



Maps for All! – Designing for Accessibility

Amy Ellison, Cartographer with Minnesota State Parks and Trails

Jason Ewert, Data Management with MNIT@ Minnesota Pollution Control Agency

The Background

- 2010 – State of Minnesota was given a mandate to make everything online “accessible”
- Nothing in Section 508 about map accessibility. I contacted several organizations working with people with visual impairments, no one could tell us what makes a map accessible
- 2015 - Small group of Department of Natural Resources staff gathered, led by department Web and Accessibility Coordinators to discuss
- Recognition of the need for a larger, state-wide group to convene
- 2016 – First state agency-wide meeting of the Accessible Maps Community of Practice.
- As of 2025, it is a 75+ member strong group with participation from every state agency and some non-state groups. Led by Minnesota Office of Accessibility

Initial Findings

- We found many staff were trained in “running the software” but not in **how to make a good map**.
- Needed a decision on what we meant by an “**accessible**” map.
- Good guidance on PDFs from Adobe, and Web Content Accessibility Guidelines (WCAG) with online interactive maps.
- **Picking colors** was the #1 difficulty for those polled.
- Recommendations and **easy access** were needed to encourage staff to make their **maps more accessible**.

Nothing can be **100% Accessible** to ALL people!

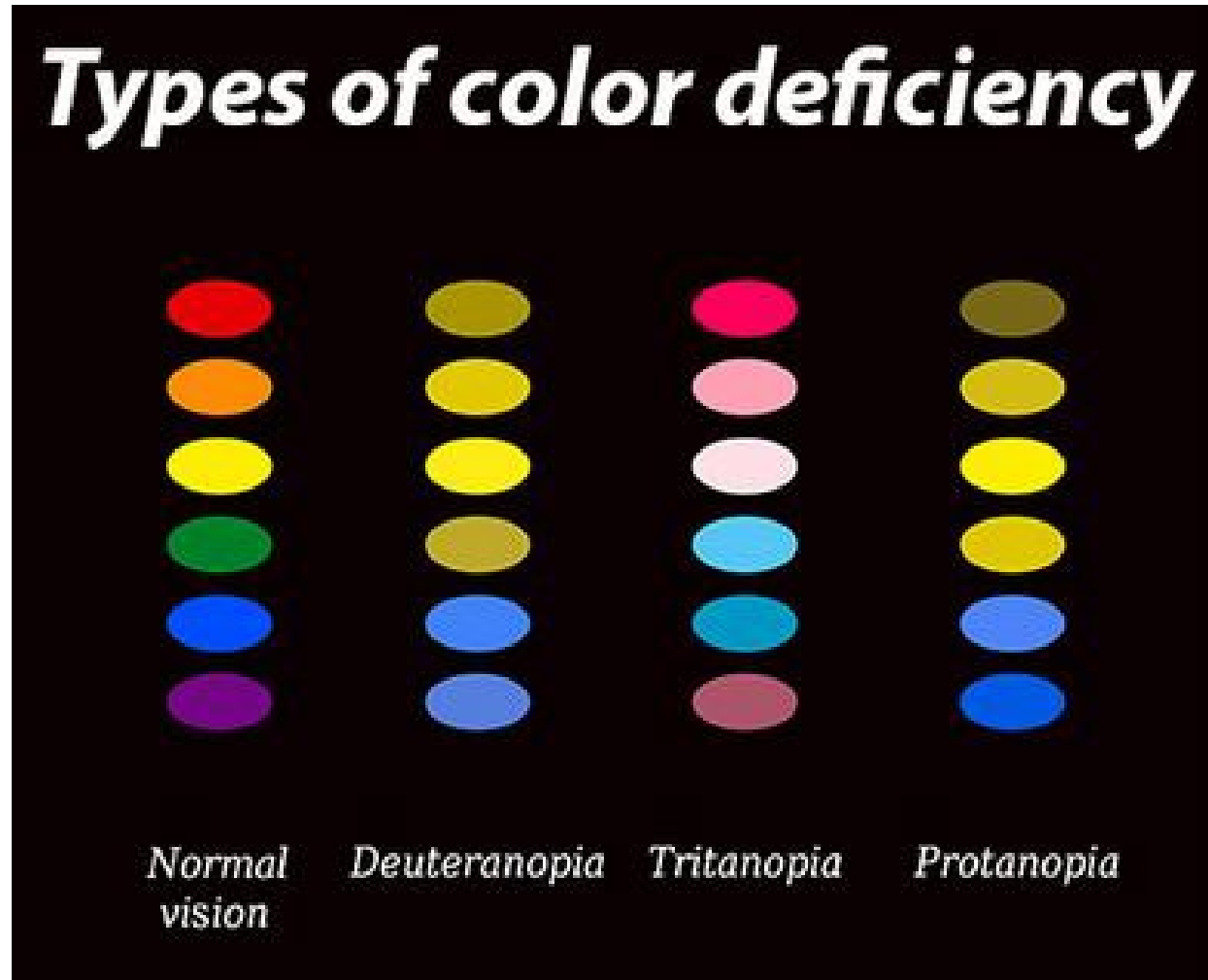
Alternative formats **may be needed**.

We can design for:

Visual impairments: Blindness (in conjunction with assistive technologies), Color Vision Deficiency (a.k.a. Color Blindness) and Low Vision

Motor and Cognitive impairments

Color Vision Deficiency



What Low Vision Looks Like

What is having low vision like?

NDSU EXTENSION SERVICE

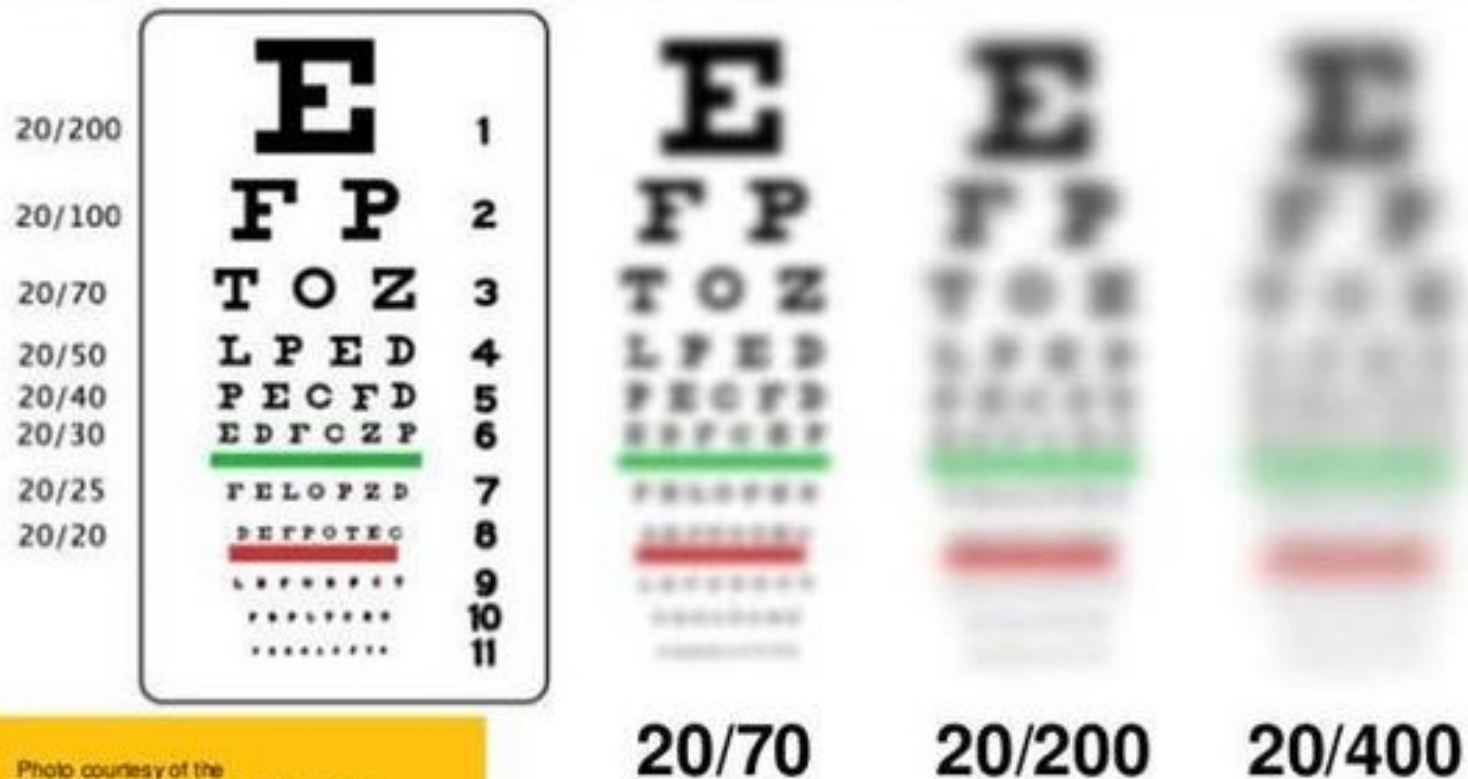



Photo courtesy of the
Cao Thang International Eye Hospital

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Map Accessibility

Maps should be usable and understandable for everyone. When creating a map, you should consider how users in different situations, such as color vision deficiency, visual impairment, cultural understanding will interact with your map.

Maps tell a story. They tell us where we are, where we've been, and where we are going. Proper planning and design can make your story accessible to a wider audience.

Learn About Accessible Maps

Map Design

Good design makes maps easier to understand with proper use of fonts, colors, symbols, and more. Find information on how to design maps that are accessible for everyone.

Static Maps

Static maps are usually standalone graphics, such as JPGs or PDF files that are not interactive. Find information on how to create accessible static maps that everyone can read.

Interactive Web Maps

Interactive web maps allow you to interact with maps using a mouse, keyboard, voice, and more. Find information on how to make your maps accessible so everyone can interact with them.

mn.gov/map-accessibility

Perception - What Color Is It?



Out of our control?



57%, Black/Blue

30%, White/Gold

11%, Blue/Brown

2%, Something else

Perceptions:

Age, Gender, Assumptions of daylight versus blue light and illumination.

Recommendations – Map Design

Why a Map?

What is the **purpose** of the map?

Can the information be **better portrayed** in another way?

Maps should tell a story...don't get lost in the weeds with too much information!

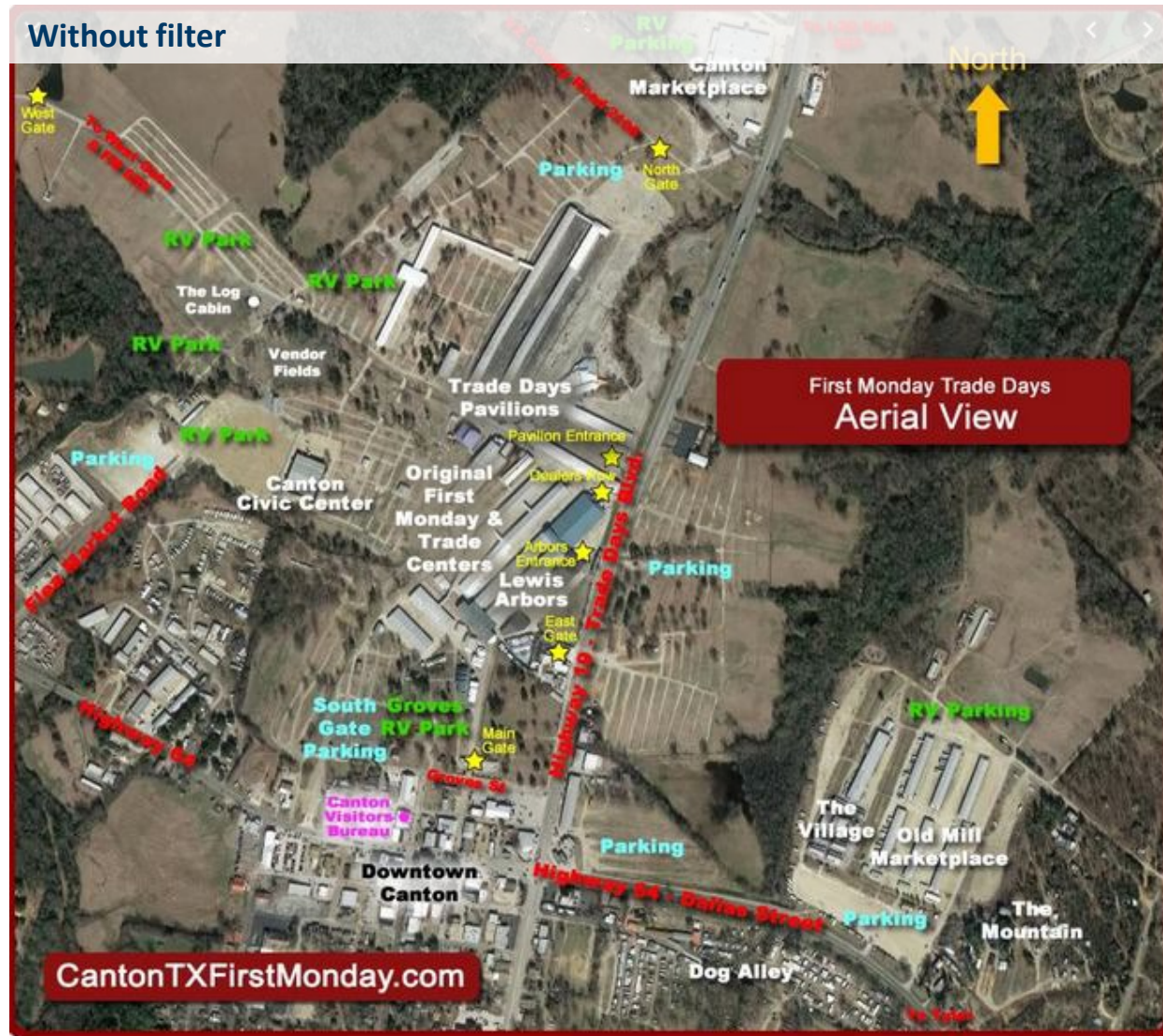
Best Practices in Color in Accessibility

- Choose color based on **information hierarchy**.
- Basemaps should be muted through transparency or use of muted colors.
Contrast is imperative!
- If possible, **do not rely on color alone** to communicate your information.
- Is this being printed? RGB (on-screen lights) vs. CMYK (ink on paper) matters!

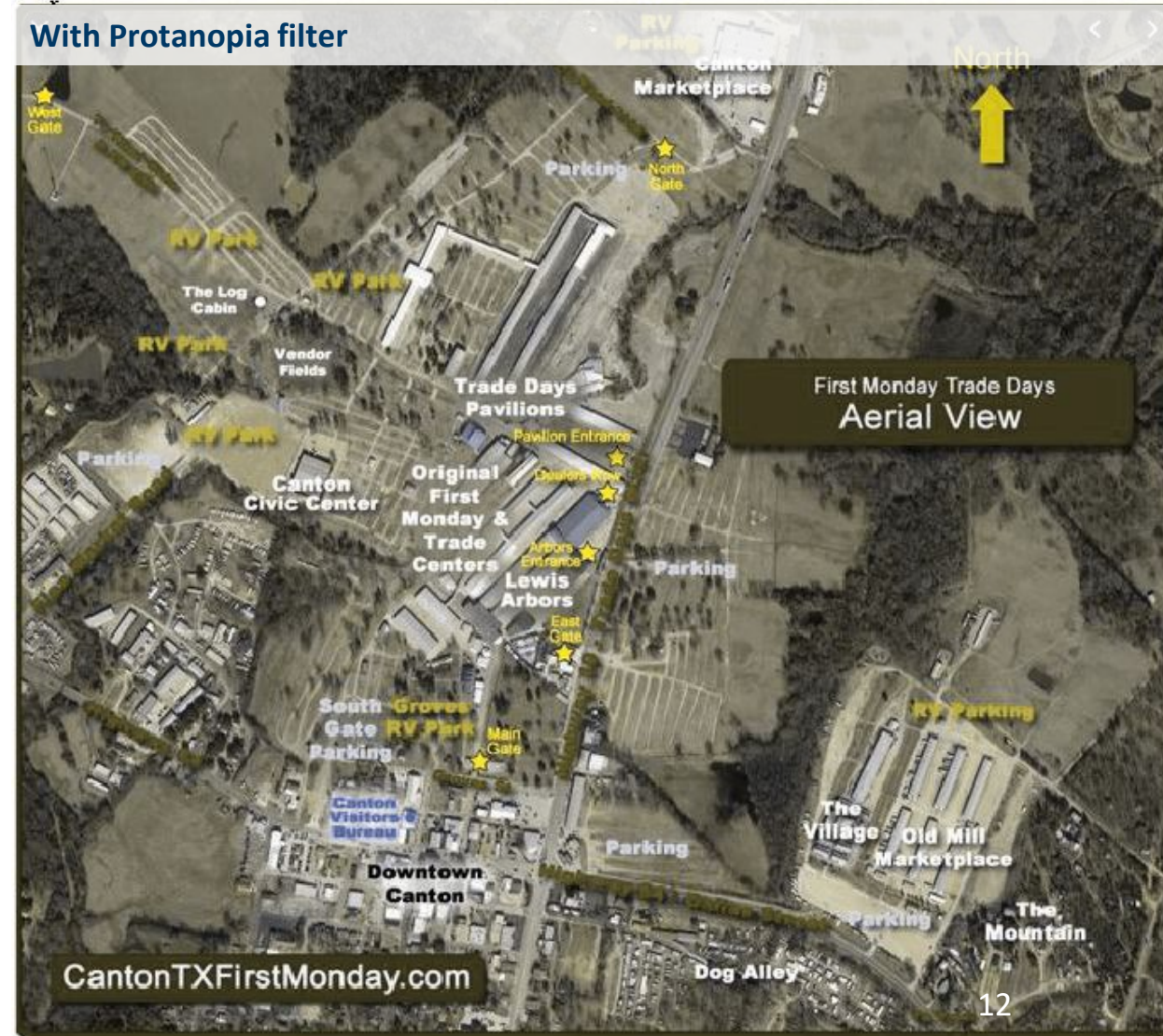


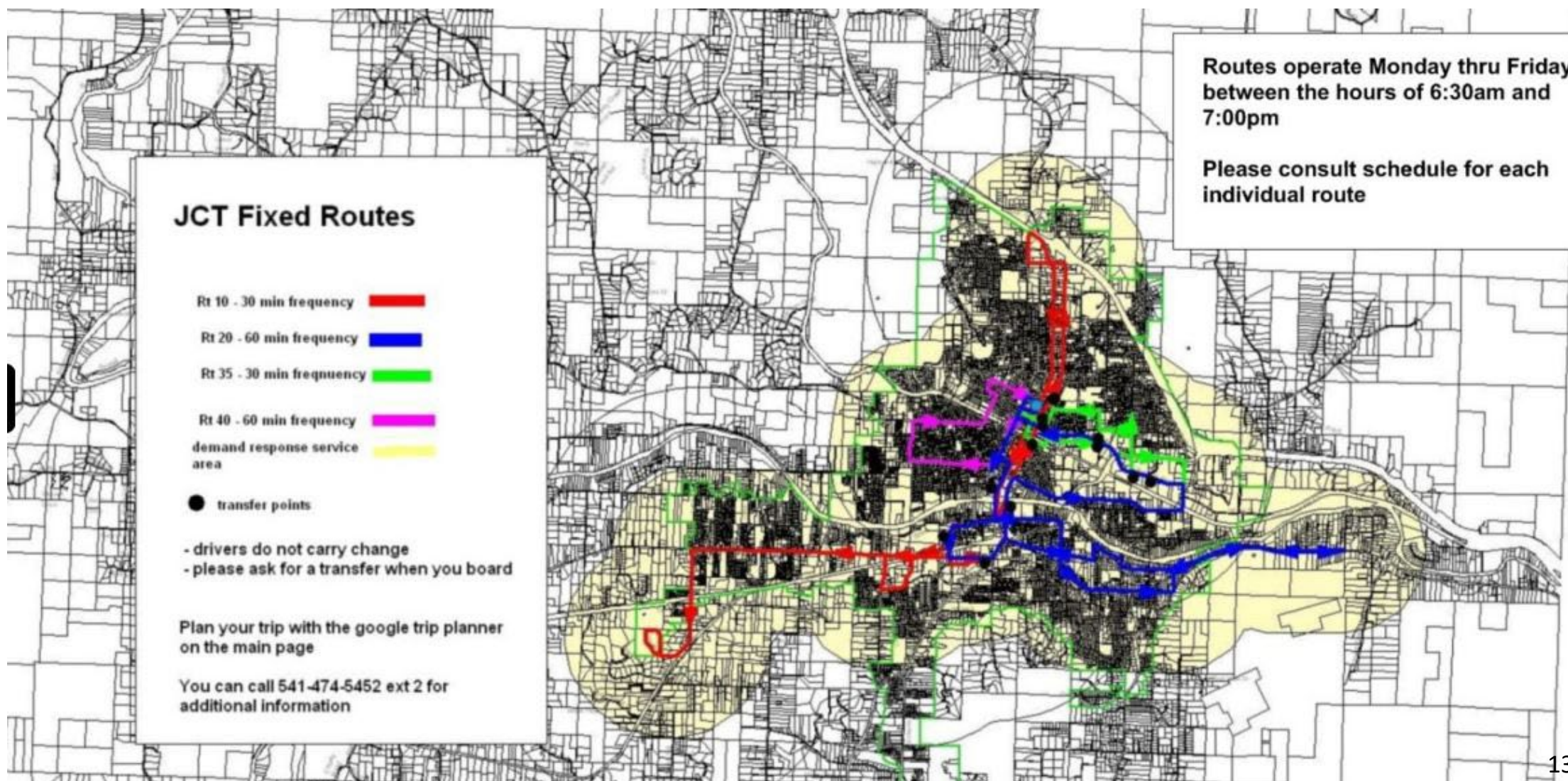
Background Imagery

Without filter



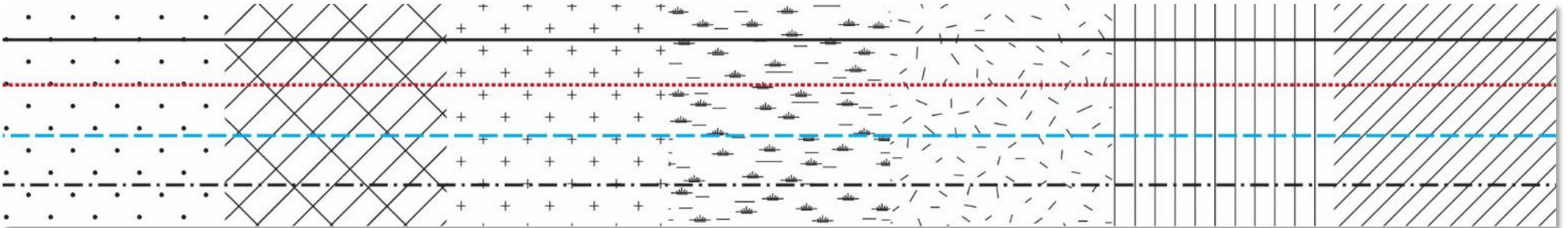
With Protanopia filter





Patterns and Lines

- **Limit use of patterns** Patterns are very distracting and difficult to distinguish with elements on top of them.
- **Add transparency to the pattern**, to avoid overwhelming the viewer.
- **Try not to use** dashed/dotted lines on top of fully opaque patterns!



Additional Considerations for Low-Vision Users

A few cartographic best practices for low-vision:

1. Do not use underlined text.
2. Do not overlap labels. Keep white space around objects. Remove unnecessary multiples.
3. Do not place labels upside down or squished.
4. Do not use shadow text.



Export Usable Formats

- Export flattened PDFs (without layers) with as few attributes as possible or items may disappear when applying accessibility.

Enable Human Contact

- Provide general contact information that is easy to find and ensure that staff is available to answer questions.

Tag Your Map

- Tag everything in your map as one figure or image. Add a brief alternative (alt) text to flow with the document's other text elements.

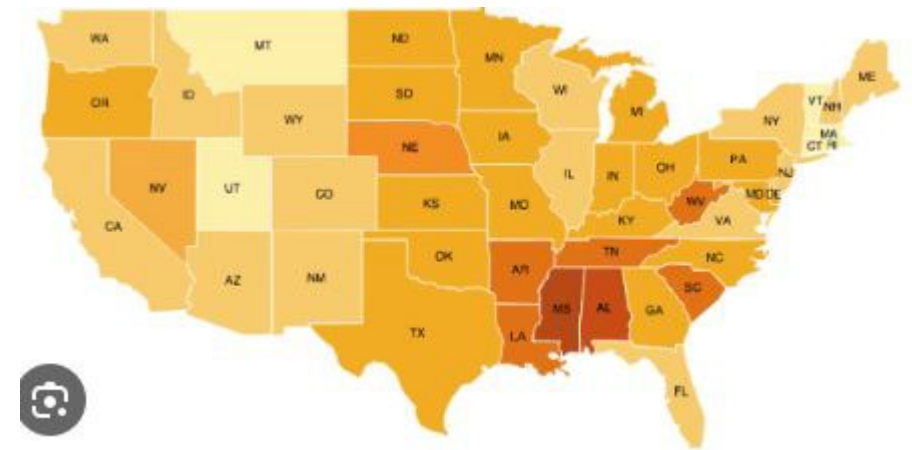
Maps should fall into 2 categories:

Simple - any map information that can also be shown in another format, like a table or a pie chart (i.e. choropleth maps that use color saturation to represent numbers)

- Simple maps should meet contrast ratios online, per WCAG standards. A quantitative format should accompany the graphic.

Complex - more than 3 graphical data points (i.e. wayfinding, soils, etc.)

- Complex maps should be treated as a graphic, be converted to an image and use alt text, rather than tagging items in the map that won't make sense to visually impaired individuals.



What are web applications?

Well structured HTML

- Header, navigation, main, headings, content, and lists.

Web forms

- Forms have their own workflows and auto fill functionality.

Web applications

- Your web application could do anything from a search that's using the device location to flipping through a gallery of images.
- We make this brave new world discoverable by building on previous experiences, standards, and conventions.

Web Application Focus Flow

Application flow

- Why am I here?
- What happens next?

m MINNESOTA POLLUTION CONTROL AGENCY

What's in My Neighborhood - an accessibility demo

Search for facilities

Find regulated activities and cleanup sites by name or permit number.

Target center

Search

Search Results

Target Center

This site is in the Sports Teams and Clubs industry.
It is in the following programs:
Air Quality

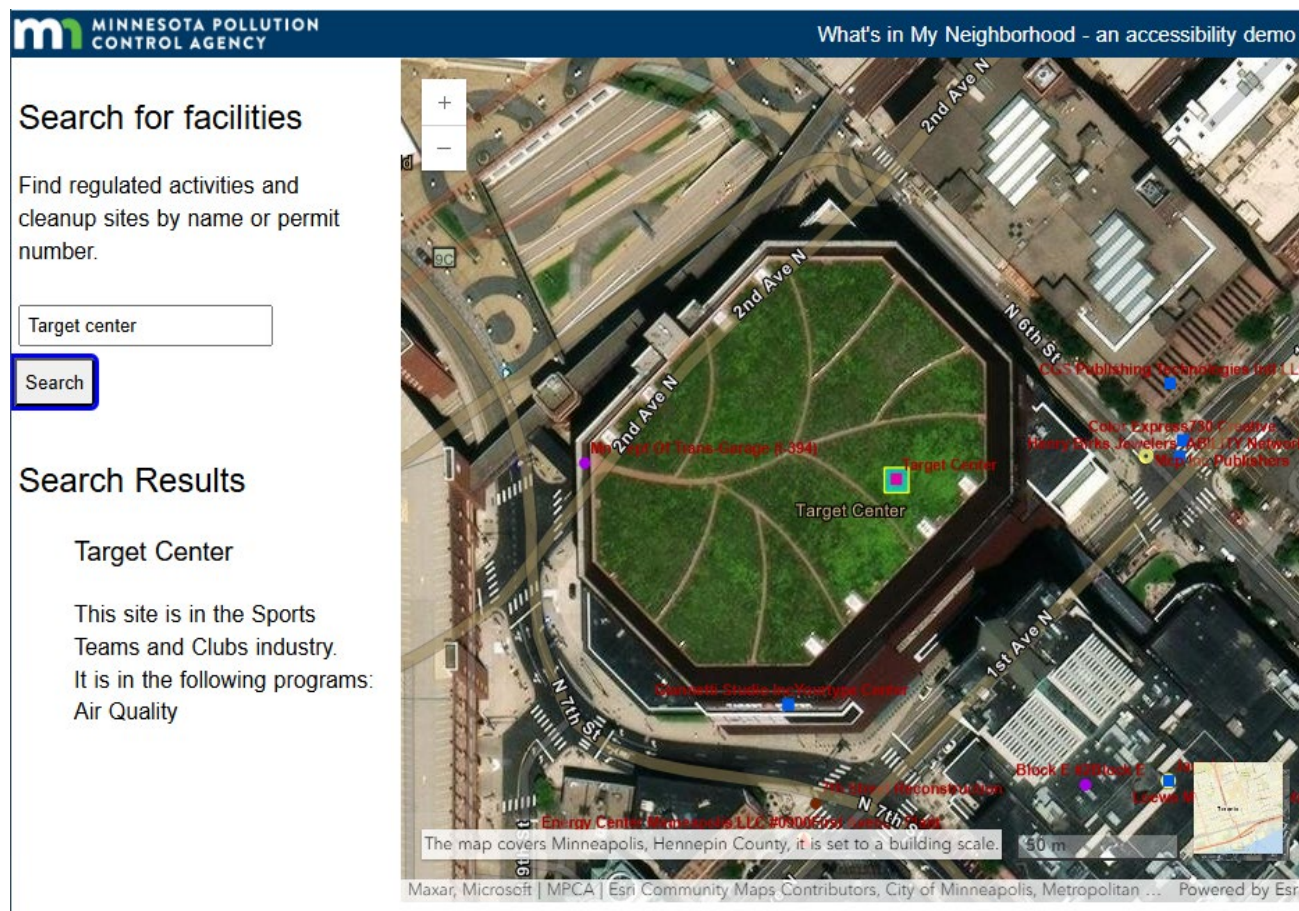
The map covers Minneapolis, Hennepin County, it is set to a building scale.

Maxar, Microsoft | MPCA | Esri Community Maps Contributors, City of Minneapolis, Metropolitan ... Powered by Esri

Web Application Keyboard Navigation

Keyboard navigation

- Standard map navigation
 - Plus & minus
 - Arrow keys (north is up, right?)
- Limit hotkey scope
 - The map's hotkeys are only available when the map canvas is in focus.
 - This should be true for custom hotkeys as well.



Web Applications and Screen Readers

What does a web map sound like?

- Screen readers let us listen to our applications.
- Using all the tools and data available to us, we can build useful descriptions of or map content.

[Listen to your maps demonstration](#)

Reuse common patterns and be descriptive.

- A web application can do almost anything so please reuse common patterns.
- Create a logical element flow. search > results > map
- Insert dynamic content into the natural focus order or use an ARIA live region.
- Use custom keyup events and map buttons carefully.
- Use titles, labels, alt text, and semantic HTML elements.

Resources

- [ARIA Authoring Practices Guide](#)
- [MNIT Interactive Web Map accessibility resources](#)
- [Esri's a11y map repo](#)
- [Esri's "Build accessible web maps"](#) a 2023 blog post
- [Esri's "Build Accessibility into your Web Maps"](#) a 2024 blog post
- [ARIA, Accessibility APIs and coding like you give a damn! - Léonie Watson](#)
- ["Text descriptions and emotion rich images"](#) - Léonie Watson
- Science Friday, ["A blind inventor's life of advocacy and innovation"](#) - Joshua Miele