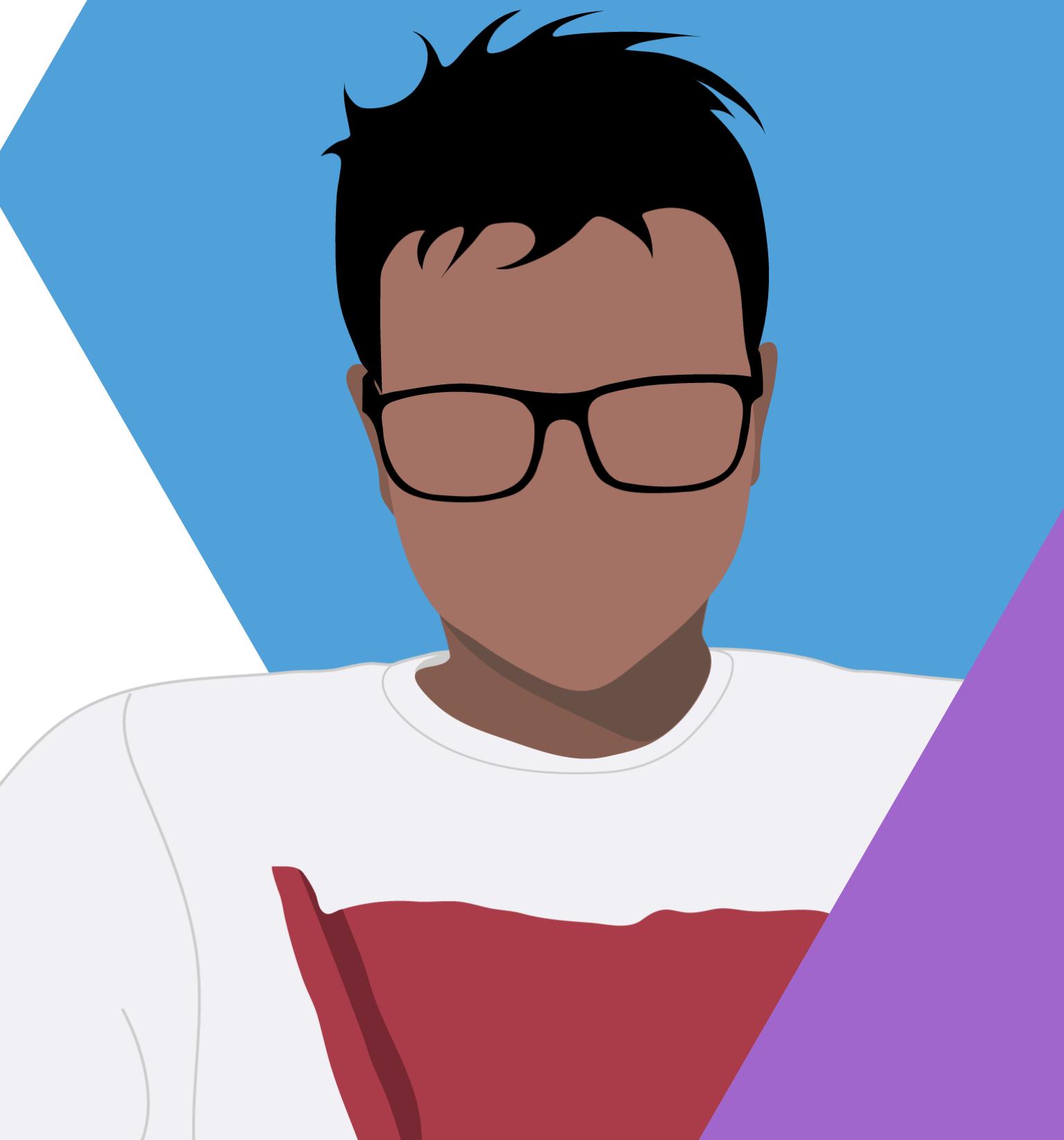




ACCESSIBILITY & THOUGHTFUL DESIGN

IN OPEN SOURCE

Presented by: Shivang P Swain



Agenda

What is accessibility in software design and why does it matter?



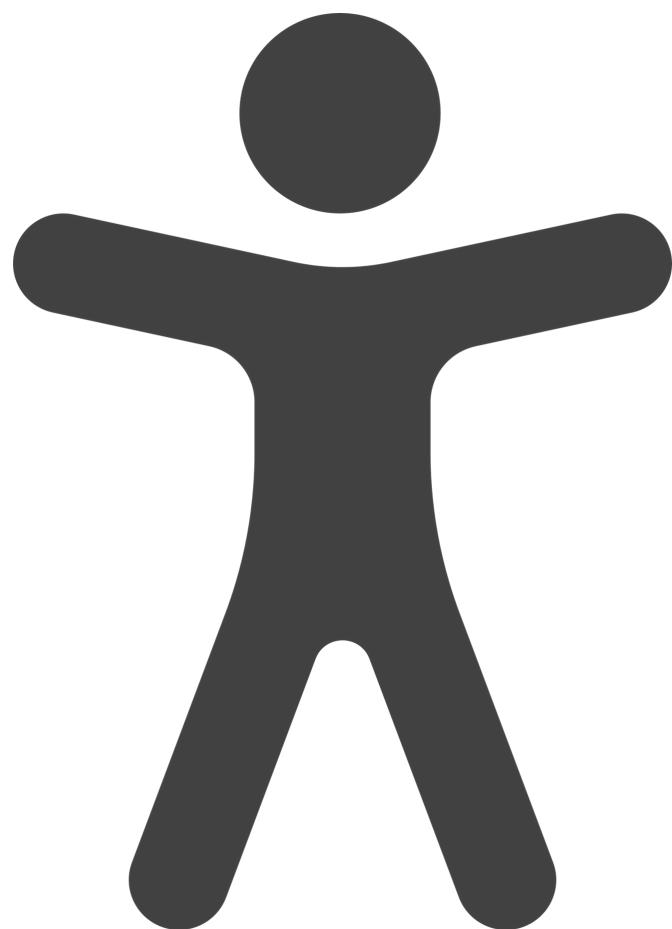
Strides in making software & hardware accessible



Why open source is both leading and dragging accessibility efforts



What is to come and how can we contribute?

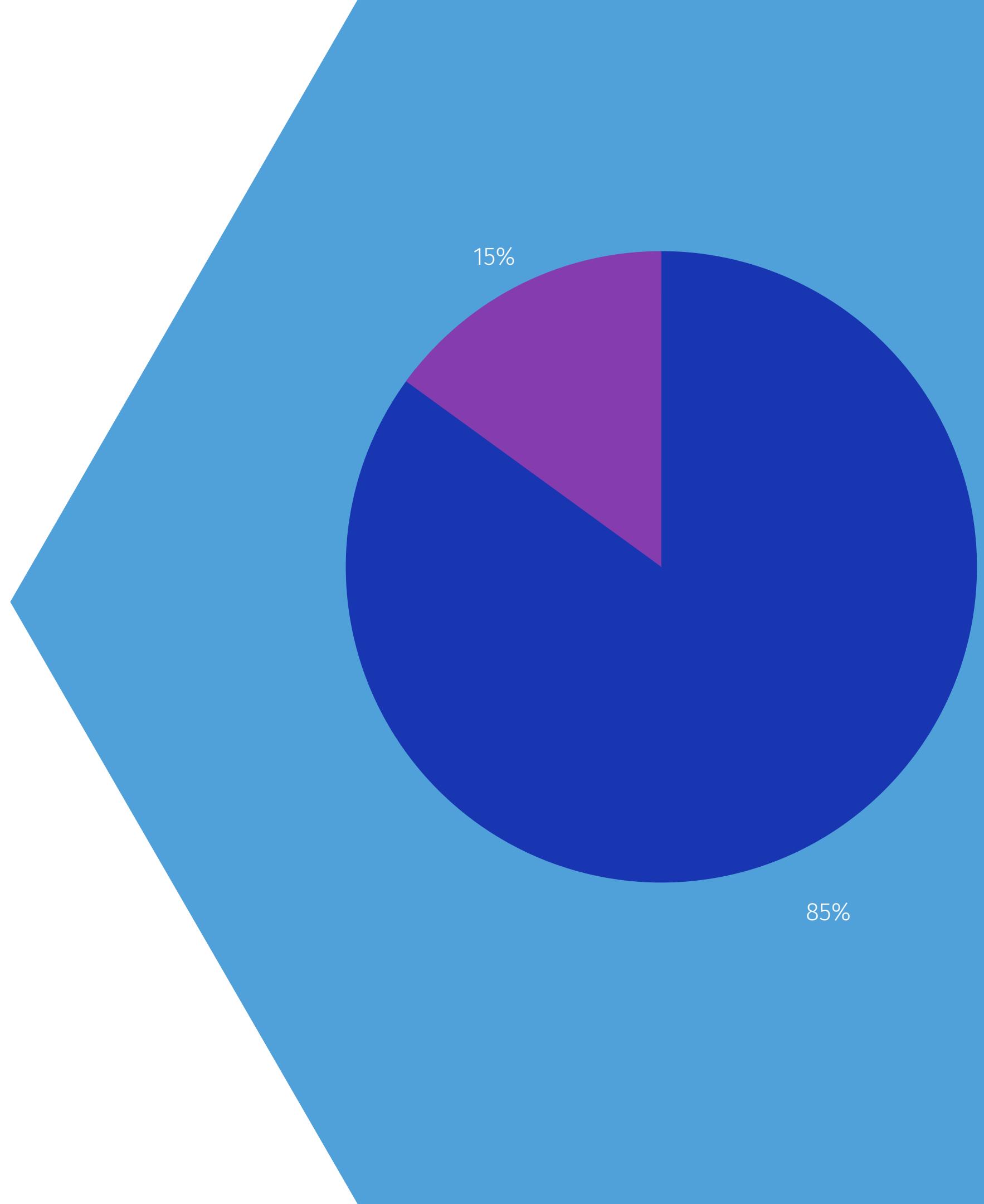


What is accessibility?

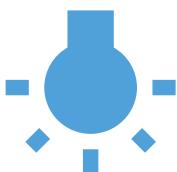
It is the design of products, devices, services, vehicles, or environments so as to be usable by people with disabilities.



15% of the world's population, or about 1 billion+, experience some form of accessibility needs



What is accessibility in software design?



Vision



Mission



Goals



Vision

Accessibility of a computer system to all people, regardless of disability type or severity of impairment



Around 253 million people worldwide have a form of **visual impairment/low vision**

Mission

To enforce standards & practices which help provide a minimum required level of accessibility



Nearly 75 million people need a wheelchair, and only 5% to 15% of those have access to one.



Key Goals

**People with visual
impairments**

**People with mobility
impairments**

**People with cognitive
impairments**

What inspired me?



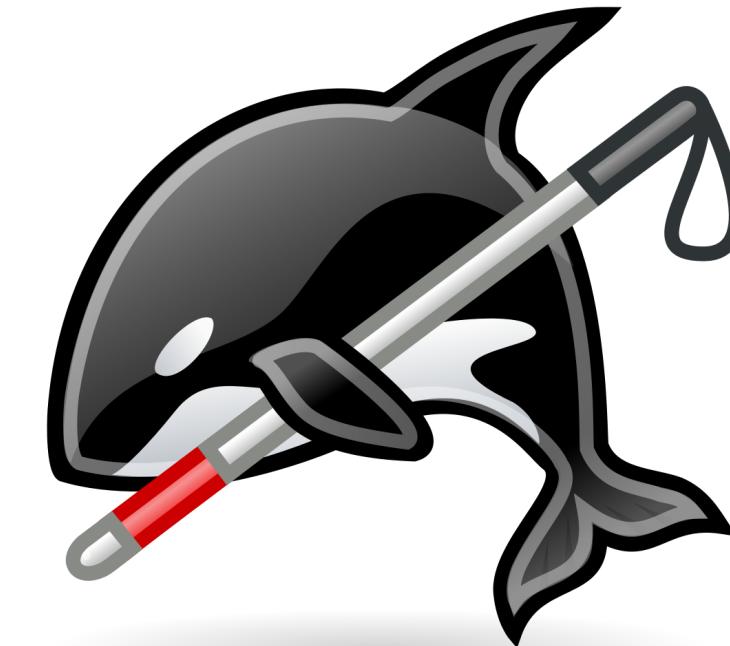
Vincenzo Rubano (falcon03)

Strides in making software & hardware accessible



NV Access

Empowering lives through
non-visual access to technology



Open source
leading
accessibility
efforts



The Web



c o c o f r i x

Cocofrix - Accessible Coconut (OS)



Accessible-Coconut



**Open source
dragging
accessibility
efforts**

<https://getfedora.org/>

81 78 75 82 -

Accessibility

These checks highlight opportunities to [improve the accessibility of your web app](#). Only a subset of accessibility issues can be automatically detected so manual testing is also encouraged.

NAMES AND LABELS

- ▲ Image elements do not have `alt` attributes
- ▲ Links do not have a discernible name

These are opportunities to improve the semantics of the controls in your application. This may enhance the experience for users of assistive technology, like a screen reader.

BEST PRACTICES

- ▲ `[user-scalable="no"]` is used in the `<meta name="viewport">` element or the `[maximum-scale]` attribute is less than 5.

These items highlight common accessibility best practices.

CONTRAST

- ▲ Background and foreground colors do not have a sufficient contrast ratio.

These are opportunities to improve the legibility of your content.

Activities [Install to Hard Drive](#) Jul 7 14:37 FEDORA 36 INSTALLATION Help!

WELCOME TO FEDORA 36.

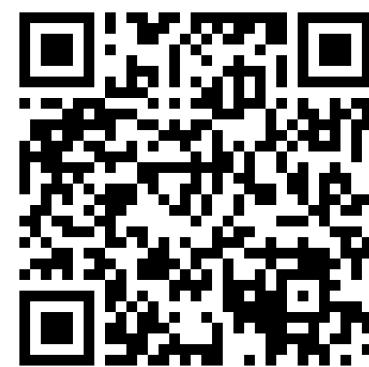
What language would you like to use during the installation process?

Hindi	English
हिन्दी	English
বাংলা	English
ଓଡ଼ିଆ	English
ମୁଣ୍ଡରୀ	English
தமிழ்	English
اردو	English
ગુજરાતી	English
ಕଞ୍ଚା	English
ମେଘଙ୍ଗଳ	English
ଓଡ଼ିଆ	English
ਪੰਜਾਬੀ	English
অসমীয়া	English
العربية	English
Français	French
Deutsch	German
日本語	Japanese
中文	Mandarin Chinese
Русский	Russian
Español	Spanish
Afrikaans	Afrikaans
Asturianu	Asturian
Беларуская	Belarusian

Type here to search.

Quit Continue

Resources



W3C

Accessibility, Usability,
and Inclusion (WAI)

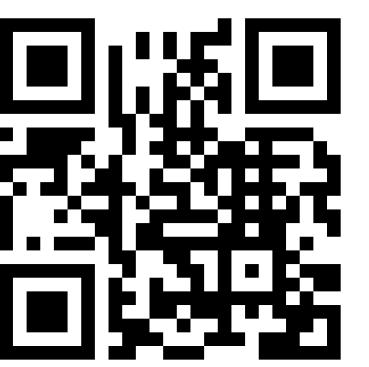


Cocofrix

Creator of Accessible
Coconut OS

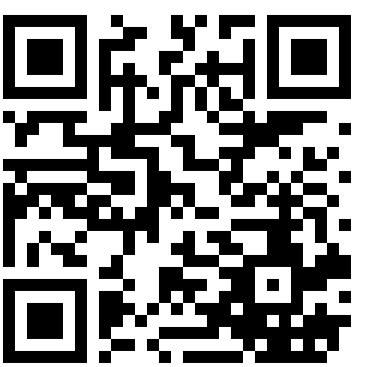


**GNOME
Accessibility**



NV Access

Creators of NVDA

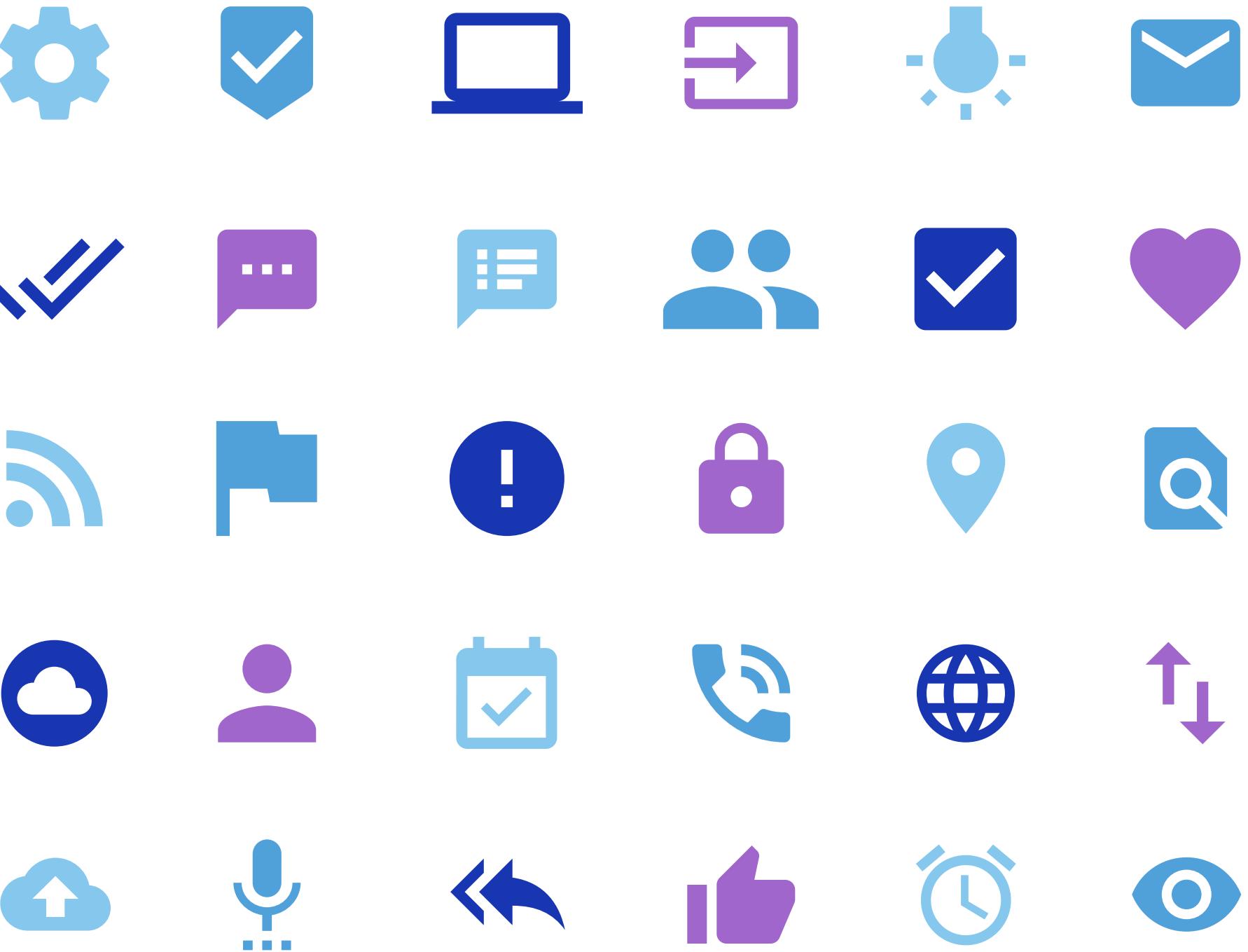


ISO 9241-171:2008

Ergonomics of human-
system interaction

What can we do?

What is to come and how can we contribute?





Thank you!

I'm @shivangswain on all platforms.
Do reach out if you have any queries.