

Web Accessibility - Bridging the Gap Between IT & HR

1.3 Billion People
With Disabilities Globally

Over **60 Million** People
With Disabilities Make it the
Largest Minority Group in Us

19.3% of Americans Self-
identify as Having a Disability

Friends And Family Represent Another
105 Million Consumers Who Have an
Emotional Connection to Disability

People With Disabilities Control
\$2 Trillion in Income Globally

“ I might be young
but I speak for an
aging population. ”

-Stef

ESSENTIAL
ACCESSIBILITY.



“ Disability for me is not
a word, because I see
him do a lot of stuff that
normally we don't do. ”

-Juan Sr., father of Juan Jr.

ESSENTIAL
ACCESSIBILITY.



What is Web Accessibility?

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



Learning the Lingo

- **W₃C** – World Wide Web Consortium
- **WCAG** – Web Content Accessibility Guidelines
- **AODA** – Accessibility for Ontarians with Disabilities Act
- **Section 508** – US Federal government web accessibility requirement
- **EN 301 549** – Europe web accessibility requirements
- **ADA** – Americans with Disability Act (Has different Titles)
- **Section 504** – Civil Rights Law (Rehabilitation Act)
- **HTML** – Hypertext Markup Language
- **HTML5** – The latest version of HTML
- **CSS** – Cascading Style Sheets
- **ARIA** – Accessible Rich Internet Applications
- **VPAT** – Voluntary Product Accessibility Template
- **HOH** – Hard of Hearing
- **A11y** – Accessibility (11 letters between A and Y)
- **AT** – Assistive Technology
- **UD** – Universal Design

Everyone Benefits from Accessibility

How many times have you used voice recognition or text to speech on your phone?

Have you ever zoomed in on a webpage to increase the text to a readable size?

Have you ever used word prediction when typing or texting?

Have you ever noticed your cell phone automatically adjust the brightness of your screen for different environments?

Benefits of Accessibility

Inclusive

Diverse

Responsible

Maximize	Maximize reach, revenues, and ultimately profits
Retain	Retain your current investment in resources
Tap	Tap into new pool of knowledge workers – those with disabilities
Increase	Increase productivity for all
Generate	Generate a positive media response
Use	Use as a competitive differentiator
Increase	Increase customer loyalty
Support	Support corporate social responsibility
Attract	Attract not only those people with disabilities, but their families, friends, co-workers, health care professionals

Accessibility ROI

ROI of 2.4:1

BUSINESS CASE

Market Increase of 8%

EXTEND MARKET REACH

**Increased Natural
Search Traffic by 7%**

SEO

Return on Goodwill:

Return on Investment for Accessibility

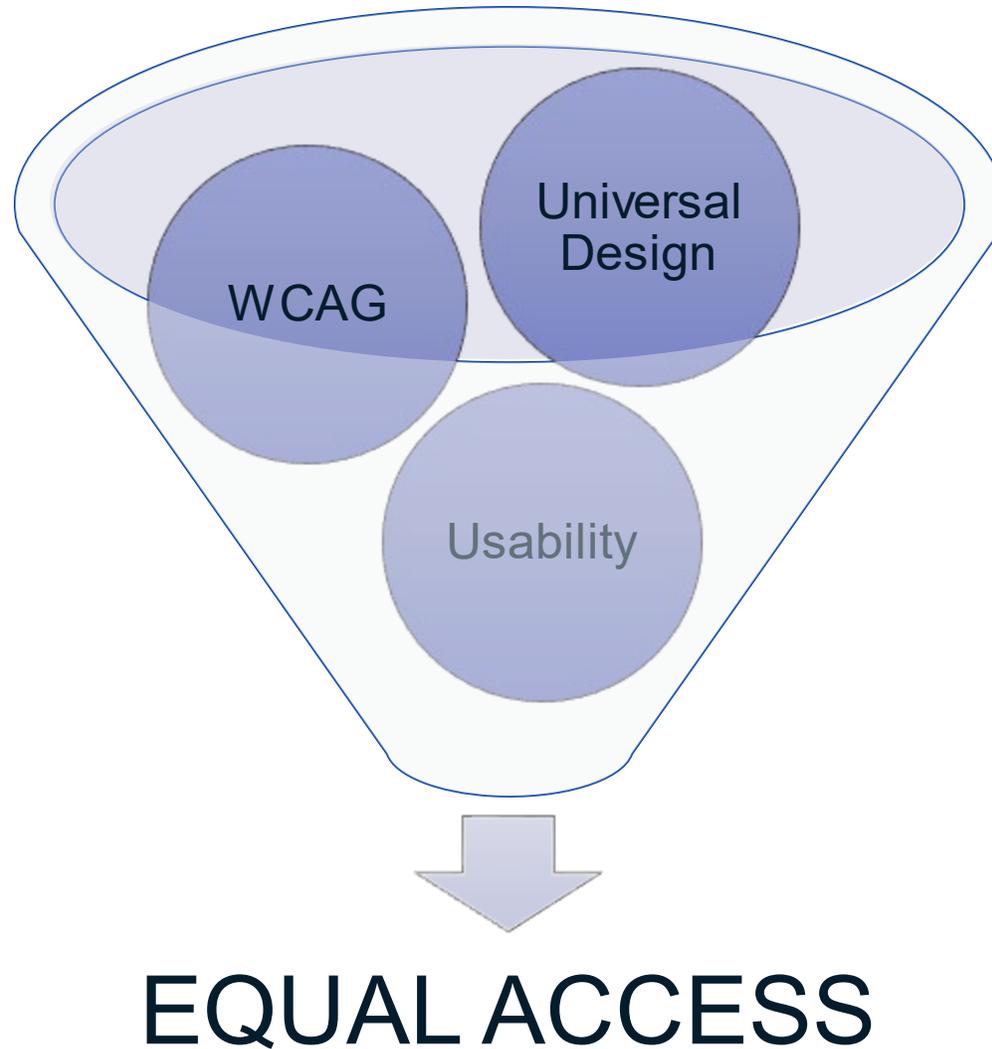
Tom Brinck, Randolph G. Bias, Deborah J. Mayhew



Accessibility ROI

- Some business assumptions:
 - The site gets 10,000 visits a month
 - Of those 10,000 visits, 1,000 people (10%) put an item in the shopping cart
 - Of those 1,000, 333 (33%) start the checkout process
- Of those 333 people who start checkout, 100 of them complete checkout (a 70% “abandonment rate”*)
- The site brings in \$10,000 in revenue a month (average of \$100 per checkout)
- We know that 19% of people declare that they deal with a disability. Of our 10,000 visits, therefore, 1,900 people probably have a disability that affects the way that they use the site.

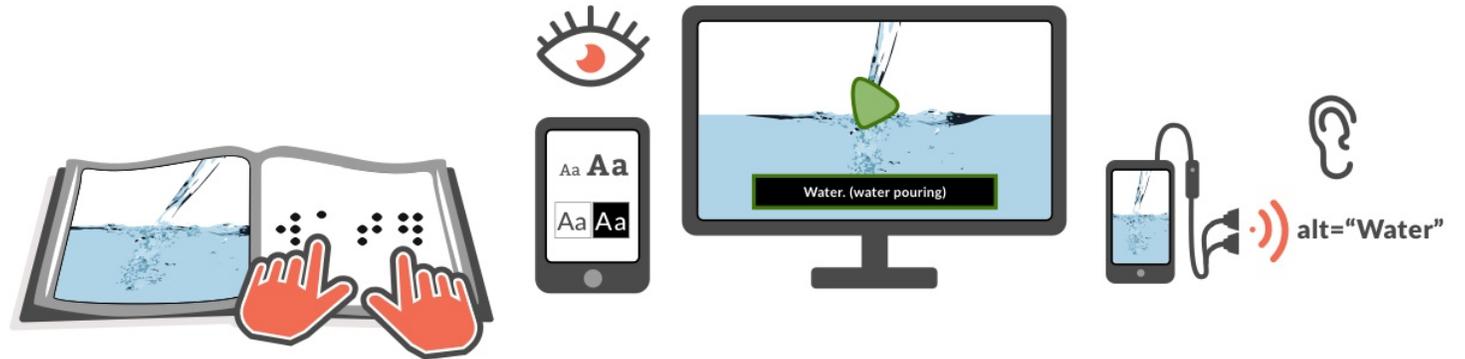
WCAG along is not Enough!



Perceivable

To make sure learners can see and hear your content, you will learn how to:

- Add [alternative text](#) to images and other visuals
- Close caption videos or provide transcripts
- Provide sufficient color contrast between text and its background
- Make sure content does not rely on color alone



Operable

To make sure learners can interact with your content with a variety of tools, you will learn how to:

- Provide a clear structure with properly marked up headings
- Create descriptive links that make sense out of context
- Provide sufficient time for interaction and response
- Avoid content that can trigger seizures



Understandable

To make sure learners can understand your content and enjoy a predictable experience, you will learn how to:

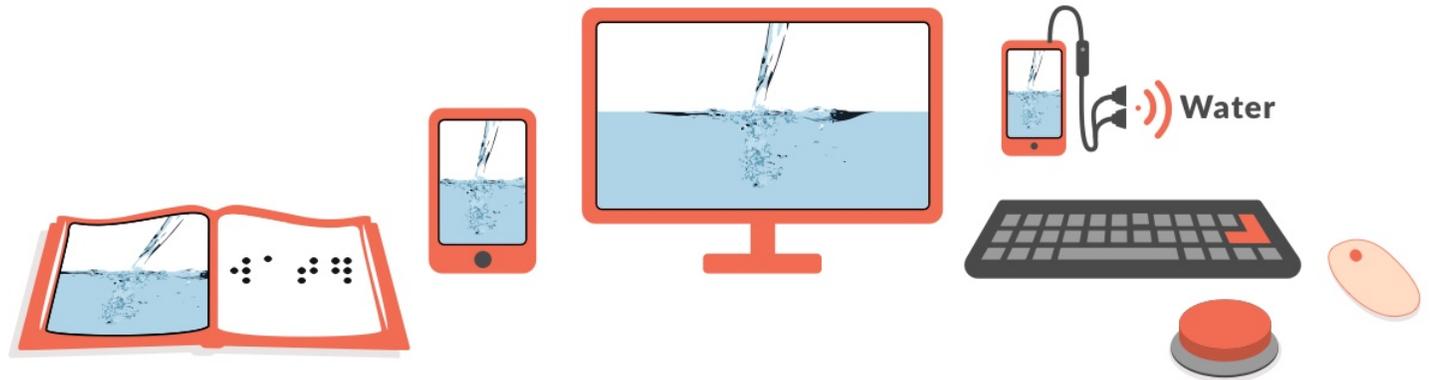
- Clarify expectations through clear directions and models
- Follow conventions to ensure a predictable and consistent experience
- Use plain language
- Indicate the language of your content



Robust

To ensure your content works well with current and future [technologies](#), you will learn how to:

- Add [metadata](#) to make content easier to find and use
- Perform an accessibility check
- Perform basic assistive technology testing



UNIVERSAL DESIGN

*Principle One:
Equitable Use

**Principle Two:
Flexibility in Use

***Principle Three:
Simple and Intuitive Use

****Principle Four:
Perceptible Information

****Principle Five:
Tolerance for Error

****Principle Six:
Low Physical Effort

*Principle Seven: Size and
Space for Approach and Use

USABILITY

***Learnability: How easy is it for users to accomplish basic tasks the first time they encounter the design?

****Efficiency: Once users have learned the design, how quickly can they perform tasks?

***Memorability: When users return to the design after a period of not using it, how easily can they reestablish proficiency?

****Errors: How many errors do users make, how severe are these errors, and how easily can they recover from the errors?

****Satisfaction: How pleasant is it to use the design?

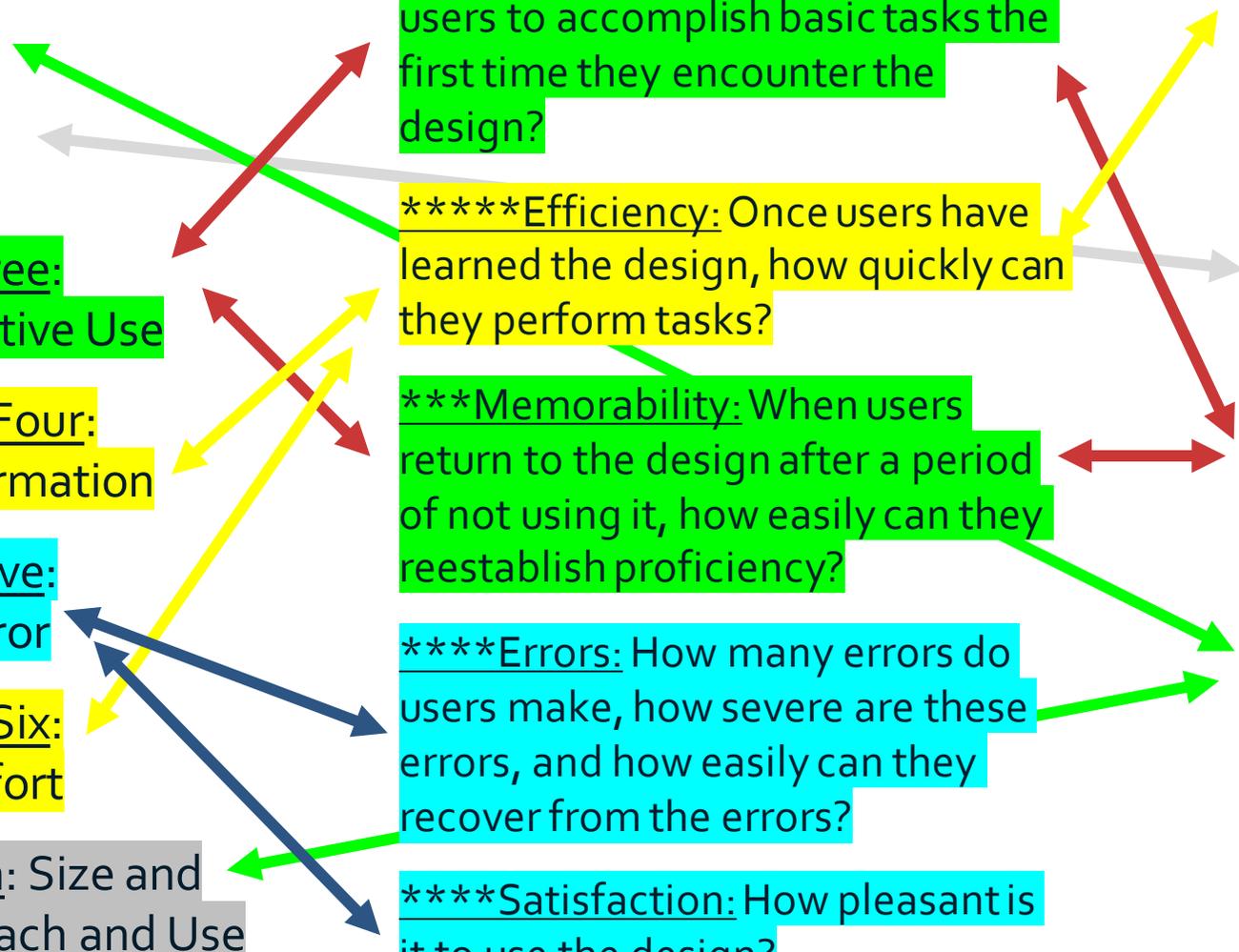
WCAG

Perceivable: Information and user interface components must be presentable to users in ways they can perceive.

**Operable: User interface components and navigation must be operable.

***Understandable: Information and the operation of user interface must be understandable.

*Robust: Content must be robust enough that it can be interpreted reliably by a wide variety of user agents, including assistive technologies.



Work Smarter not Harder



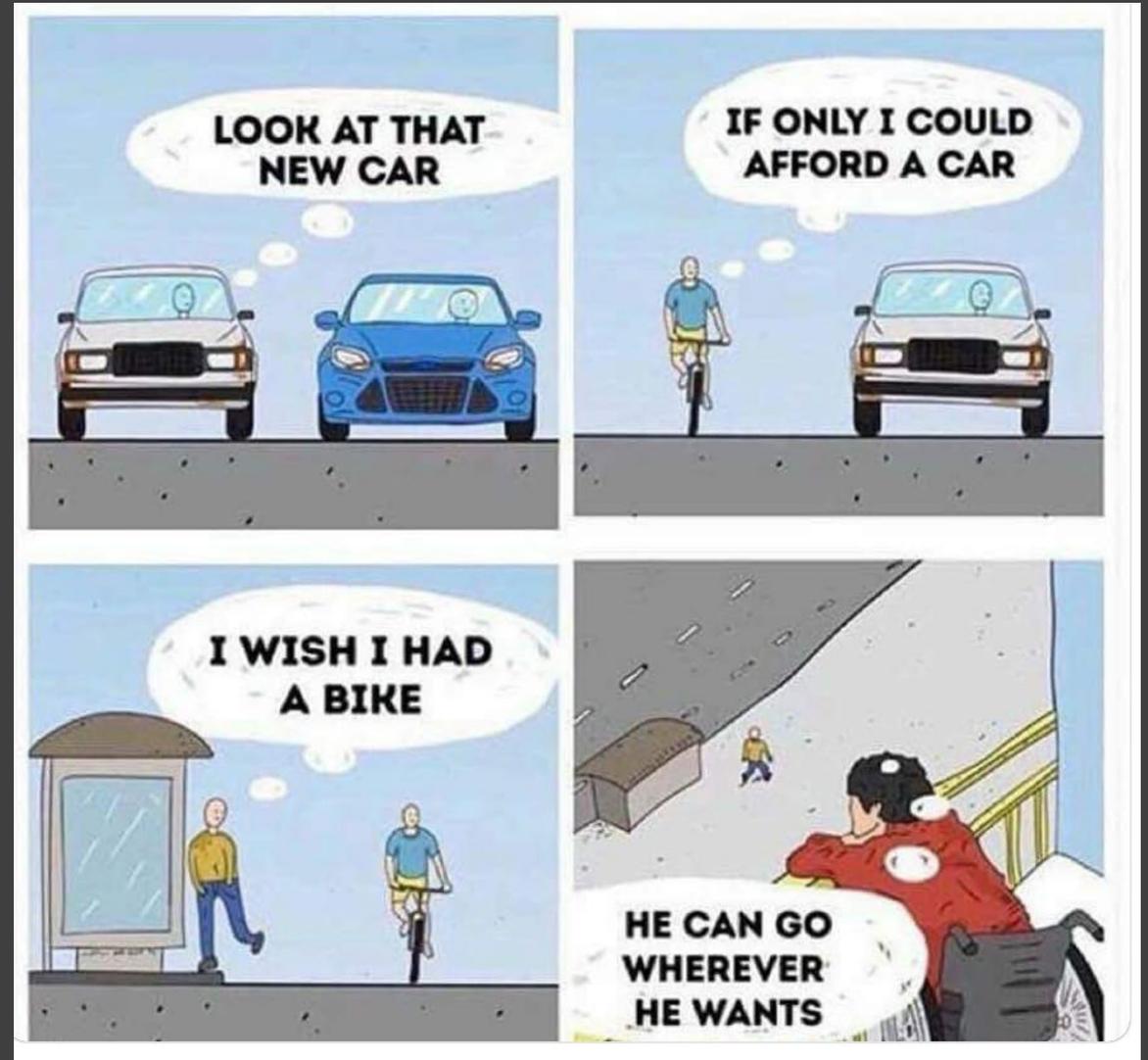
CLEARING A PATH
FOR PEOPLE WITH SPECIAL NEEDS
CLEARS THE PATH FOR EVERYONE!

A photograph of a wooden fence made of vertical planks. A shadow of a person is cast onto the fence from the right, appearing as if they are walking across it. The background is a dark, out-of-focus area, possibly a garden or a wooded area.

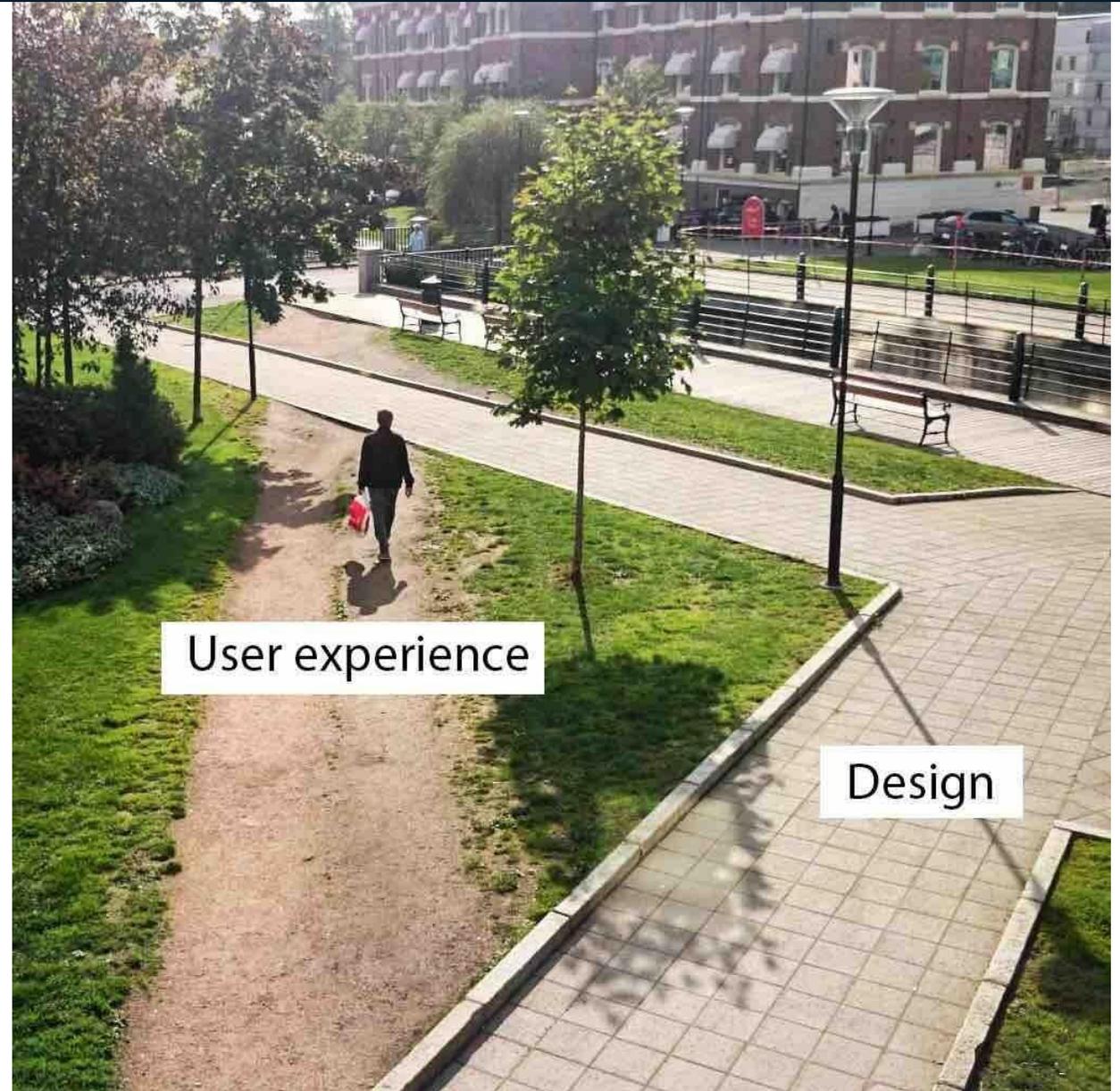
Consider the
affects of
Perspective

Is this a *bridge*
or is this a *fence*?

Perspective *is* Everything!



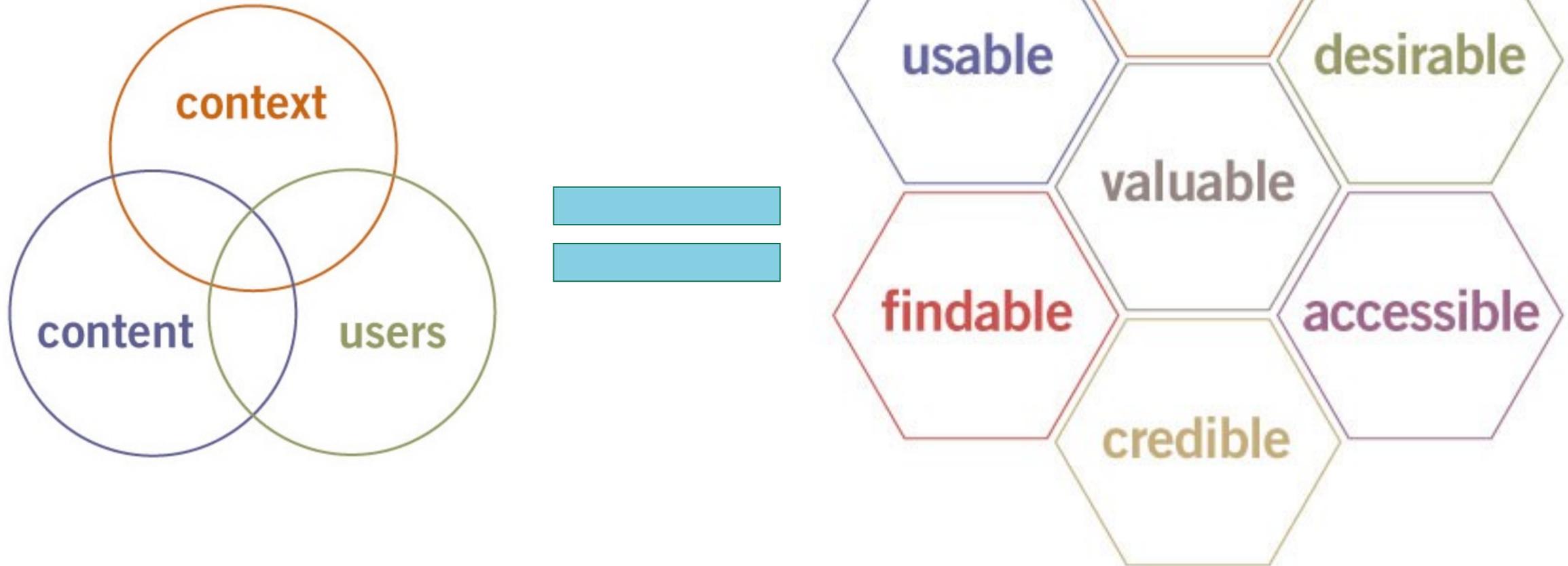
It doesn't
always turn
out how we
thought.



User experience

Design

Balance the Basic User Experience

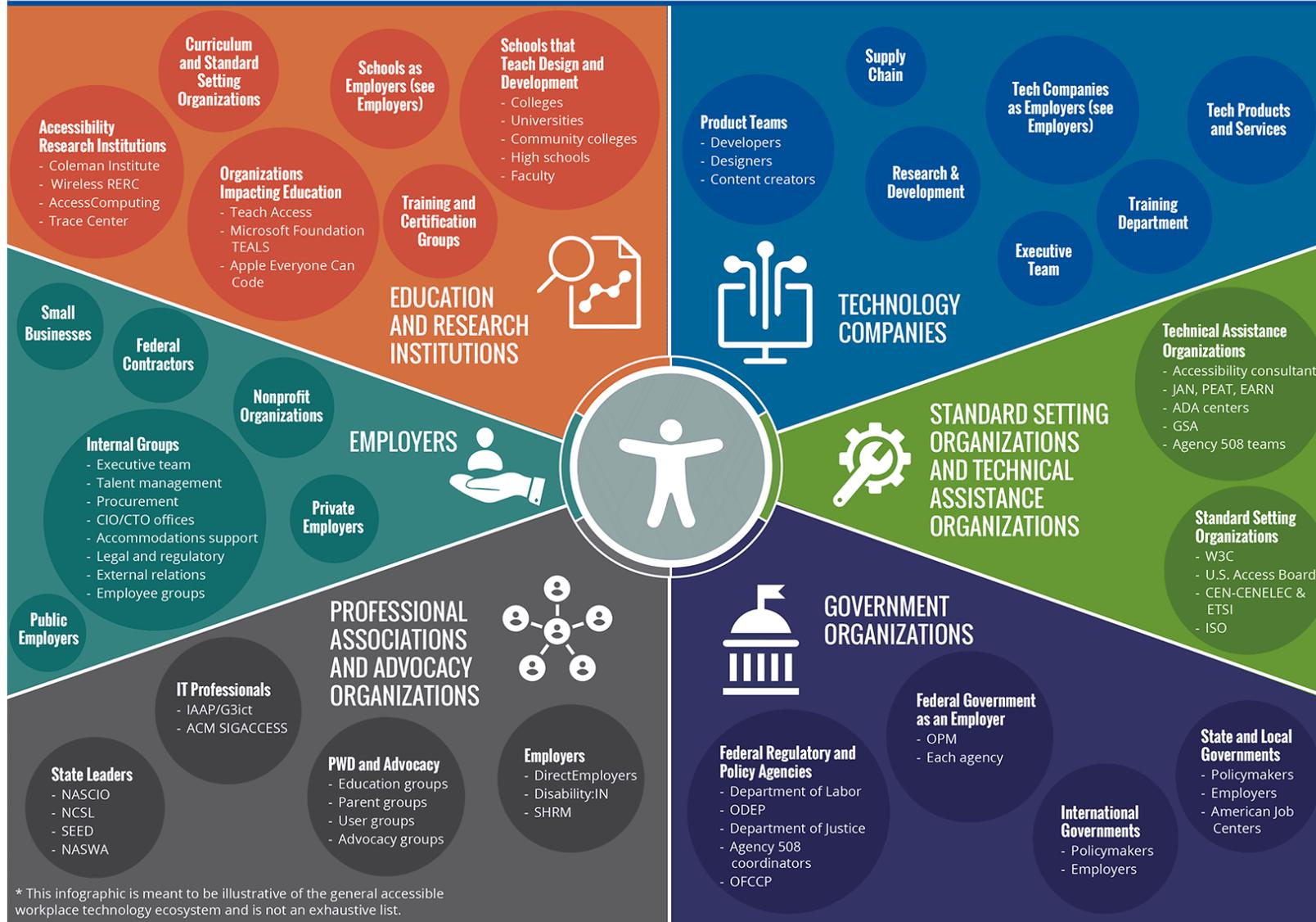


Roles and Responsibilities Breakdown

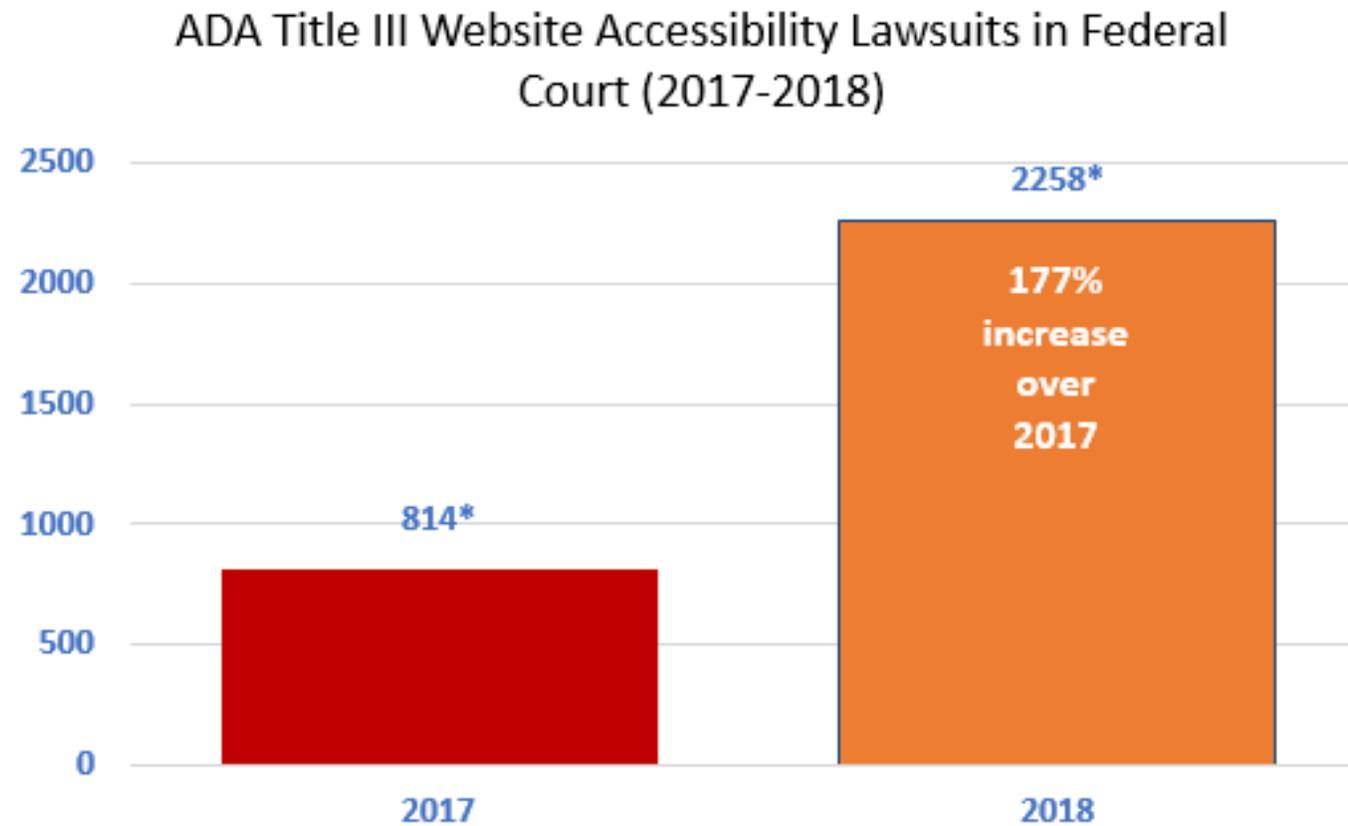


- Directors – Build accessibility into financial decisions, team building and risk assessment
- Managers – Encourage training around accessibility and ensure accessibility is continued throughout the lifecycle process
- Human Resources – Include accessibility knowledge in job descriptions
- Procurement – Ask 3rd party vendors about the accessibility of their products
- Sales – Learn to talk openly about accessibility of the company
- Product Owners – Build in User Stories for accessibility testing
- Design – Incorporate accessibility into wireframes
- Content – Incorporate accessibility into writing for the web (documents, web, emails, etc.)
- Developers – Develop with accessibility in mind
- Quality Assurance – The new Accessibility Tester

ACCESSIBLE WORKPLACE TECHNOLOGY ECOSYSTEM



Did you Know?



3 Main Questions Employers Should Consider:

1

Is it required for applicants to apply online to be considered for employment?

2

Is your website accessible to individuals with disabilities, especially those applicants with visual and mobility disabilities?

3

Do you offer an effective accommodation process for individuals to request accommodation where they are unable to use the on-line application process?

Communicating Accessibility

- Job Seekers and New Hires
 - Discuss commitment to equal access and promotion of accessibility in the workplace.
- Existing Employees
 - Building out an Accessibility Committee to ensure transparency of policies and process for all roles and responsibilities around accessibility.
- Communicating with the General Public
 - Show a corporate plan around diversity, inclusion to ensure individuals with disabilities know your efforts. Provide an Accessibility Statement around the company planning of accessibility.

Communication Goes Both Ways!



- Listen to your employees
 - Do IT need more training around accessibility?
 - Do they need additional resources to help test and remediate?
- Prioritize accessibility
 - Accessibility falls into various areas of the business structure.

> The Importance of Professional Development

AccessU

Accessing
Higher Ground

CSUN Assistive
Technology
Conference

M-Enabling
Conference

TeachAccess

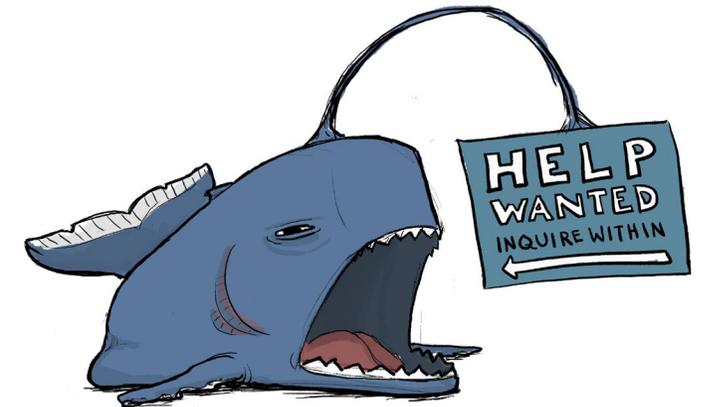
Disability:IN

Knowbility

IAAP

Hiring an Accessibility Specialist

- Look for someone familiar with testing various environments (web, mobile, etc.)
- Someone familiar with the most up to date standards (WCAG 2.1)
- Someone that will use automated, manual and functional testing.
- Someone that will help you prioritize areas of testing.
- Someone who will partner and walk through the Life Cycle process
- Someone that can provide useful reports, checklists and training resources to help continue the education and development of accessibility.



Accessibility vs Accommodation



Assistive Technology

Assistive technologies are designed to help people with disabilities navigate the digital world. Examples include:

- Screen reading software such as JAWS, NVDA, Browesaloud or Readspeaker
- Screen magnifiers such as ZoomText
- Speech recognition software such as Dragon, Siri, Alexa, etc.
- Keyboard and mouse replacement tools such as Tobii Dynavox
- Touch replacement software for mobile phones



7 Common Accessibility Barriers

1. Images missing text alternatives (alt-text)
2. Proper use of tables
3. Insufficient color contrast ratio
4. Accurate Headings
5. Descriptive Links
6. Forms without proper labels or logical reading order
7. Absence of keyboard support or visual focus

EFFECTIVE LINKS

Hyperlinks that are good for both accessibility and usability use **descriptive text** and retain the standard **underline** style.

✓ **GOOD**

Visit [WebAIM's Link Text article](#) for details.

✗ **BAD**

[Click Here](#) for details.

✗ **UGLY** (and unclickable)

https://webaim.org/techniques/hypertext/link_text

Some people cannot read text if there is not sufficient contrast between the text and background. For others, bright colors (high luminance) are not readable; they need low luminance.

First name: <input No Match id="firstbad" Error>

Last name: <input No Match id="lastbad" Error>

<label for="datebad" > Date: (dd/mm/yyyy) <input id="datebad" >

<input No Match id="phonebad" Error>

<input No Match id="mobilebad" Error> Mobile

<input No Match id="homebad" Error> Home

<input No Match id="workbad" Error> Work

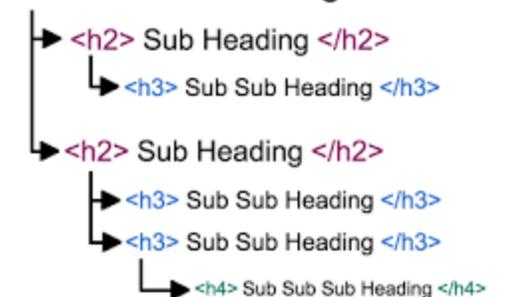
Free Newsletter (optional)

To receive our free newsletter fill in the following details:

Name:

Email Address: Retype Email:

<h1> Main Heading </h1>



Focus on the Barrier – NOT the disability

A barrier to accessibility is anything that limits or prevents a person from being able to receive information, services and goods, and access space or activities. Barriers may prevent access to housing, transportation, community participation, employment or education.

Barrier Examples:

- Attitudinal (Attitudes can be the biggest barrier.)
- Informational and Communication
- Technological
- Business (Policy, process, and procedures)
- Physical and architectural

Common barriers for this group include: Blind, Low Vision or Color Blind

visual content that has no text alternative or degrade when magnified

functional elements that cannot be controlled with a keyboard

overly complex or excessive amounts of content

inability to navigate within a page of content

content that is not structured

inconsistent navigation

time limits (insufficient time to complete tasks)

unexpected actions (e.g., redirect when an element receives focus)

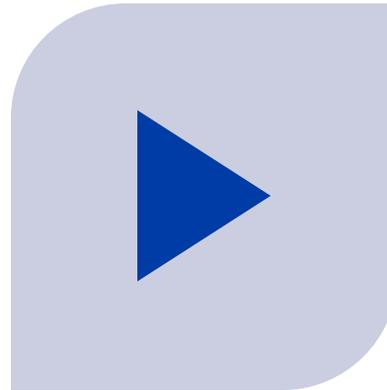
Low Contrast (or use of color alone)

multimedia without audio description

Common barriers for this group include: Deaf and HOH



AUDIO WITHOUT A TRANSCRIPT

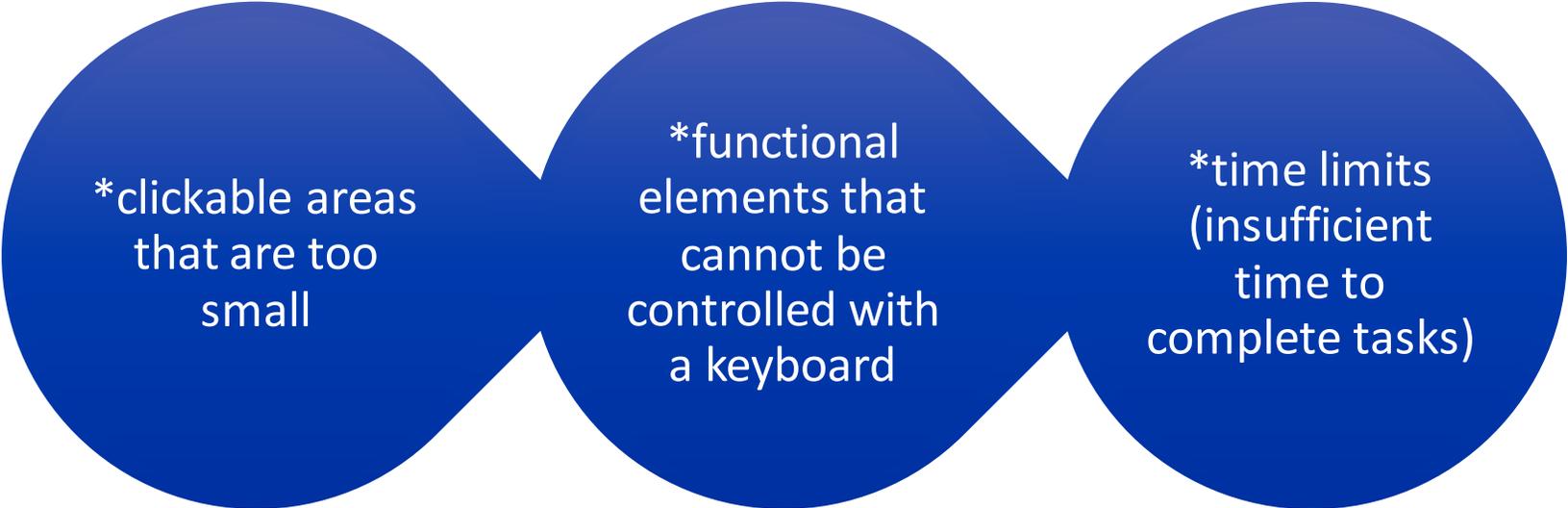


MULTIMEDIA WITHOUT CAPTIONS
OR TRANSCRIPT



LACK OF ASL INTERPRETATION (FOR
ASL/DEAF COMMUNITY)

Common barriers for this group include: Mobility Related



*clickable areas
that are too
small

*functional
elements that
cannot be
controlled with
a keyboard

*time limits
(insufficient
time to
complete tasks)

Any item marked with an asterisk(*) is also a barrier to a
different disability

Cognitive and Learning

Common barriers for this group include:

- *use of overly complex/advanced language
- *inconsistent navigation
- *overly complex or excessive amounts of content
- *time limits (insufficient time to complete tasks)
- *unstructured content (no visible headings, sections, topics, etc.)
- *unexpected actions (e.g., redirect when an element receives focus)

More specific disability-related issues include:

- reading: text justification (inconsistent spacing between words)
- *reading: images of text (not readable with a text reader)
- *visual: visual content with no text description
- math: images of math equations (not readable with a math reader)
- Any item marked with an asterisk(*) is also a barrier to a different disability

Checking for Accessibility

- [TechCheck](#) – a tool to help employers assess their technology accessibility practices
- [Talent Works](#) – an online resource that helps employers and human resources (HR) professionals make their eRecruiting technologies accessible to all job seekers
- [Buy-IT!](#) – a guide for purchasing accessible technology
- [Webaim Wave](#) - easy online tool to check for Web Accessibility
- [Aslint](#) – easy developer tool to check for Web Accessibility

