



Your feedback matters to us!

We understand the importance of making the publications of the Warsaw International Mechanism on Loss and Damage and the online content on Loss and Damage as readily available and widely accessible as possible. At Excom 7, we received valuable inputs from you. We have since taken the following steps **to make our products more user-friendly**.

Inputs received at Excom 7 and actions taken by the secretariat team

Improved formats for the visually impaired



“Materials published by the Executive Committee are not as user-friendly as they could be, including for people with disabilities.”



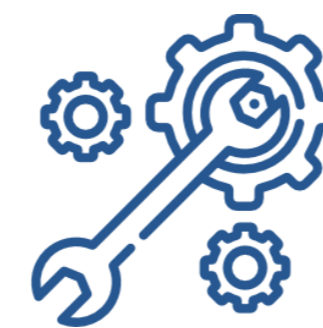
We created an easily accessible range of user-friendly formats, including audio-visual recordings for brochures. On the website, texts and PDF documents are now compatible with electronic ‘screen-reader’ software. We also modified the signature loss and damage poster to better meet the needs of colour-blind people.



Simpler webpages



“The UNFCCC website is organized in a manner that makes content difficult to access.”



We facilitated navigation between webpages on loss and damage, limited the amount of information per webpage, and streamlined the texts.



Multilingual content



“When drafting posters, consider the needs of the wider audience, including the translation of your products into multiple UN languages.”



We translated several of the most widely-used posters, brochures and infographics into multiple languages, including the UN official languages Chinese, French and Spanish.



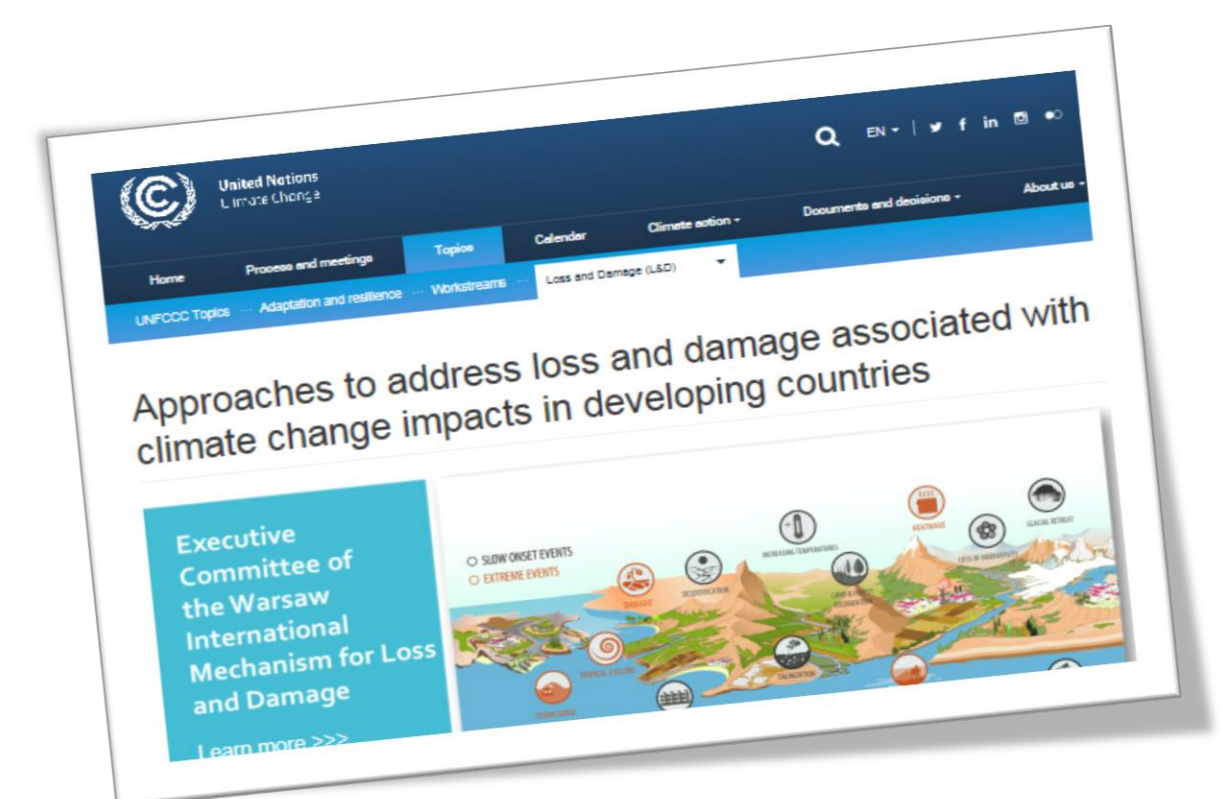
Fewer acronyms



“Minimize the use of acronyms and simplify the language used on website and in all materials.”



We are making efforts to avoid using acronyms and abbreviations, whenever possible. In addition, we integrated all acronyms relevant to loss and damage into the UNFCCC online glossary.



Give us more feedback and ideas !

Please let us know how to further improve the user-friendliness of our products, in the box below or via e-mail at loss-damage@unfccc.int

