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#### Accessibility - An Introduction to Digital Accessibility

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# Accessibility

AN INTRODUCTION TO DIGITAL ACCESSIBILITY



### Presenters



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# Agenda

### In this webinar, we will

- Define accessibility
- Explain why accessibility is important
- Review best practices for accessible design
- Explore tools to check for accessibility issues
- Answer questions about accessibility

# What is Digital Accessibility?

"Web accessibility means that websites, tools, and technologies are designed and developed so that people with disabilities can use them. More specifically, people can:

- perceive, understand, navigate, and interact with the Web
- contribute to the Web

Web accessibility encompasses all disabilities that affect access to the Web, including:

- auditory
- cognitive
- neurological
- physical
- speech
- visual"

-defined by W3C Web Accessibility Initiative



# Why is Accessibility Important?

Digital Accessibility supports social inclusion by providing equal opportunity and equal access to web content.

Regulations for technology accessibility:

- Title II of the Americans with Disabilities Act (ADA)
- Section 508 of the Rehabilitation Act

Accessible design is essential for those with disabilities but it is also beneficial for people without disabilities.

Accessibility is one of the foundational principle of **Universal Design for Learning**.



# Best Practices

CREATE ACCESSIBLE DIGITAL CONTENT

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# Hyperlinks

### **GUIDELINES**

- Link text should describe the link destination
- Do not include the word link in the link text
- Do not use "click here" as your link text
- Avoid blank links
- Avoid using underlined text for emphasis

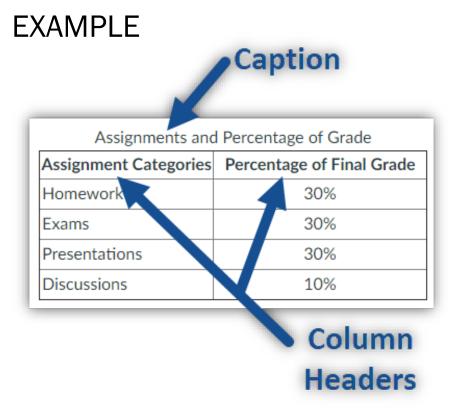
### **EXAMPLE**

WebAIM's Guide to Links and Hyperlinks

### Tables

### **GUIDELINES**

- Tables should be used to organize data
- Avoid using tables to control the layout of a page
- Tables should include a caption and header cells
- Avoid merging cells

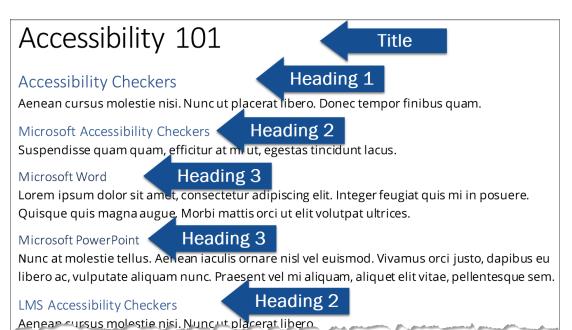


# Headings

### **GUIDELINES**

- Headings and subheadings should be used to help guide readers
- Use headers in descending order
- Use the Styles tool to apply headings
- Do not use font sizes to create headings

### **EXAMPLE**

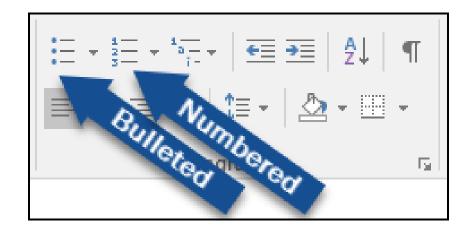


### Lists

### **GUIDELINES**

- When creating a numbered or bulleted list, use the editor tools to style the list
- Do not enter numbers or bullets from your keyboard
- Do not leave extra bullets or numbers at the end of your lists

### **EXAMPLE**



### Color & Contrast

### **GUIDELINES**

- Color should be used in a meaning full way
- Color should not be the only tool used to convey information
- Color used to emphasis text should be used in conjunction with bold or italics
- When using color, ensure there is ample contrast

### **EXAMPLES**

Poor Contrast (under 4.5)

Yellow Text

Light Green Text

Good Contrast (4.5 to 7)

Blue Text

Purple Text

Best Contrast (over 7)

Dark Red

Black Text

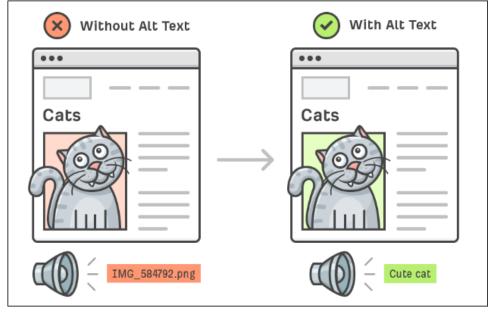
Resource: WebAIM's Contrast Checker

### Alternative Text

### **GUIDELINES**

- Alternative text for an image should be descriptive and accurate
- Alternative text should not be redundant of the information included in the text
- Alternative text should not include 'image of' or 'graphic of'
- Mark images as decorative if they do not include important content

### **EXAMPLE**



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# Closed-Captioning

### **GUIDELINES**

- Captions should accurately represent audio content and use correct grammar and punctuation
- Captions should include speaker labels and non-speech information such as music and sound effects
- Caption frames are typically 1 or 2 lines with 32 characters or less per line
- Caption timing should be synchronized with audio and displayed long enough to be read completely

### **EXAMPLE**



## Accessibility Checkers

### LMS TOOLS

- Canvas
- <u>D2L</u>
- Moodle
- UDOIT
- Blackboard Ally

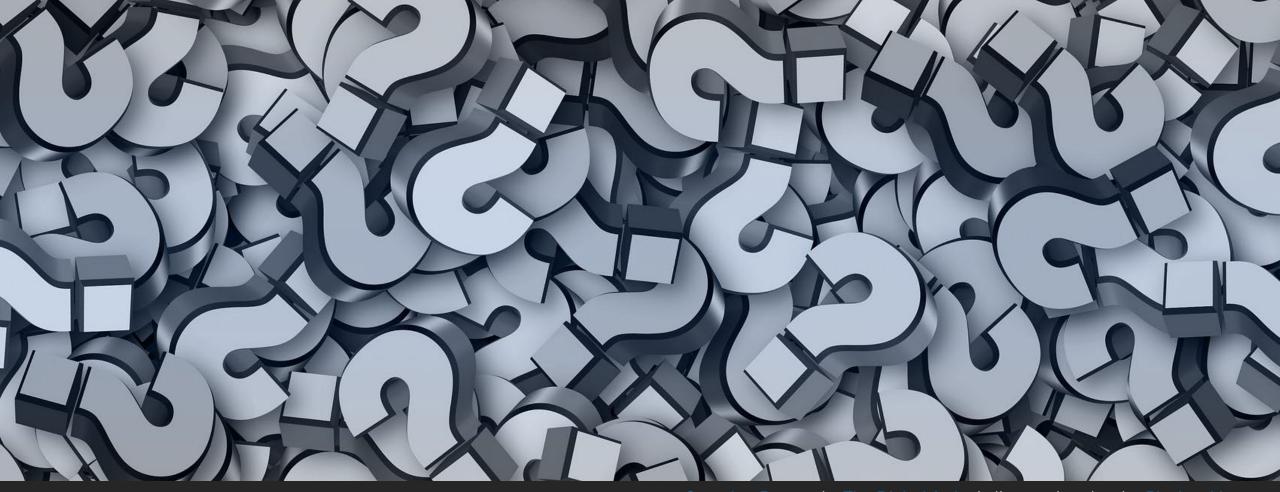
### OTHER HELPFUL TOOLS

- Microsoft Word
- Microsoft PowerPoint
- Adobe Acrobat
- Web Accessibility Evaluation Tool

### Experience Challenges

**Demonstrations & Simulations** 

- Web Accessibility Perspectives
- Screen Reader Demonstration
- Dyslexia Simulator
- Low Vision Simulations
- Color Blindness Simulator
- Caption Fails



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Questions?

# Thank You!