

# 1 HCI and the Web

- 1.1 HCI – A Quick Reminder
- 1.2 Web Technology – A Brief Overview
- 1.3 Web Usability
- 1.4 Designing Web Sites for Usability
- 1.5 Web Accessibility

## Literature:

- Jakob Nielsen: Designing Web Usability, New Riders 2000
- Steve Krug: Don't Make Me Think, New Riders 2006  
(2nd ed.)
- Shneiderman, Plaisant: Designing the User Interface: Strategies for Effective Human-Computer Interaction (5th Edition)

# Hearing impairment

User cannot hear audio content

This one is easy to test for

- Turn off your speakers!

Solution

- Provide captioning for all audio content

# Impaired motor skills

Difficulty using mouse and keyboard

- Inaccuracy while clicking
- Slow input
- May use specialized input device

Solutions

- Do not require precise clicking
- Allow alternate input methods
  - Keyboard
  - Mouse
  - Voice

# Cognitive disabilities

Many types

- Learning disabilities
- Attention deficit disorder
- Memory impairments
- Impairments of intelligence

May have difficulty focusing on or processing information

Solutions

- Clear, simple design
- Simple navigation
- Avoid distracting elements (video, navigation)

# Universal design principles

## Equitable Use

- The design is useful and marketable to people with diverse abilities

## Flexibility in Use

- The design accommodates a wide range of individual preferences and abilities

## Simple and Intuitive Use

- Use of the design is easy to understand, regardless of the user's experience, knowledge, language skills, or current concentration level.

## Perceptible Information

- The design communicates necessary information effectively to the user, regardless of ambient conditions or the user's sensory abilities.

# Universal design principles

## Tolerance for Error

- The design minimizes hazards and the adverse consequences of accidental or unintended actions

## Low Physical Effort

- The design can be used efficiently and comfortably and with a minimum of fatigue

## Size and Space for Approach and Use

- Appropriate size and space is provided for approach, reach, manipulation, and use regardless of user's body size, posture, or mobility

# Assistive Technologies - Screenreader

Software that reads what is on the screen

Provides navigation

Integrates with application software

Example: JAWS

- Includes a software speech synthesizer
- Can output to Braille display
- Demo: [http://www.freedomscientific.com/fs\\_downloads/jaws.asp](http://www.freedomscientific.com/fs_downloads/jaws.asp)

Firefox Plugin

- “We created a Firefox extension to help blind people with CAPTCHAs and image translation! It adds a contextual menu item, so just right click on any image and "Send to CAPTCHA Killer". A new window will popup and display the result.  
This is very beta - but maybe it will help some of you out there”
- <http://www.captchakiller.com/firefox-extension-help-blind-captcha-and-image-translation>

# Assistive Technologies

## Braille Displays

Used with a JAWS screen reader

Refreshable Braille cells act as a tactile monitor (e.g. 44-, 70- and 84-cells)

Navigation controls are on the display

Quite expensive (> 5000 €)



<http://www.accesstech.ch/>

<http://www.sightandsound.co.uk/>

# Assistive Technologies

## Braille Printer

E.g. Basic-S Printer

Speed

- 150 PPH (pages per hour) or 39 CPS (characters per second).

Technology

- 6 High quality hardened hammers forming against hardened steel anvils



<http://www.sightandsound.co.uk/>



<http://www.brailler.com/juli2.htm>

# Web Accessibility Evaluation

Guidelines available from W3C

<http://www.w3.org/TR/2004/WD-WCAG20-20040311/>

Guidelines are divided into three categories of success criteria:

- Level 1 success criteria:

- do not specify how information is presented
- are reasonably applicable to all Web sites
- some are machine-testable. Others require human judgment. Success criteria that require human testing yield consistent results among multiple testers.

- Level 2 success criteria:

- may require an author to present content in particular ways
- are reasonably applicable to all Web sites
- some are machine-testable. Others require human judgment. Success criteria that require human testing yield consistent results among multiple testers.

- Level 3 success criteria:

- are additional criteria that go beyond Level 1 and 2 that may be applied to make sites accessible to more people with all or particular types of disability

- Conformance

- WCAG 2.0 A, WCAG 2.0 A+, WCAG 2.0 AA, WCAG 2.0 AAA

# Quick Tips to make Accessible Web Sites

- Images & animations: Use the alt attribute to describe the function of each visual.
- Image maps. Use the client-side map and text for hotspots.
- Multimedia. Provide captioning and transcripts of audio, and descriptions of video.
- Hypertext links. Use text that makes sense when read out of context. For example, avoid "click here."
- Page organization. Use headings, lists, and consistent structure. Use CSS for layout and style where possible.
- Graphs & charts. Summarize or use the longdesc attribute.
- Scripts, applets, & plug-ins. Provide alternative content in case active features are inaccessible or unsupported.
- Frames. Use the noframes element and meaningful titles.
- Tables. Make line-by-line reading sensible. Summarize.
- Check your work. Validate. Use tools, checklist, and guidelines at <http://www.w3.org/TR/WCAG>

<http://www.w3.org/WAI/References/QuickTips/>

# Software to Check Guidelines - Examples

IBM Rational Policy Tester for privacy, quality, and accessibility

[http://www-01.ibm.com/software/rational/offerings/websecurity/  
webcompliance.html](http://www-01.ibm.com/software/rational/offerings/websecurity/webcompliance.html)

<http://achecker.ca/checker/index.php>

(formerly A-promt: <http://aprompt.snow.utoronto.ca/>)

<http://www.anybrowser.com/>

<http://www.barrierekompass.de/>

<http://validator.w3.org/>

**Accessibility Review (Guidelines: WCAG 2.0 (Level AA))**

**Known Problems(3)** **Likely Problems (1)** **Potential Problems (1)**

✖ **Line 3, Column 1:** [Document language not identified.](#)

```
<html>
<head>
  <title>Paul Holleis, Embedded Interaction, Homepage</title>
  <meta http-equiv="cont ..."
```

**Repair:** .

✖ **Line 3, Column 1:** [Document has invalid language code.](#)

```
<html>
<head>
  <title>Paul Holleis, Embedded Interaction, Homepage</title>
  <meta http-equiv="cont ..."
```

**Repair:** Add a valid 2 letter or 3 letter language code as defined in

✖ **Line 13, Column 3:** [frame missing title attribute.](#)

