CS377Q: Today's goals

- Al followup
- Class update
- P2a: Prototyping check-in
- Design best practices
- Color



Special Interest Group for Neurodiversity (SIG)

- Monday, May 13, 4:00pm
- Graduate School of Business, room C223
- Ronan McGovern, Banking Executive at AIB Bank in Ireland
- Chapters of my Life in Stories. Mr. McGovern was diagnosed with ADHD in 1996 and subsequently Asperger's in 2018. He looks back on his life through the lens of his diagnosis and growing awareness of ADHD and Asperger's.



Automatic Alt-text: Computer-generated Image Descriptions for Blind Users on a Social Network Service <u>https://dl.acm.org/citation.cfm?id=2998364</u>

Reactions

Useful: over 90% of the write-in feedback AAT is useful. The major reasons were:

(1) better understanding of images: "I like he what is in the picture and how many people people are doing if they are smiling etc."

(2) make people feel included: "For the first i appreciate that FB is trying to work ou I can enjoy FB like my sighted friends.... Li just hope it gets a little more reliable." part of the community."

Not useful: a few people also expressed their disappointment in this feature, citing a lack of descriptiveness and uncertainty on how much they can trust the algorithm. For example, one user wrote, "*The descriptions are incredibly vague, and don't really give any information. I still have to ask friends what the photo actually is*". And another user asked for "[...] more accuracy. I saw one photo that only stated it was indoors when in fact the person that added a description said it was some guide dogs out on the front porch of a restaurant. I do appreciate that FB is trying to work out this type of thing; I just hope it gets a little more reliable."

(3) show SNSs' efforts on improving accessil Contrary to the self-reported data, we did not see a *appreciate that Facebook is making an e significant difference in the number of photos liked by photos more accessible to those using screen* users from the test group as compared to the control group.

MSR's captionbot.ai

https://www.captionbot.ai/



Visual recognition APIs

• Microsoft Cognitive Services

https://azure.microsoft.com/en-us/services/cognitive-services/directory/vision/

• IBM Watson API

https://www.ibm.com/watson/services/visual-recognition/

Visual question answering

Who is wearing glasses?





Is the umbrella upside down?









https://vqa.cloudcv.org

Where is the child sitting? fridge arms



How many children are in the bed?

Grading distribution

Midpoint Distribution (up through P1)



• Max of 45

Feedback on the class

- First time through is an experiment
- I'm learning a lot about scheduling and use of class time
- Let us know how you're feeling about grading feedback
- Feel free to submit anonymous comments on Piazza

P2, part a

- 3-minute presentation per team
- Need to focus on prototype concept
- May ask for a revised submission (via email to me and Trijeet)
 - johntang@Microsoft.com
 - trijeetm@Stanford.edu

Design best practices for ally

- Visual & Interaction Design
 - Color contrast
 - Color choice and meaning
 - Tap targets
 - Gestures and alternative inputs

High contrast colors for text and UI elements

- 4.5:1 color contrast ratio
- <u>https://webaim.org/resources/contrastchecker/</u>

15.9:1

5.7:1

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High contrast colors for text and UI elements

- Dealing with branding colors
 - https://www.saudia.com/





Multi-modal cues

 Don't rely on just one modality (especially color) to communicate



Multi-modal



Tap targets

- At least 48 x 48 density-independent pixels
- Can add padding around icon for target area
- Separated by 8 dp of space
- Density-independent pixel: 1 pixel on a 160 dpi screen



Gestures and alternative inputs

• Multi-contact gestures can be hard for people with motor control issues.



POUR: Web Content Accessibility Guidelines (<u>WCAG</u>)

Perceivable

- Provide <u>text alternatives</u> for non-text content.
- Provide captions and other alternatives for multimedia.
- Create content that can be presented in different ways, including by assistive technologies, without losing meaning.
- Make it easier for users to see and hear content.

• Operable

- Make all functionality available from a keyboard.
- Give users enough time to read and use content.
- Do not use content that causes <u>seizures</u> or physical reactions.
- Help users navigate and find content.
- Make it easier to use inputs other than keyboard.

• Understandable

- Make text readable and understandable.
- Make content appear and operate in **predictable** ways.
- Help users avoid and correct mistakes.
- Robust
 - Maximize <u>compatibility</u> with current and future user tools.

Perceivable: TED talks with transcripts



A forgotten Space Age technology could change how we grow food

TED@BCG Paris · 11:55 · Filmed May 2016

🖳 1 subtitle language 🚱

Tiew interactive transcript



Return to talk

Subtitles and Transcript

Select language

0:12 Imagine you are a part of a crew of astronauts traveling to Mars or some distant planet. The travel time could take a year or even longer. The space on board and the resources would be limited. So you and the crew would have to figure out how to produce food with minimal inputs. What if you could bring with you just a few packets of seeds, and grow crops in a matter of hours? And what if those crops would then make more seeds, enabling you to feed the entire crew with just those few packets of seeds for the duration of the trip?

Operable: Apple Assistive Touch



When you turn on AssistiveTouch, you'll see the AssistiveTouch menu.



You can drag it to any edge of the screen. Tap the menu to open it. To close the AssistiveTouch menu just tap it while it's open.

Understandable: Twitter error message

Join Twitter today.

 Full name
 × What's your name?

 abc@
 × Please enter a valid email.

 •
 Your password must be at least 6 characters.

Language: English - Have an account? Log In -

Tailor Twitter based on my recent website visits. Learn more.

Sign up

1

By signing up, you agree to the Terms of Service and Privacy Policy, including Cookie Use. Others will be able to find you by email or phone number when provided.

Advanced options

Robust: Responsive web design



Usability

- User research (e.g., interviews, personae, user testing)
- Use cases
- Information architecture

	Screen Reader Users	Screen Magnifier Users	Control Group (no disabilities)
Success Rate	12.5%	21.4%	78.2%
Time on Task (min:sec)	16:46	15:26	7:14
Errors	2.0	4.5	0.6
Subjective Rating (1-7 scale)	2.5	2.9	4.6

https://www.nngroup.com/articles/beyond-accessibility-treating-users-with-disabilities-as-people/

Design tips

- Avoid complex language
- Avoid unrecoverable errors
- Avoid timed content
- Avoid turning off/circumventing default interactions

Avoid flickering content

- Flashing can visually induce seizures
- Avoid any sequence of flashing images that lasts for more than 5 seconds
- Avoid more than three flashes in a single second, covering 25%+ of the screen (especially avoid red)
- Photosensitive Epilepsy Analysis Tool <u>https://trace.umd.edu/peat</u>

Don't make people hover to find/operate things

- Place secondary actions inside of menus (or non-modal dialogs), without using hover states to hide the trigger.
- Lighten the contrast of secondary icons and darken them on hover.
- Use tangible items as triggers for larger hovers. An info icon is a better trigger than white space to launch a content-filled hover.



Display

Make everything brighter

Change brightness automatically or use night light

X

 \sim

Simplify and personalize Windows

Show animations in Windows



On

Show transparency in Windows



Automatically hide scroll bars in Windows



Show notifications for

5 seconds $\,\,\smallsetminus\,\,$

Show desktop background image

5/25/12	5/25/12
Note @ Princeville, Hawaii	Note @ Princeville, Hawaii
Tent Beach wear Rental car	Tent Beach wear Rental car
4/15/13	4/15/13
Foods	Foods
Egg Milk Nuts Apples	Egg Milk Nuts Apples
2 WEEKS AGO	2 WEEKS AGO
My Note	My Note
Make sure you have good looking data on your blog post.	Make sure you have good looking data on your blog post.

Tailor configuration

- Especially for universal design, aim for diverse user base
- Allow for tailoring to specific abilities
 - Font size
 - Output channel

Alternative communication

- Alternative text for images
- Alternative transcript for audio files
- Closed captioning for video files

Resources for automatically subtitling videos

• YouTube Automatic Captioning

https://support.google.com/youtube/answer/6373554?hl=en

• IBM Watson and Amara

https://photography.tutsplus.com/tutorials/3-ways-to-subtitle-and-captionyour-videos-automatically-using-artificial-intelligence--cms-26834

• Microsoft Stream

https://docs.microsoft.com/en-us/stream/portal-autogenerate-captions



https://dyslexiefont.com/en/typeface/

The letters of the Dyslexie font are designed by taking the experience of dyslexia into consideration.

The Dyslexie font is especially designed for people with dyslexia, in order to make reading easier — and more fun. During the design process, all basic typography rules and standards were ignored. Readability and specific characteristics of dyslexia were used as the guidelines for the design. The most common reading errors of dyslexia are due to letter swapping, mirroring, changing, turning and melting letters together. In the Dyslexie font, every letter is individually shaped, eliminating the common reading errors of dyslexia. The innovative font increases the ease of reading for people with dyslexia, meanwhile offering nondyslexic people some reading benefits as well.

Check out the 10 most important features of the Dyslexie font:



1. Heavy bottom

The center of gravity is placed at the bottom, avoiding turning letters upside down, while adding a clear base line.

2. Inclined letters

Let's face it, who doesn't confuse "b" with "d"? Letters that look alike are placed slightly inclined, which makes them easier to distinguish.

3. Enlarged openings

The openings of the Dyslexie font letters are enlarged. This way letters look less alike and will be easily recognized by their shape.



springer.com

<u>Ann Dyslexia</u>. 2018; 68(1): 25–42. Published online 2017 Dec 4. doi: <u>10.1007/s11881-017-0154-6</u> PMCID: PMC5934461 PMID: <u>29204931</u>

Dyslexie font does not benefit reading in children with or without dyslexia

Sanne M. Kuster,^{1,2} Marjolijn van Weerdenburg,¹ Marjolein Gompel,¹ and Anna M. T. Bosman

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https://www.ncbi.nlm.nih.gov/pmc/articles/PMC5934461/

Home » About Dyslexia » Accessibility » Dyslexia Research » Open Access Journals » Technology » Good Fonts for Dyslexia – An Experimental Study

Good Fonts for Dyslexia – An Experimental Study

by Abigail Marshall / Filed under About Dyslexia, Accessibility, Dyslexia Research, Open Access Journals, Technology / tagged as fonts, readability, typography / 16 Comments

Pinit **f** Share 🔽 Tweet Listen

This is Arial	This is Myriad
This is Arial It.	This is OpenDystexic
This is Computer Modern	This is OpenDyslexic It.
This is Courier	This is Times
This is Garamond	This is Times It.
This is Helvetica	This is Verdana

A team of researchers in Spain has recently published the results of a study to determine which fonts were easiest for dyslexic individuals to read. Based on the evaluation of 48 dyslexic subjects ages 11-50, reading 12 texts with 12 different fonts, they determined that reading performance was best with sans serif, monospaced, and

roman fonts used in the study. They also found that reading was significantly impaired when italic fonts were used.

https://blog.dyslexia.com/good-fonts-for-dyslexia-anexperimental-study/

Design checklist

- Do I have sufficient contrast between text/UI elements and background?
- Is color or other visual means the only indication?
- Is the written content simple and easy to understand?
- Are there any cases where the screen is flashing or flickering?
- Does every mouse interaction have a keyboard-only equivalent interaction?
- Have captions been included with any audio or audio/visual presentation?
- Is any interaction involving a timed response or session timeout explained?

The Basics of the Color Wheel



Warm Colors : Triggering / Sensual



Cool Colors : Conserved / Relaxing







Complementary (e.g., Children's Bedroom)

Analogous

Always easy on the eyes, this type of color scheme always looks "natural"



Analogous (e.g., Beyond Oil)



Split Complementary

Often a good choice for beginners, because it is difficult to mess up.





split-complementary





analagous



monochromatic

Start with Greyscale



... then *accent* or *enhance* with color

Action + Passive Colors

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Poor Use of Color





Redesigned to Use 3 Actionable Colors







Tools that help with color selection

- <u>http://colorschemedesigner.com/</u>
- <u>http://kuler.adobe.com/</u>
- http://colorbrewer2.org/
- <u>http://www.colourlovers.com</u>

Color design tools

- Color contrast analysers
- <u>https://www.digitala11y.com/color-contrast-analyzers-checkers/</u>

Color blind checker

<u>https://www.color-blindness.com/coblis-color-blindness-simulator/</u>

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