Accessibility

Parsons MFADT Spring 2016

Supporting All Users

You can take steps to open your app up to users with different abilities

iOS provides lots of tools to help you get there quickly

Most things available on iPhone, iPad, Watch, AppleTV

Sidewalk Ramps

iOS Accessibility

Hearing:

  Made for iOS Hearing Aids

Learning & Literacy:

  Guided Access

Vision:

  VoiceOver

Physical & Motor Skills:
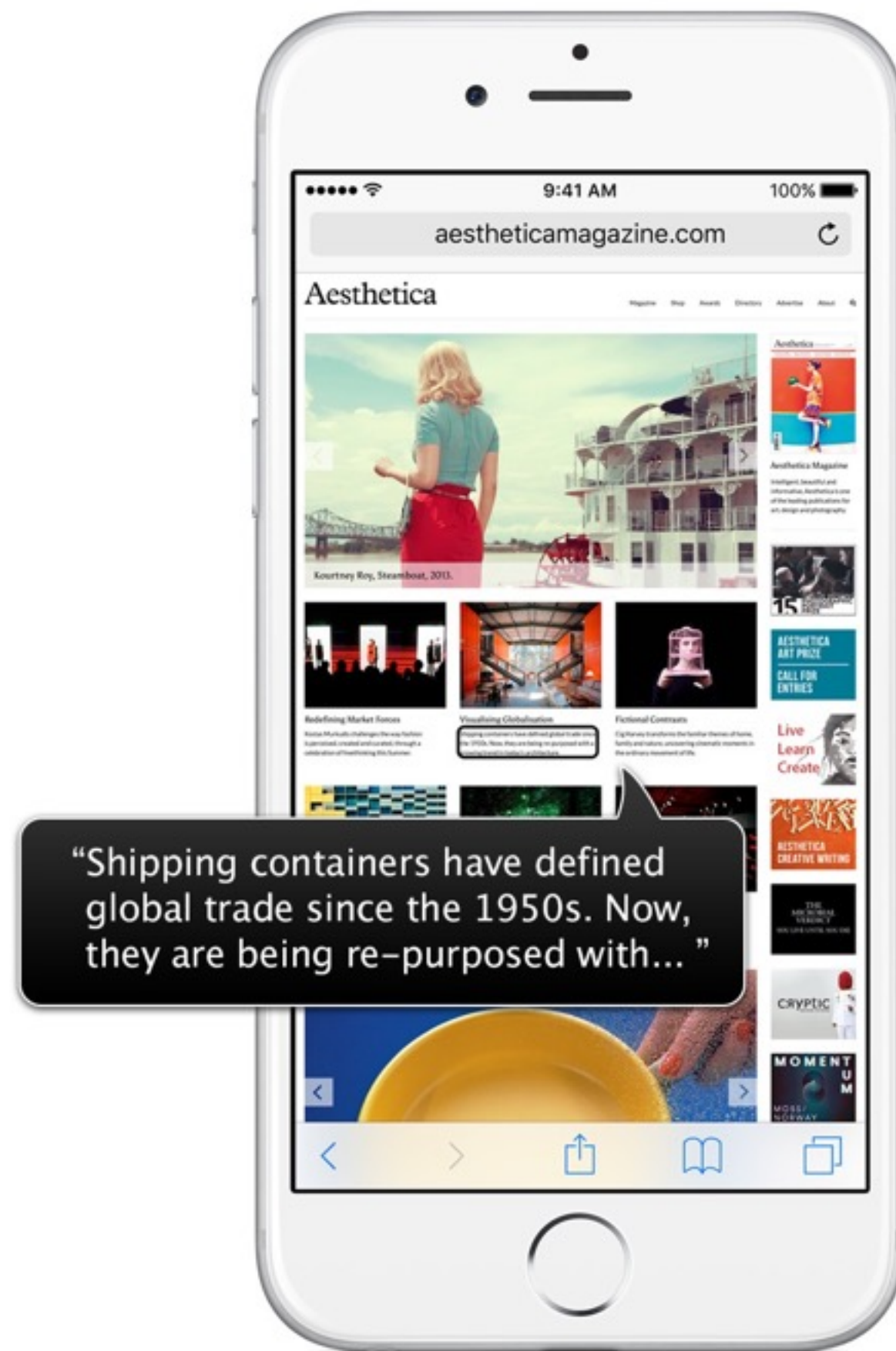
  Switch control

VoiceOver

Talk under your touch

Or swipe to cycle through items
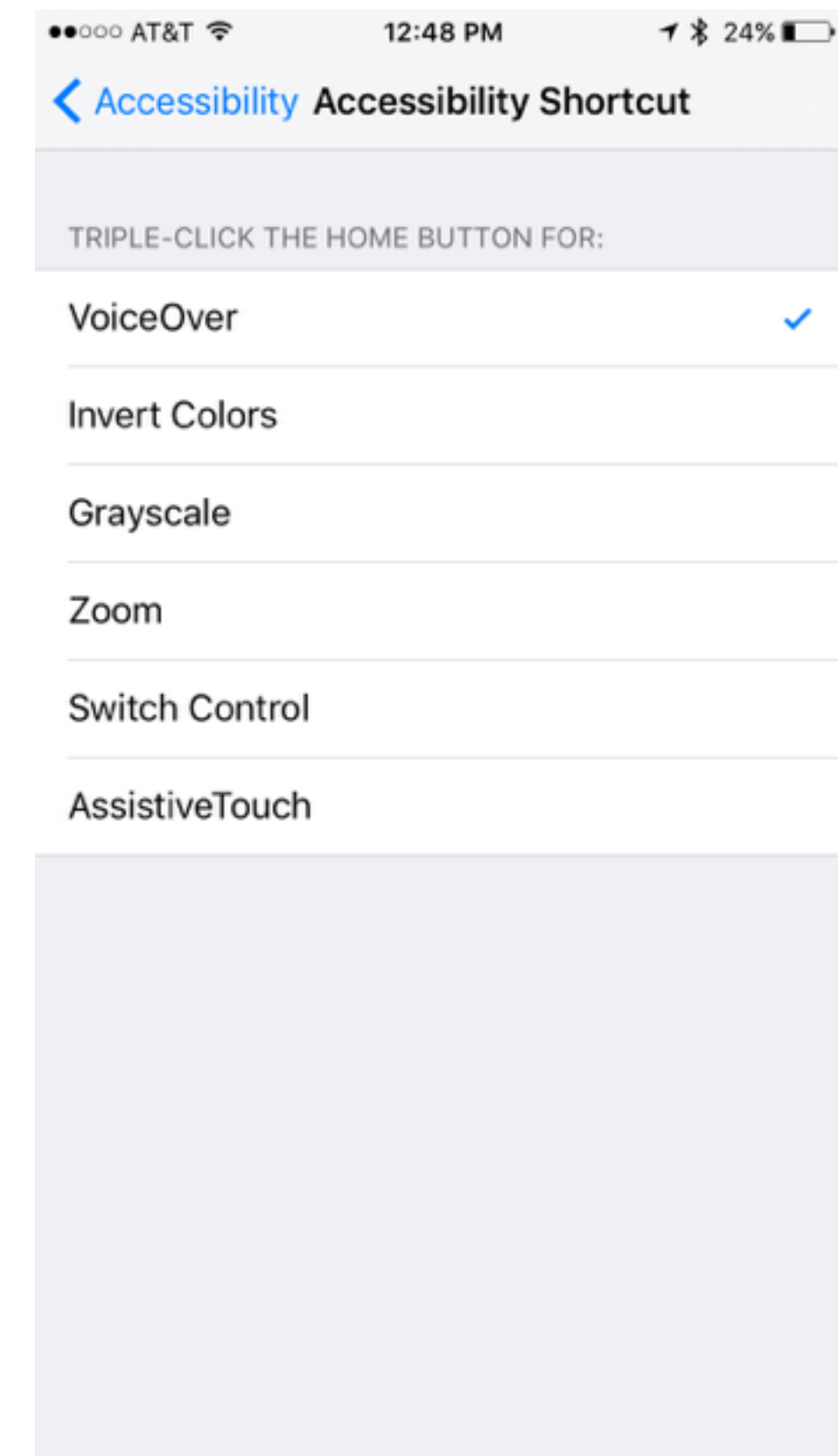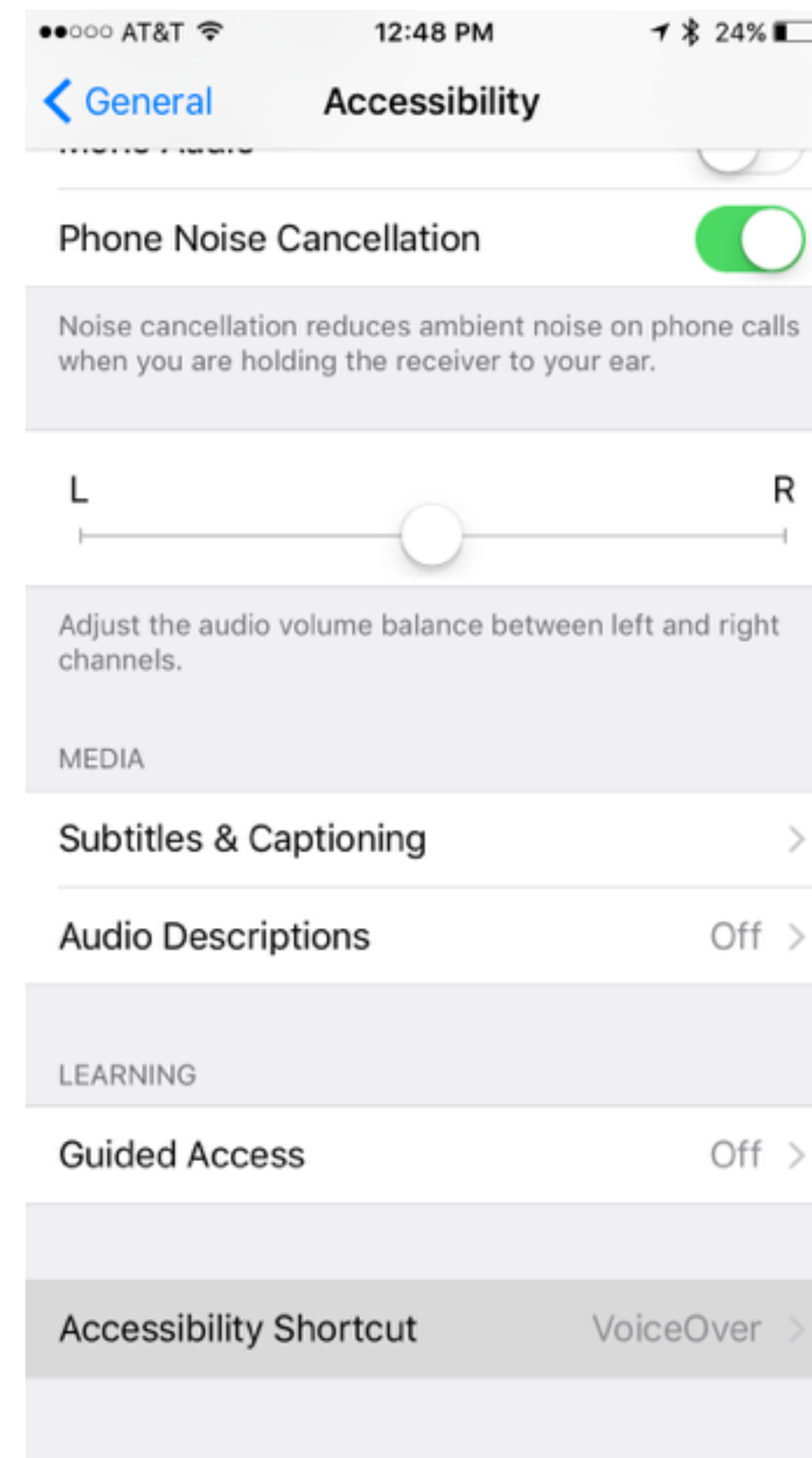
Double tap to initiate action

Magic touch- to do the best thing on the view, e.g. answer the phone

VoiceOver

Turning on VoiceOver
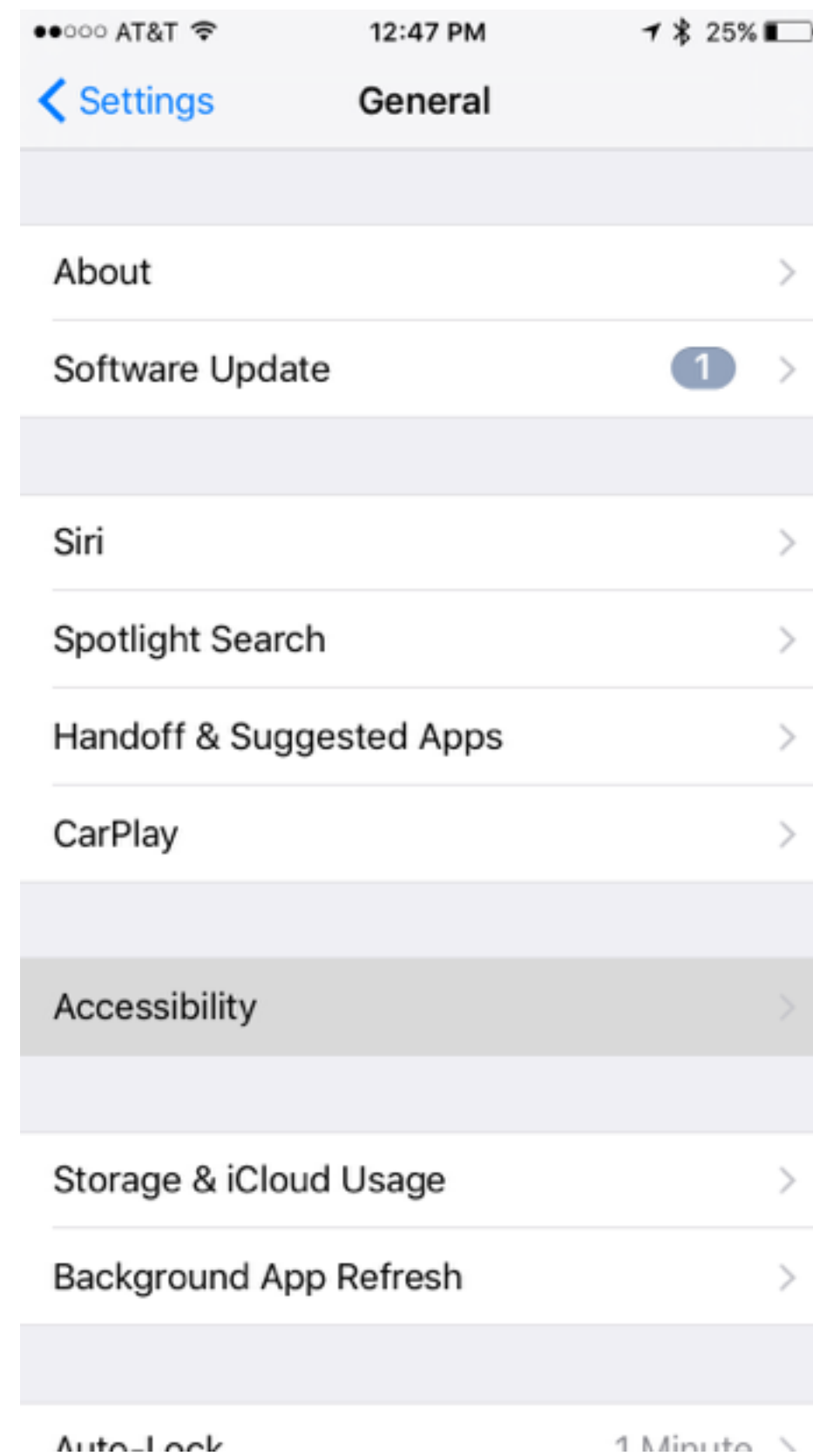
Designing for VoiceOver

Consider the order things go when you cycle

Need to **label** items and perhaps give **hints**

If the thing you're showing is small, how do you accommodate sliding around?

How do you describe things that are very visual (e.g. a Photo)

Labels

Brief

Does not tell the control type (e.g. button)

Capitalized

Localized

Hints

Describes the results of a control

Verb (action word, e.g. "Plays the song")

Does not include action/gesture

Does not include name of view/control

Does not include type of control/view

Localized

If doing accessibility for Add On Week

Document all labels, hints, and order of items

Document any other accessibility specific considerations you can incorporate into your app