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Introduction to Mobile Accessibility

Mobile Accessibility: Making Apps Usable for Everyone

DEFINITION

> Mobile accessibility ensures that apps are usable by people with disabilities. It involves designing features that accommodate various needs, enhancing user experience for all.

KEY CONCEPTS

Screen Readers

Software that reads text on the screen aloud, helping visually impaired users navigate apps.

Touch Targets

Buttons and interactive elements should be large enough for easy tapping, aiding users with motor impairments.

Color Contrast

Using high contrast between text and background improves readability for users with visual impairments.

Alternative Text

Descriptive text for images helps screen reader users understand visual content in apps.

Keyboard Navigation

Allowing users to navigate apps using a keyboard enhances accessibility for those unable to use touch screens.

EXAMPLES

→ Adding voice commands for navigation in an app.

→ Providing captions for videos to assist hearing-impaired users.

→ Using simple language and clear layouts for better comprehension.

MEMORY TIPS

★ Remember 'A11Y' for accessibility: 11 letters between 'A' and 'Y'.

★ Think of 'CATS' for key concepts: Contrast, Alternative text, Touch targets, Screen readers.

★ Visualize a 'TAP' for accessibility: Touch, Accessibility, and Performance.

COMMON MISTAKES

✗ Neglecting color contrast ratios in design.

✗ Overlooking keyboard navigation options.

✗ Failing to test apps with real users who have disabilities.

QUICK RECAP

Mobile accessibility is crucial for creating inclusive apps. It involves features like screen readers, touch targets, and color contrast to ensure usability for everyone. Remember to test your apps with diverse users to identify accessibility issues.