### Accessibility Workshop

#### **Eve Porcello**

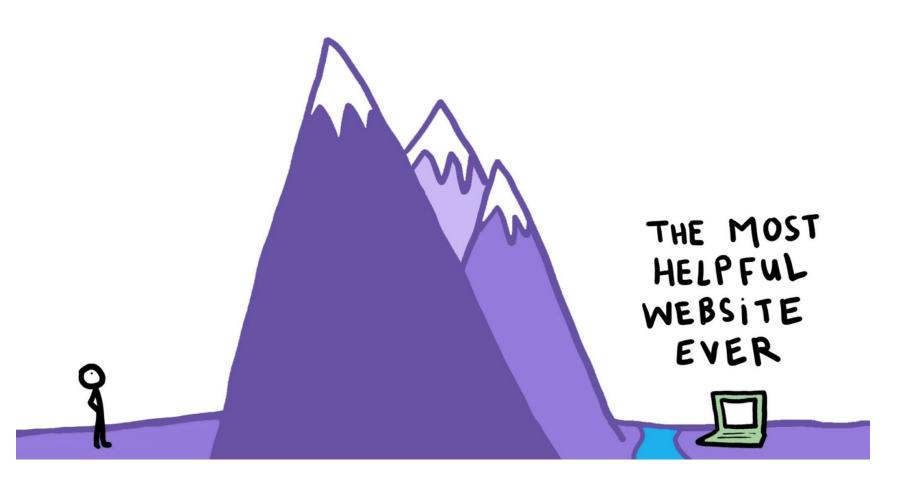
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www.github.com/eveporcello/a11y

### **Course Overview**

- What is Accessibility?
- Why Accessibility?
- Accessibility in Word and PowerPoint
- Accessibility in PDFs
- Accessible Web Experiences
- Incorporating Accessibility into Your UX Process

### **Hello World**

- Your name?
- Your day to day work?
- Your experience with web development?
- What you most want to learn?

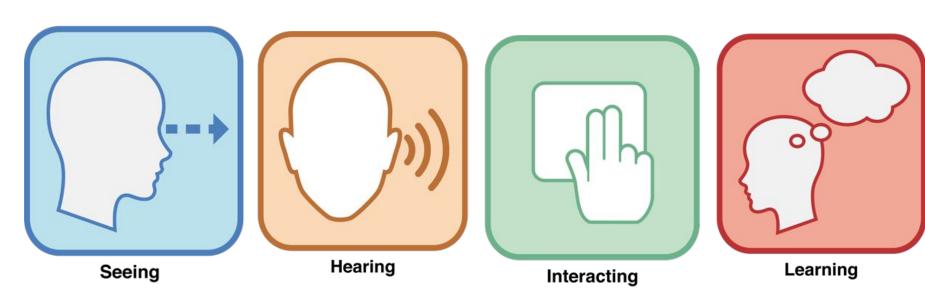


Source: Cordelia Dillon, Twitter

### What is Accessibility?

- The web should work for all people
- With accessibility, we remove barriers
- Take into account disabilities

### **Accessibility Categories**

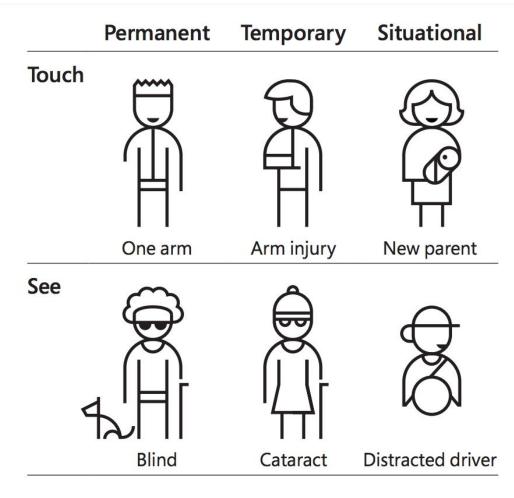


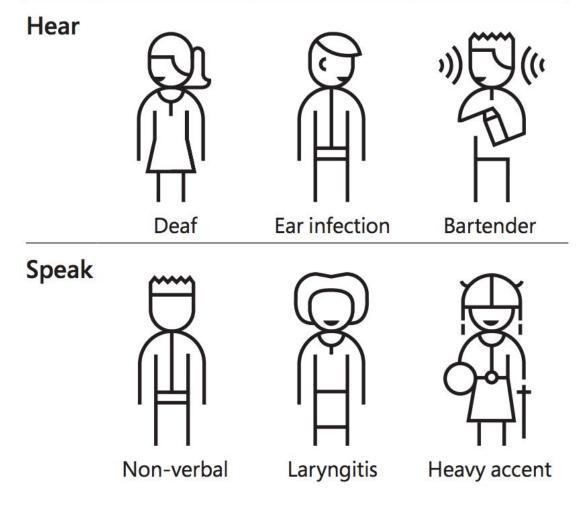
- <u>Visual</u><u>Impairments</u>
- Colorblindness

HearingImpairments

- <u>Traumatic injury</u>
- Diseases
- Tremors

- Memory Loss
- Comprehension
- Attention





## What are some examples of accessibility features?

### Standardization

### **Section 508**

"Agencies must give disabled employees and members of the public access to information that is comparable to access available to others." - 1998

### **WCAG 2.0**

- Perceivable
- Operable
- **U**nderstandable
- Robust

### **Perceivable**

- Text alternatives
- Captions for multimedia
- Content that can be presented in different ways
- Easy for users to see and hear content

### **Operable**

- Make all functionality available from keyboard
- Enough time to read
- Don't cause seizures
- Navigate and find content

### Understandable

- Readable and understandable
- Make content appear and operate predictably
- Help users avoid and correct mistakes

### Robust

 Maximize compatibility with current and future user tools

### Why Accessibility

- Mobile Web Design
- Usability
- SEO
- It's the right thing to do

# UX User Interface Design

Accessibility
Usability





# Who should be involved?

### **Activity**

Write down one of your favorite websites to use on the card.

Write down 3 reasons why you like it.

# Interacting with Computers with Disabilities

### **Accessibility Categories**









Visual Impairments

Colorblindness

HearingImpairments

• <u>Traumatic</u> <u>injury</u>

- Diseases
- Tremors

Memory Loss

- Comprehension
- Attention

### **Interactions**

- Screen readers/VoiceOver Utilities
- Assume that you can't use a mouse (or a trackpad)
- Buttons, Links, and Forms

### **User Activity**

In your group of 4, assign the following roles:

- 1. Person 1
- 2. Person 2
- 3. Person 3
- 4. Recorder

### **User Activity**

Person 1 - Complete the form

Person 2 - Complete the form with just the keyboard

Person 3 - Complete the form zoomed to 200%

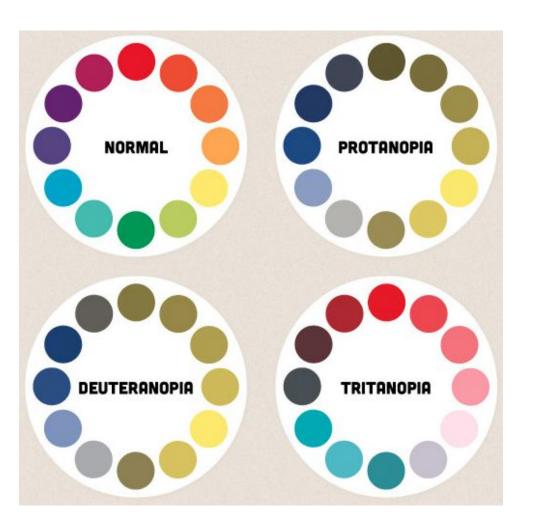
Person 4 - Write down times

### **Expectations**

- Screen Magnifier always zoomed in
- How do we let someone know that there is something out of their view?
- Self Advancing Fields

### Content

- Include what people want and need
- How do we know what people need?



DUIRED FIELDS ARE INDICATED IN RED	* REQUIRED FIELD
FIRST NAME	FIRST NAME
LAST NAME	LAST NAME
TELEPHONE	* TELEPHONE



#### **BDG V-Neck Tee** \$14.00 · 2 for \$28

more BDG



Reviews (109)

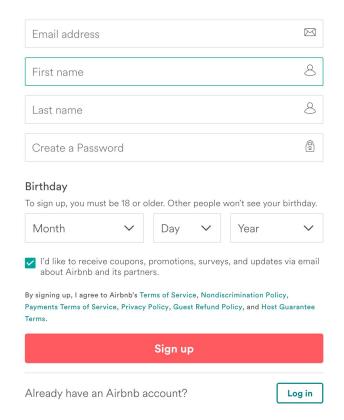




SIZE: XS S M L XL LIGHT GREEN

### **Memory Issues**

• Forms - Labels



## Microsoft Word

### **MS Word Guidelines**

- Add headings in Order (like an outline)
- Alt text for images
- Descriptive Links
- Contrast between colors

### **Create A Document**

- Add a header
- Three Heading 2
- One Image
- Two Links

# **Exporting as an Accessible PDF**

### **Video**

- Captions
- Transcripts

#1. Identify the speaker

(Cat)

Meow is what I say all day.

#2. Identify sound effects

(Perry)

Thank you, Detroit!

[ audience cheers ]

#3. Describe music

[ Men at Work singing "Land Down Under" ]

#4. Describe lyrics if essential for understanding

The just smiled and gave me a vegemite sandwich of the sandwic

#5. Use ellipses for pauses

(Cat)

Meow... it's what I say all day.

#6. Italicize foreign words and phrases

(Cat)

Bonjour, human.

#7. Capitalize for emphasis

(Randy)

NO ONE messes with Randy!

- 1. Identify the speaker
- 2. Identify sound effects
- 3. Describe music
- 4. Describe lyrics if essential for understanding
- 5. Use ellipses for pauses
- 6. Italicize foreign words and phrases
- 7. Capitalize for emphasis

# PowerPoint

### **PowerPoint Best Practices**

- 1. Slide Layouts
- 2. Alternative Text for Images
- 3. Display Text for Links
- 4. Use Accessibility Checker

# HTML

# Features of Accessible Pages

- HTML headings
- Accessible with keyboard
- Accessible images
- Accessible forms
- Accessible tables
- Effective use of color
- Meaningful link text



iPhone Guidelines: 44px wide

Microsoft Guidelines: 34px wide

Nokia Guidelines: 28px wide





#### Fitts's Law

The time it takes to reach a target is longer if the target is smaller.

### HTML5

The latest version of HTML

- W3C Candidate Recommendation, Dec. 2012

Uses consistent semantic tagging for easy readability by people, computers, and devices

Improves interactivity and support for a wide range of mobile devices

Includes just about everything from HTML4





### **Semantic HTML**

Aims to better differentiate content from one another for indexing, searchability, collaboration, and accessibility.

New elements come from an analysis of over ONE BILLION web pages.

<header>

<footer>

For more info on the study:

https://developers.google.com/webmasters/state-of-the-web/

#### **Semantic HTML**

<header> represents a group of introductory content

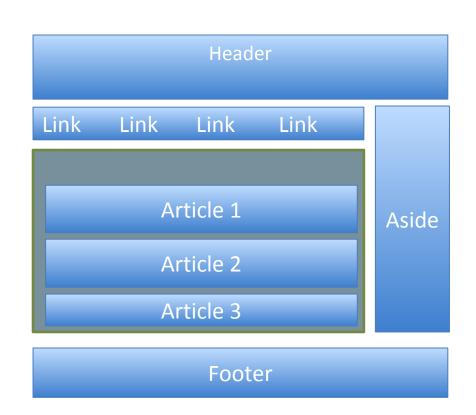
<nav> contains links to other pages or resources

<section> indicates a generic section of the document

<article> indicates a self-contained composition within a document (article, blog entry, forum post, etc.)

<aside> contains tangentially related content like sidebars, pull quotes, etc.

<footer> contains information about the section (citations, copyright, etc.)



#### **Semantic Tables**

<caption> adds a caption to a table

<thead> groups table head elements

groups table body elements

<tfoot> groups table footer elements

#### <caption>2017 Data</caption>

	<thead></thead>	
<tfoot></tfoot>		

# **Outlining HTML**

A mechanism for producing outline summaries of web pages based on how they are marked up.

The HTML5 spec describes how outlining should be used to increase accessibility.

- Search engines.
- Screen readers.
- Other automated processes.

# **Outlining Best Practices**

- Use <section> to define sections of the parent element.
  - <section>, <nav>, <aside>, and <article> create the outline.
- Every parent element and every section element should have a title (h1-h6) to avoid "untitled" sections.

```
<body>
<hl>Snowtooth Mountain</hl>
<section>
  Snowtooth is the best mountain that doesn't exist.

</section>
<section>
  We are better at these than other mountains.
</section>
</body>
```

- Snowtooth Mountain
  - 1. Untitled Section
  - 2. Untitled Section

# **Outlining Best Practices**

```
<body>
<h1>Snowtooth Mountain</h1>
<section>
    <h1>About the Mountain</h1>
    Snowtooth is the best mountain that doesn't exist.

</section>
    <h1>Ski Lessons</h1>
    We are better at these than other mountains.
</section>
</section>
```

- Snowtooth Mountain
  - About the Mountain
  - Ski Lessons

The practice of creating flexible websites that deliver user-friendly experiences on any device.













Key Components of a Responsive Site

#### A Flexible Grid.







Key Components of a Responsive Site

Flexible Content.



phone-sm.jpg



phone-md.jpg



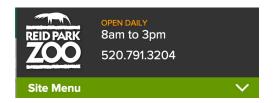
phone-lg.jpg



Key Components of a Responsive Site

#### Media Queries.

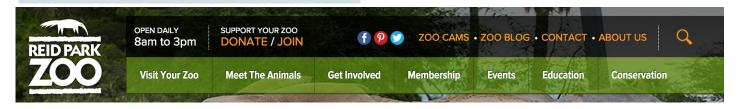
@media only screen(max-width: 600px)



@media only screen(min-width: 601px)

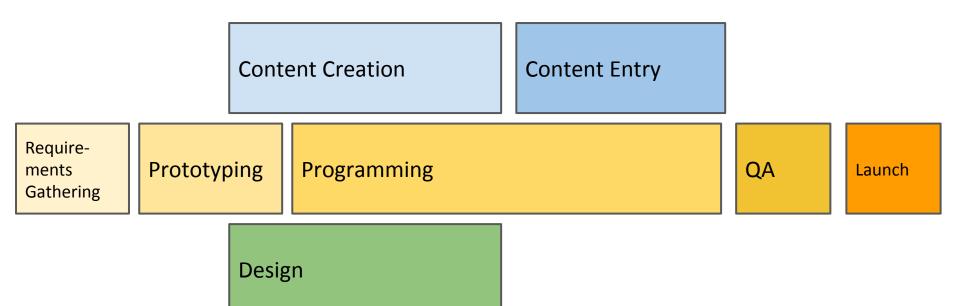


@media only screen(min-width: 800px)



# **UX Process**

# **UX Design Process**



# **Requirements Gathering**

**Gather Analytics Data** 

Conduct User Research

Competitive Review

# **Requirements Gathering**

- Assessment of the tasks
  - Understand all of the details
  - Analyze the audience
  - Write Use Cases
- Order Use cases by most frequent for a mobile user
- Do your best to make every use case successful in no more than 3 clicks (page depth no deeper than 3 pages)

# **Activity: Functional Requirements**

- Think about the functional requirements for your app
  - What problem does it solve?
  - What will it do?
  - What type of app will you be creating?

# Thinking about the User

- Who is your audience?
- Who is your population? Teens, men, women, parents, hipsters?

#### **User Context**

- Where is the user?
- Why is the user accessing your mobile site?
- What is the user looking for?
- What can you offer to help solve the user's problem?
- Where will the user be when accessing your site?

#### **User Stories**

- Not requirements, specifications or designs
- The work needed to create user stories should be substantial if you're thorough
- Craft user stories based on people's needs everyone else
   can create solutions that address the needs in the user story

#### **User Stories**

As a Type Q customer, I need to be able to register for Program J in both desktop and mobile contexts, so that I remain certified.

#### Why is this good?

#### It includes:

- The customer is identified as a specific type.
- The category is also detailed.

#### It doesn't include:

- Detailed requirements
- Specs
- Design Details

#### **User Stories**

A persona should include:

- Social and demographic characteristics.
- Needs, desires, goals

Habits (consumer habits, behavior)

Expertise

Accessibility info

### **How to Build Personas**

Interview anyone who has info.

Look for patterns

Create scenarios for users

Analytics

Think about motivations

# **Activity: Personas**

Define 3 personas for your app.

Write 3 user stories for each persona.

# Wireframing

Allows you to test what works before expensive coding

**Correct Mistakes** 

Avoid wrong assumptions

**Increases Team Communication** 

# **Activity: Wireframing**

- Create a sketch wireframe for a few screens of the application
- Use sticky notes, paper, etc.
- Keep accessibility features in mind

# **Usability Testing**

- Define Goals
- Choose the Test
- Create User Tasks
- Write a Research Plan
- Conduct the Test
- Draft Up a Quick Report

# **Usability Testing**

Write a couple of usability tests for the app

# **Accessibility Testing**

- Keyboard
- Outline
- aXe Developer Tools
- Test with People

Resource Name	Resource Link
Section 508	www.section508.gov
WCAG	https://www.w3.org/WAI/intro/wcag
UW Accessibility	http://www.washington.edu/accessibility/web/
W3 Accessible Videos	https://www.w3.org/2008/06/video-notes
Google Web Accessibility	https://developers.google.com/web/fundamentals/accessibility/
Microsoft Inclusive Design	https://www.microsoft.com/en-us/design/inclusive
PDF Accessibility	http://webaim.org/techniques/acrobat/converting
A11Y Project	http://a11yproject.com/resources.html

<b>Tool Name</b>	Tool Link
aXe Browser Extension (Chrome Web Extension)	https://chrome.google.com/webstore/detail/axe/lhdoppojpmngadmnindnejefpokejbdd?hl=en-US
Color Contrast Checker	http://leaverou.github.io/contrast-ratio/
Accessibility Testing API	https://tenon.io/
ChromeVox	http://www.chromevox.com/
Wave Accessibility Extension for Firefox	https://addons.mozilla.org/en-US/firefox/addon/wave-accessibility-tool/

<b>Checklist Name</b>	Checklist Link
508 Accessibility Checklist	http://webaim.org/standards/508/508checklist.pdf
Vox Accessibility Checklist	http://accessibility.voxmedia.com/
WCAG Checklist	http://webaim.org/standards/wcag/checklist
HHS Checklists	https://www.hhs.gov/web/section-508/making-files-accessible/checklist/