Welcome! What do you...

- · already know about accessibility?
- · already know about accessibility testing?
- · want to get out of the workshop?

Pick one (or more!)

Metagenda State of the state of

- 1. One minute intros
- 2. Quick bit of testing
- 3. Agenda for the day
- 4. Everything else

Hi, I'm Steve.

- Front-web developer (few decades)
- Accessibility human (few years)
- Intopia human (few months)

One minute (ish) intros

- · Quick go around your table
- · Name, job title / company / something
- · Your warm-up question and answer

Anything cool / weird come up?

- · Same questions?
- · Same answers?
- · One of you is in the wrong workshop?

bit.ly/nztc24

Quick bit of testing

10 minutes of axe to get started! naga.co.za/workshops/2024/nztc/#session-1

How was that?

- · What did you find?
- · Anything unexpected?

- 09:30 **Session 1** (you are here)
- 10:45 Morning tea
- · 11:15 Session 2
- · 12:30 Lunch
- · 13:30 Session 3
- · 14:45 Afternoon tea
- · 15:15 Session 4

Session structure (ish)

- · a little talk from me;
- · about an hour doing stuff;
- · a little bit of discussion;

Session 4 will include 10 minutes for feedback for Steve and for NZTC

Busting barriers with ARIAs, axes, and audits

Be wary of binaries, extremes, absolutes.





The big idea



Think more broadly, in a more human-centred way.

1. Not-separate

Common, core, human, tasks

"Accessibility: Essential for some, useful for all." - The Web Accessibility Initiative

2. Not-strict

The Social Model: Ability + Barrier = Disability

Disability is not a binary, not a true/false.

Auditory Cognitive Physical Visual

3. Not-singular (also: not-static)

Achieving identical experiences for everyone is impossible.

But equivalent experiences is very possible!

- "It doesn't have to be perfect, just a little bit better than yesterday"
- Léonie Watson (member of W3C Advisory Board, founder of TetraLogical, and more)