

The Compute Pressure API is focused on improving the user experience. There are two ways in which applications that build on the API can positively impact accessibility.

1. Considering users' access needs when making decisions based on information gathered using the API.

2. Designing and making user interfaces based on information gained from the API with accessibility in mind.

As a consumer of the API, it's important to consider both of these opportunities. Here are some examples:

- * (Decision) video stream prioritisation

- * (UI) UI

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Notes from meeting:

Announcement of heavy load message - share BPs

Link to best practices - web builders are very hands on - seeing markup color alone on spec

Examples of asking for *more* resources: game streaming

Apps calibrating where the performance ceiling is.

Depends on context (gaming OK; conference setting: want a cool system)

Possible plans:

Higher resolution temporary mode that requires user permission to collect more detailed data.