

A/V Accessibility App

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Development/Design Roadmap

Development

- Audio and Video files necessary
- Video: find video source with subtitles/captions
- Blender Foundation provides 3d films with video subtitles/captions (<https://durian.blender.org/download/>)
- Implementation for videos:
 - User Plyr as the accessible video/audio player
 - Provide text tracks so people can also see what's being said on the screen.
 - Provide transcripts as well, as a fall back for the captions
 - Subtitles implementation:
 - HTML5 MediaElements support the tag <tracks> where you can add a subtitle file (.vtt) to the video.
 - Build the vtt file (textEdit, or [Describe](#))
- Implementation for audios:
 - The functionality is very similar to the video one
 - Also, add the transcript
- Both media resources will use the Plyr.io video/audio plugin, which is already accessible and contains all aria roles, and other functionalities.

Testing:

- For testing functionality, The [Wave Accessibility Extension](#), Google Lighthouse, and the [WCAG Contrast Checker](#) will be used.

References:

MDN Accessibility Docs:

https://developer.mozilla.org/en-US/docs/Learn/Accessibility/Multimedia#multimedia_and_accessibility

Captions/subtitles to videos:

https://developer.mozilla.org/en-US/docs/Web/Guide/Audio_and_video_delivery/Adding_captions_and_subtitles_to_HTML5_video#captioned_video_example

Audio transcript:

<https://mdn.github.io/learning-area/accessibility/multimedia/audio-transcript-ui/>

Plyr (video accessibility plugin)

<https://github.com/sampotts/plyr>

w3.org AV content:

<https://www.w3.org/WAI/media/av/av-content/>

Accessibility Resources for the web:

<https://webaim.org/resources/>

+ LinkedIn Learning Accessibility courses