

# The past, present & future of accessibility in Mozilla Hubs

**hubs**  
**moz://a**

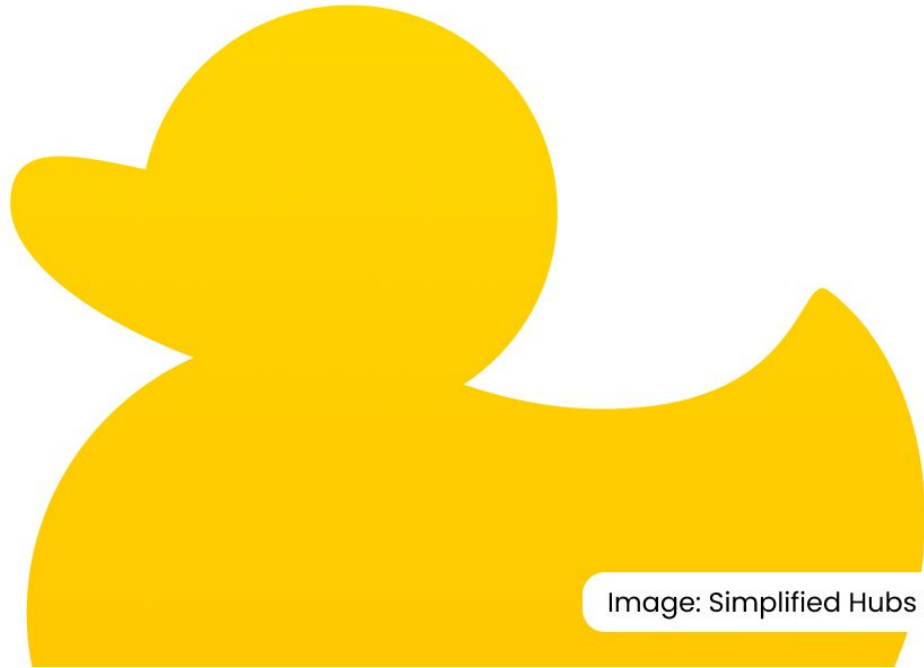


Image: Simplified Hubs duck logo

# What is Hubs?

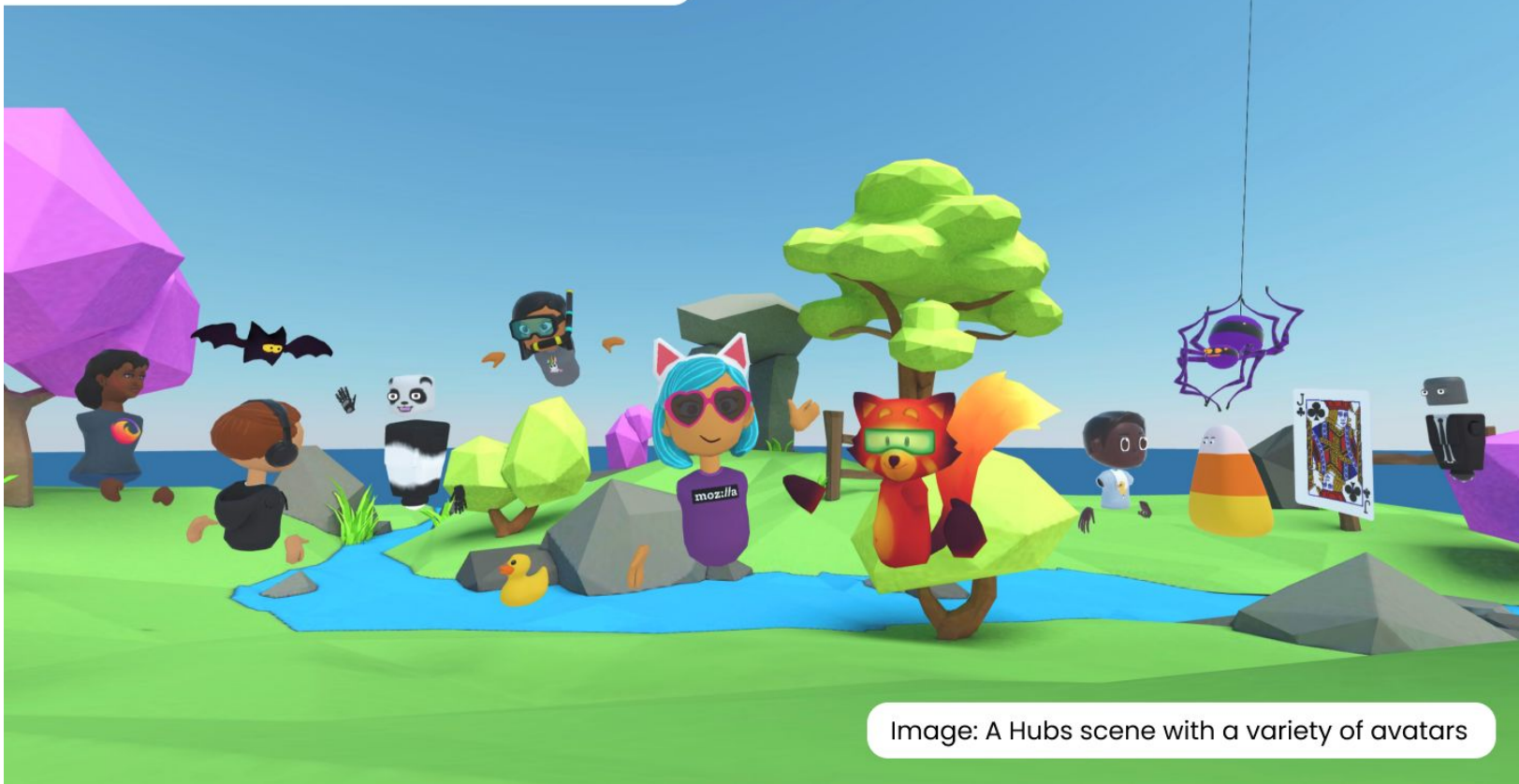
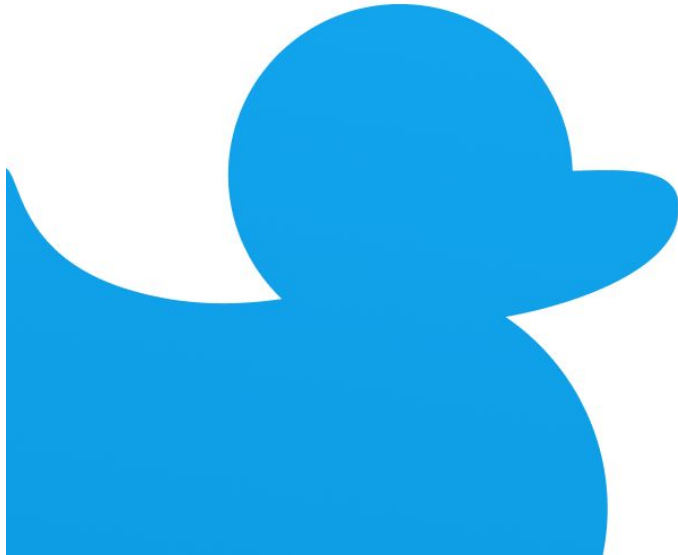


Image: A Hubs scene with a variety of avatars

# What drives Hubs?

**Hubs is firmly rooted within core Mozilla values**



- We are committed to an internet that promotes **civil discourse**, human dignity, and **individual expression**.
- We are committed to an internet that elevates critical thinking, reasoned argument, **shared knowledge**, and verifiable facts.
- We are committed to an internet that **catalyzes collaboration among diverse communities** working together for the common good.

<https://www.mozilla.org/en-US/about/manifesto/>

# Hubs Design team

- **Functionality is a technical issue and refers solely to the product. "What does the product do?" The usefulness of product features, maintainability, and reliability for example.**
- **Usability is a characteristic of the interaction between the user and the product. "Can I make the product do what I want it to do?"**
- **User experience considers the wider relationship between the product and the user in order to investigate the individual's personal experience of using it.**

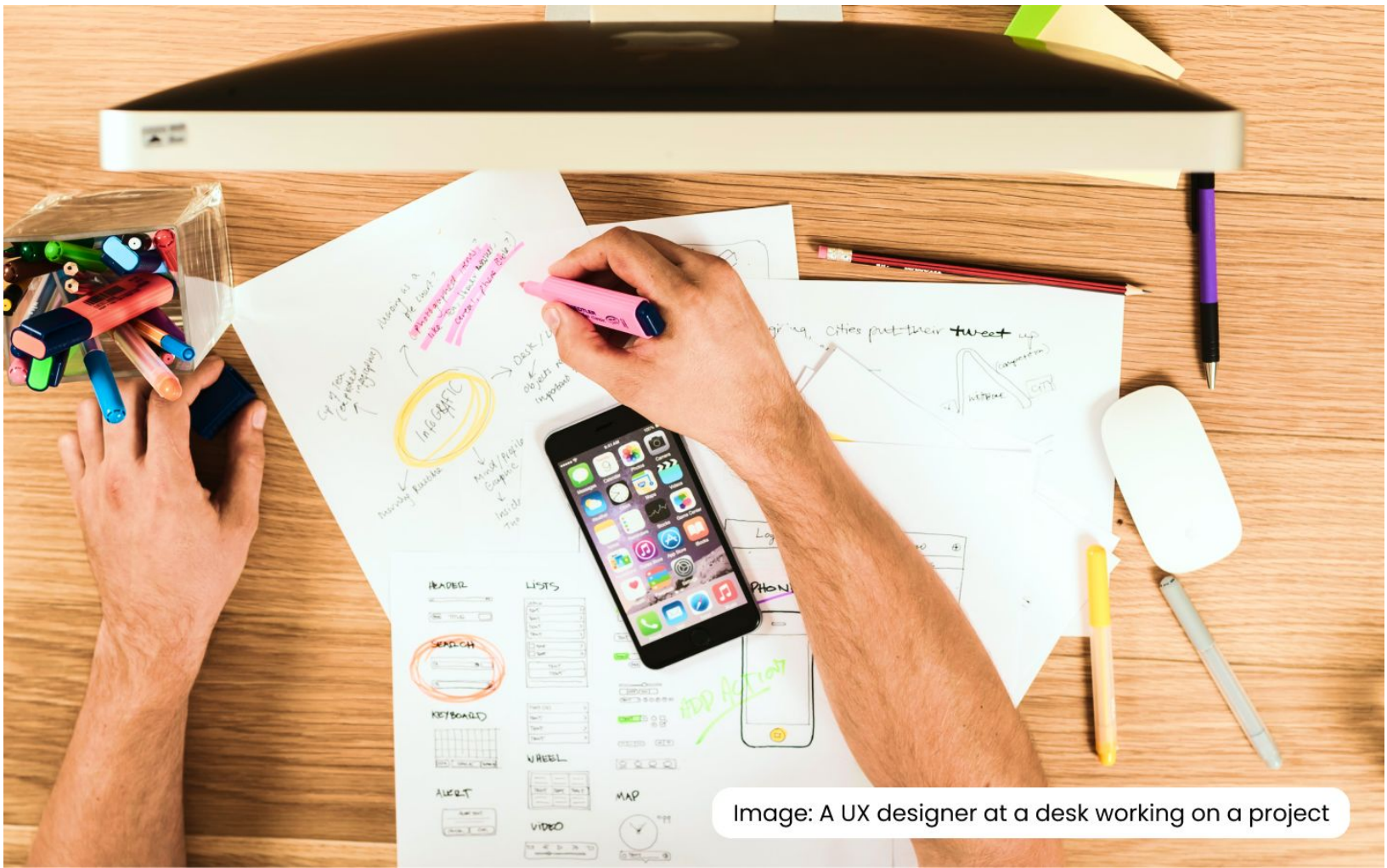


Image: A UX designer at a desk working on a project

# Past, Present & Future



Image: A collection of clocks with a white Hubs duck logo in the center

# Past

25 Open ✓ 13 Closed Author ▾ Label ▾ Projects ▾ Milestones ▾ Assignee ▾

- 🔔 "Scene Editor" does not appear in non-English languages on Hubs Cloud P2 accessibility bug good first issue has-repro  
#4268 opened 23 hours ago by johnshaughnessy
- 🔔 UI Redesign: Work with "dark mode" browser settings. P2 accessibility bug redesign  
#3557 opened on Dec 15, 2020 by PaulBone
- 🔔 Add ability to mute video or change video volume for everyone in a room accessibility enhancement  
#3397 opened on Nov 20, 2020 by emclaren
- 🔔 Camera view in Lobby still shows avatars hidden by the camera person P1 accessibility bug  
#2965 opened on Sep 2, 2020 by emclaren
- 🔔 Enable moderators to lead someone through the space accessibility enhancement  
#2881 opened on Aug 19, 2020 by emclaren
- 🔔 Hand Tracking for supporting sign language accessibility enhancement  
#2812 opened on Aug 7, 2020 by emclaren
- 🔔 Missing button labels in entry flow accessibility  
#2810 opened on Aug 7, 2020 by emclaren
- 🔔 Featured avatars should have alt-text description field accessibility enhancement  
#2809 opened on Aug 7, 2020 by emclaren
- 🔔 Add a Role="application" somewhere in the Client accessibility enhancement user submitted

Image: Mozilla Hubs Github discussion board

# Past

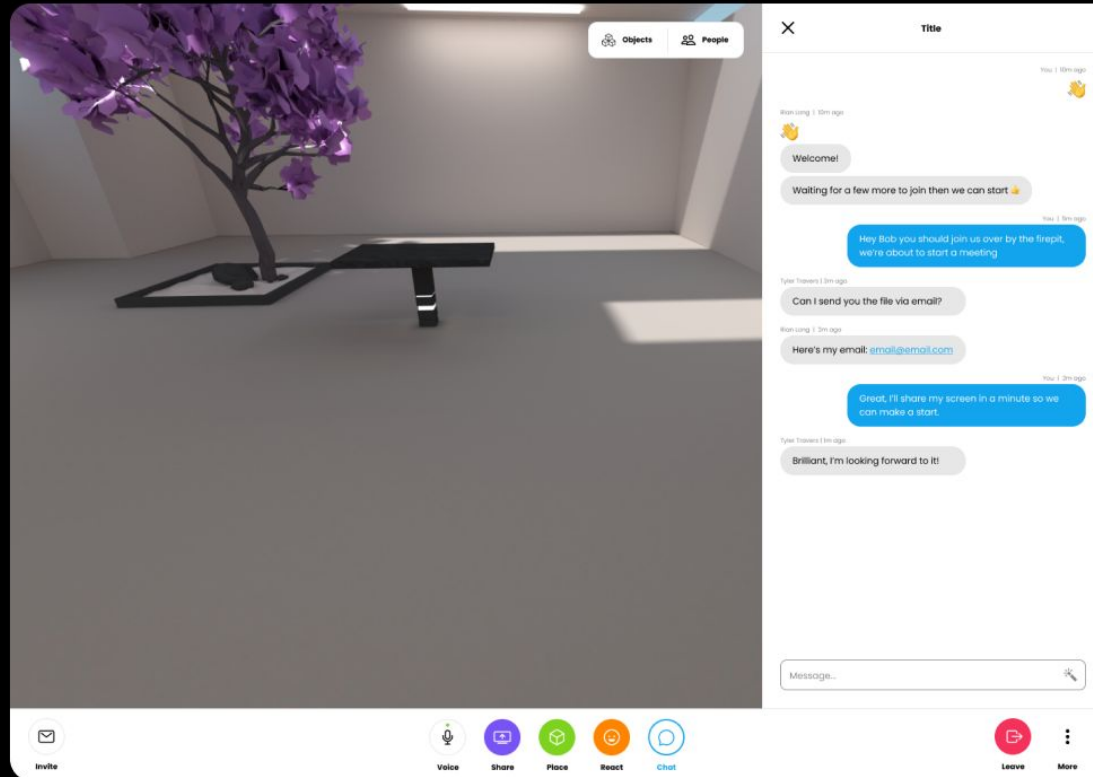
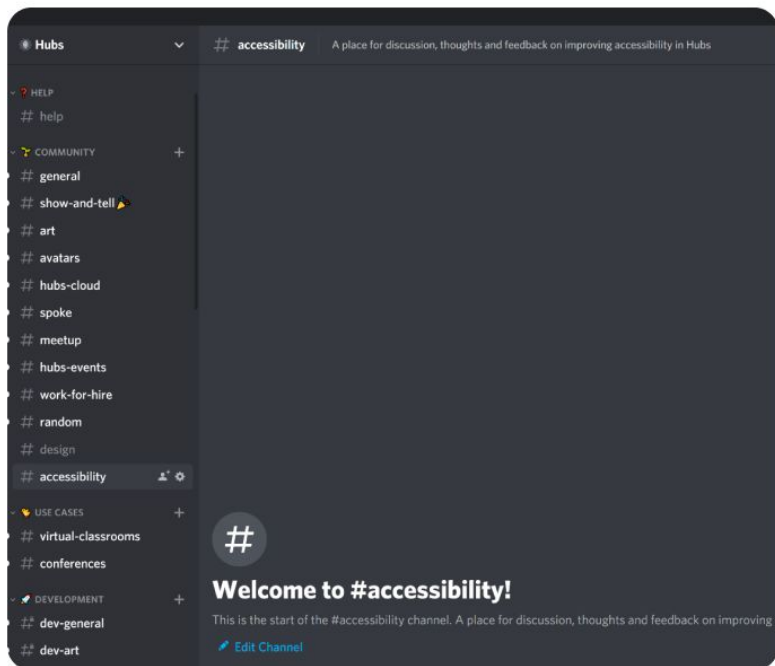


Image: Desktop view of Hubs redesigned UI and chat sidebar



# Present



Community Feedback Issue 3

## Hubs Color Schemes

The Hubs design team have been ideating on color modes (Dark, Light and future customization possibilities) as part of our continued accessibility efforts. The current UI color scheme has been a topic in these discussions and we would like to reach out to the community for feedback.

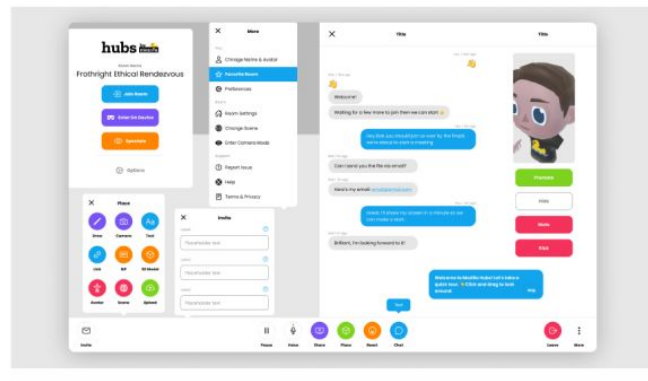
Artwork shown is exploratory and does not represent finished designs

### Questions

- 1. What is lost in reducing the UI color variety?
- 2. In what way does the current button color scheme assist you in using Hubs?
- 3. What are your thoughts on the work in progress Dark/Light mode concepts below?

## Current use

Below is a collage of various UI elements featured in the current Hubs experience.



@MozillaHubs #hubsdesign

mzl.la/HubsDesign #design #accessibility

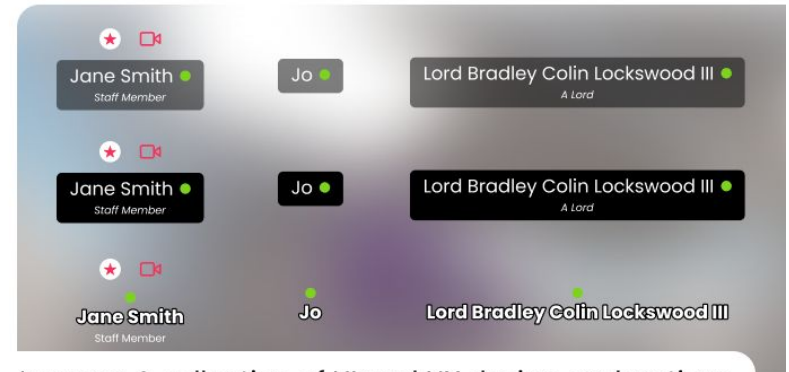
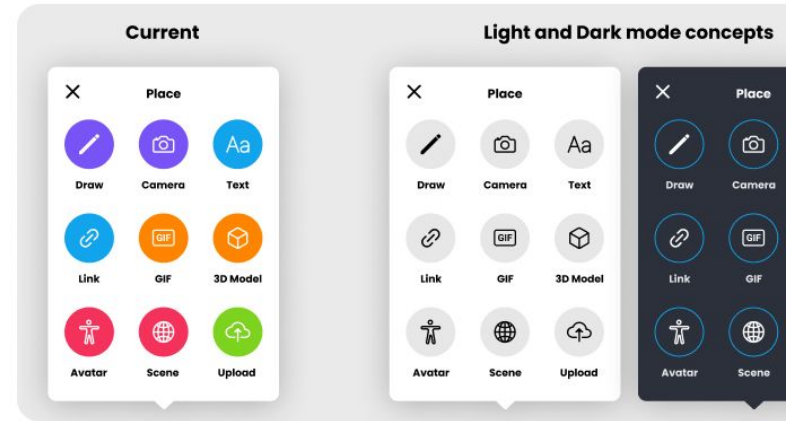
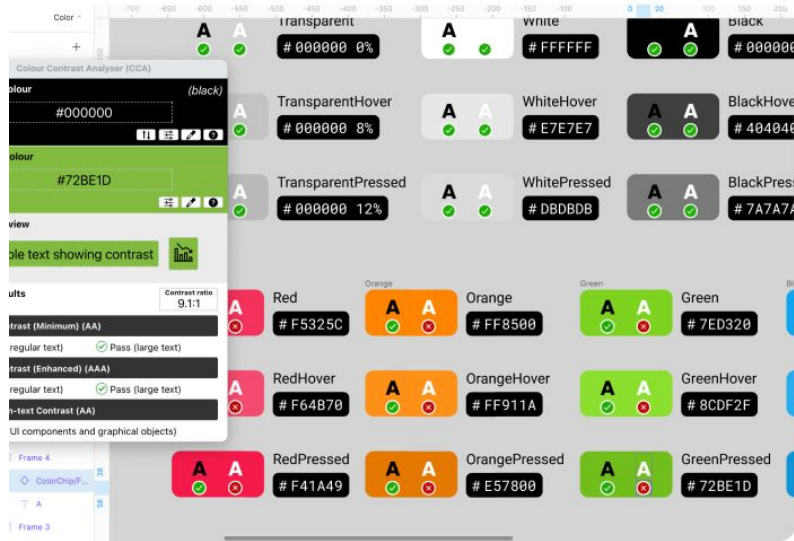


# Future



Image: Three rubber ducks wearing futuristic visors

# Future

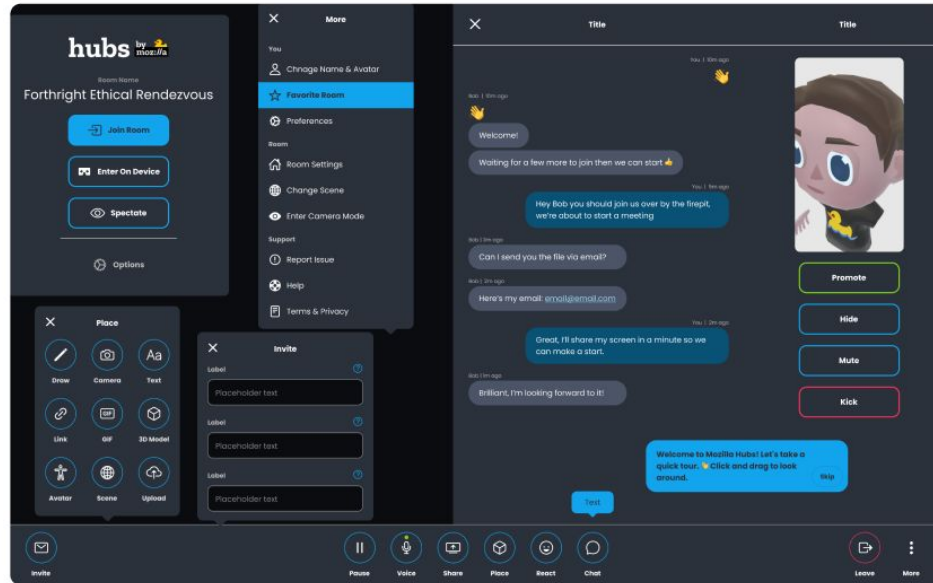
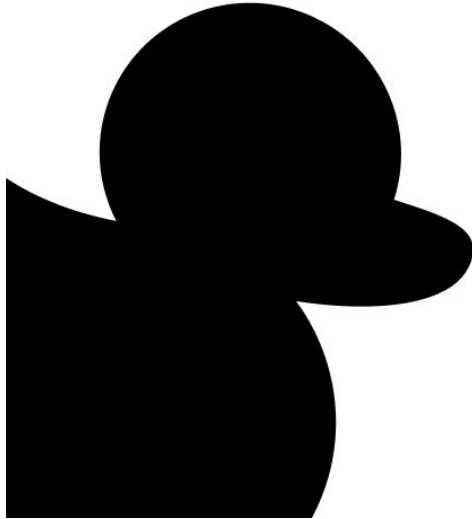


Images: A collection of UI and UX design explorations

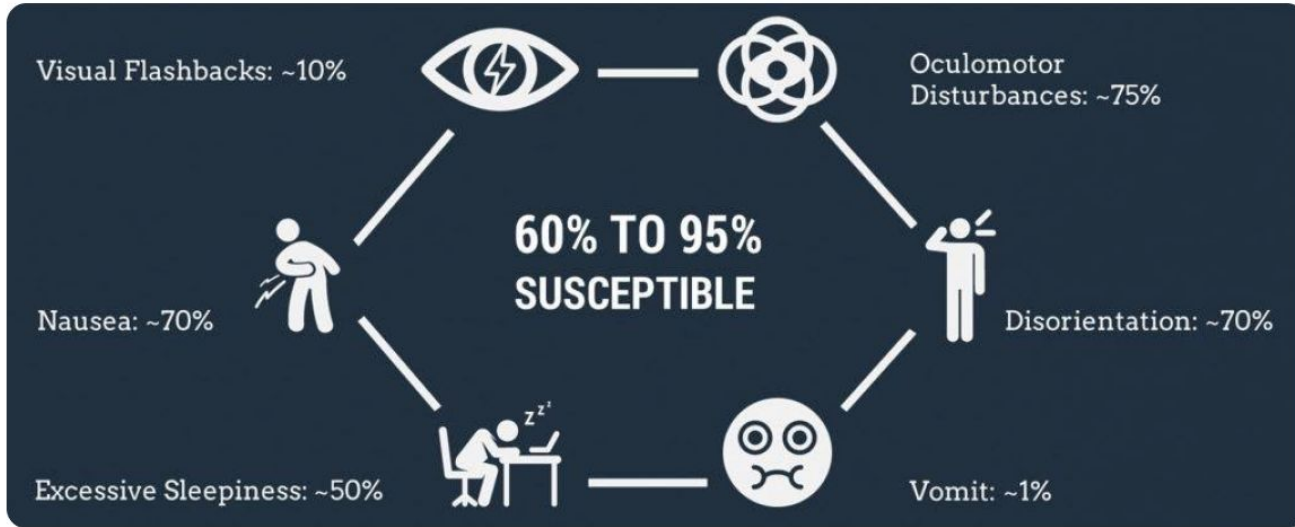
# Future

## Dark mode concept

A work in progress design for Dark mode.



# Future



source: <https://www.vupune.ac.in/blog/tag/VR%20games>

Image: Visual showing percentages of people that experience cyber sickness and their symptoms

# Future

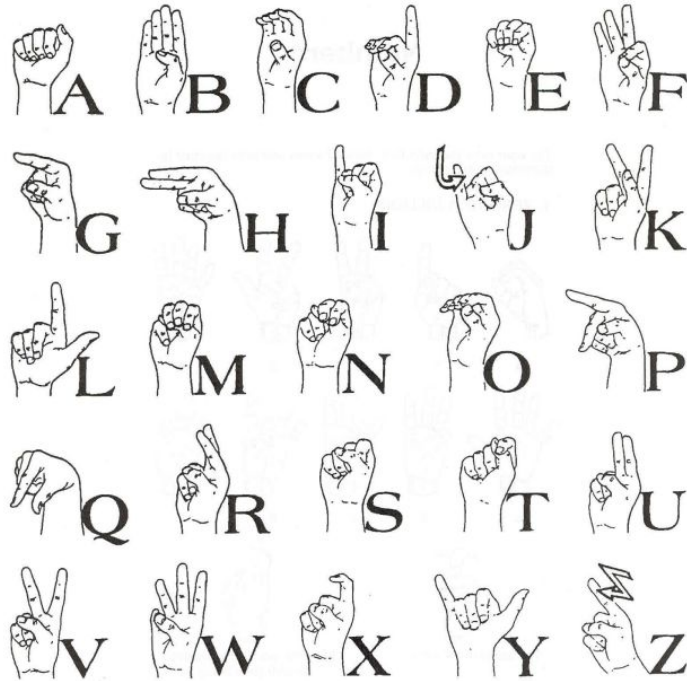


Image: A table showing a sign language alphabet

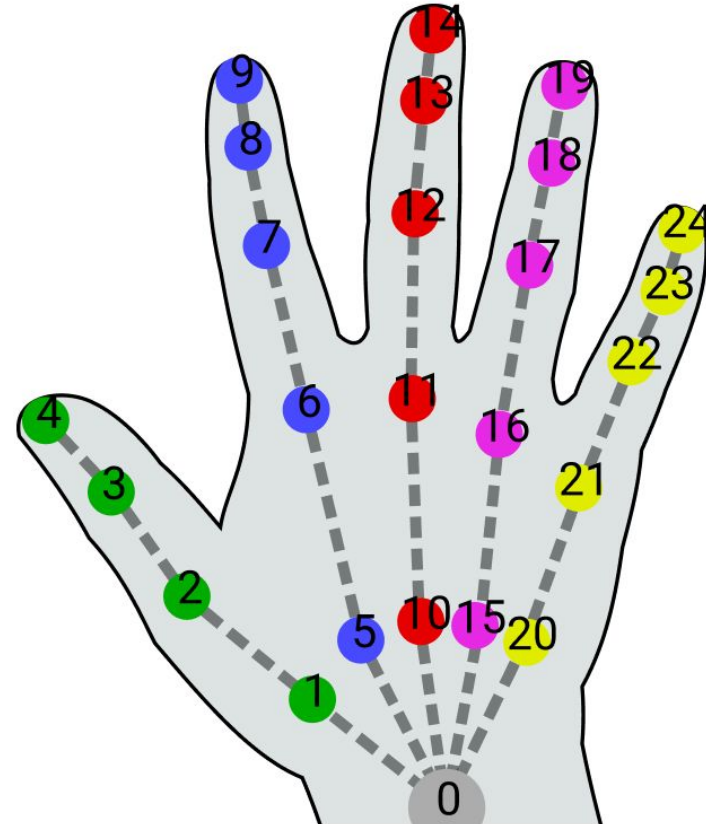


Image: Diagram of a hand and it's nodes used in tracking

**Thank you!**



# Links

## [Hubs - Private social VR in your web browser](#)

### [Hubs Discord Server](#)

- [#design](#)
- [#accessibility](#)

### [MozillaHubs Twitter](#)

- [#hubsdesign](#)
- [#hubsaccessibility](#)

### [Mozilla Hubs Github](#)

## [Mozilla Manifesto & Principles](#)