

Office of the Government Chief Information Officer

Accessible Mobile Apps

Digital Inclusion Division

4 December 2012



Agenda

- Common Pitfalls in Mobile Apps
- How to Build Your Accessible Mobile Apps?

Common Pitfalls in Mobile Apps

For persons with seeing difficulties

1. Alternative text for buttons not provided
2. Buttons not function when using with screen reader
3. Text resize function not provided
4. Poor navigation; no accessible functions available for returning to previous page
5. Colour contrast for text is insufficient
6. After reading tutorial/acceptance statement when first visit, unable to proceed to next page when using screen reader

Common Pitfalls in Mobile Apps

For persons with hearing difficulties

1. “Vibrate” option for notification not provided

For persons with restricted movement

1. Sliding bar is difficult to control
2. Tablet version not provided

For persons with learning difficulties

1. Contain complicated instructions which are difficult to understand

For persons who suffer from epilepsy

1. Contain “flashes” more than three times in a second

For all types of disabilities

1. Buttons are designed and aligned too close together
2. Not compatible with third-party keyboard

How to build your accessible mobile apps?

Step 1

- Understand the accessibility requirements
- Observe relevant guidelines (www.webforall.gov.hk)
- Mobile Apps Accessibility Handbook (*to be released*)
- Web Content Accessibility Guidelines (WCAG) 2.0 - non-mobile specific guidelines on accessibility and designs

Step 2

- Make user interface structure and content simple to be used with screen readers
 - Logical reading sequence
 - Consistent user interface
 - Provide versions for larger screen display (e.g. tablet)
 - Allow more options for alert (e.g. “vibrate” for notification)

How to build your accessible mobile apps?

Step 3

- Test your mobile apps
 - Testing using screen reader
 - Able to read all components (buttons, images, labels, etc.)
 - Provide meaningful descriptions for alternative text
 - Able to proceed properly when using screen reader
 - Visual Review, e.g.
 - Provide apps information buttons such as “Info”, “Help”, “Settings”
 - Able to resize text without distortion of information
 - Able to operate properly when rotating the screen

How to build your accessible mobile apps?

Step 3

- Test your mobile apps (continue)
 - Visual Review, e.g.
 - Provide sufficient spacing between the buttons
 - Not rely solely on colours to convey information
 - Provide accessibility statement and contact point for enquiries

Step 4

- Human testing (by persons with disabilities preferably)

*Let's join hands in making a
digitally inclusive society*

Thank you!