

# 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



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

# 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?

# Quick bit of testing 🧪

Pick one to spend about 10 minutes with:

- axe DevTools in the browser [bit.ly/nztc-axe](https://bit.ly/nztc-axe)
- keyboard testing [bit.ly/nztc-key](https://bit.ly/nztc-key)

We'll have more time with these later!

# How was that?

- What did you find?
- Anything unexpected?

- 09:30–10:45 **Session 1** 🙌 (you are here)
- 10:45–11:15 Morning tea
- 11:15–12:30 **Session 2**
- 12:30–13:30 Lunch
- 13:30–14:45 **Session 3**
- 14:45–15:15 Afternoon tea
- 15:15–16:30 **Session 4**

# Session structure (ish)

Each session will be:

- about an hour doing stuff;
- about 15m of talking and reflecting;

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



# Shouting time 🙋

Let's play a (very) brief game of  
"How many people?"

# How many people...

- are there on Earth?
- About 8 billion.

# How many people...

- in the world have disabilities?
- About **1 billion** people...
- ... have (at least one) disability.
- (It's about 15%, so technically 1.2b)

# How many people...

- are there in Aotearoa New Zealand?
- About 5 million.

# How many people...

- in Aotearoa New Zealand have disabilities?
- About 1 million people...
- have (at least one) disability.
- (It's about actually 25%, so more like 1.25m)
- (And 53% had more than one)

# Something to remember

- "Permanent disability" numbers
- "Identify as disabled" numbers

**(Gentle!) activity**

**A human uses the Web**

A human  
using a **mouse** and **Safari** on **Mac**  
uses the Web



What might change?  
How do we customise these things?



A human  
using a mouse / trackpad / keyboard / switch  
control / puffer / magnification tool / voice  
control / screen reader and Safari / Chrome /  
Firefox / Edge on Windows / Mac / Linux  
desktop / laptop / tablet / phone in light /  
dark mode / high contrast mode with  
reduced motion with smaller / larger text  
uses the Web

Humans (including us!) interact with our product in a very wide range of ways

# The Social Model 🚧

- **Useful** model, to help us think more broadly
- Not the only one, or "the best"

# Some types of disability

- Auditory
- Cognitive
- Physical
- Visual

A useful list, not the only one, or "the best".

# Social model of disability

- **Disability = Ability + Barrier**
- A **Disability** occurs when a person's **Ability** comes into contact with a **Barrier** in the environment or product.
- Mismatched interactions can create barriers to access for many people.

**(Gentle) activity time!** 🙋

Let's think about the **visual** category under  
the social model of disability

Raise your hand or nod your head if you or  
someone you know is: **blind**

# Potential barrier 🚧

No text alternatives for non-text content



Raise your hand or nod your head if you or someone you know has: **low vision or poor eyesight, (perhaps from old age)**

# Potential barrier 🚧

No (or poor) responsive styles

Raise your hand or nod your head if you or  
someone you know is: **colour blind**

# Potential barrier

Using only colour to convey information

Raise your hand or nod your head if you or  
someone you know has: **been outside on a  
sunny day, with a shiny screen**

# Potential barrier 🚧

Low colour contrast between text and the background

Questions? Questions! Questions. 🤔

# The big picture

Accessibility: Essential for some, useful for all.

— **The Web Accessibility Initiative**



For example: captions!

# Progress over perfection

“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)



# This is the root of it.

- Not "those disabled people over there" but "us humans right here."
- When we choose to draw a line between disabled people and not-disabled people, the line will be in the wrong place.

# Testers, not everyday users

- Don't need to be, or pretend to be, an everyday user to test well, to find many of the biggest barriers that everyday user will encounter.
- Of course it's not the same. Of course we won't find all the barriers.

# What we're doing today

- We can't cover everything today, but we can get started, grab a map and a compass and note a few trails.

# Word of warning

- Be wary of people who talk in binaries, extremes, absolutes.
- The truth is generally more complicated (and interesting!) than that.
- There's no such thing as 100% accessible. Because (we are) humans!

# Growth mindset, mistakes

- Growth Mindset.
  - It can be uncomfortable. That's the feeling of brain cells growing! (Sort of)
  - Mistakes are expected. It's what you do next that counts.
  - I am bound to make some mistakes today,



# Where's the line between a11y testing and regular testing?

- For example: keyboard testing.
- Who uses the keyboard?
- How do we know if they're disabled or not?
- What if they don't identify as disabled?
- This distinction is constructed! But it can be

# It's part of, not separate from

- Accessibility is part of Quality. Part of functionality. Part of Usability.
- Connect to Quality, Security, Privacy

# It's part of, not separate from, pt2

- Separate stories and Acceptance Criteria for a11y are okay as a short-term remediation thing
- The goal is to get to a place where it's part of day-to-day work
  - Does a blind screen reader user think "I'm

# It's part of, not separate from, pt3

- Our UIs have a "level of accessibility" whether we think about it or not

Questions? Questions! Questions. 🤔