# Digital Accessibility and Public Works



Senior Digital Accessibility Consultant, Intopia

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# What is digital accessibility?

# What is digital accessibility?

A measure of how easy it is for someone with a disability to use a digital product

### How many people have a disability?



# Australians with disability

- 0 5%
- 5 15%
- 15 25%
- Greater than 25%

### 18% of Australians have a disability

4.4 million people

Australian Census, 2016

### But! It's complicated...

 What about disabilities that don't affect phone and computer use?



### But! It's complicated...

- What about disabilities that don't affect phone and computer use?
- Or impairments that aren't disabilities?



# And we're all getting older

Reductions in vision, hearing and mobility are common with increased age



# **Disability Discrimination Act 1992 (DDA)**

"The Disability Discrimination Act 1992 (DDA) aims to provide a fair go for Australians with disabilities—it gives them the right to substantive equality of opportunity in areas like employment, education and the provision of goods and services."

- Productivity Commission review of the Act

#### Maguire v Sydney Olympics



# **Everything is online now**



# Assistive technology

Any tool used to increase, maintain, or improve the functional capabilities of persons with disabilities

### **Screen readers**



# Settings for low vision or dexterity



#### **Keyboards and keyboard alternatives**



## **Built-in to your device**

Your phone > Settings > Accessibility

# How do we check accessibility?

#### 1. Test against a standard

# Web Content Accessibility Guidelines

https://www.w3.org/WAI/standards-guidelines/wcag/

# WCAG Structure

- Principles
  - Guidelines
    - Success Criteria

Perceivable

Image: Perceivable

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- Perceivable

  Image: Perceivable
- Operable

- Perceivable

  Image: Perceivable
- Operable
- Understandable 3

- Perceivable

  Image: Perceivable
- Operable
- Understandable 3
- Robust

### WCAG Levels



# WCAG standard

#### Hundreds of pages of technical jargon

#### UNDERSTANDING PAGES

#### Introduction to Understanding WCAG 2.1

#### Understanding Techniques for WCAG Success Criteria

#### Perceivable

- 1.1 Text Alternatives
- 1.1.1 Non-text Content
- 1.2 Time-based Media
- 1.2.1 Audio-only and Video-only (Prerecorded)
- 1.2.2 Captions (Prerecorded)
- 1.2.3 Audio Description or Media Alternative (Prerecorded)
- 1.2.4 Captions (Live)
- 1.2.5 Audio Description (Prerecorded)
- 1.2.6 Sign Language (Prerecorded)
- 1.2.7 Extended Audio Description (Prerecorded)
- 1.2.8 Media Alternative (Prerecorded)
- 1.2.9 Audio-only (Live)
- 1.3 Adeptable
- 1.3.1 Info and Relationships
- 1.3.2 Meaningful Sequence
- 1.3.3 Sensory Characteristics
- 1.3.4 Orientation
- 1.3.5 Identify Input Purpose
- 1.3.6 Identify Purpose 1.4 Distinguishable

#### **Understanding WCAG 2.1**

#### Updated 12 July 2019

- Authors: Accessibility Guidelines Working Group
- Editors: Alastair Campbell, Michael Cooper, Andrew Kirkpatrick
- Editors' Draft: https://w3c.github.io/wceg/understanding/
- Official Version: https://www.w3.org/WAUWCAG21/Understanding/
   File Issues: https://github.com/w3o/wcag/issues/
- Copyright 8 2017-2018 WIC<sup>46</sup> (MIT, ERCM, Kens, Berlang). WSC lability, Indomark and document una takes apply

#### Abstract

Understanding WCAG 2.1 is a guide to understanding and using Web Content Accessibility Guidelines (WCAG) 2.1 [[WCAG21]]. It is part of a set of documents that support WCAG 2.1. Please note that the contents of this document are informative (they provide guidance), and not normative (they do not set requirements for conforming to WCAG 2.1). See <u>Web Content Accessibility Guidelines (WCAG) Overview</u> for an introduction to WCAG, supporting technical documents, and educational material.

#### Status of This Document

This is the official version of "Understanding WCAG 2.1", and is referenced by Web Content Accessibility Guidelines 2.1. This resource is maintained as needed to update interpretive guidance and reference techniques to meet the guidelines.

To comment, file an issue in the W3C WCAG Giffub repository. Although the proposed Success Criteria in this document reference issues tracking discussion, the Working Group requests that public comments be field as new issues, one issue per discrete comment. It is there to create a Giffub account to file issues. If filing issues in Giffub is not feesible, send email to public earwo-commentalities or icomment archive).



# WCAG standard in plain language

WebAIM's WCAG checklist

https://webaim.org/standards/wcag/checklist

# **Automated testing**

- Will catch 20 to 50% of issues
- <u>aXe DevTools</u> by Deque
- <u>ARC Toolkit</u> by TPGi
- Android Accessibility Scanner app by Google
- Accessibility Insights for Android app by Microsoft

# **Manual testing**

- <u>Accessibility Insights for Web</u> by Microsoft
  - Use the Assessment feature
- Your friendly local accessibility auditor

### 2. Test with people with disabilities

### User testing is great...



# ... but user testing by people with disabilities is gold



# Common ground

## 1. Technical compliance isn't enough


#### Our work fits into a larger context



# **Consequences of mistakes**

- New barriers
- Lack of participation
- Exclusion from community

## **Consequences of success**



## **Consequences of success**

- Previously overlooked demographics are included in community
- Increased diversity in public life

## 2. It's cheaper to do it early



#### 3. Functional can be beautiful

#### **Ed Roberts Campus**

- Ramps
- Wide corridors
- Curved hallways
- Automated doors and lights



# Lessons to share

## 1. All fixes help someone

## What's your specialty?

- <u>Comically</u> by Paul Spencer
- <u>Accessible Astronomy</u> by Yuma Decaux
- <u>ThisAbles</u> for Ikea



## 2. Shift left

### **Project process**



## Start anywhere



## Shift left





# The goal



#### 3. Co-design for specific audiences

#### Wheelchairs



#### Freedom Leverage Wheelchair



# "Nothing about us, without us."

Disability activists

# Thankyou, let's chat

Julie Grundy

julie@intopia.digital <u>www.intopia.digital</u>

