World Usability Day Crossword

Across

2. W3C have developed a web standard and associated tools which if used by developers will make dynamic content and advanced web 2.0 user interfaces easy to use for users of assistive technology such as screen readers. The standard is called WAI-ARIA, but what do the two A's in ARIA stand for? (10,12)
Clue: http://www.w3.org/WAI/intro/aria

5. Usability is everyone's responsibility, and goes together with good creative design like fish goes with chips. This is exemplified in the popular usability book for web designers "Don't Make me think!", but who wrote it?
(5,4)
Clue: http://www.sensible.com/

6. Heuristic evaluation is a useful and quick tool utilised by usability professionals for discovering common usability problems in designs. But what form of study is it important to do before conducting a heuristic evaluation in order to focus the exercise on realistic product usage? (7,8)
Clue: http://www.usability.net.org/tools/methods.htm

Down

1. Accessibility isn't just good design it's the law! The basics of an Act of parliament first introduced in 1996 make it unlawful to discriminate against disabled people. We all need to consider this law and it's implications on every BBC site we work on, but by what 3 letter acronym is it commonly known? (3)
Clue: http://www.abilitynet.org.uk/pub_law

3. BBC Accessibility Standards & Guidelines are an important tool when designing to ensure we avoid the common pitfalls which can make products difficult or impossible to use for some of our audience, they are also designed to ensure a consistent and enjoyable experience for all. Some of the guidelines are best practice recommendations and therefore should be followed whenever you sensibly can, however some things are just so important in ensuring access and a consistent experience that we must do them.

Which is the one below?

All colour combinations _____ pass the WCAG 2.0 AA-complaint colour contrast check… (4)
Clue:
http://www.bbc.co.uk/guidelines/futuremedia/accessibility/colour_contrast.shtml

4. Investing time and money in usability has real measurable benefits to product development. An important study in 1990 showed from analysing real world projects that the typical minimum return on usability investment is 3:1 and sometimes can be as high as 100:1. But who conducted this famous study? (6,5)
Clue:
http://upassoc.org/usability_resources/usability_in_the_real_world/