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Foundation



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Resources for Accessibility Guidelines

Physical Infrastructure:

<http://cpwd.gov.in/Publication/Harmonisedguidelinesreleasedon23rdMarch2016.pdf>

Web:

[www.w3.org/TR/WCAG/](http://www.w3.org/TR/WCAG/)

Mobile Applications:

[www.developer.android.com/guide/topics/ui/accessibility/index.html](http://www.developer.android.com/guide/topics/ui/accessibility/index.html)

[www.developer.apple.com/accessibility/ios/](http://www.developer.apple.com/accessibility/ios/)

# The of ACCESSIBILITY

## WHAT IS ACCESSIBILITY?

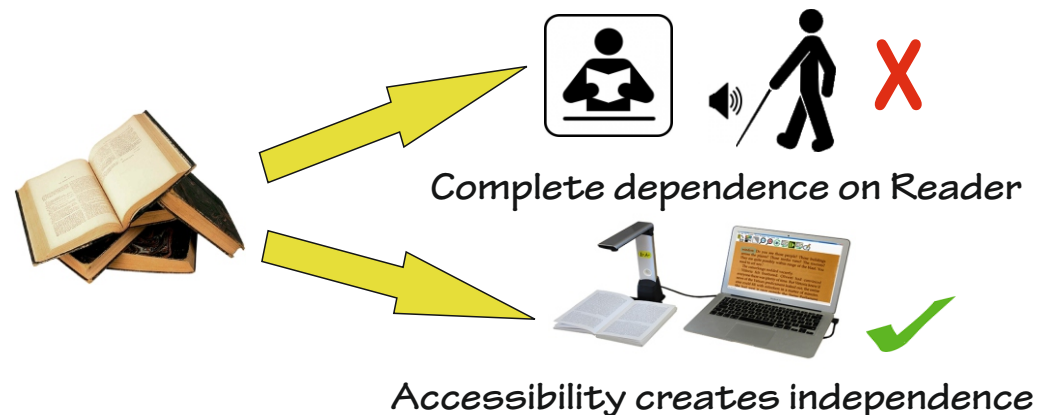
Persons with disabilities access the world by using alternate senses to get the same information as they would have got from their non-functioning sense.

Accessibility entails having products and services designed in a way that everyone can use them through their diverse methods and techniques.



## WHY IS ACCESSIBILITY IMPORTANT?

In absence of accessibility persons with disabilities get left out from access to independent use of majority of products and service.



## WHAT CREATES ACCESSIBILITY?

To create accessible products and services, the following 6 principles of accessibility need to be kept in mind.

### 1. Universal Design: Usable By all

Accessibility is for all not only for person with disabilities. Designing products in a way that they can be used by all.

E.g. Ramps: elderly, pregnant women, wheeling a bag, tired.

### 2. Accepting Differences & Sensory Substitution: Different ways of reaching the same goal

No two people are the same and hence everyone does things differently and yet can achieve the same goal.

E.g: Reading can be achieved through: sighted print, braille, audio.

### 3. Multi-Sensory Approach: Enriches Experiences

Same things can be accessed through multiple senses and when multiple senses are used over a single one the experience is always richer.

### 4. No Clutter, Clutter confuses: Clean and non-cluttered layout aids everyone

E.g.: websites with too much information v/s websites with clean ordered information.

5. No half Baked Cookie: Accessibility present from beginning to end and not only in parts. If you only have a welcome message to an ATM machine read out and then everything goes silent it will not aid independent use of the ATM machine.

6. Nothing for us without us: User inputs and feedback taken during development. Best product designing is done through user feedback and testing. How then can products be designed for blind without their inputs?

## MYTHS ABOUT ACCESSIBILITY

### Look and Design are compromised because of accessibility - False

Accessibility in fact compels creative solutions for the products to be usable by all. Is an iPhone ugly? It is one of the most accessible phones available in the market today.

### Accessible Products should refrain from use of Touch screens - False

Accessible products need not refrain from use of sight dependent concepts such as touch screens, colors, images etc. What is important is that they need to be made accessible through use of touch/sound etc.

### Braille is the best alternatives for sighted text for the blind - False

Not all blind people read braille, having braille as the only alternative to sighted print leaves out a large population of the blind from the accessibility conversation. Braille with audio is the best alternative for sighted text for blind and low vision persons.

### Mildly differentiating textures can cause confusion even for persons with blindness to identify - TRUE

Blind and low vision persons only with practice have a better sense of touch. They do not have any sixth sense that creates increased senses. For usage and accessibility, it is best to have distinctly differentiating touch.

### Manuals, signage, labels can be skipped being made accessible as long as the product and environment is accessible - FALSE

Lack of manuals, signage and labels in accessible formats create dependency at the time of purchase and exploration of products and services. They are equally important to create a complete accessible experience.