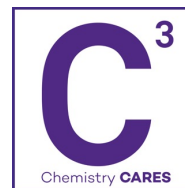
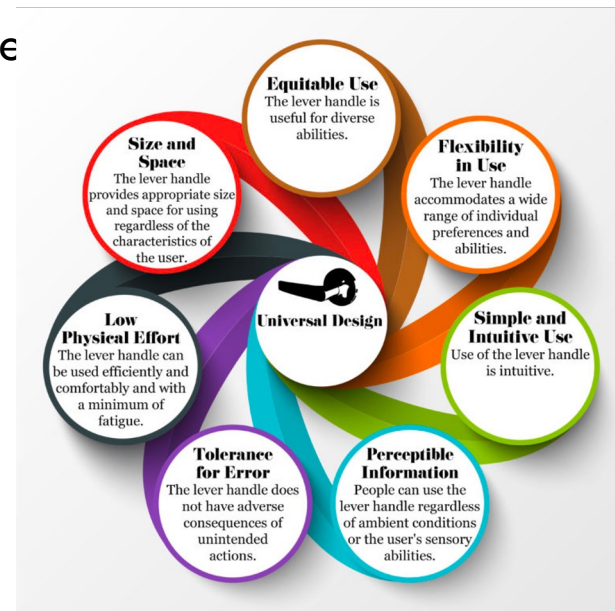


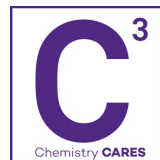
Universal Design



- “The design and composition of an environment so that it can be accessed, understood, and used to the greatest extent possible by all people regardless of their age, size, ability, or disability.”
- 7 Principles for Universal Design:
 1. Equitable Use
 2. Size and Space
 3. Low Physical Effort
 4. Tolerance for Error
 5. Perceptible Information
 6. Simple and Intuitive Use
 7. Flexibility in Use



Examples of UD



- Using universal design when making figures or presentations
 - Text Considerations:
 - Three different fonts, maximum
 - Limit use of **bold**, *italic*, or ALL CAPS letters
 - Use a contrast checker - <https://webaim.org/resources/contrastchecker/>
 - Graphs and Figures
 - Also use a contrast checker for labeling graphs/figures
 - Do not rely just on colors for labeling sections of a graph or figures - use symbols, shapes, and patterns

Contrast Checker

[Home](#) > [Resources](#) > Contrast Checker

Foreground Color: #4E2A84
Background Color: #FFFFFF







Contrast Ratio: **10.56:1**
[permalink](#)

Normal Text
WCAG AA: **Pass**
WCAG AAA: **Pass**

The five boxing wizards jump quickly.

You can use shapes and colours as a means of support in conveying information

Table 3 – How to use text to describe the status and shapes and colour for support

Do not...	Do...
	 Not started
	 In progress
	 Complete