Using R Markdown to Create Accessible Resources for Students with Visual Disabilities in STEM Classes



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Theoretical foundations

Interability communication theory

- Personal
 - Social identity theory
 - Communication accommodation theory
- Group
 - Intergroup contact theory
- Cultural
 - Interactive acculturation model

What is the problem?

- Educational resources aren't always accessible.
- Creating accessible resources for STEM is difficult.
 - Equations
 - Graphs
 - Tables
- Accessibility promotes
 - positive social identity,
 - communicative convergence,
 - affinity towards groups with different abilities, and
 - breakdown of cultural stereotypes

What is the problem?

How does this project answer the problem?

- Project goal:
 - Create accessible course materials for statistics with minimal "extra" effort.
 - Use tools common in the field.
- Required resources
 - Course materials (syllabus, examination, homework assignments, and lecture notes)
 - Content creation software environment (Rstudio)
 - Content testing software environment (Canvas sandbox, PDF viewer, web browser, screen reader)

About R Markdown

- Based on Markdown
 - Plain text files
 - Platform agnostic
 - Easy to read and write
 - Creates accessible HTML and print-perfect PDF output
- Text-based formatting
 - # Headers
 - *italic*, **bold**
 - > block quotes

About R Markdown

- Supports mathematical content
 - Syntax is based on the mathematical typesetting language LaTeX
- Executes code in the R statistical programming language
 - Accesses datasets directly
 - Creates reproducible documents, reports, and presentations
 - Used in classes for assignments and projects
 - Used professionally for reports and scientific articles

About R Markdown

Mathematical content examples

Artifact: Lecture notes

Artifact: Homework assignments

Artifact: Examination

Artifact: Syllabus

Future work

- Test with other software environments typical of learners with visual disabilities
 - Multiple web browsers
 - Multiple screen readers
- Solicit feedback from learners with visual disabilities
- Expand testing and feedback to include learners with other disabilities, including dyslexia and dyscalculia
- Develop best practices and accessibility checklists to be used by content creators

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For examples, resources, and contact information visit

eyer.us/aect