#### 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

#### 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

## 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)