

Verbatim Q&A with Marco Arment

What made you decide to adopt the "card-style" design, 3D Touch in Overcast 3?

With the move to larger phones, it's much easier to use apps that can be navigated largely by big, imprecise swipe gestures. I think the card design makes the app feel much more modern and easier to navigate

In what ways, if any, have you improved on the general look of the app? E.g., high contrast menus, bigger controls, etc.

Visually, most of the icons and text have been thickened and/or enlarged, making everything easier to see and read.

I've also made the physical controls less error-prone. In addition to new gestures for navigating between "card" screens, I've moved a lot of important controls and tap zones away from the screen edges to reduce accidental taps when holding larger iPhones.

Have you added new support for accessibility features, or improved on any? E.g., VoiceOver.

Overcast's VoiceOver support was already decent, but I think I've made it even better with some refinements and new control arrangements. I'm fortunate to have some great full-time VoiceOver users as beta testers who provide excellent feedback and catch any mistakes that I don't.

As a developer, is it easy to work with Apple's accessibility APIs?

It's very easy, which is why there's really no excuse for major shortcomings in most apps' accessibility.

The biggest cause of poor app accessibility isn't a shortcoming in the APIs — it's developers forgetting to test iOS' accessibility features with our apps, or not knowing they're there in the first place. This is why I've advocated for Apple to add accessibility testing to their app-review process.

As a developer, why is making accessible apps important to you? What role/responsibility do you see developers having to serve users with disabilities?

I see accessibility as a part of whether an app works correctly or not. If my app's layout breaks on a certain screen size, for instance, that's a serious bug that needs to be fixed, because some of my customers won't be able to use it.

Whether an app works properly with different accessibility needs, settings, and technologies is just as important to me for the same reason: if I screw it up, some of my customers can't use the app.

Breaking under easily fixable conditions not only excludes customers, but reflects poorly on the app's quality. Working properly for as many people as possible isn't just the right thing to do — it's also good business.