The most common type of color blindness is the red-green color blindness and makes it hard to tell the difference between these two colours. There are 4 types of red-green color blindness:

- Deuteranomaly is the most common one. It makes green look more red.
- Protanomaly makes red look more green and less bright.
- Protanopia and deuteranopia both make you unable to tell the difference between red and green at all.

This less-common type of color blindness makes it hard to distinguish blue and green, and yellow and red. There are 2 types of blue-yellow color blindness:

- Tritanomaly makes it hard to distinguish blue and green, and yellow and red.
- Tritanopia makes you unable to distinguish blue and green, purple and red, and yellow and pink. It also makes colors look less bright.


All six of these types of color vision deficiency stem from one of the three cone types not functioning to some degree. Though people with these problems may have some trouble selecting fruit, reading traffic lights... most people with color vision deficiency adapt to live normal lives. Sometimes with some
additional help, many things can be better as we are going to see in this practical sheet. Monochromacy, on the other hand, can be quite challenging.

## Adaptation

Design systems are often thought of as a way to improve accessibility. But, first, it's important that we understand the disabilities that people may have. For users, these disabilities can be permanent, temporary, or situational.

For these reasons, it is important to:

## $\checkmark$ Accessible or inclusive design:

It focuses on making products consumable by people with disabilities.


## $\checkmark$ Focus on contrast

Contrast is a key factor in designing accessible interfaces.
Sufficient brightness contrast between elements allows people to distinguish them. This is especially important when placing text or icons on a background colour.

## $\checkmark$ Optimistic infographics

The main goal is to make lines and fills distinguishable. First, we need to choose colours with a high contrast for people with red-green colour blindness. But colours should not be the only difference.


For diagrams, you can use patterns in addition to coloured fills. This will make the diagrams distinguishable even when converted to greyscakle.


For line charts we can use line styles like dotted, dashed and soft to differentiate them. Adding shapes to the start, end and intermediate points helps to associate lines with labels.


## $\checkmark$ Avoid bright colours

Bold combinations create what is called an «afterimage». This interferes with other colours and causes visual vibrations. The visual vibrations can be a problem for everyone.


## $\checkmark$ State of focus

This is the element that users interact with when they press the return key. Navigating with the keyboard is basically like jumping between focus states. For this reason, it is important thaat the focus is cleary distinguishable. A colour alone is often not enough. It is also important to outline the focused element with a strong contour.


## $\checkmark$ Hierarchy

You need to use font size, style, capitalization, white space and indentation for different headings. The size can be helpful.

```
Quote
Color only
Indifference towards people and the reality in which they live is actually the one and only cardinal \(\sin\) in design"
```

Quote
Color in decorative element
"Indifference towards people and the reality in
which they live is actually the one and only cardinal $\sin$ in design"

- Dieter Rams

In conclusion, it is important to consider the next steps:

- Do not rely on colour alone to convey any meaning or function.
- Make sure there is enhough contrast when choosing colours.
- Use patterns and shapes for infographics.
- Avoid bright colour combinations.
- Use alternative visual clues for states, interactive elements, and for pointing.


The following tools are a good start to working on inclusion, but we believe the, first step should be to try to humanise the people affected by the various disabilities.

You can also use accessible widgets: such as The UserWay Accessibility Widget.

## Practical examples and inspiration

- Contrast Grid:
* Contrast Grid

Test many foreground and background color combos for compliance with WCAG 2.0 minimum contrast.

Include one color per line, with an optional comma-separated label.

Rows

```
#FFFFFFF, White
#F2F2F2
#DDDDDD
#CCCCCC
#888888
#404040, Charcoal
#000000, Black
#2F78C5, Effective on
Extremes
#0F60B6. Effective on Lights
```

Columns


[^0]The goal of this website is to create sufficient contrast between text and background so that it can be read by people with moderate vision.

Colour deficits may affect the luminance contrast somewhat. Therefore, the contrast is calculated so that colour does not matter, so that even people with colous vision deficiences have sufficient contrast between text and background.


In the left part you can specify a colour for each line, optionally separated by a comma. Then, you can choose the rows and columns. Then, you can change the size and show.

## - Accessible palette builder:

Accessible platform allows to know the levels of compliance with the ADA and levels and accessibility levels. In addition, to assess needs and adapt them.


Accessible color palette builder


## Accessible color combinations



You can change the white, lightness, brightness, size, darkness and black in the palette builder. Then, the combination will change.

Accessible color palette builder


```
Save changes Cancel
```

It is important to save the changes by clicking here:

## Accessible color palette builder



Below are the accessible colour combinations:

Accessible color combinations
Please dorit use these color combinafons; they do not reet a colar contrast ratio of 4.5:1, so they do not conform with the standards of Section 508 for body text. This means that sorme people would tave Pease dorit use these color combinafons; they to not reet a colar contrast rafio of 4.5 .1 , sa they do not on
difficulty reating the tixt Emploping accessibitity best pratices improves the user experience for all users.


- Whocanuse:

It's a tool that brings attention and understanding to how colour contrast can affect different people with visual impairments.

First, they figure out the contrast between two HEX values. For this they are using a plugin called Chroma.js - this does the heavy lifting for them. Once they have the ratio (and using font size and font-weight), they can apply a grade to that specific colour combo.

For the colour blindness options, they are using another plugin aptly called Color-blind. It converts their HEX codes into ones that would be seen by people with different impairments. Then they can apply the same process to obtain the colour ratios and determine the grade of people with this disability. Then, you can see different cases.

Depending on the levels you choose in the colour palette, the contrast ratio and the WCAG rating will vary. In the example below, you can see that the chosen colours have a good level as "AAA" appears as a result of the evaluation. In addition, this website also allows you to see the percentage of
impairment according to visual impairment. Furthermore, you can see how the affected person sees the original colour tone.


In this case, the colours change and the percentage and evaluation too. Now we have "AA" in the WCAG grading.


Finally, we find a fail case.


The grading uses a combination of colour contrast, text size and text weight. A fail simply means that the colour combination offers some visual strain to the person seeing it and should be avoided if possible.

## Additional resources

https://uxdesign.cc/design-system-accessibility-color-26834083a3a2
https://accessibility.blog.gov.uk/2016/06/17/colour-contrast-why-does-itmatter/
https://whocanuse.com/
https://toolness.github.io/accessible-color-matrix/


[^0]:    Copy Grid HTML \& CSS

