# Accessibility feedback loop

Continuous accessibility improvement in your development life cycle



## My goal today!



WebAlM's Hierarchy for Motivating Accessibility Change

## Digital accessibility? A quick introduction

- About 20% of the population worldwide has some kind of disability
- People with a disability may use the web differently
- Everyone should have the opportunity to be able to participate
- Being accessible means: everyone is able to use your service or buy your product
- It's good practice and (in directly required by law) to follow the WCAG created by W3C

#### Hello, I'm Tim Damen

```
"Front-end Chapter Lead",
"Accessibility Lead",
"Podcast Host @ focustrap",
"www.timdamen.io",
}
```



#### **Definitions**

#### A11y

Accessibility abbreviation from 11 characters between the A and Y.

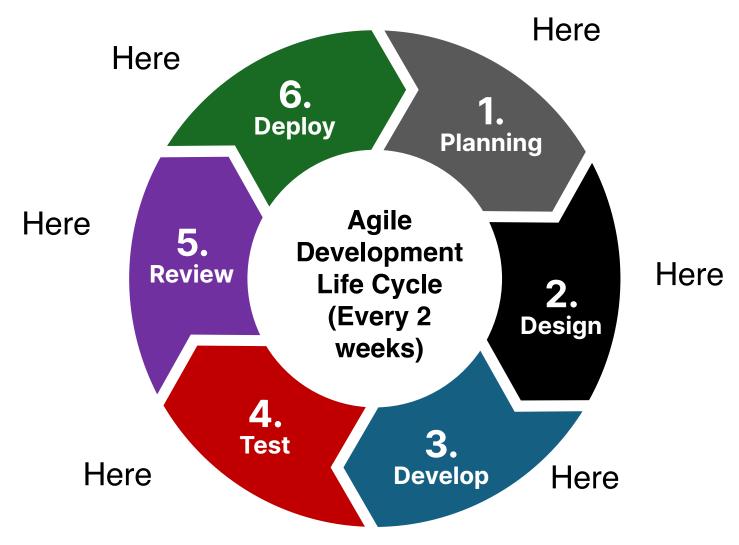
#### WCAG

Web Content Accessibility Guidelines. Internationally defined accessibility standards by experts working for W3C.

#### • W3C

World Wide Web Consortium. Develops standards and guidelines to help everyone build a web based on the principles of accessibility, internationalisation, privacy, and security.

#### Accessibility checks should be done:



## Continuous a11y improvements

Goal: teach engineering teams how to build accessible software continuously

How: prevent releasing inaccessible new features

#### Leading initiatives via the a11y guild

- 0. A11y champions or guild program
- 1. (Role based) a11y training
- 2. Frequent WCAG test insights
- 3. A11y acceptance criteria
- 4. Automation and monitoring



#### Managing digital accessibility: a joint effort of various departments and roles

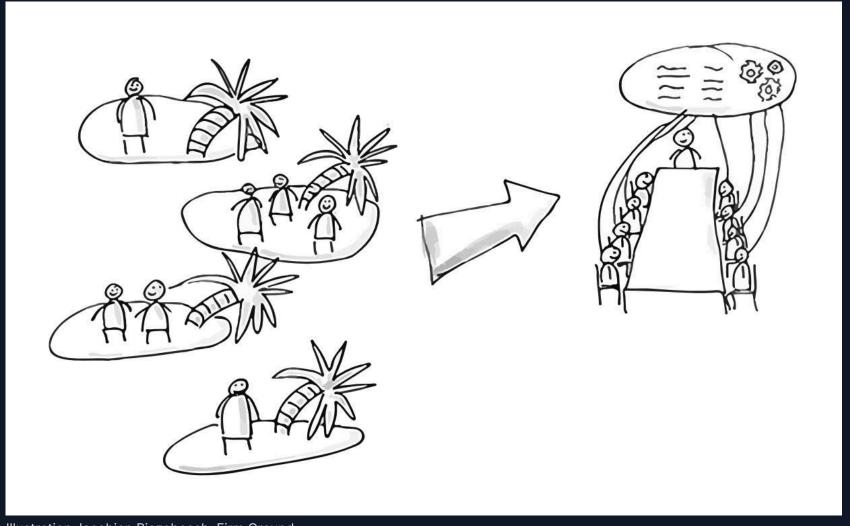


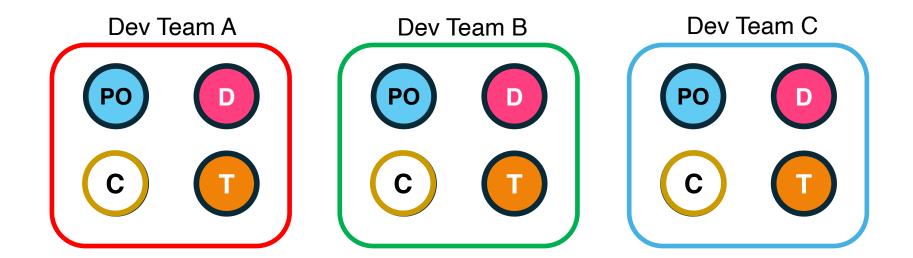
Illustration: lacobien Riezebosch, Firm Ground

#### Organisation-wide approach

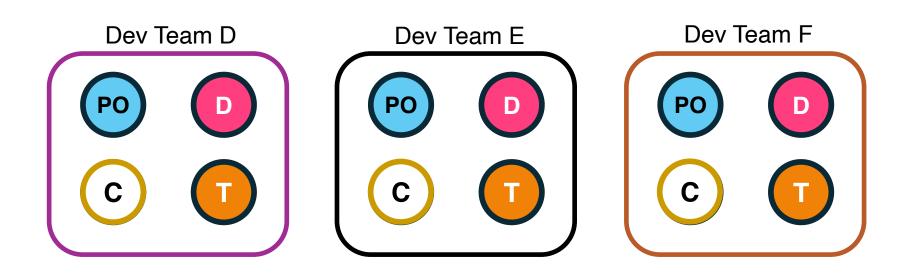
- 1. Accessibility has management support
- 2. There is a person who has final responsibility for digital accessibility.
- 3. Accessibility is included in processes and budget and capacity are allocated.

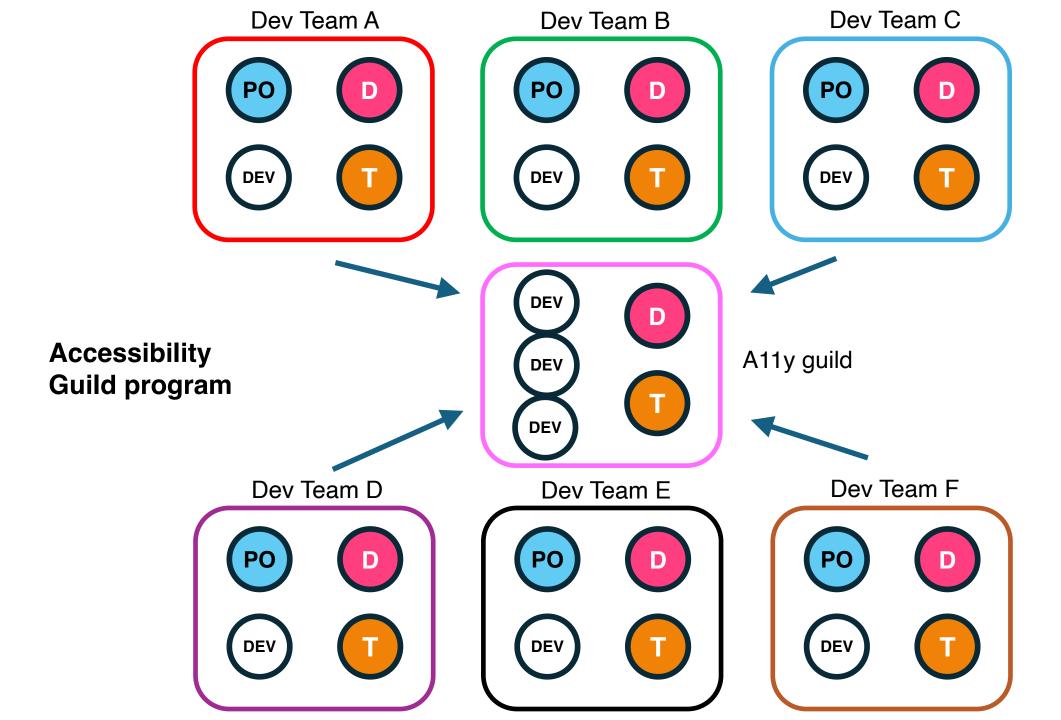
If not, start advocating

#### O. A11y champion or a11y guild program



#### **Accessibility champion program**





## 1. (Role based) a11y training

## Start with building knowledge

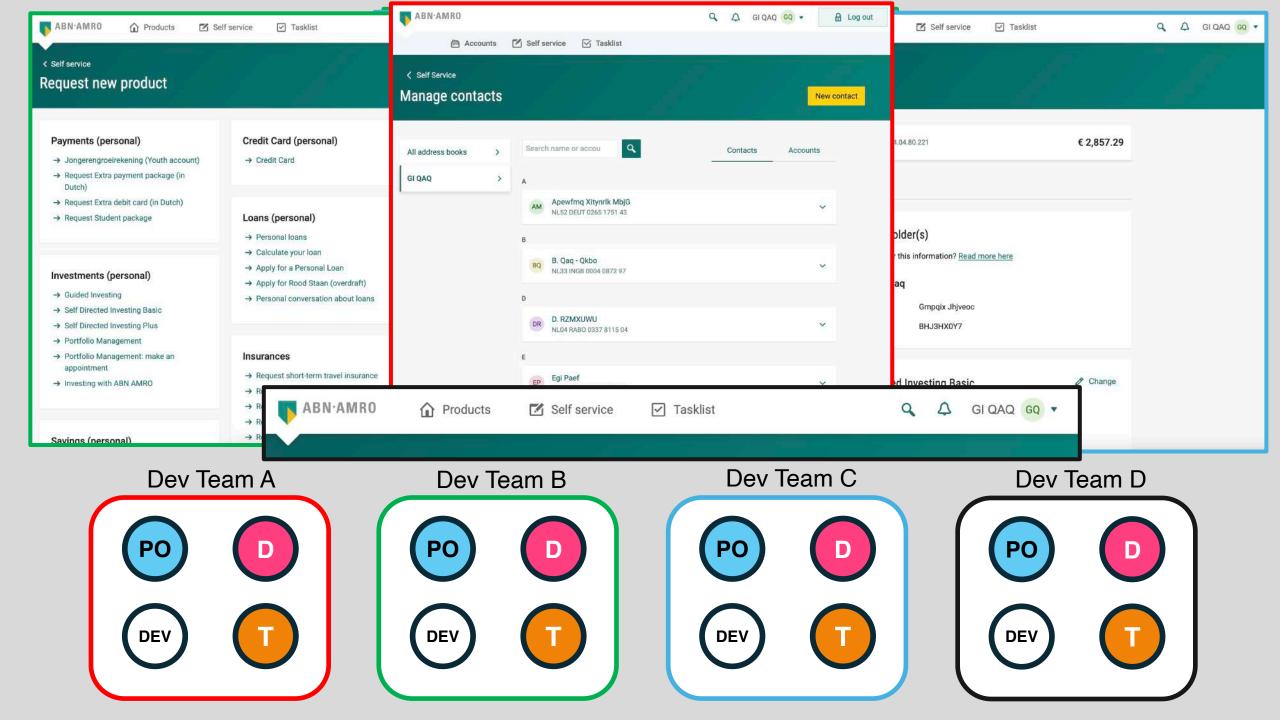
Intro ally training for every role.

Specialist training for Devs, Designers, Testers and other roles.

Online training certifications.

Internal researching and knowledge sharing sessions via champions or guild

## 2. Frequent WCAG test insights



#### WCAG-EM (Evaluation method)

Large sample size (different page) → could be a lot of different teams

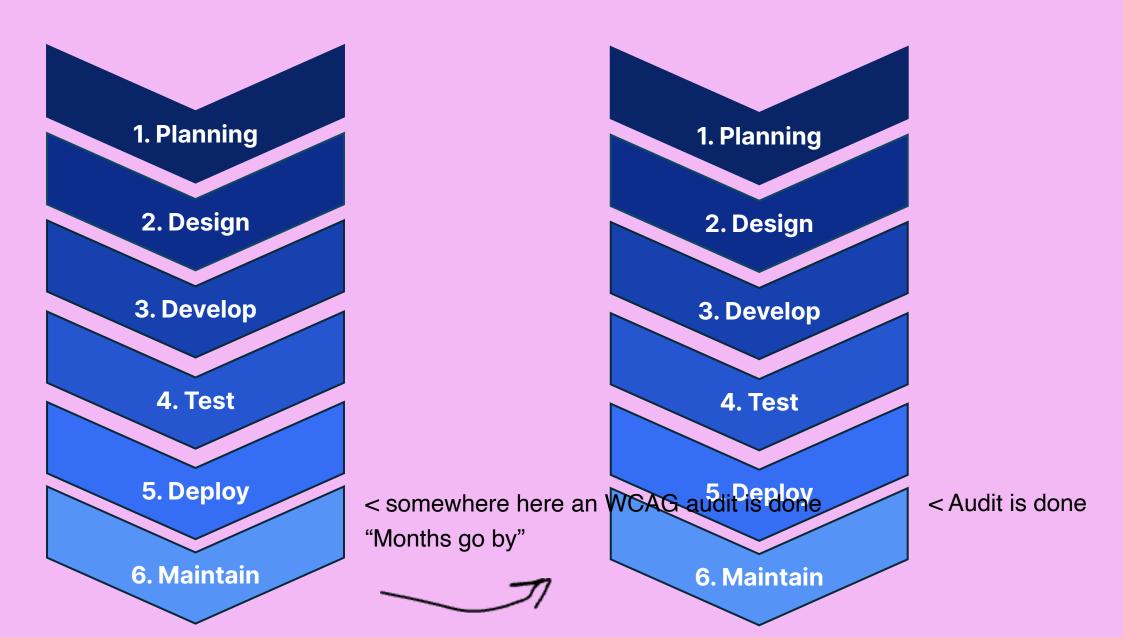
Not mandatory to show all issues per WCAG requirement

→ Potential to miss a lot of issues

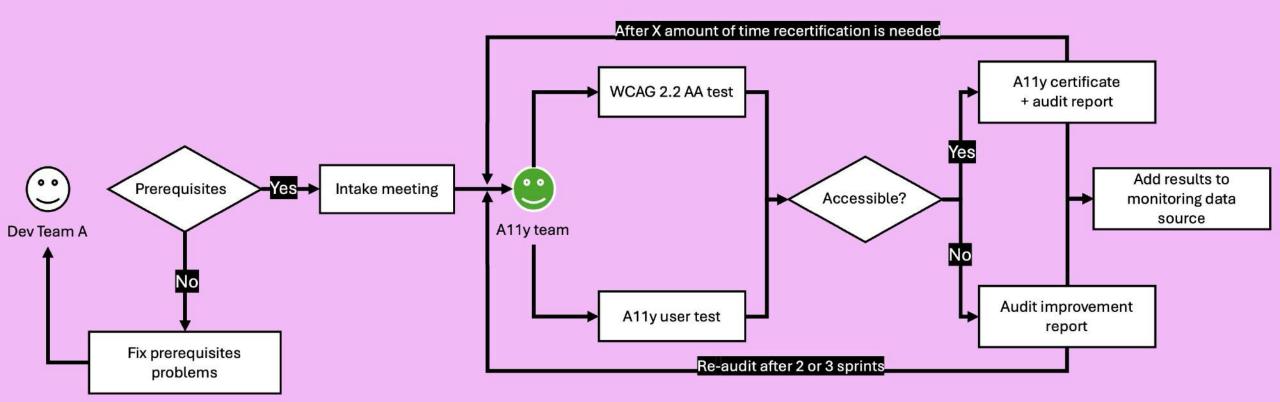
## Release party?



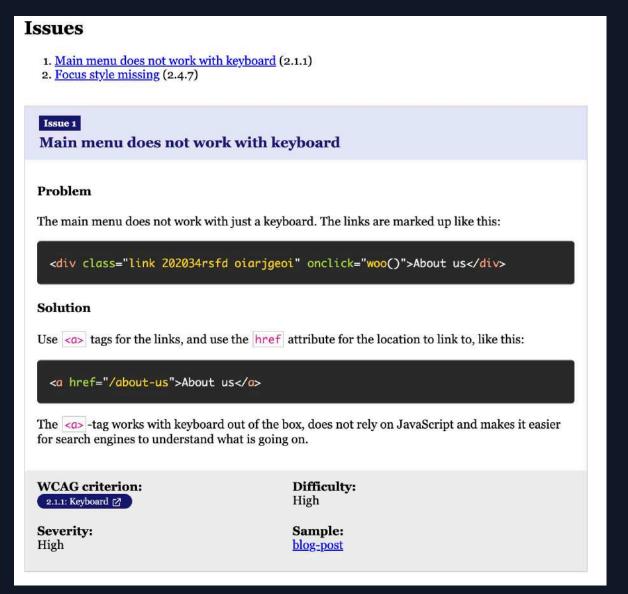
#### **Current situation a11y auditing**



## The accessibility feedback loop

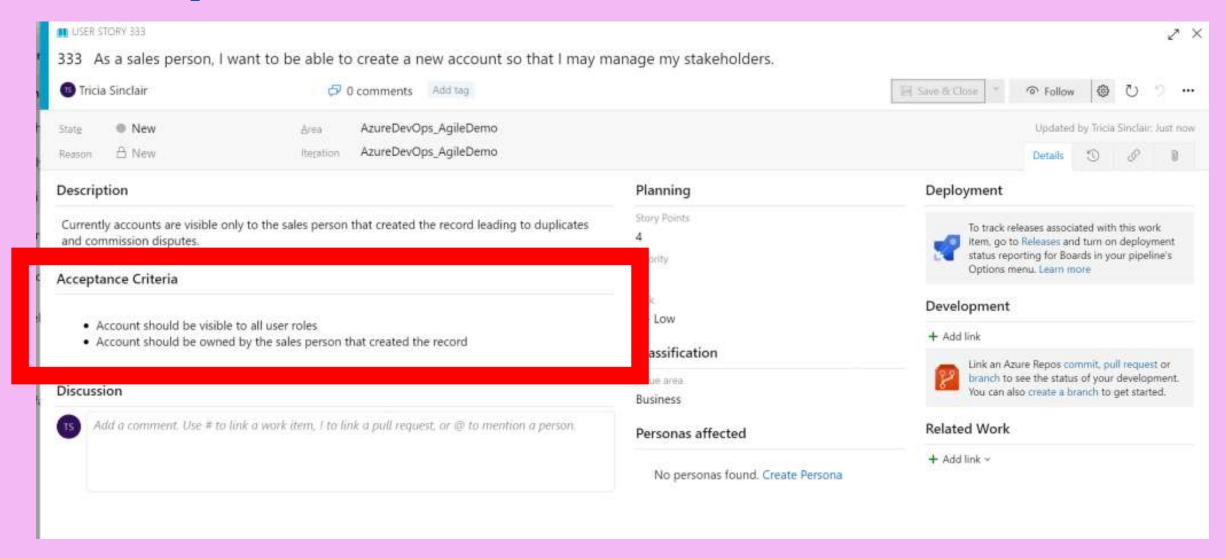


#### Dev teams need something like this!



## 3. A11y acceptance criteria

#### Acceptance criteria



#### Example 1: adding a

Scenario 1: A screen reader user hears the purpose of a table.

**GIVEN** a user navigates a web application with a screen reader **WHEN** the user sets focus on a table heading or caption **THEN** the screen reader announces the caption or a heading to describe its purpose

#### Example 2: adding a <button>

Scenario 1: A keyboard user can access and select a button.

**GIVEN** a user navigates a web application with a keyboard **WHEN** the user sets focus on the button with the keyboard's *Tab* key

**THEN** the system shows a **visual indicator** that button is selected

#### List of templates based on WCAG SC's

#### Related a11yAC for audio and video:

In this section you can find a set of **accessibility acceptance criteria** that could be used for creating stories and for audio and video. Please note that the full set of BDDs will depend on the application; here are some general scenarious contents and the section of the se



A11yAC for audio and video

A11yAC for audio and video

Audio and Video player ⇒ A11yAC for keyboard users

Scenario 1: A keyboard user can access and select an audio or a video player.

GIVEN a keyboard user navigates a web application that contains an audio or video player

WHEN the user sets focus on an audio or video player with the keyboard's Tab key

THEN the system shows a visual indicator that the audio or video player is selected

Scenario 2: A keyboard user can trigger the play action on an audio or video player with an Enter key.

GIVEN a keyboard user sets focus on a play control on an audio or video player

WHEN the user presses the Enter key

THEN the system starts playing the audio or video action

Scenario 3: A keyboard user can trigger the play action on an audio or video player with a Spacebar key.

GIVEN a keyboard user sets focus on a play control on an audio or video player

WHEN the user presses the Spacebar key

THEN the system starts playing the audio or video action

## 4. Automation and monitoring

#### **Automation**

Static code analysis with **ESlint** AXE-Core plugins

Automated testing with **AXE-Core** & **Evinced** in Unit, Functional and e2e tests

Context related automation with **Playwright, testing-library** and **guidepup** 

#### **Monitor data sources**



Azure DevOps tickets



Lighthouse & Evinced pipeline results



WCAG audit results

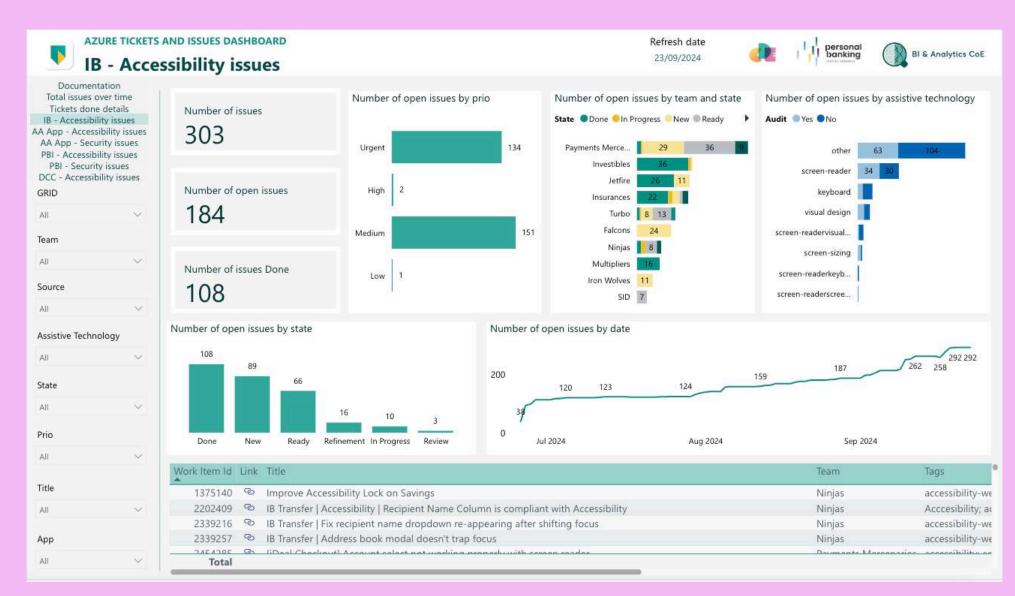


User (UX) testing results

#### **Dashboard**



## **Monitoring**



#### Summary

- Organisation-wide approach
- A11y champion or guild program
- (Role based) a11y training
- Frequent WCAG test insights
- A11y acceptance criteria
- Automation and monitoring

#### Let's stay connected!







www.linkedin.com/in/tim-damen-20a1b4106/