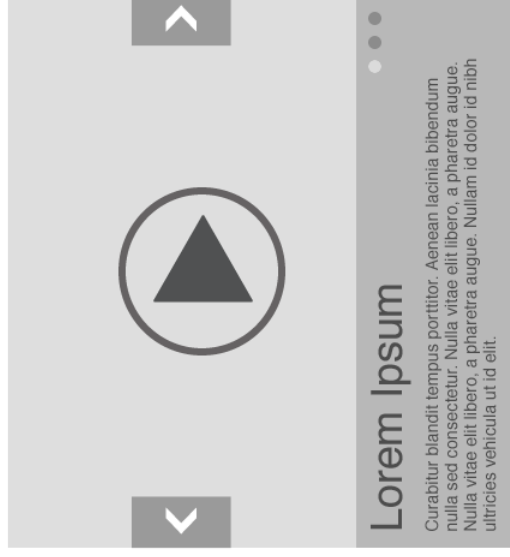
<h4>

Logo

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> Registrars
> GTLD
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Exercise 4 – Markup a page cheatsheet

Key content elements

Headings

Headings, levels 1-6 (`<h1>` - `<h6>`) are used to label areas of content on the page, and screen readers use them to navigate within a page.

Lists

Ordered (``) and un-ordered (``) lists are used to group things like navigation items and bulleted lists, providing a means of skipping over a list if needed.

Areas of the page

Most of these are both HTML elements in angle brackets `<>` and ARIA roles. Apart from `<main>`, the HTML elements can be used multiple times on page.

`<header>` / banner

A header typically contains a group of introductory or navigational aids. This can apply to the whole page or it can apply to a specific area of the page such as the top of a section or article.

`<nav>` / navigation

A section of a page that links to other pages or to parts within the page. The main and secondary navigation elements on a page should use nav, but landing pages or pages which list many links should not mark every link-list as nav.

`<main>` / main

The main content of the body of a document or application. The start of the main should be the same place a “skip to content” link would go, and there should only be one on the page.

`<footer>` / contentinfo

Typically contains information about its section such as who wrote it, links to related documents, copyright data, and the like. It is likely there is a page footer, but there can be many footers on a page as you can add one to each major section of the page.

`/search`

The search role does not have an equivalent in HTML5.

A collection of items and objects that, as a whole, combine to create a search facility. Generally it is applied to a form that contains the search facility.

Note

There are other elements that are applicable to content pages, e.g. article, section, aside, but they are not applicable in this example.

Further resources

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