# Questions for A11y Rulez Trivia

<https://artisticabode.com/accessibility/a11y-rulez-trivia/>

## Stats and Facts

1. Over 1 \_\_\_ people live with some form of disability.
   1. billion
   2. million
2. Accessible rooms brought in nearly \_\_\_\_\_\_ million in revenue
   1. $215
   2. Our accessible rooms have a higher conversion rate than other rooms
3. What types of accessible rooms do we have?
   1. Mobility and Hearing
   2. Bonus: what is a feature in each of the rooms?
   3. Guests with all types of disabilities check into all types of rooms
4. how much money do disabled travelers spend?
   1. $17.3 billion
5. According to the CDC, disabilities affect 26% of adults in the United States.

## Tools and Process

1. which tools do you use in your toolbelt for coding and making sure your coding is a11y
2. What phrase do we append to user story to make it include PwD?  
   As a [user persona], I want to [perform this action] so that [I can accomplish this goal] \_\_\_\_\_
   1. Even if I cannot see, hear, or manipulate objects with fine motor control.  
      <https://jira.hilton.com/confluence/pages/viewpage.action?spaceKey=HHMOB&title=Epics+and+Stories>
3. What do we add to stories that contain accessibility AC and accessibility bugs to help track the ticket?
   1. A11y component
4. Name a tool that can test color contrast between two colors.
   1. Colour Contrast Analyzer. Figma plugins.
   2. Bonus: what is the contrast ratio needed for text in app? 4.5:1
5. Where does a11y fit into the software development lifecycle?
   1. Ideation, story writing / AC, design / UX, development, QE, auditing
6. Accessibility team has office hours open to all for questions, when is this?
   1. Thursdays from 2-3 central
7. Name an accessibility conference or event
   1. GAAD
   2. Axe-con
   3. CSUN
   4. Disability awareness month
   5. Inclusive design 24

## Assistive Technology

1. name 3 a11y tools a person can use with their device. hands-free, eye tracking, voice, braille keyboard, screen reader
2. do people use external keyboards on mobile devices? yes keyboards, braille
3. do people use keyboards with their tv?
4. is voice command the same as a smart assistant device?
   1. NO.
5. How does voice command differ from a smart assistant device?
6. [BLANK] lets users interact with their Android devices using one or more switches instead of the touchscreen.
   1. Switch Access (Correct Answer)
   2. TalkBack
   3. Select to Speak

## Device Settings

1. why would a person need to use our app in landscape mode?
   1. Device mounted onto a wheelchair into a locked orientation
   2. Laying down
2. What does smart invert do?
   1. Inverts text and background colors but not photos
3. What disabled group does dark mode help?
   1. Low vision
4. Who uses large text?
   1. Low vision
5. What section under device settings do you adjust the font size?
   1. accessibility

## Screen readers

1. What is the name of the screen reader on iOS and Android?
   1. iOS, Voiceover. Android, Talkback
   2. Bonus, how much does each cost? free
2. screen reader manufacturers have done extensive research and leading to minimal customization true/false
   1. False
   2. Bonus, What can you customize? Voice, rate/pitch of screen reader
3. When focus is on a form element, what should announce?
   1. Name, role, value, and sometimes state
4. How do you navigate between elements using a screen reader?
   1. Swipe gestures
   2. Bonus: What elements are in the swipe order in a mobile app? Text, interactive elements, images
5. When should text be coded as headings?
   1. When we want them to visually look like headings
   2. When they act as a heading for a section of content
   3. All of the above
6. Where should screen reader focus go to when navigating to a new screen or sheet?
   1. First focusable item or heading of sheet
7. In ios (SwiftUI) what attribute do we use to denote decorative images and icons?
   1. .accessibility (hidden: true)
8. what are 3 different ways a screen reader user can navigate with the rotor? headings, links, buttons.
9. In android what's the attribute that will allows Talkback to announce any string at any time you want?
   1. AnnounceForAccessibility
10. In android what attribute and value do we use to denote decorative images and icons?
    1. ImportantForAccessibility = IMPORTANT\_FOR\_ACCESSIBILITY\_NO
11. What’s the difference between an accessibilityLabel and an accessibilityHint?
    1. The accessibilityHint will be read last, after a short pause.  It is is used to give further context around what the result of performing this element’s action is if this consequence is not immediately evident from the element’s Accessibility Label
12. what is explore by touch?
13. what are 3 different ways a screen reader user can navigate with the rotor? headings, links, buttons.
14. how to navigate with the screen reader/ swiping left/right vs up/down
15. how do you bring up the iOS rotor
16. How do you bring up the Android context menu?
    1. Swipe up then right or swipe down then right
17. How do you navigate by headings in Android
    1. 3 finger swipe
18. what attribute do you add in android to change what the screen reader announces an element: contentDescription

## Honors app

1. what can we do to ensure someone who is deafblind can know the door is unlocked?
2. why is straight to room a game changer for people who have disabilities?
3. does digital check-in or digital key help any group of disabled ppl, if so which?
4. Are default ios colors good enough for color contrast?
5. why are always visible labels important to include?
6. gallery and carousel - instagram group of images. custom actions, where can we do that in app?
7. show a form with a field that is obviously for numbers but showing the wrong on screen keyboard.
   1. What kinds of disabilities does it affect to have the wrong keyboard showing?
8. captions for tv
9. decorative vs informative images
10. should images increase with text size?
11. Fill-in-the-blanks: ***Enter one or more words to complete the sentence.***   
    Most of the time, standard views like text views and buttons are built to work with the Android framework and support accessibility out of the box. In some cases though, you need to fill in the gaps for the accessibility framework using the \_\_\_\_\_\_\_\_\_.
12. Fill-in-the-blanks: ***Enter one or more words to complete the sentence.***   
    For all visual elements, such as text and icons, within your app, the \_\_\_\_\_\_\_\_\_\_ is recommended to be above a specific threshold.
    1. Color contrast
13. If selecting a button causes a 'submit' action to occur in your app, the button's description should be \_\_\_.
    1. Submit button
    2. Enter button
    3. Submit
    4. Enter
14. Minimum contrast ratio for text is.
    1. 34:19
    2. 3.0:1
    3. 4.94:1
    4. 4.5:1
16. What attribute do you add in android to change what the screen reader announces an element?
17. contentDescription (Correct Answer)
18. What attribute do you add in iOS (Swift) to announce when an element first recieves focus?
19. .accessbility(label: xxxx)
20. True or False? Everyone interacts with their device in the same way.
21. False (Correct Answer)   
    While the majority of people may interact with their device through gestures, many use accessibility services to interact with their device.
22. Most of the time, standard views like text views and buttons are built to work with the Android framework and support accessibility out of the box. In some cases, you need to fill in the gaps for the accessibility framework using the [BLANK].
23. Accessibility APIs (Correct Answer)
24. For all visual elements, such as text and icons, within your app, the [BLANK] is recommended to be above a specific threshold.
25. Color contrast (Correct Answer)
26. If selecting a button causes a 'submit' action to occur in your app, the button's description should be [BLANK].
27. Submit button
28. Enter button
29. Submit (Correct Answer)    
    Don't include the type of UI element in the content description. Screen readers automatically announce both the element's description and type. For example, if selecting a button causes a 'submit' action to occur in your app, the button's description should be 'Submit', not 'Submit button'.
30. Enter