

Accessibility



Sven Titgemeyer

Why

increase your user base

address accessibility guidelines

because it's the right thing to do

Accessibilities



Switch Control

There are more disabilities than visual

when working on accessibility we mostly think of VoiceOver

UIAccessibility is more than VoiceOver



Visual Accommodations

Some users need reduced motion, less transparency or bolder text

Check using UIKitFunctions (e.g. `UIAccessibilityIsBoldTextEnabled()` -> Bool)

VoiceOver

VoiceOver reads the information you provide using the accessibility APIs

Quick reference: Tap to select, double Tap to perform action, swipe left and right to move to next elements

Additional custom actions may be defined

UIAccessibility

provides semantic accessibility

used by VoiceOver and other technologies

Add additional information about your views

informal protocols

UIAccessibility

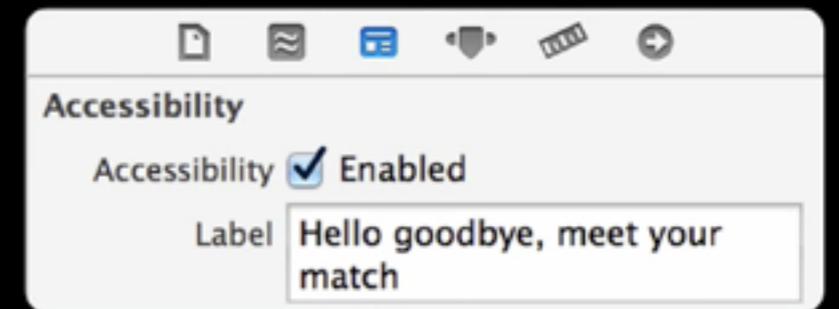
Most important properties to remember:

`var isAccessibilityElement: Bool`

`var accessibilityLabel: String!`

`var accessibilityValue: String!`

`var accessibilityTraits: UIAccessibilityTraits`



UIAccessibilityContainer

Returns a list of accessibility elements which aren't views themselves (e.g. Datapoints)

Can also be used to sort existing views in a different way

Demo

Summary

Think of accessibility when implementing views,
especially custom views

low effort, high reward

Because it's the right thing to do