

CSci 487: Senior Project Accessibility Resources

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Accessibility Resources

What is Accessibility

To comply with legal expectations such as the Americans with Disabilities Act of 1990, the Rehabilitation Act of 1973, and other laws and court rulings, we must make our electronic documents, websites, software applications (mobile, desktop, web, etc.), video, audio, and hardware accessible to persons with a wide range of abilities and disabilities.

As examples, consider users who have

- visual impairments (blindness, low vision, color blindness, etc.)
- hearing impairments (deafness, hard of hearing, etc.)
- fine motor impairments (inability to use some input devices such as mice, etc.; use assistive technologies such as speech input head pointers, etc.)
- learning challenges (dyslexia, auditory processing disorder, etc.)
- limited English fluency
- mobile devices rather than full-size monitors
- limited experience using computing devices

It is usually better to treat accessibility as a *design concern* from the beginning rather than an *add-on feature* at the end of development.

Online Resources

- University of Washington, Getting Started with Accessibility
Subpages on creating accessible documents, websites, and videos

- World-Wide Web Consortium (W3C), Web Content Accessibility Guidelines (WCAG)
- Web Accessibility In Mind (WebAIM)
 - WebAIM's Resources page
 - Introduction to Web Accessibility
 - WebAIM's WCAG 2 Checklist
 - WebAIM Wave tool