

Robert S. Croslin
Mayor



Tracey E. Douglas
City Administrator

City of Hyattsville GIS Accessibility Standards

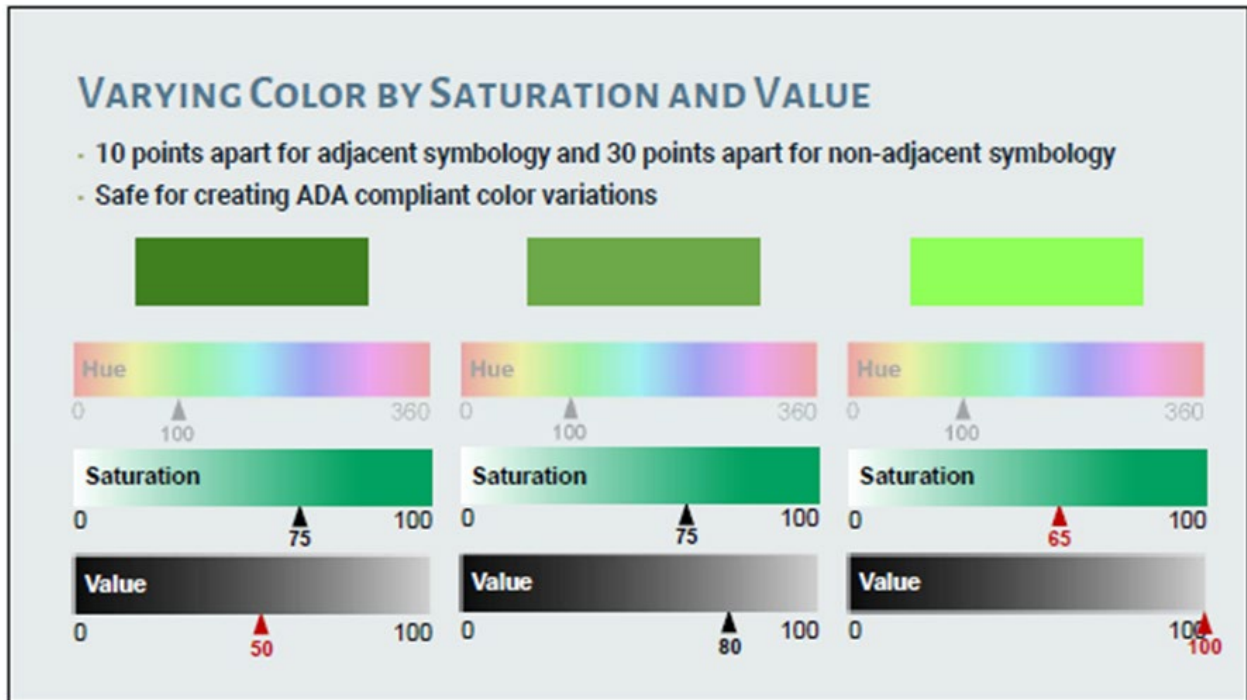
Definitions

- **Hue:** The color family for which the specific color falls under. For example, the color navy blue would fall under the hue blue.
- **Saturation:** the intensity of a color, expressed as the degree to which it differs from white.
- **Value:** How light or dark a color is, often described as a scale or gradient from white to black
- **Contrast:** the difference in luminance or colour that makes an object visible on a background of different luminance or color.



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MAP ACCESSIBILITY COMPONENT: CONTRAST

- Text to map features

Adding contrast via a halo may make a map accessible but not legible

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Color

- Avoid distinguishing features by color alone. Having features with the same shape but different colors can result in colorblind viewers having trouble distinguishing the difference in the features
- Avoid **green, red, orange and yellow** with same saturation and value (intensity in light or darkness) These colors to someone who is colorblind are barely distinguishable when they share the same color intensity. For example, dark green will look the same as dark red, light orange will look similar to light yellow, etc.
- In that same vain, avoid red-green (stop light) symbology (This is to help individuals who might suffer from color blindness since they cannot visually decode the colors)
- Instead, we should use color combinations such as blue-green and blue, orange and gold, light green and dark red, dark green and light red. These combinations are easier to

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distinguish for colorblind individuals because they are different colors with different saturations and values (a difference in the light/darkness)

- You can vary color by hue (using different colors that are in the same color family). However, this is not applicable to the colors red, green, orange and yellow. Those colors when used in their respective color families will look the same to someone who is colorblind.
- For all colors, vary by saturation (color intensity).

Shape

- Avoid distinguishing features by color alone. Having features with the same shape but different colors can result in colorblind viewers having trouble distinguishing the difference in the features
- Try to use different shapes for each feature. Shapes are another good visual differentiator that the visually impaired can better grasp.
- Or you can use a combination of size and value (or color). The main takeaway is that there are many elements to a map feature that can be visualized without making color the visual crutch.

Labels

- Try to use a combination of labels and colors. Having labels that tell what the difference is in each feature allows the viewer to understand each difference without relying on color alone.
- Using halos on labels is discouraged in COH. Although an outline for labels on a map will make the labels themselves more visible, it could make the map less aesthetically pleasing and harder to interpret.

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DESIGNING FOR A COLOR-IMPAIRED AUDIENCE (USA ADA SECTION 508 COMPLIANCE)

Avoid  Distinguishing feature by color alone

Use  Label and color

Use  Different shapes

Use  Size and value (or color)

Avoid  Green, red, orange and yellow with same saturation and value

Use 