

Accessible Online Content

Agenda

- Types of assistive technologies used by people with disabilities
- Laws/ guidelines
- Resource created at KU
- How you can help

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- Assistive Technology IT Coordinator – part time
- Software tester – other part time

Statistics

- 8.5% of the general population has a disability that affects computer use.
- Census Bureau 2008 - 1 in 5 people in the general population has a disability
- National Post Secondary Student Aid Study of 2008 – a little over 11% of college students nationwide has a disability.

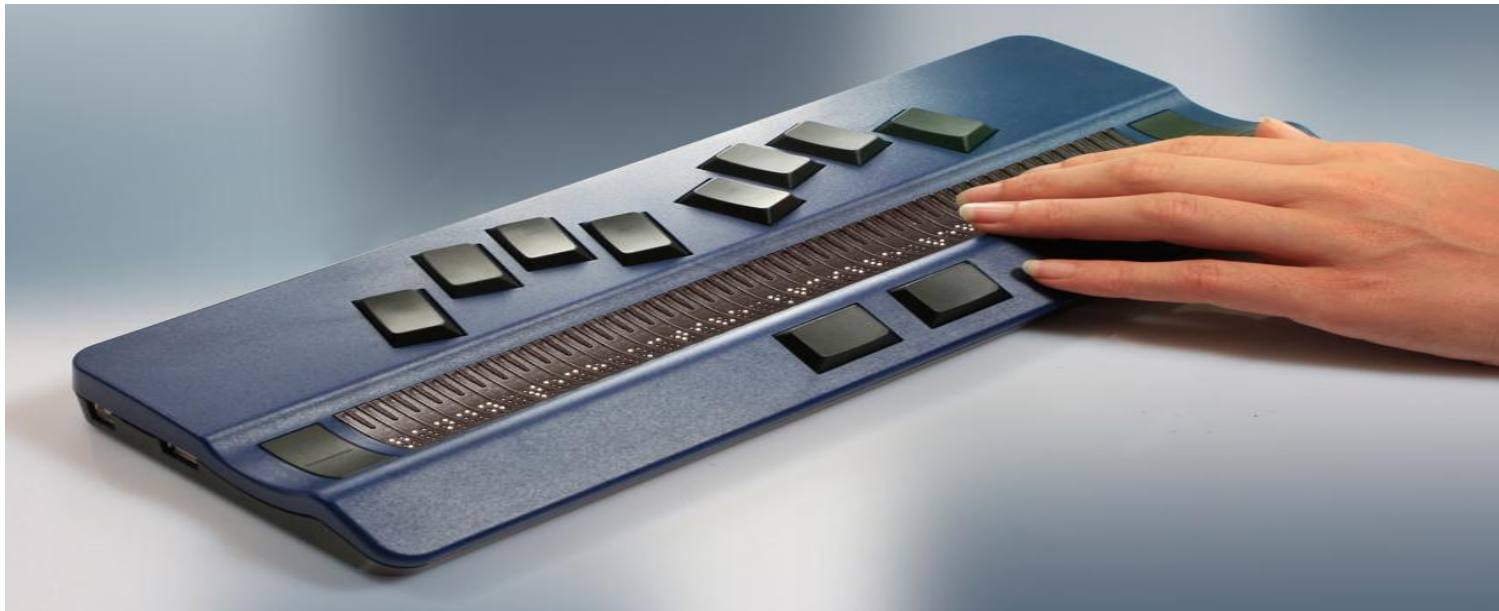
Types of Disabilities

- Physical
- Auditory
- Visual
- Cognitive
- Epileptic

Any of these could occur with age

Assistive Technologies for Visual Disabilities

- Screen readers: JAWS, NVDA, OSX
- Screen magnification software
- Braille display



Assistive Technologies for Physical Disabilities

- Mouth Stick
- Sip and Puff
- Dragon Naturally Speaking



Assistive Technology for Cognitive Disabilities

- Read Write Gold
- Kurzweil

Universal Design

“The design of products and environments to be usable by all people, to the greatest extent possible, without the need for adaptation or specialized design” - Ron Mace, Center for Universal Design, North Carolina State University.

Universal Design



Universal Design



Accessibility

- The goal is to make whatever we have online available to the broadest range of users regardless of their age or disability
- Ableism – discrimination, devaluation, misconceptions, stereotypes, and prejudices – conscious or unconscious – of and against people with disabilities, the chronically ill, and people with chronic health conditions.

The law

Americans with Disabilities Act (ADA)

- Section 504
- Section 508

WCAG 2.0 – Web Consortium Accessibility
Guidelines

WCAG 2.0 Principles (POUR)

- Perceivable
- Operable
- Understandable
- Robust

Ensure POUR content Across Disability Types

- Vision – blind, low vision, color blind
- Deaf and hard of hearing
- Motor
- Cognitive
- Seizure

WCAG 2.0

A few examples

SC 1.3.3 Sensory Characteristics

- Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, size, visual location, orientation or sound. (Level A)

SC 1.3.1 Use of Color

- Color is not used as the only visual means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.

Testing

- Use evaluation tool
- Verify keyboard navigability
- Check for captions
- Look for links with generic language
- Verify color and contrast
- Make sure Alt text makes sense
- Make sure instructions don't rely on shape or location

Resources

- [Content Accessibility Site at KU](#)
- See the resources tab of the above site for other fantastic and helpful information

How You Can Help

- Check for captions or create them
- Create Accessible documents with Microsoft tools available
- Consider accessibility in purchase decisions for texts, videos, software, etc.

Questions?