



User stories for accessibility

Accessibility in an agile world?

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What is Agile?



Agile is ...

A development methodology that is

- Iterative
- Incremental
- Evolutionary

Rather than specification driven with a long development phase that thinks about the user at the end



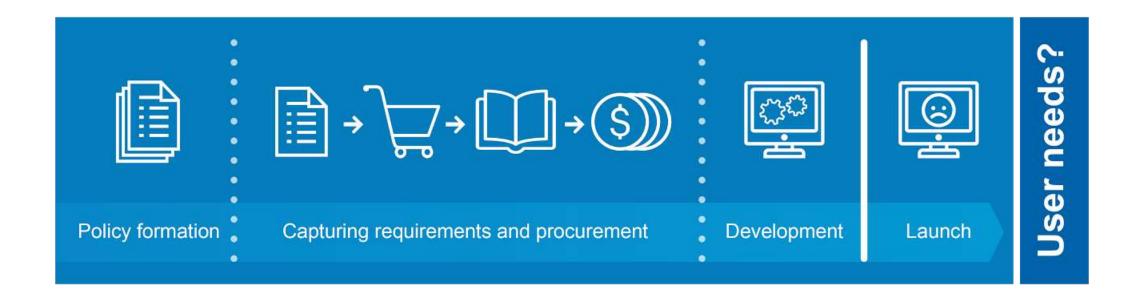
Agile is ...

The Manifesto for Agile Software Development values

- Individuals and Interactions over processes and tools
- Working Software over comprehensive documentation
- Customer Collaboration over contract negotiation
- Responding to Change over following a plan

Leading to opportunities to incorporate, and adjust to, user needs as they are discovered





Agile is ...

... a collection of

values, principles, behaviours, and practices

enabling teams to build services iteratively, delivering early and often.

Agile is a state of mind rather than a process to be followed

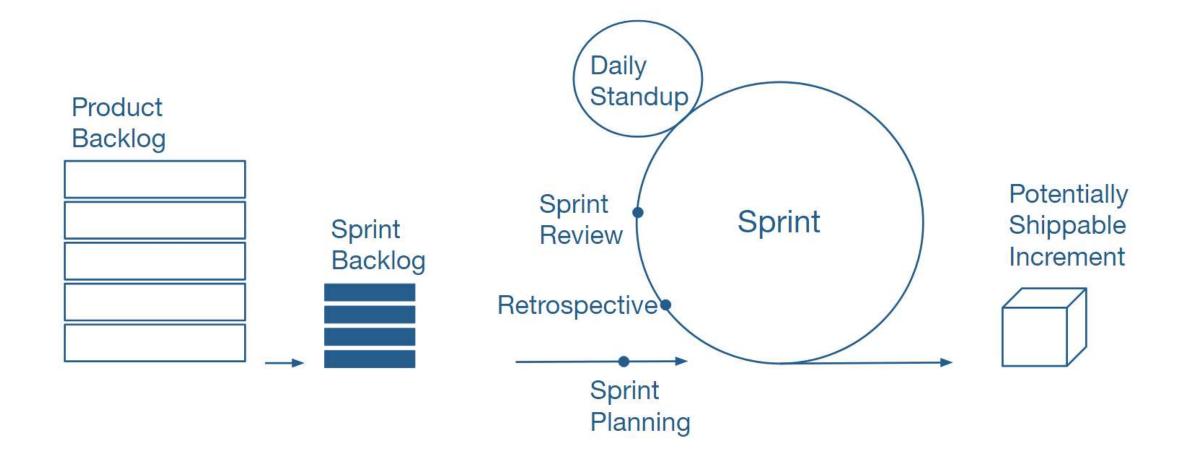
Courtesy @RodBMolina



How does Agile work?



Agile operating model





Agile workflow

Agile often involves a series of iterations or sprints

Work for each sprint is defined in a 'user story' expressed from the perspective of an end-user goal:

```
as a [role / person]
I want / need [some requirement or feature]
so that [goal / value / reason]
```



Benefits of user stories

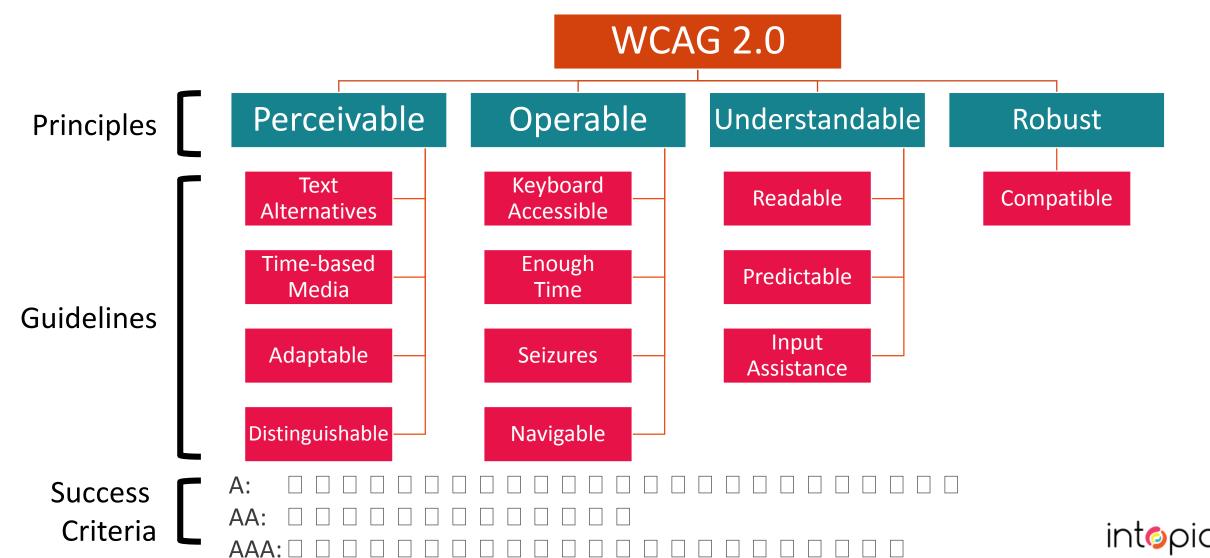
- Define problems faced by people with varying ability
- Articulate user's needs clearly
- Less prescriptive than requirements documentation
- Result in shared understanding of the outcome for the user
- Promote discussion and collaboration

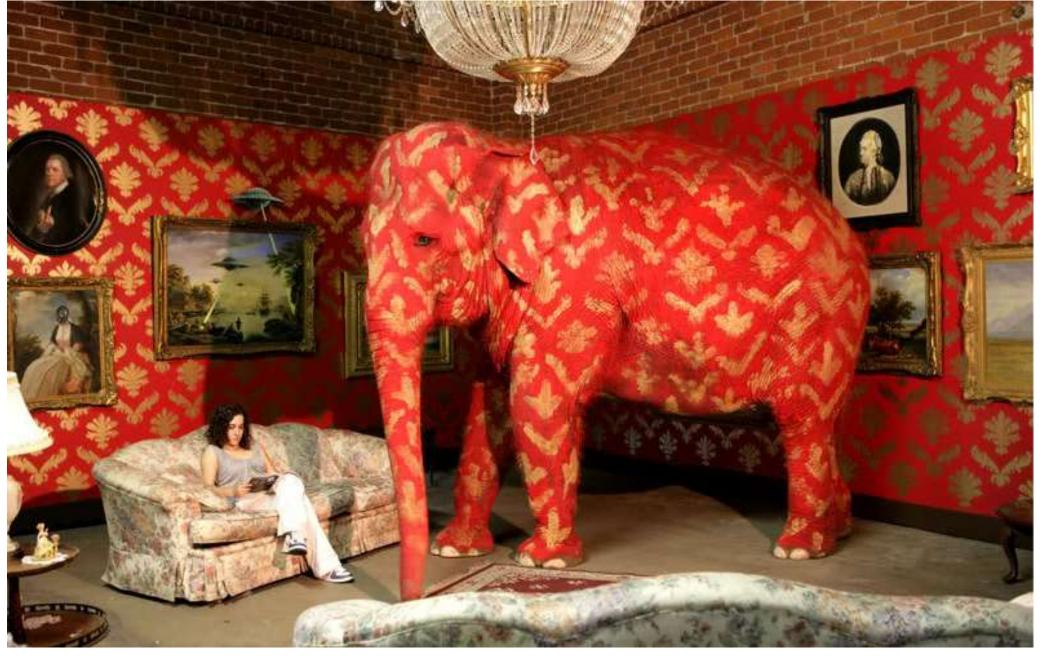
When applied to accessibility for people with disability, they can help demystify WCAG



WCAG 2.0 framework







Completing a user story

Teams have a checklist of criteria which must be met before a user story can be considered "done"

Definition of Done

For role based stories can include

Feature is tested for accessibility

For person/persona based stories

Features works for the user with their technology or limitations



User stories for accessibility



Components of a user story

- The user
 - A real person from user research or usability testing
 - A persona that has a disability or impairment

The outcome when interacting with the system

The goal or value that is delivered



Common Persona Attributes

- Name: naming your persona makes them more real.
- Motivations: why would the user use your product?
- Goals: what do they want to achieve, and how can your product help?
- Frustrations: what problems does your user have with certain tasks?
 - This is where disability or impairment can be described along with assistive technology or adaptive strategies used
- **Demographics**: age, gender, location, occupation.
- Picture: giving the user a face makes them more real and relatable.
- **Quote**: what memorable quote sums up your user and the problem you want to solve for them?

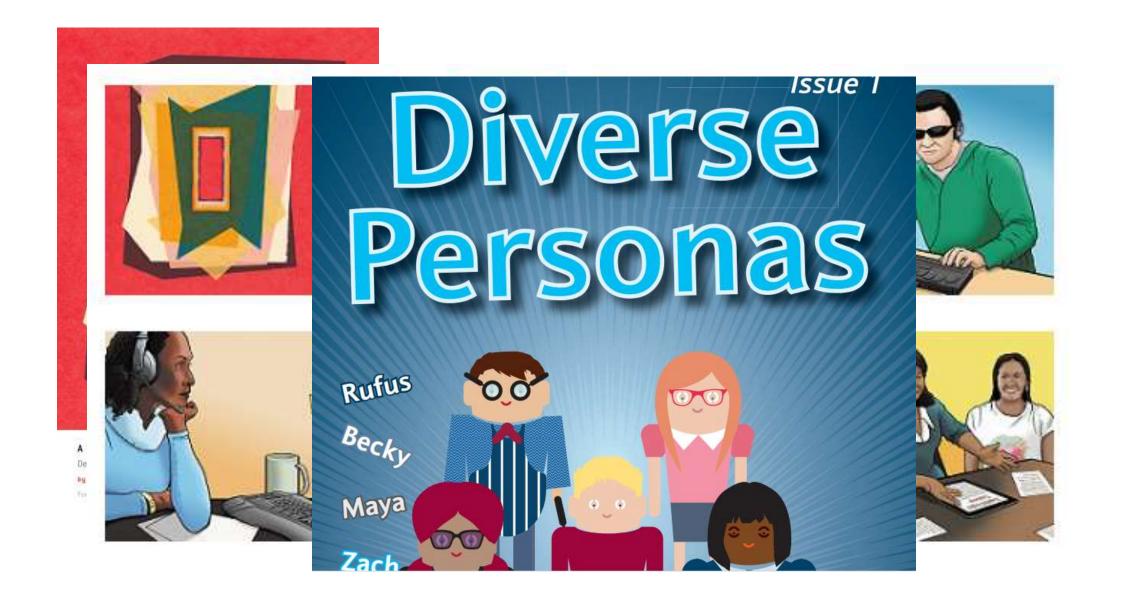


Attributes for Diverse Personas

Alternatively, add additional diversity related attributes

- Ability: the level of ability the user has do they have any impairments?
- Aptitude: how experienced is the user with the web?
 Do their abilities create any specific difficulties when using a computer?
- Attitude: what are their attitude towards life, or towards the web?
- Access points: does this user need assistive technologies or rely on adaptive strategies to access the web?







Sample user stories

As a sighted non-mouse user I need better keyboard focus so I can see where I am in a page as I tab through it

As a sighted user with poor concentration I need visible labels on all form fields so I can understand what information is requested

As a sighted user with cognitive issues I need all instructions to appear on screen and specify the exact requirements so I can understand all information needed



Sample user stories

As a screen reader user I need alt-text on informative images so I can understand all the important information on a page

As a screen reader user I need all link text to be meaningful so that I can navigate more easily

As a low vision user or colour deficient user I need more obvious link indicators so I can see where to click on a page



Sample user stories

As a hearing-impaired person, I need captions on the videos in order to fully understand the eLearning modules

As a low vision user, I need to increase the font size in order to read the screens

As a front-line user under pressure to meet KPIs I need clear link text in order to know intuitively where to go next



Helping specify the requirement

To help the developers implement the user stories correctly

- Add an explanation of the issue on the page
- Add a possible solution to resolve the issue
- Prioritise the issue
- Reference the WCAG Success Criteria (if applicable)
 - Point to the Quickref (not the TR)



Skip Links

Epic	As a 'keyboard (tab-key) navigation user' I need 'some "skip links"' to 'help me navigate more quickly'	
Notes	Obvious one is 'skip to content' at top of page, but maybe need 'skip' related to filters etc too	

Ref	Work needed	Examples	Notes
SL1	As a keyboard (non-mouse) user on a product listing page, I can quickly get to the product listing area without having to navigate the main menu every time. • add 'Skip to main content' • see requirement SH2 for main content heading suggestion	Having a 'skip link' at the start of the page avoids the main menu For You have Fig. You His Apps Secure https://shop HADDS Nassy Pandora Internet Skip to contain	This will help all non-mouse users: • screen reader users • sighted keyboard users • Dragon 'speech to text' users 'Skip to main content' link can be hidden until tabbed to, however while tabbing users will reveal it, Dragon users may not discover it. Make sure the skip link text is large enough for low vision users and has good contrast.
SL2	As a keyboard (non-mouse) user on a product listing page, after I get to the main content area I can quickly get to the: 1. filters 2. sort options 3. product listings	Having 3 x 'skip link' at the start of the product listing area allows rapid navigation for non-mouse users. The skip link text could be: 1. Skip to product list 2. Skip to product filters 3. Skip to sort options	Again, pros and cons of hiding the 'skip links' - pragmatically so as not to mess with current design, these can be hidden from mouse users and only appear when they receive keyboard focus.
SL3	As a keyboard (non-mouse) user trying to access the filters, some additional 'skip links' would assist	The skip link text could be: 1. Skip to type filter 2. Skip to price filter 3. Skip to size filter 4. etc	Note that the filter lists can be very long on some pages NOTE: some filters are not filters per se

Create an understanding of disability

Have a team presentation / discussion about diversity

- Talk about ageing, culture, disability and the overlaps
- Watch the W3C <u>Perspectives videos</u>

Make diversity and disability real by

- Relating to grandparents
- Discussing personas
- Including team in usability sessions



Point out that accessibility IS usability for some

'Accessibility is just the beginning. It is usability that makes the difference.'

'Wasting time is the worst customer experience'

Patti Moore UX Australia keynote 2016 Gerry McGovern, 27/3/17 http://gerrymcgovern.com/wastingtime-is-the-worst-customerexperience/



Definition of done



Definition of done

For role based stories can include

Feature is tested for accessibility

For person/persona based stories

Features works for the user with their technology or limitations

More specifically

- All tasks finished (with the ability of the user in the story)
- All tests passed (including using the feature with the user's ability
- Code checked in to version control



Would this pass?





Let's continue the conversation

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