


Connecting the Accessibility Dots

Eric Eggert

Eric Eggert is a Web Developer and Teacher who works with  Knowbility on improving the Web for People with Disabilities, and everyone else.

2013–2020: W3C/Web Accessibility Initiative



Sagittarius



Sagittarius

Connecting
arbitrary dots
that fits one's
own view.

Sagittarius



Carina



The Big Picture







98.1%

Detectable WCAG Failures



from 97.8% in February 2019

WebAIM Million

WCAG Failure Type	Feb 2019	Feb 2020	Change
Low contrast text	85.3%	86.3%	 +1.0%
Missing alternative text for images	68.0%	66.0%	 -2.0%
Empty links	58.1%	59.9%	 +1.8%
Missing form input labels	52.8%	53.8%	 +1.0%
Empty buttons	25.0%	28.7%	 +3.7%
Missing document language	33.1%	28.0%	 -5.1%

*How do I
make this
accessible?*

thris

Why...?

- Why is accessibility important?
- Why don't we have safeguards that ensure accessibility?
- Why did the designer design inaccessibly?
- Why did the developer implement inaccessibly?
- Why did the PM not catch it?
- Why did we decide for this feature?

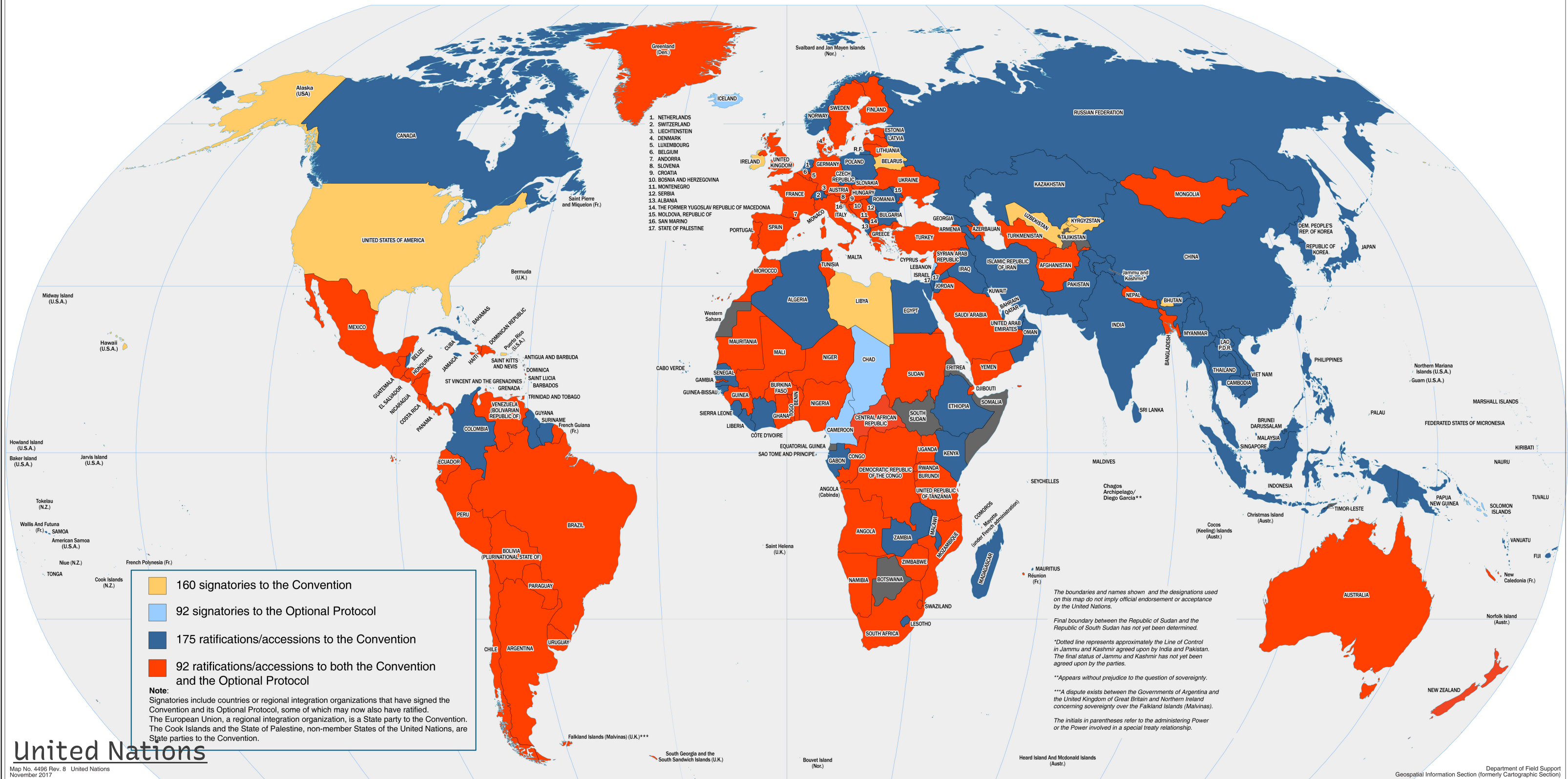
CRPD

***Convention on the
Rights of Persons with
Disabilities***

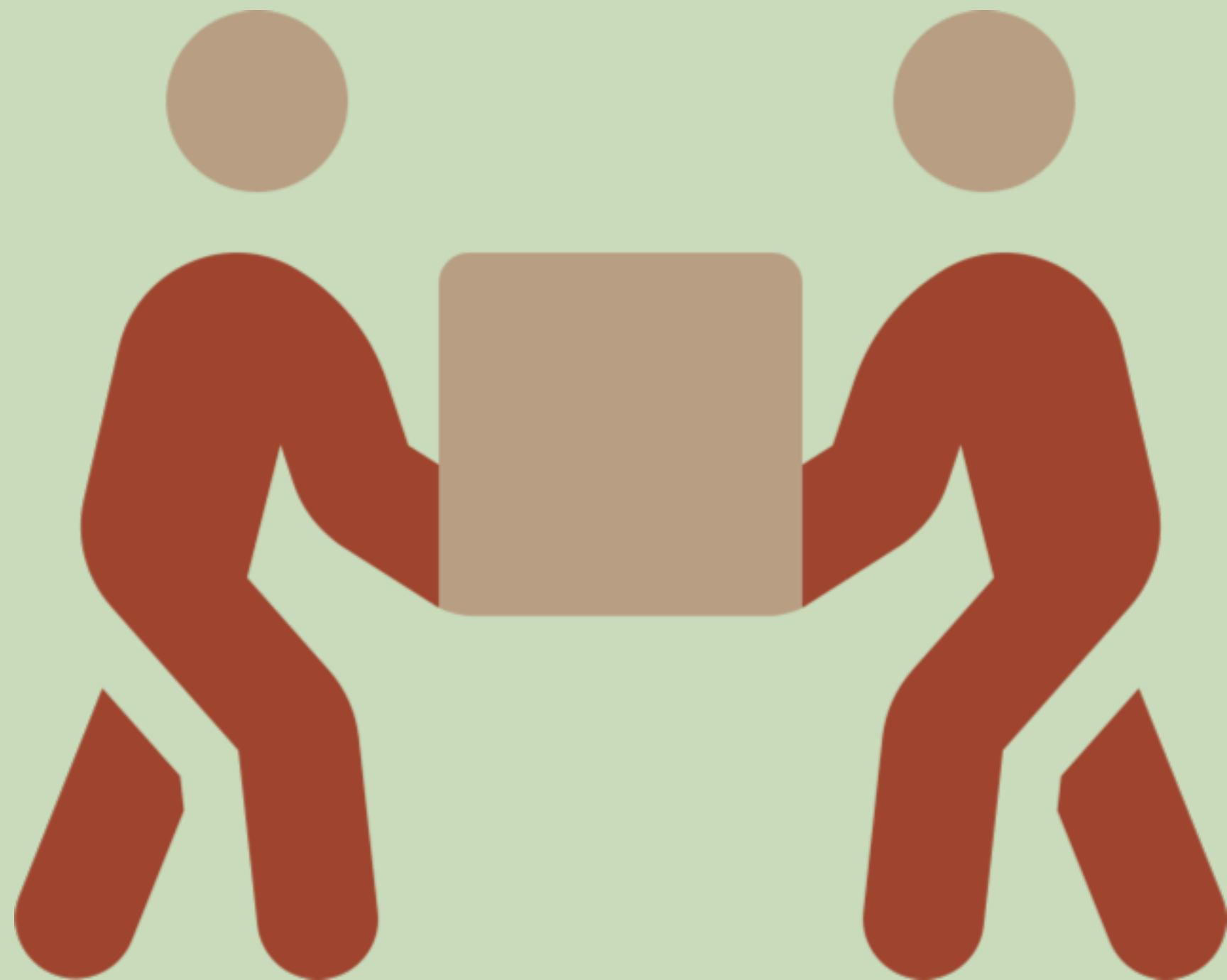
CRPD and Optional Protocol Signatures and Ratifications

■ Not Signed ■ Signed Convention ■ Signed Convention & Protocol ■ Ratified Convention ■ Ratified Convention & Protocol

As of 19 September 2017







*Accessibility
is too hard.*

*Accessibility
is easy.*

*Accessibility
is easy to do wrong.*

*Why is Accessibility so
easy to do wrong?*

People are set up to fail.

We need to prioritize accessibility higher.

Guidance needs to be better.

Guidance needs to include everyone.

Design Principles

*Design Principles
make projects
successful ✨*

WCAG has design principles built in



Tangent



*Isn't it weird that we always look at
the most granular guidance in WCAG?
(The SCs.)*

WCAG Design Principles

Your product must be

- 1. Perceivable
- 2. Operable
- 3. Understandable
- 4. Robust

1. Perceivable

- **1.1 Text Alternative** – Provide text alternatives for any non-text content so that it can be changed into other forms people need, such as large print, braille, speech, symbols or simpler language.
- **1.2 Time-Based Media (Alternatives)** – The same, but for audio & video.
- **1.3 Adaptable** – Create content that can be presented in different ways (for example simpler layout) without losing information or structure.
- **1.4 Distinguishable** – Make it easier for users to see and hear content including separating foreground from background.

2. *Operable*

- **2.1 Keyboard Accessible** – Make all functionality available from a keyboard.
- **2.2 Enough Time** – Provide users enough time to read and use content.
- **2.3 Seizures and Physical Reactions** – Do not design content in a way that is known to cause seizures or physical reactions.
- **2.4 Navigable** – Provide ways to help users navigate, find content, and determine where they are.
- **2.5 Input Modalities** – Make it easier for users to operate functionality through various inputs beyond keyboard.

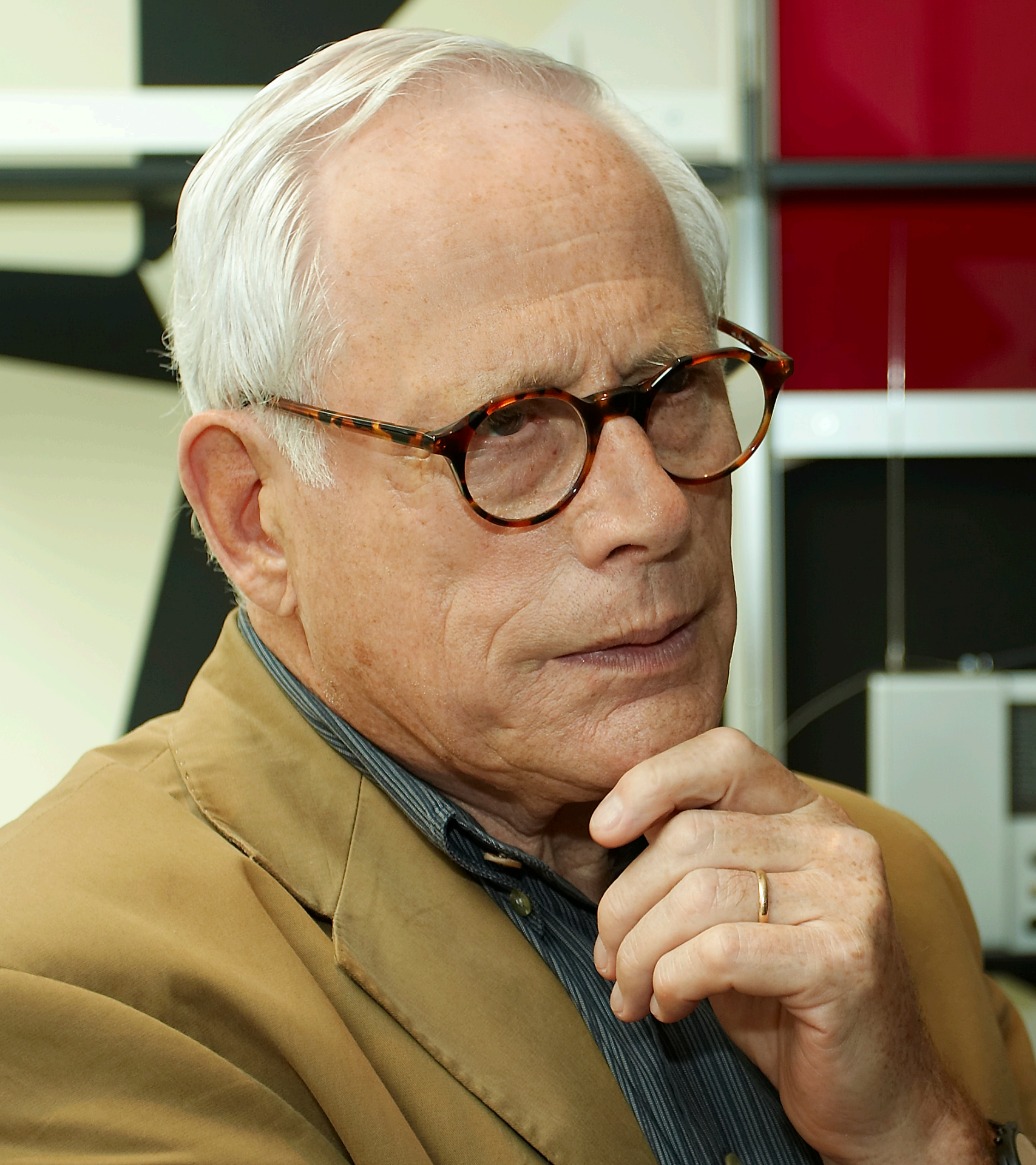
3. Understandable

- **3.1 Readable** – Make text content readable and understandable.
- **3.2 Predictable** – Make Web pages appear and operate in predictable ways.
- **3.3 Input Assistance** – Help users avoid and correct mistakes.

4. *Robust*

- **4.1 Compatible** – Maximize compatibility with current and future user agents, including assistive technologies.

*Other Design
principles...*

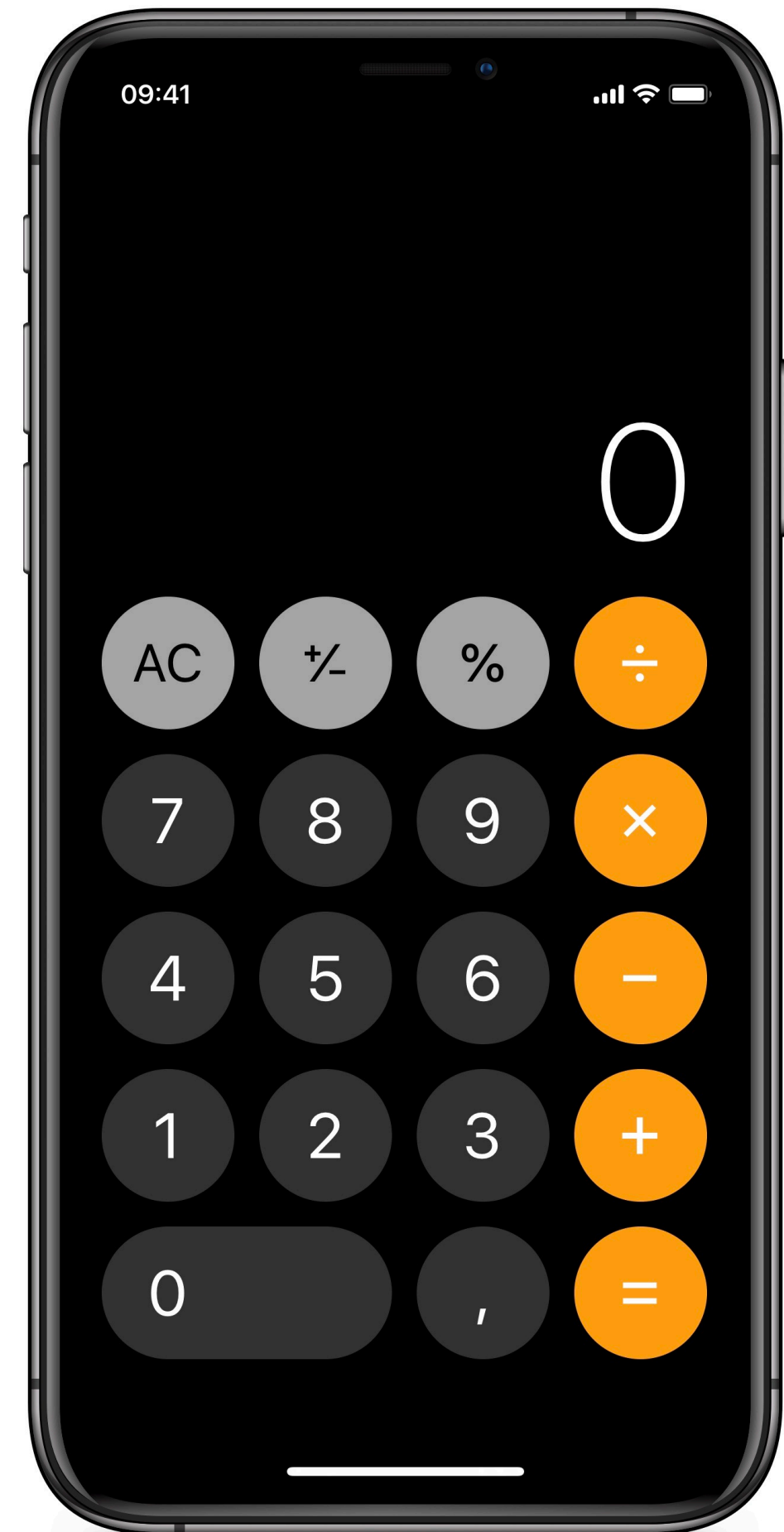


Dieter Rams

- *20 May 1932
- Wiesbaden, Germany
- Designer
- Braun Consumer Products
- Watch the Documentation – free today only¹

¹ <https://www.ohyouprettythings.com/free>







Good Design...

1. is **innovative**
2. makes a product **useful**
3. is **aesthetic**
4. makes a product **understandable**
5. is **unobtrusive**
6. is **honest**
7. is **long-lasting**
8. is **thorough** down to the last detail
9. is **environmentally friendly**
10. is **minimal**

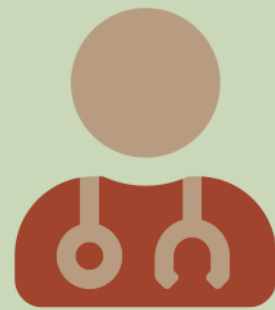
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9. is **environmentally friendly**
10. is **minimal**

Good Design and WCAG...

1. is **innovative** – Accessibility can act as an incubator for innovation.
2. makes a product **useful** – 2. Operable
3. is **aesthetic**
4. makes a product **understandable** – 3. Understandable
5. is **unobtrusive** – 1. Perceivable/3. Understandable
6. is **honest** – 4. Robust
7. is **long-lasting** – 4. Robust
8. is **thorough** down to the last detail – 1. Perceivable
9. is **environmentally friendly** – 4. Robust
10. is **minimal** – 1. Perceivable

Good design centers on the user



***Designers and Developers
work for users***

User =
Impairment ×
Proficiency ×
Accessibility Support

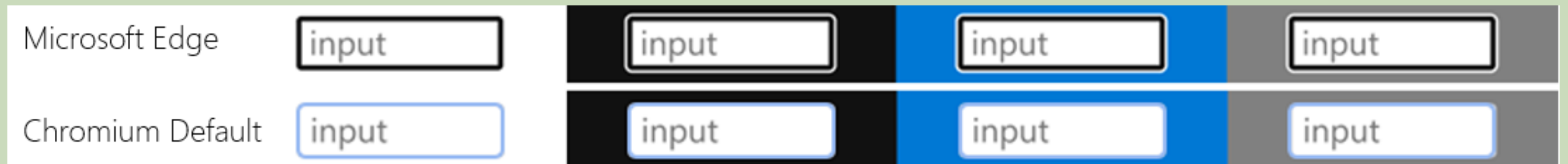
*How do we make
Accessibility easier to
do right?*

- Keep the principles in mind and work towards them
- Make sure you're on the right track
- Use tools and integrations to set you up for success

*But we also need to do
more as community to
set us up for success.*

- Better education for designers and developers
- Provide better, easier tools for accessibility
- Guide and lead by designing products that are accessible and aesthetic
- Make accessibility a welcoming space in which people want to participate
- Provide more reliable implementation of technologies

For example: Improving form controls in Microsoft Edge and Chromium



Date

03/18/2019

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March 2019 ▼

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03/18/2019

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March 2019 ▼

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Today

See also HTML: The Inaccessible Parts

HTML: The Inaccessible Parts

February 28, 2020

I've always abided in the idea that "HTML is accessible by default and then we come along and mess it up." In a lot places this is very true and by just using a suitable HTML element instead of a generic `div` or `span` we can have a big Accessibility impact.

But that's not always the case. There are some cases where even using plain ol' HTML causes accessibility problems. I get frustrated and want to quit web development whenever I read about these types of issues. Because if browsers can't get this right, what hope is there for the rest of us. I'm trying to do the best I can, use the platform, but seems like there's a dozen "gotchas" lurking in the shadows.

I'm going to start rounding up those HTML shortfalls in this here post as a little living document that I can personally reference every time I write some HTML.

```
<input type="number">
```

Gov.UK finds [Number Inputs aren't inclusive](#). (2020)

```
<input type="date">
```

Graham Armfield finds [Date Inputs not ready for use](#). (2019)

```
<input type="search">
```

Adrian Roselli points out [Search Inputs aren't as useful as originally thought](#). (2019)

```
<select multiple>
```

Sarah Higley tests with actual users and finds [Select Multiple has a 25.3% success rate](#). (2019)

```
<progress>
```

Scott O'Hara finds [numerous errors with the Progress element](#). (2018)

```
<meter>
```

Scott O'Hara finds [more numerous errors with the rare Meter element](#). (2018)

```
<dialog>
```

Scott O'Hara declares [Dialog not ready for production](#). (2019)

```
<details><summary>
```

Adrian Roselli feels [Details/Summary are only good in limited contexts](#) (e.g. [Details doesn't work as an Accordion](#), which is what I would expect). (2019)

```
<video>
```

Scott Vinkle goes with a third-party player after seeing that [the native HTML Video Player is a very inconsistent experience for screen readers](#). (2019)

```
<div onClick>
```

Technically this is JavaScript, but the screen reader [JAWS announces "Clickable" when the element or one its ancestors have a click event handler](#). This is a bummer for trying to make tap areas bigger. (2018)

```
<div aria-label>
```

Paciello Group educates how [aria-label](#), [aria-labelledby](#), and [aria-describedby](#) [only work on certain elements... and not <div> elements](#). It's not very intuitive to me that `aria-label` would only work *sometimes* and it seems like something linters like [axe](#) should catch. (2017)

```
<a href><div>Block Links</div></a>
```

Adrian Roselli finds [Block Links in a Card UI have usability issues](#). (2020)

```
aria-controls
```

The `aria-controls` attribute is a great way to establish a relationship between two elements and is in tons of tutorials... only one problem... Heydon Pickering points out [aria-controls doesn't do anything](#). (2016)

```
role="tablist"
```

After some user testing, Jeff Smith discovered [the best way to make accessible tabs is to remove role="tablist", role="tab", role="tabpanel" from their tabs](#). FWIW, these [findings were contested in a 3,900 word blog post by Léonie Watson](#). (2016)

Your mileage may vary, test with actual users. I'll do my best to update this as the situation evolves glacially over the next 20 years.

Edit 2/28/2020:

- Added the year to each link to help reflect the potential "staleness" of the information.
- Added a note to test with actual users.
- Added a link to Léonie Watson's rebuttal under the `tablist` discussion.

Thank You!

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