### Assistive Technology

EXSM 3929: Module 3

#### **Learning Outcomes**

What is the purpose of this module?

- List various popular assistive technology types
- Practice using a screen reader to navigate the web
- Consider the usability of assistive technology
- Evaluate and compare to two screen readers

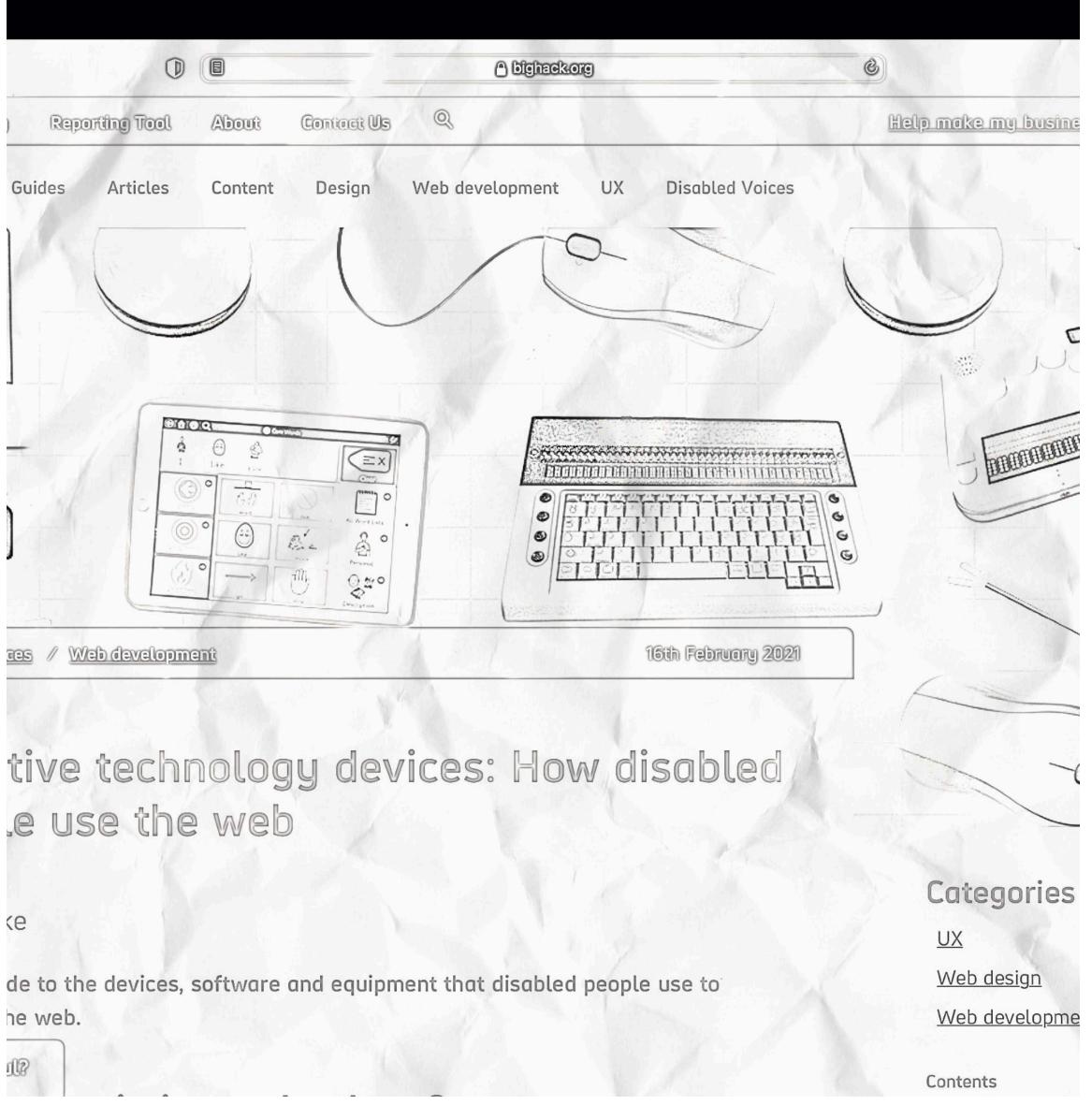
#### **Assignment Prompt**

Assignment 1: Screen Reader Assistive Technology Research

- Research screen readers
- How do you expect to use them?
- How would you choose a favourite screen reader?
- Assignment is available for download on eClass

### Module Resources

# Assistive technology devices: How disabled people use the web Tuke, H. (2021). bighack.org



"Assistive technology (AT) describes the devices, equipment and software that help disabled people live more independently."

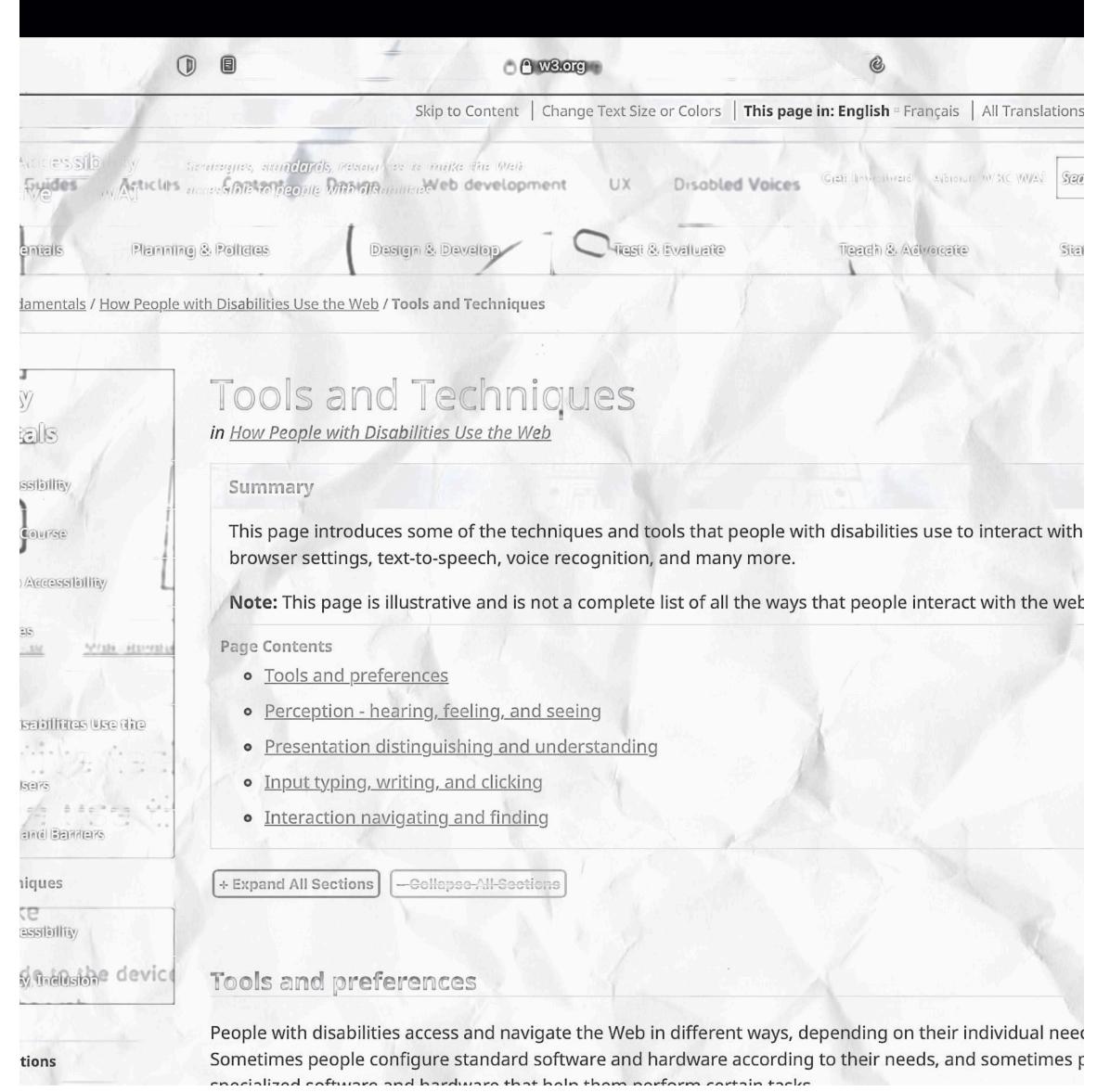
- Adaptive keyboards
- Alternative input devices
- Augmentative and Alternative Communication (AAC) tools
- Braille display
- Braille notetaker
- Dictation software

- Electronic magnifiers
- Optical Character Recognition software (OCR)
- Screen magnification software
- Screen reader software
- Text to Speech Software (TTS)

- Do you have any experience with assistive technologies?
- Were you surprised or intrigued by any assistive technology as described?
- Do you believe any assistive technologies may be adopted by able bodied individuals?

#### **Tools and Techniques**

W3. (2017). w3.org



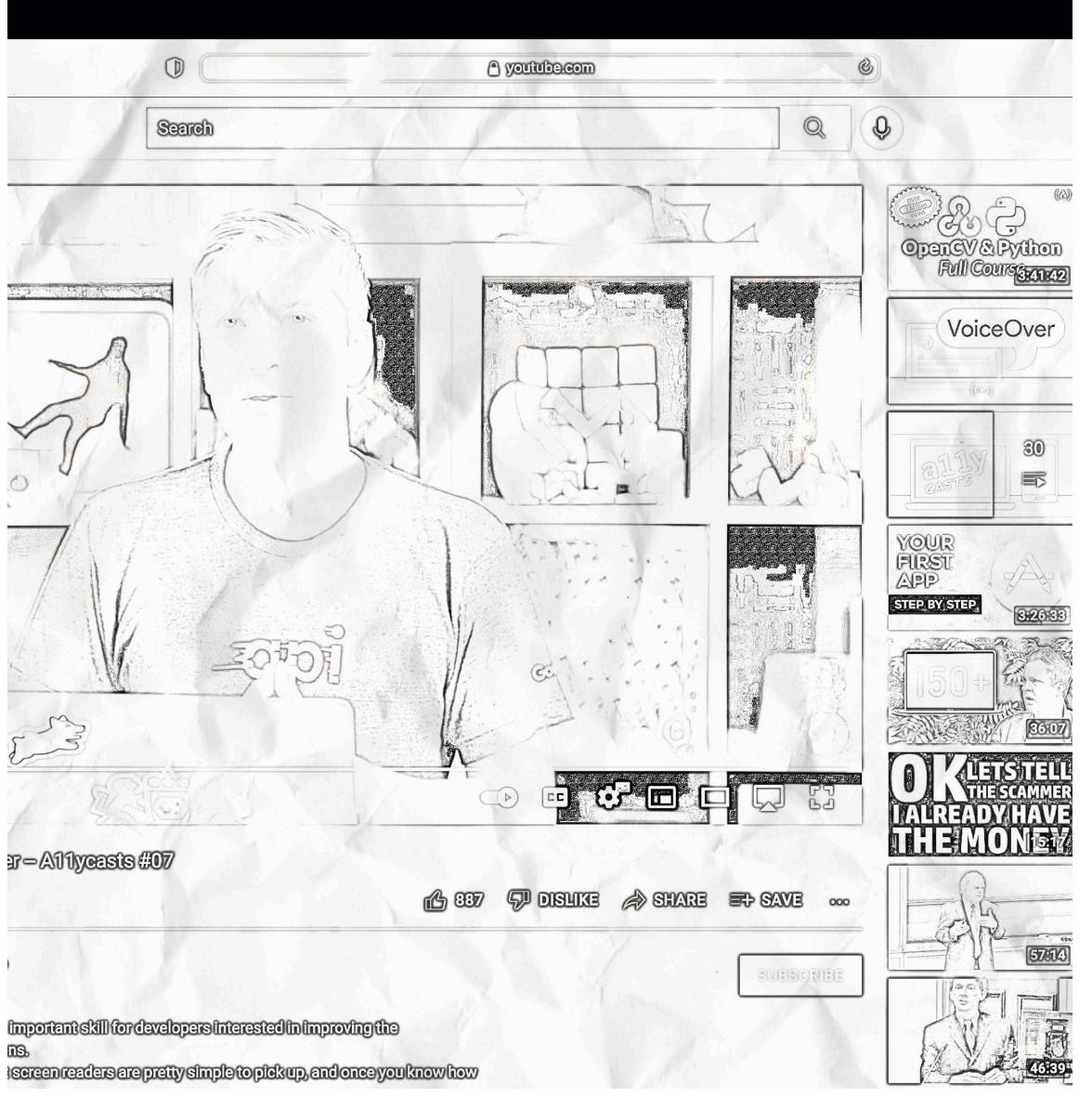
"Sometimes people configure standard software and hardware according to their needs, and sometimes people use specialized software and hardware that help them perform certain tasks."

- Perception (hearing, feeling, visual)
  - people use different senses
- Presentation (distinguishing and understanding) - people want adjust the content
- Input (typing, writing, clicking) people use different approaches
- Interaction (navigating and finding)
  - people use different strategies

- Do you have any adaptive strategies?
- Can you describe any favourite digital experiences?
- Can you describe any frustrating digital experiences?

#### Screen Reader Basics: VoiceOver - A11ycasts #07

Google Chrome Developers. (2016). youtube.com



"Learning a screen reader is an important skill for developers [and designers] interested in improving the accessibility of their applications."

- Google Chrome Developers, (2016)

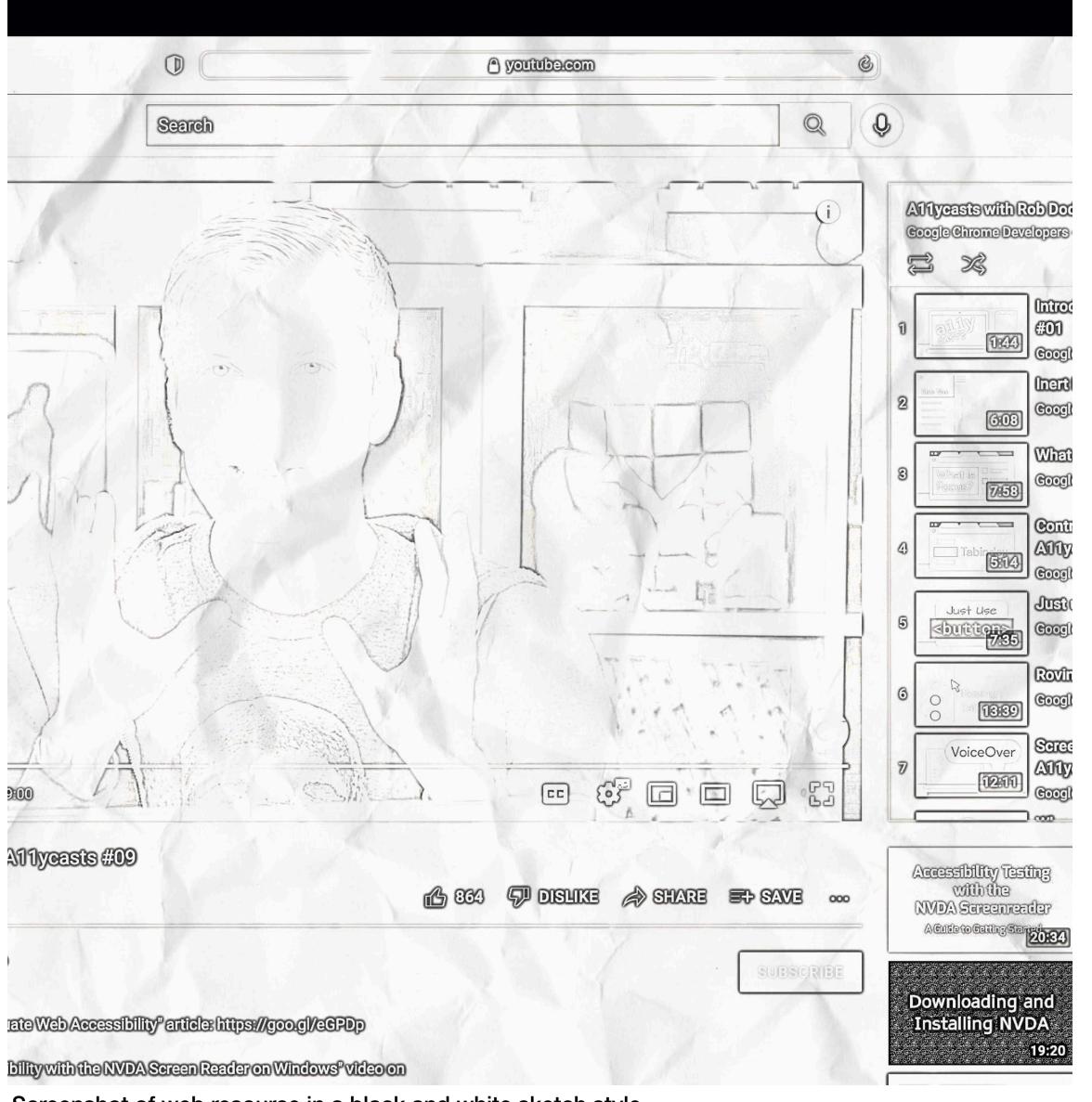
- On / off → command + F5
- Stop talking → control
- Modifier key → control + option
- Navigate page → control + option + arrow
- Navigate by heading → control + option + command + h

- Click → control + option + space
- ...see documentation for more

- Do you have any prior experience with screen readers?
- Did you try a screen reader after watching this video?
- How important is it for designers to consider voice?

## Screen Reader Basics: NVDA - A11ycasts #09

Google Chrome Developers. (2016). youtube.com



# "If you're on a Windows machine and would like to get started with screen readers, NVDA is a great [free] option."

- Google Chrome Developers, (2016)

- Launch → control + alt + N
- Stop talking → caps lock
- Navigate by heading → H
- Navigate by heading (backwards)
  → shift + H
- Move by line → (up or down) arrow
- ...see documentation for more

- Do you have any prior experience with screen readers?
- Did you try a screen reader after watching this video?
- How important is it for designers to consider voice?