## Accessibility Testing, Tools, & Resources



**Brian Treese** 

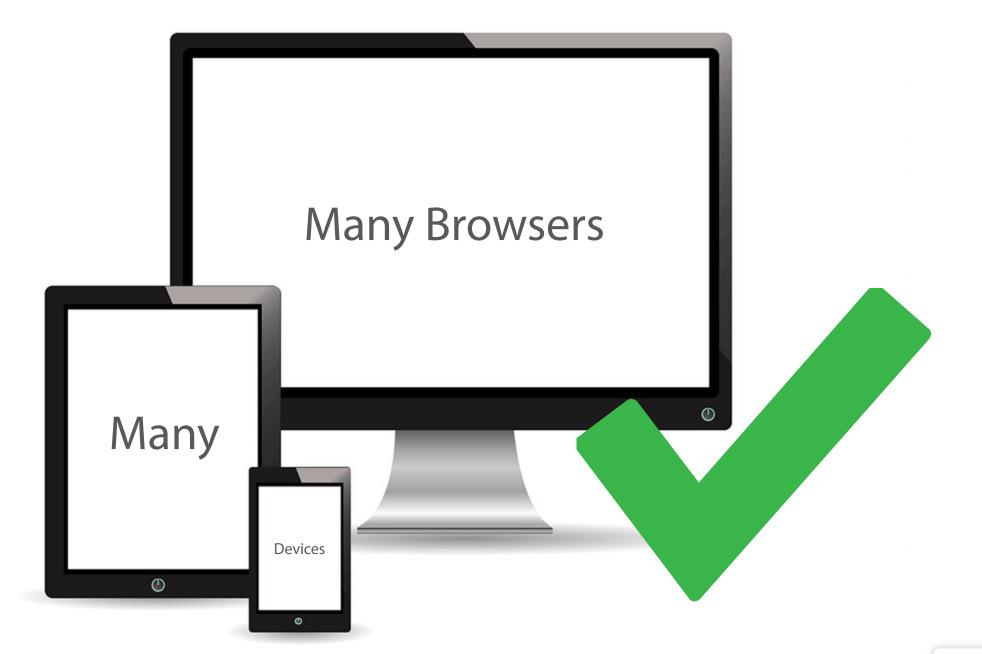
@brianmtreese | www.briantree.se

## We Still Have to Test









# It's All About the Human Experience



## Download a Screen Reader

#### http://www.freedomscientific.com/Products/Blindness/JAWS



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**BLINDNESS SOLUTIONS: JAWS®** 

#### The World's Most Popular Windows Screen Reader

JAWS, Job Access With Speech, is the world's most popular screen reader, developed for computer users whose vision loss prevents them from seeing screen content or navigating with a mouse. JAWS provides speech and Braille output for the most popular computer applications on your PC.

JAWS users around the world sent us videos about the impact JAWS has made on their lives. We compiled these testimonials and more in a video to celebrate the 20th anniversary of JAWS for Windows.



#### **Features**

- Two multi-lingual synthesizers: Eloquence and Vocalizer Expressive
- Talking installation
- Built-in free DAISY Player and full set of DAISY-formatted basic training books

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## Mac Users...

## VoiceOver Welcome to VoiceOver VoiceOver speaks descriptions of items on the screen and can be used to control the computer using only your keyboard. Do not show this message again Use VoiceOver Learn More Turn Off VoiceOver

## Windows Users...

#### http://www.nvaccess.org/









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# Checkpoints for Web Content Accessibility Guidelines

### http://www.w3.org/TR/WCAG10/full-checklist.html

Some checkpoints specify a priority level that may change under certain (indicated) conditions.

#### Priority 1 checkpoints

In General (Priority 1)	Yes	No	N/A
1.1 Provide a text equivalent for every non-text element (e.g., via "alt", "longdesc", or in element content). This includes: images, graphical representations of text (including symbols), image map regions, animations (e.g., animated GIFs), applets and programmatic objects, ascii art, frames, scripts, images used as list bullets, spacers, graphical buttons, sounds (played with or without user interaction), stand-alone audio files, audio tracks of video, and video.			
2.1 Ensure that all information conveyed with color is also available without color, for example from context or markup.			
4.1 Clearly identify changes in the natural language of a document's text and any text equivalents (e.g., captions).			
6.1 Organize documents so they may be read without style sheets. For example, when an HTML document is rendered without associated style sheets, it must still be possible to read the document.			
6.2 Ensure that equivalents for dynamic content are updated when the dynamic content changes.			
7.1 Until user agents allow users to control flickering, avoid causing the screen to flicker.			
14.1 Use the clearest and simplest language appropriate for a site's content.			
And if you use images and image maps (Priority 1)	Yes	No	N/
1.2 Provide redundant text links for each active region of a server-side image map.			
9.1 Provide client-side image maps instead of server-side image maps except where the regions cannot be defined with an available geometric shape			
And if you use tables (Priority 1)	Yes	No	N/
5.1 For data tables, identify row and column headers.			
5.2 For data tables that have two or more logical levels of row or column headers, use markup to associate data cells and header cells.			
And if you use frames (Priority 1)	Yes	No	N/
12.1 Title each frame to facilitate frame identification and navigation.			
And if you use applets and scripts (Priority 1)	Yes	No	N/
6.3 Ensure that pages are usable when scripts, applets, or other programmatic objects are turned off or not supported. If this is not possible, provide equivalent information on an alternative accessible page.			
And if you use multimedia (Priority 1)	Yes	No	N/

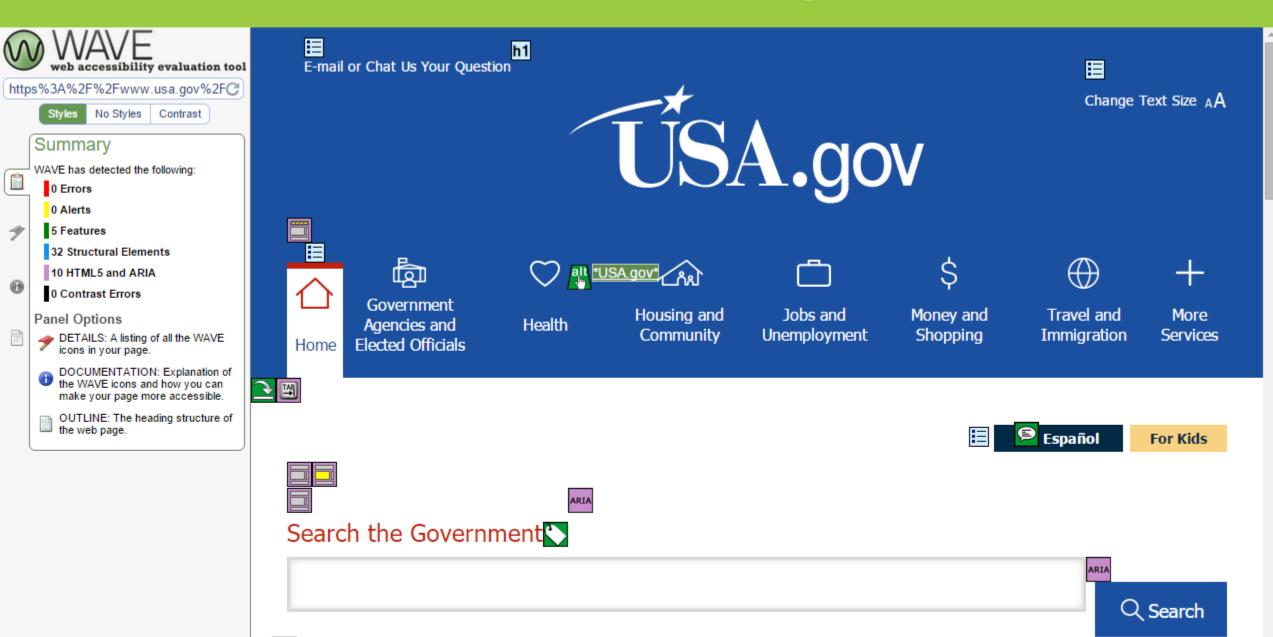
## Test for Accessibility

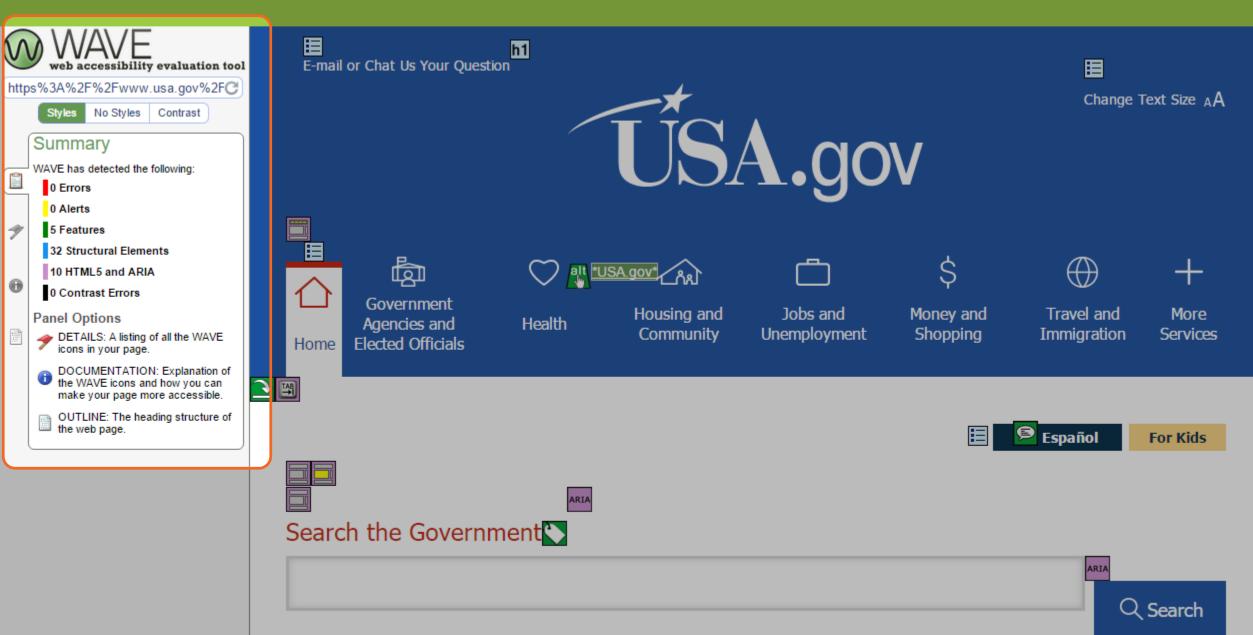
## Just Like We Test for Everything Else

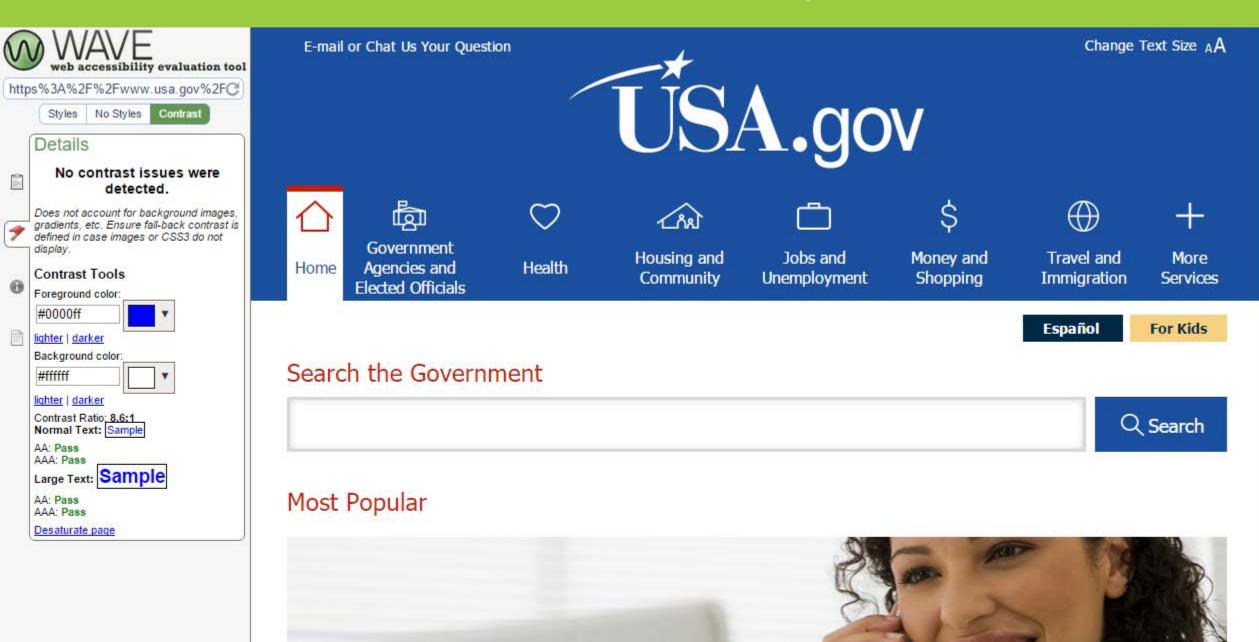
## Accessibility Tools

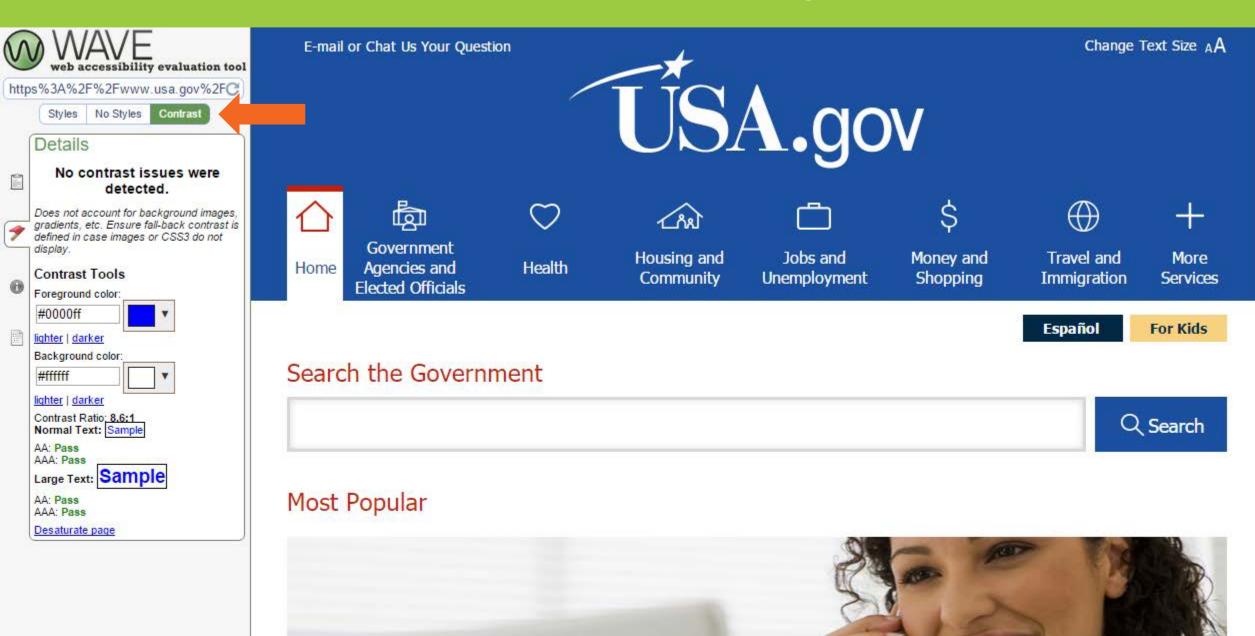


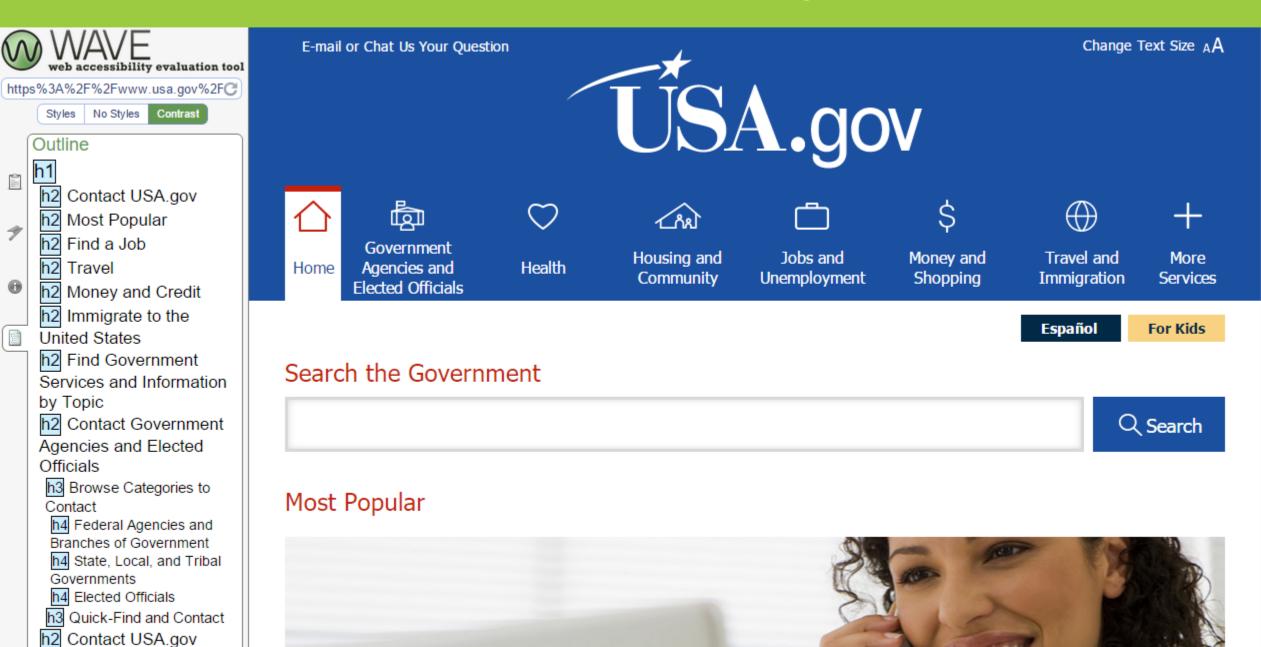
Powered by  $\underline{\text{WebAIM}}$ 

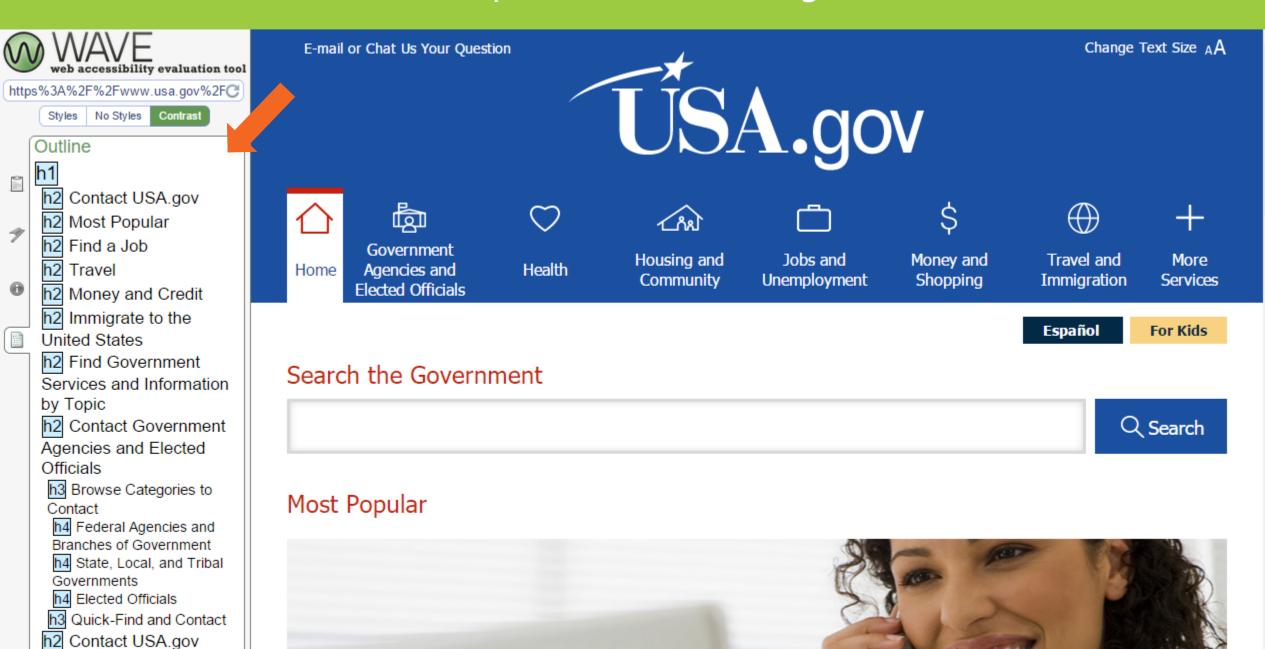


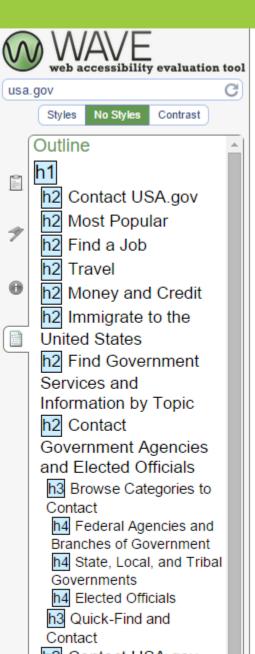












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#### h2Contact USA.gov

- E Call 1-844-USA-GOV1 (1-844-872-4681)
- E-mail USA.gov



#### http://www.paciellogroup.com/resources/contrastanalyser/



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Resources > Colour Contrast Analyser (CCA)

### Colour Contrast Analyser

The Colour Contrast Analyser (CCA) helps you determine the legibility of text and the contrast of visual elements, such as graphical controls and visual indicators.

This tool provides two useful core functionalities:

- a pass/fail assessment against <u>WCAG 2.0</u> color contrast success criteria
- a simulation of certain visual conditions, including dichromatic color-blindness and cataracts, to demonstrate how your web content appears to people with less than 20/20 vision

The <u>CCA</u> is available for Windows and Mac, and in multiple languages including English, French, Dutch, Italian, German, Hindi, Korean and traditional Chinese. **Note:** the visual simulation functionality is only available in the Windows version.





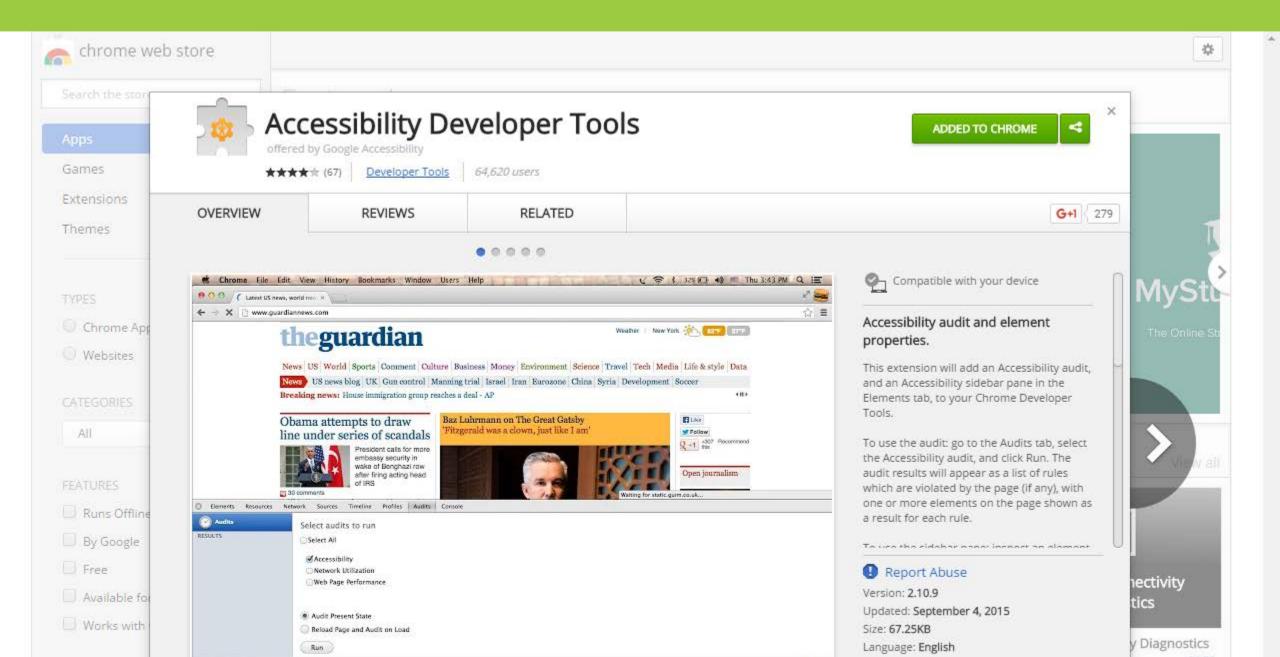


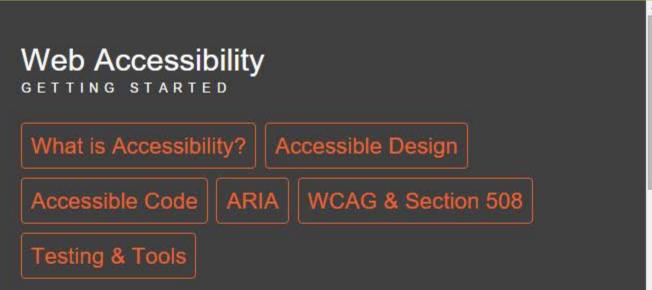




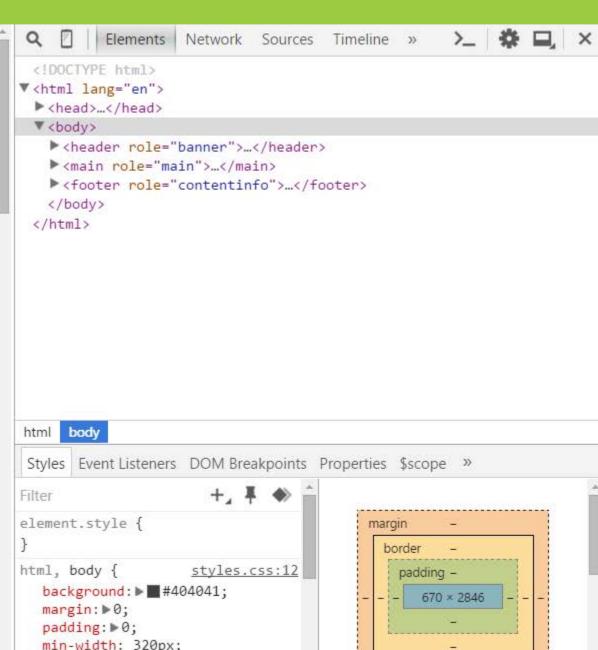
Download for windows Colour Contrast Analyser 2.2a English (Zip, 663KB)

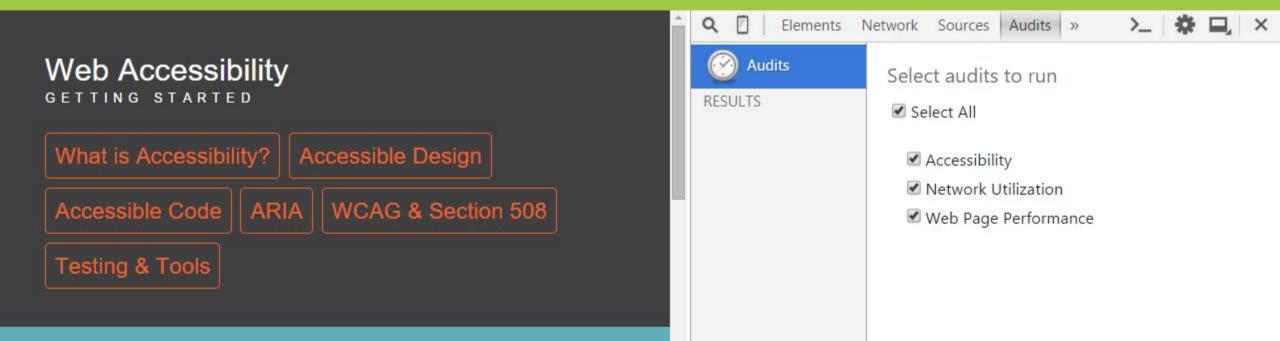






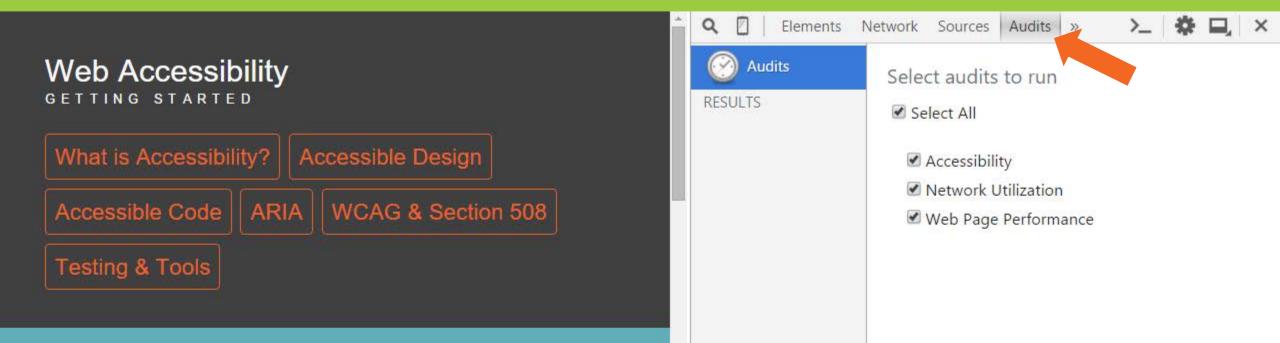
# Accessibility is About Everyone





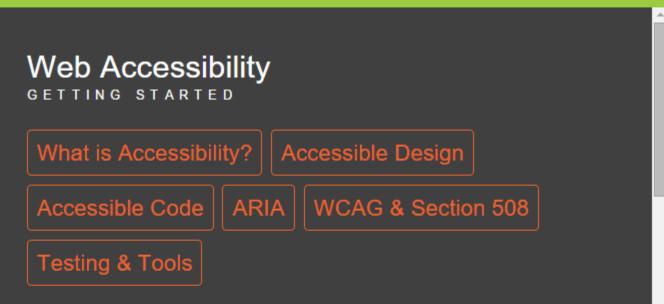
Audit Present State

# Accessibility is About Everyone

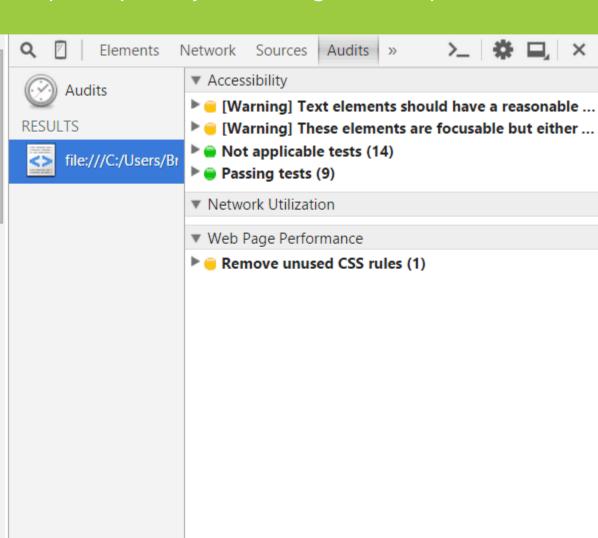


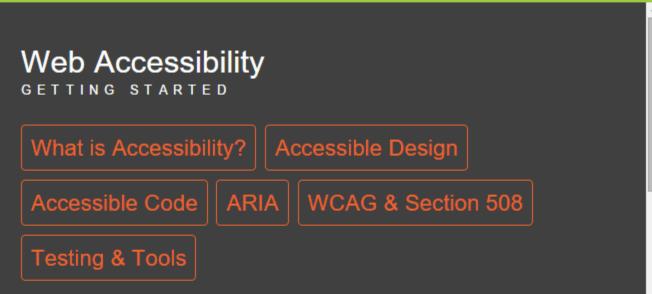
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# Accessibility is About Everyone

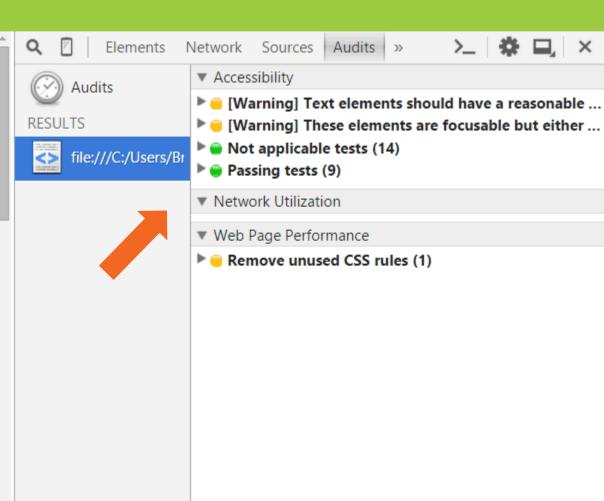










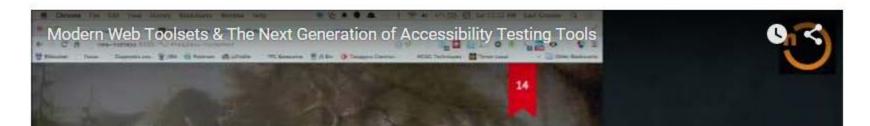


#### http://www.tenon.io/



## SOLVE WCAG 2.0 & SECTION 508 ISSUES BEFORE THEY HAPPEN WITH OUR ROBUST, FLEXIBLE, AND EASY API

Register Free



#### http://www.tenon.io/

- An API that can be used to integrate accessibility testing into our existing toolsets
- Extremely flexible, reliable and accurate
- Written to test against the WCAG guidelines
- Still not a replacement for human testing
- Accessibility testing that's inserted into our process

# There's No Replacement for Human Testing

# **Accessibility Resources**

#### http://webaim.org/



services articles resources community



# We have web accessibility in mind

Our mission is to empower organizations to make their web content accessible to people with disabilities.



#### http://webaim.org/

- A non-profit organization with a mission to expand the potential of the web to people with disabilities
- Great info regarding the development and design of accessible websites and applications
- Make the specification easier for us to understand
- They provide:
  - Checklists
  - Contrast checkers
  - The WAVE accessibility evaluation tool

#### http://a11yproject.com/

**@**A11Y Project

Patterns

Checklist

Resources

About



A community-driven effort to make web accessibility easier.

Learn more

Contribute on Github

#### How-tos

#### How-to: Using Caption Services with HTML5 Video

How to implement captions on HTML5 video (and audio) elements.

#### How-to: Use Skip Navigation links

Use skip nav links to ease keyboard user fatigue and frustration.

#### How-to: Use TITLE attributes

Short answer: Avoid using title attributes except in a few special circumstances.

How-to: Use role="application"

ARCHIVE CATEGORIES

How-tos

Myths

Quick tests

Quick tips

Assistive technology

Basics

#### http://a11yproject.com/

- A11y is short for accessibility
- A community effort to break down the complexities of web accessibility
- You can contribute!
- Provide very useful tutorials
- Shut down common accessibility myths
- Provide tests and tips

### http://bitsofco.de/2015/the-accessibility-cheatsheet/

bitsofcode

#### THE ACCESSIBILITY CHEATSHEET

Posted on 02 June 2015

We all know that accessibility is important. The problem is, it is not always clear what exactly we can do to make our sites more accessible.

The <u>Web Accessibility Initiative</u> created some <u>Web Content Accessibility Guidelines</u> (WCAG) targeted at us, web content developers, to create more accessible websites. The WCAG contain some very useful information, and so I decided to condense the very extensive guidelines and highlight some practical examples of what we can do to implement them and make our websites more accessible.

#### **OVERVIEW**

The guidelines for accessible content have four overarching principles, each with more specific guidelines. You can click on the link to go to the relevant section of this article.

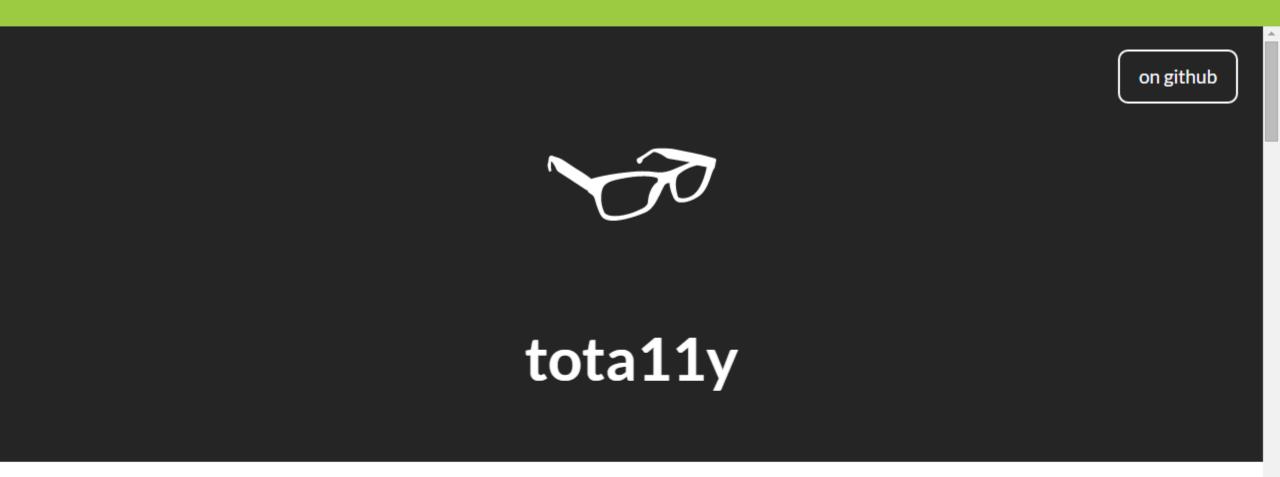
 1 - "Perceivable" - Information and user interface components must be presentable to users in ways they can perceive.

o 11 - Tevt Alternatives

### http://bitsofco.de/2015/the-accessibility-cheatsheet/

- A nice condensed view of the Web Content Accessibility Guidelines
- Real world examples
- Revisit each time before you begin a new project

### http://khan.github.io/tota11y/



an accessibility visualization toolkit

from your friends at



### http://khan.github.io/tota11y/

- A bookmarklet that we can run on any page
- Lets us know of errors in code and color
- Can be added as a bookmarklet in the browser
- Can be referenced from within our site by including the script

### http://a11ywins.tumblr.com/

Submit a Win

#### **Accessibility Wins**

Showcasing accessible user interfaces and tools.
Submit your favorite website, application or UI pattern.
Curated by Marcy Sutton.

# <u>aXe Browser</u> <u>Extensions</u>

5 days ago

lighthus alideshoot tabbed panel popug menu accordion

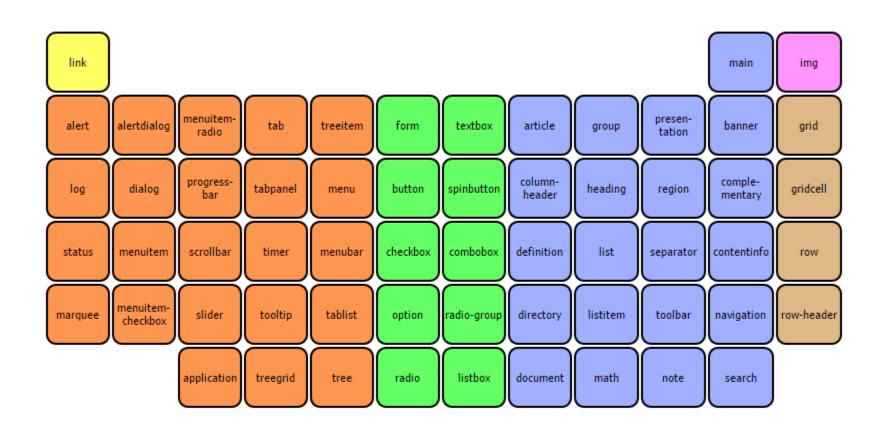
### http://a11ywins.tumblr.com/

- A collection of accessible user interfaces from around the web
- Brings a fresh perspective on accessible UI patterns
- Great place to get inspired
- Can submit our own favorite examples

# ARIA Can Be Complex and Confusing

### http://dylanb.github.io/periodic-aria-roles.html

#### Periodic Table of ARIA 1.0 Roles

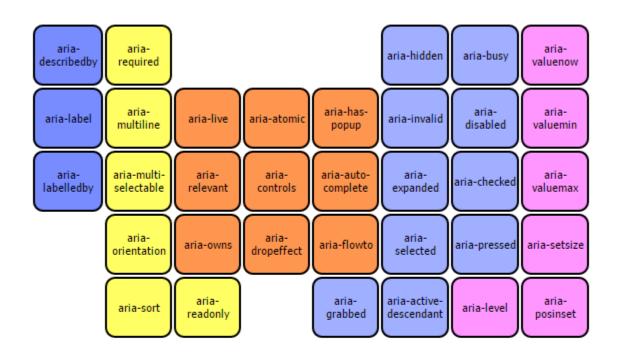


### http://dylanb.github.io/periodic-aria-roles.html

- High level glance of existing roles
  - Forms
  - Document structure
  - Tabular data
  - Interactive elements

#### http://dylanb.github.io/periodic-aria-attributes.html

#### Periodic Table of ARIA 1.0 attributes

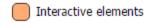


Legend









Colors or Patterns?



### http://dylanb.github.io/periodic-aria-attributes.html

- High level view of ARIA attributes
  - Name
  - Value
  - State

### These Are Just a Few



It's the right thing to do

It's not only about blind people

It's good for everyone and it's good for business too

It doesn't cost extra money

It doesn't take a bunch of crazy voodoo



We need to get everyone on board

We need to set project goals and plan up front

We need to consider users with a wide range of abilities and technology

We need to use proper semantic HTML



We need to structure our content in a logical order

We need to add information when building rich, dynamic web applications

We need to focus on accessibility just as we focus on everything else

We need to test



A little empathy goes a long way

There's no such thing as 100% accessible

Accessibility affects all aspects of good design and development

# Focus on Accessibility

### And You'll Be Better Indeed!