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 <u>bit.ly/nztc-axe</u>

· keyboard testing <u>bit.ly/nztc-key</u>

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

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

Acknowledge and embrace human diversity

- Other people are the same as you.

- Other people are different to you.

Consider what's between the human and the UI

- Think about input methods, browser, operating system, screen size and resolution, user preferences and choices, network connection (cost, speed, latency), age and condition of hardware, age of the person, experience level, assistive

Go off The Happy Path

Consider what's messy, fragile, unpredictable. We already know that sometimes people will encounter problems with our products. That's why we have error states and messages. We just need to widen this lens.

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 prefection

"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. 🤔