

Inclusive Design: Access for All

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Disabilities and Technology

Do people use computers without a mouse or trackpad?

Can you use the computer or web if you can't see?

Can you use the computer or web if you are unable to type?

Starting out with some questions to get us thinking...

All the answers are YES.

Use Industry Standard Technology

Stability

More support

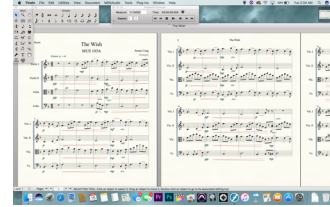
More jobs

Software for EVERYBODY! People with disabilities want to use the same software being widely used by people without disabilities.

Notation Programs



Lime Aloud



Finale

Lime Aloud - Designed for blind/low-vision users

Finale - Widely used industry-standard music notation software; not accessible for blind and low-vision users

Screenreader Demo

Demo of screenreader with UC San Diego website. The screen is blacked out at the start of the demo. At the end of the demo, the screen curtain is removed to demonstrate that what sounded like it would be at the bottom of the page was actually in the middle part of the menu at the top of the page.

Screenreaders

Navigate Linearly

No spatial recognition

No default software accessibility

The screenreader isn't broken... the app is.

Apps and websites must be designed with accessibility in mind or the screenreader won't have everything it needs for full engagement and interaction.

Software Demo

Apple Final Cut Pro/Serato DJ Pro

- Accessible: Final Cut Pro. Complex layout and controls.... appears hard to make accessible, or not accessible
- Inaccessible: Serato DJ. Simpler iTunes like interface... appears to be accessible. However, parts of the interface cannot be accessed via keyboard (without the mouse).

Linear Navigation

No drag and drop

No mouse hovering

"Click here" isn't helpful

How can you help?

Keep accessibility in the mind from the start of projects

Avoid complex designs

Label buttons and objects with descriptive tags

- Don't use "click here"
- Avoid redundant ambiguous link text... "read more"
- Test early and often

Keeping Accessibility in Mind

Consider the variety of ways technology may be used

Don't make accessibility a "box to check" at the end of a project

Add details in project specs to support accessibility

Test for accessibility as each component is developed

Integrate accessibility into the project lifecycle

Project specs examples: color contrast, meets WCAG 2.0

SiteImprove: testing/monitoring

Local consulting resources

Accessibility at a Glance

Quick Test: Can you navigate the site/application using the keyboard?

Use headings to structure content

Use descriptive hyperlinks

Describe images or graphics

- Descriptive hyperlinks also improve SEO
- Other accessibility concerns tables/forms.

Accessibility is Essential

More employment opportunities for people with disabilities

More social engagement and participation by people with disabilities

Accessibility is good for everyone... improving accessibility provides a better user experience for everyone

We're in an information society. Access to software/information is required for full participation

**“The power of the Web is in its universality.
Access by everyone regardless of disability is an essential aspect.”**

–Tim Berners-Lee, W3C Director and inventor of the World Wide Web

Q&A



Links & Resources

Apple: <https://developer.apple.com/accessibility/>

Library: <http://lib.ucsd.edu/webaccessibility>

Office for Students with Disabilities: <http://osd.ucsd.edu>