







■ ■ Preface ■ Accessibility is a difficult concept to define. There's no single magic bullet ■ ■ ■ ■ ■ solution that v

■ ■ Using Code Examples ■ This book is here to help you get your ■ ■ ■ ■ ■ job done. In general, you may use



■ ■ How to Contact Us ■ Please address comments and questions concerning this book to the publisher: ■ ■ ■ ■

■ ■ Acknowledgments ■ I would like to thank the ■ ■ ■ ■ ■ following people for their invaluable input, assistance



■ ■ Chapter 1. Introduction ■ If you're expecting a run-of-the-mill best practices manual, be aware that there's a

■ ■ Accessibility and Usability ■ The other subject that needs treatment is what is meant by accessibility and ■ ■



■ ■ Getting Around: Navigating an ■ ■ ■ ■ ■ EPUB ■ We've gone over a number of ways to assist in accessible

■ ■ The Untold Story: Metadata ■ Bringing up the topic of metadata usually triggers thoughts about the need to



■ ■ Talk to Me: Media Overlays ■ When you watch words get highlighted in your reading system as a narrator s

■ ■ Tell It Like It Is: Text-to-Speech (TTS) ■ An alternative (and complement) to human narration, and the asso



■ ■ The Coded Word: Scripted Interactivity ■ Whether you're a fan of scripted ebooks or not, EPUB 3 has open

■ ■ ■ A Little Help: WAI-ARIA ■ ■ ■ Although fallbacks are useful when scripting is not available, you should still aim ■ ■ ■

■ ■ A Blank Slate: Canvas ■ Another anticipated use for scripting is to automate the new HTML5 canvas element





