

# 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?