Web Accessibility (A11y)

Josh Harrison, Intuit Staff Software Engineer Time Tracking/Payroll Accessibility Leader

Josh Harrison

Staff Software Engineer, Intuit
Web Developer
Accessibility Champion

https://www.linkedin.com/in/jjharrison/



- 1. Why is Accessibility important?
- 2. What is Web Accessibility?
- 3. Inclusive Design & Diverse Abilities
- 4. Principles
- 5. Assistive technologies
- 6. What you can do

Why is Accessibility important?



1 in 12 men have trouble differentiating colors (color blindness) - <u>colourblindawareness.org</u>

1 out of 7 people in the world has some sort of disability - World Health Organization

20% of the US Population has some sort of disability - US Census Bureau

98% of web home pages have accessibility issues - WebAIM Million Report

What is Accessibility? Accessibility is the design of products, devices, services, or environments for people with

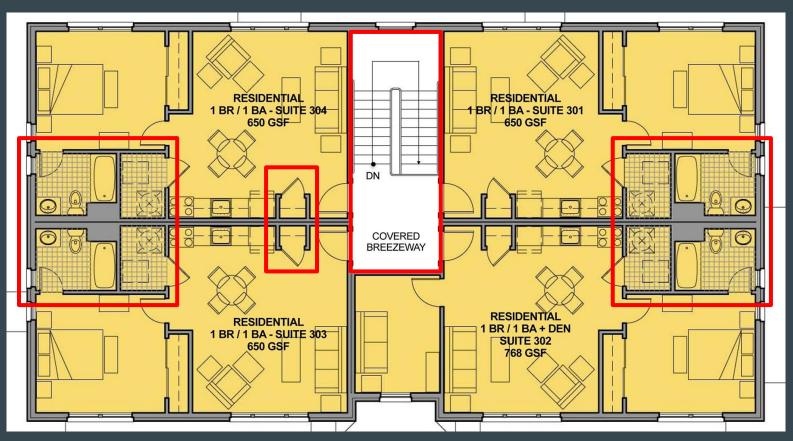
disabilities.

Why is Accessibility important?

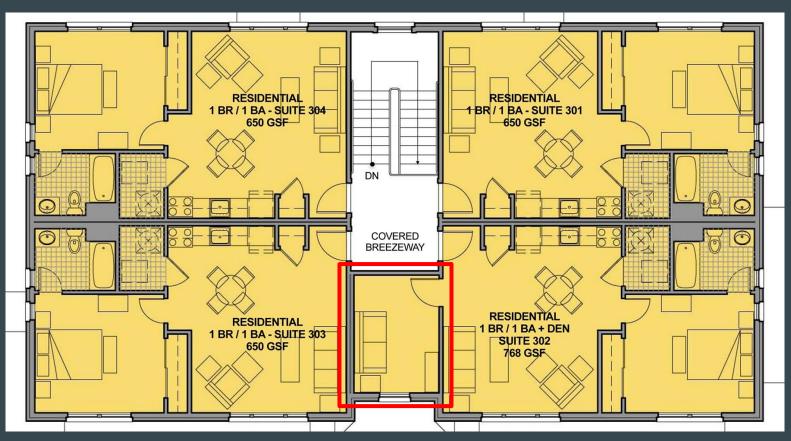
Accessibility is the design of products, devices, services, or environments for people with disabilities.

Accessibility means *independence*.

Importance of Inclusive Design



Importance of Inclusive Design



Accessibility benefits everyone!







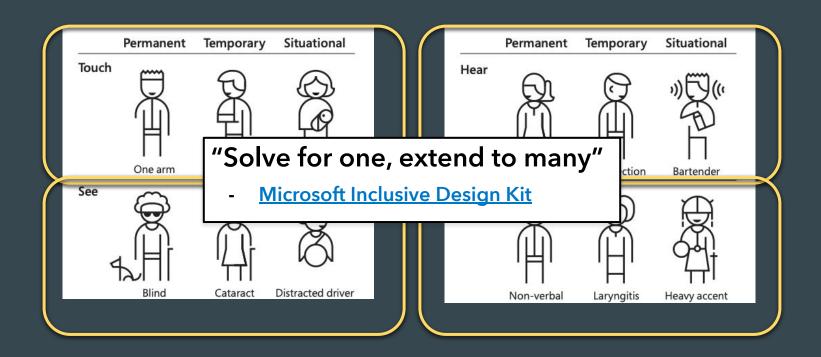




Failing to design inclusively



Diverse abilities



- WWW is fundamentally designed to work for all people
- WWW removes barriers to communication and interaction
- Badly designed websites, applications, technologies, etc. introduce barriers

- WWW is fundamentally designed to work for all people
- WWW removes barriers to communication and interaction
- Badly designed websites, applications, technologies, etc. introduce barriers

Many organisations are waking up to the fact that embracing accessibility leads to multiple benefits – strengthening brand presence, improving customer experience, colleague productivity, and reducing legal risks.

- WWW is fundamentally designed to work for all people
- WWW removes barriers to communication and interaction
- Badly designed websites, applications, technologies, etc. introduce barriers

Many organisations are waking up to the fact that embracing accessibility leads to multiple benefits – <u>strengthening brand presence</u>, improving customer experience, colleague productivity, and reducing legal risks.

- WWW is fundamentally designed to work for all people
- WWW removes barriers to communication and interaction
- Badly designed websites, applications, technologies, etc. introduce barriers

Many organisations are waking up to the fact that embracing accessibility leads to multiple benefits – strengthening brand presence, <u>improving customer experience</u>, colleague productivity, and reducing legal risks.

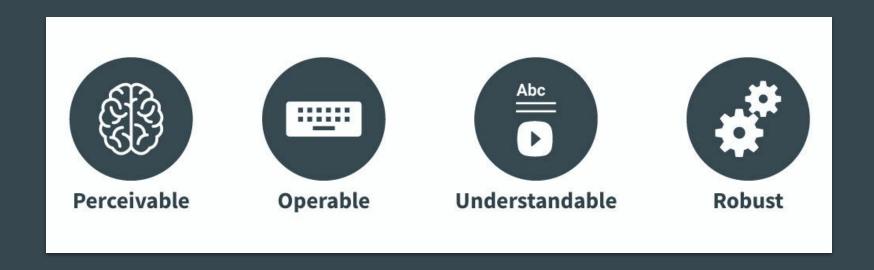
- WWW is fundamentally designed to work for all people
- WWW removes barriers to communication and interaction
- Badly designed websites, applications, technologies, etc. introduce barriers

Many organisations are waking up to the fact that embracing accessibility leads to multiple benefits – strengthening brand presence, improving customer experience, <u>colleague productivity</u>, and reducing legal risks.

- WWW is fundamentally designed to work for all people
- WWW removes barriers to communication and interaction
- Badly designed websites, applications, technologies, etc. introduce barriers

Many organisations are waking up to the fact that embracing accessibility leads to multiple benefits – strengthening brand presence, improving customer experience, colleague productivity, and <u>reducing legal risks</u>.

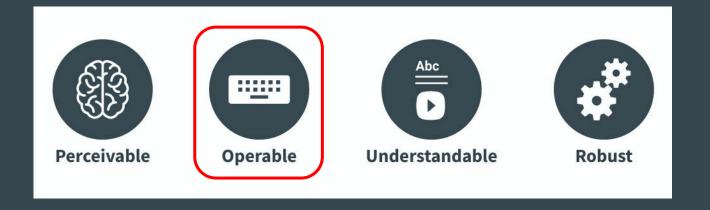
Web Accessibility principles - POUR





Perceivable:

People can see, hear, and/or feel the content



Operable:

People can use the software via keyboard, mouse, voice, etc.



Understandable:

People get clear and simple language



Robust:

People can use different assistive technologies

Screen reader



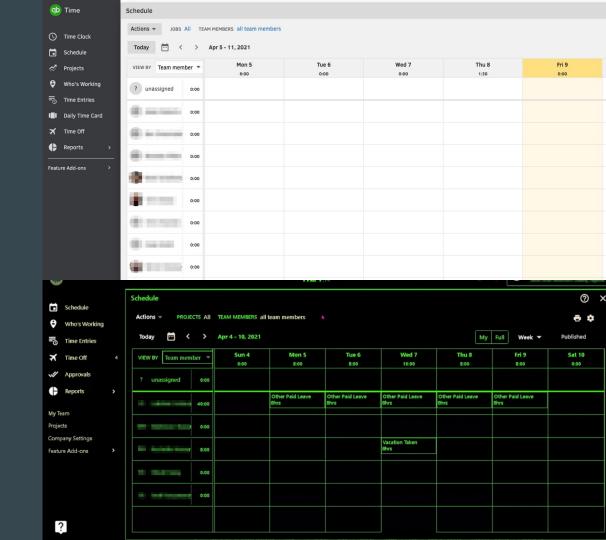
- Screen reader
- Text-to-speech



- Screen reader
- Text-to-speech
- Screen magnification



- Screen reader
- Text-to-speech
- Screen magnification
- Custom color theming



Using a screen reader

1. Accessibility Testing Site

Acme Widgets

Exploring the usability and accessibility of widgets

About this site

This web site includes sets of pages to test accessible and non-accessible methods for writing HTML. This will allow us to test patterns on multiple devices and assistive technologies. It will also give us controls for doing automated testing. The menu to the left will contain the test pages.

1. Use semantic HTML

1. Use semantic HTML

```
<section>
         <h1>This is my page title!</h1>
         <div>This is my first paragraph of my page.</div>
     </section>
     <section>
         <h3>This is a heading for my first section.</h3>
         <div>This is the paragraph. It also contains a link to <span class="link" onclick="goToGoogle()">Google's homepage</span>.</div>
         <div>This paragraph contains a button to <div class="btn-custom" onclick="submitFeedback()">submit feedback</div>.</div>
 9
     </section>
     <section>
10
11
         <h5>This is a heading for my second section.</h5>
12
         <div>This section includes an image.</div>
13
         <div>
              <img src="./images/s789dbcaodoip82392dahg0784fda.png" />
14
15
         </div>
16
         <div>
17
             <div class="checkmark">List item one</div>
18
             <div class="checkmark">List item two</div>
19
             <div class="checkmark">List item three</div>
20
         </div>
21
     </section>
22
```

1. Use semantic H

```
<section>
          <h1>This is my
                                  le!</h1>
          <div>This is my
                                paragraph of my page.</div>
     </section>
     <section>
          <h3>This is a
                                 for my first section.</h3>
                                                                          cass="link" onclick="goToGoogle()">Go
          <div>This is the
                                 raph. It also contains a link
                                                                                                                       homepage</span>.</div>
                                                                        com" onclick="submitFeedback()">submit
          <div>This parad
                                 ntains a button to <div clas
                                                                                                                       k</div>.</div>
 9
     </section>
     <section>
11
          <h5>This is a he
                                   r my second section
12
          <div>This section
                                   es an image.</di
13
          <div>
              <img src="./ima
14
                                                         784fda.png" />
                                      dbcaodoj
15
          </div>
16
          <div>
17
              <div class="checkma
                                                 ne</div>
18
              <div class="checkmark
                                                two</div>
              <div class="checkmark">
19
                                                  ree</div>
20
          </div>
21
     </section>
22
```

1. Use semantic HTML

```
<section>
        <h1>This is my page title!</h1>
        This is my first paragraph of my page.
     </section>
     <section>
         <h2>This is a heading for my first section.</h2>
        This is the paragraph. It also contains a link to <a href="www.google.com">Google's homepage</a>.
        This paragraph contains a button to <button onclick="submitFeedback()">submit feedback</button>
 9
     </section>
10
     <section>
11
         <h2>This is a heading for my second section.</h2>
12
        This section includes an image.
13
        <div>
14
            <img src="./images/s789dbcaodoip82392dahg0784fda.png" alt="dog playing table tennis" />
15
         </div>
16
         17
            List item one
18
            List item two
19
            List item three
20
         21
     </section>
22
```

- 1. Use semantic HTML
- 2. Use reusable UI components that are accessible
 - a. <u>Vue.js Accessibility Basics</u>









- Use semantic HTML
- 2. Use reusable UI components that are accessible
- 3. Test the UI using only your keyboard
 - a. tab / shift+tab to move forwards and backwards
 - b. enter to activate a button or a link
 - c. space to check/uncheck a checkbox
 - d. up/down/left/right to select a radio button in a radio button group

- Use semantic HTML
- 2. Use reusable UI components that are accessible
- 3. Test the UI using only your keyboard
- 4. Test the UI using a screen reader
 - a. Windows download and use NVDA
 - b. Mac/iOS use **VoiceOver** (built-in)
 - c. Android use **Talkback** (built-in)

Links to resources

- 1. Web Content Accessibility Guidelines (WCAG)
- 2. NVDA Shortcut Keys
- 3. MacOS VoiceOver Guide
- 4. Android TalkBack Guide
- 5. <u>Vue.js Accessibility Basics</u>
- 6. Accessibility Testing Site
- 7. https://github.com/joshharrison626/Intro-To-Accessibility