* Accessibility – Making websites functional for people with visual, auditory, motor, and other disabilities
* Budget – The amount of money the client is willing to spend
* Copyright – The exclusive legal right to reproduce, publish, sell or distribute the expression of an intellectual property (literature, design, audio, video, etc.)
* Creative Commons – Free, easy-to-use copyright licenses provide a simple, standardized way to give the public permission to share and use your creative work on conditions of your choice
* Deliverables – Completed products requested by client (design, website, app, video, etc.)
* Fair Use – A legal allowance of using a copyrighted material without permission from the owner, provided the circumstances are reasonable and do not make the material less profitable
* Feedback – Verbal or written responses containing information about a client’s reaction to a designer’s performance of a task
* Intellectual Property – Original creations of the mind that can be protected by law; literary and artistic works, designs, symbols, images, names, etc.
* Project Management – The application of processes, methods, knowledge, skills and experience to achieve the project objectives
* Project Plan – Helps move a project successfully to completion, includes deciding project scope, client criteria, project deliverables, and distribution of responsibilities
* Project Scope – Identifying audience, goals, and objectives
* Schedule – Setting deadlines for each project phase and task
* Scope Creep – Incremental expansion of the project scope, introducing features not originally planned
* Screen Reader – Recites text that appears on the computer screen, as well as, non-textual information, such as button labels or image descriptions, provided during designing
* Trademark – A mark (logo, symbol, word, phrase, etc.) legally registered or established by a company to represent a service or product; cannot be used without the permission of the owner