Chapter 2: Accessibility and Visualization, *Basics*

Chapter 2, Episode 1: Accessibility standards, Chartability, and the "floor" of accessibility

So how do we catch barriers?

Listen to people with disabilities (PWD).

There are a lot of ways to listen:

- 1. Actually ask them!
- 2. Find where they are already speaking
- 3. Find where they have already spoken:
 - Research
 - Blog posts
 - Accessibility standards

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Perceivable O II

Perceivable Operable U

Perceivable Operable Understandable R

The 4 pillars of accessible design:

Perceivable Operable Understandable Robust

Chartability's additions:

C

Chartability's additions:

+ Compromising A F

Chartability's additions:

+ Compromising Assistive F

Chartability's additions:

+ Compromising Assistive Flexible

"A map is not the territory it represents, but, if correct, it has a similar structure to the territory, which accounts for its usefulness," Alfred Korzybski ('33)

"Truth is much too complicated to allow anything but approximations," John von Neumann ('47)

"All models are wrong, but some are useful," George Box ('76)

All principles are incomplete, but some are useful.

Even if you follow principles as if they were laws, you'll be a better designer than one who has no principles at all.

But still: be willing to go beyond principles. They set the floor, not the ceiling, of good design.