

# Designing for users on the autistic spectrum

## Do

- Use simple colours



- Write in plain language

- Use simple sentences and bullets



- Make buttons descriptive

- Build simple and consistent layouts



## Don't

- Use bright contrasting colours

- Use figures of speech and idioms



- Create a wall of text

- Make buttons vague and unpredictable



- Build complex and cluttered layouts

# SCOPE

= Equality for disabled people

## Designing for users of screen readers

### Do

- **Describe** images and provide transcripts for video



- Follow a linear **logical** layout

- **Structure** content using HTML5



- Build for keyboard use only

- Write **descriptive** links and headings

[contact us](#)

### Don't

- Only show information in an image or video

- Spread content all over a page



- Rely on text size and placement for structure

- Force mouse or screen use



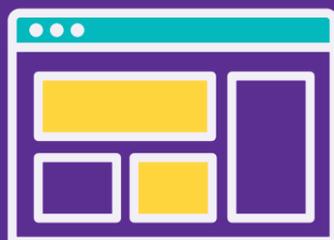
- Write uninformative links and headings

# Designing for users with low vision

## Do

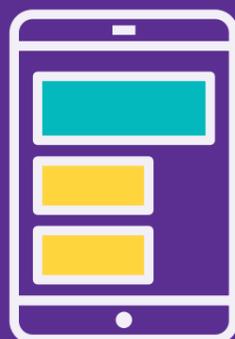
- Use good colour **contrasts** and a readable font size

- Publish all information on web pages



- Use a combination of colour, shapes and text

- Follow a linear, **logical** layout



- Put buttons and notifications in contexts

## Don't

- Use low colour contrasts and small font size



- Bury information in downloads

- Only use colour to convey meaning



- Spread content all over a page

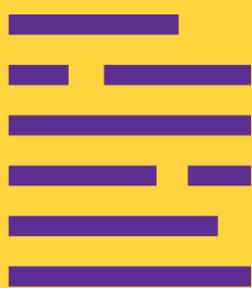
- Separate actions from their context



# Designing for users with dyslexia

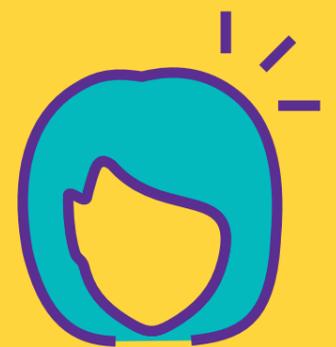
## Do

- Use images and diagrams to support text
- Align text to the left and keep a **consistent** layout
- Consider producing materials in other formats (for example audio or video)
- Keep content short, **clear** and **simple**
- Let users change the **contrast** between background and text



## Don't

- Use large blocks of heavy text
- Underline words, use italics or write in capitals
- Force users to remember things from previous pages - give reminders and prompts
- Rely on accurate spelling - use autocorrect or provide suggestions
- Put too much information in one place



# SCOPE

= Equality for disabled people

# Designing for users with physical impairments

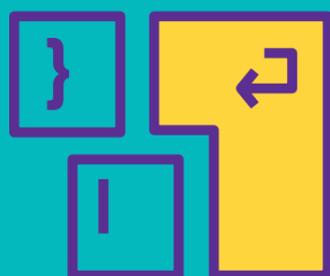
## Do

- Make large clickable actions



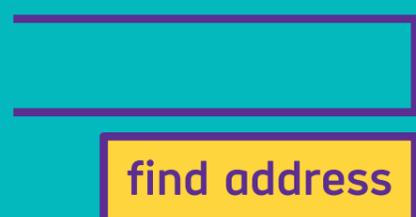
- Give clickable elements space

- Design for keyboard or speech only use



- Design with mobile and touchscreen in mind

- Provide shortcuts



## Don't

- Demand precision

- Bunch interactions together



- Make dynamic content that requires a lot of mouse movement

- Have short time out windows



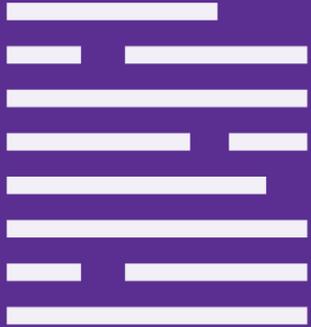
- Tire users with lots of typing and scrolling

# Designing for users who are deaf or hard of hearing

## Do

- Write in plain language **Do this.**
- Use subtitles or provide transcripts for videos
- Use a linear, logical layout 
- Break up content with sub-headings, images and videos
- Let users ask for their preferred communication 
- Support when booking appointments

## Don't

- Use complicated words or figures of speech
- Put content in audio or video 
- Only make complex layouts and menus
- Make users read long blocks of content 
- Make telephone the only means of contact for users