

# **Continuous Accessibility**

Planning for Accessibility in Engineering Practice

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## **Accessibility Primer**

- 1. Digital accessibility for web-based products and applications
- 2. Accessibility  $\rightarrow$  A11y
- 3. Web Content Accessibility Guidelines (WCAG)
- 4. Assistive technology







## https://noti.st/melsumner



The Phenomenon of the Unlucky Choice I will share my strategic vision for a path to continuous accessibility.

...inspire you to create something new or contribute to an effort already in progress.

...empower you to think about accessibility in a way that is aligned with other things we already do.





# Imagine.







## Imagine

1. Greater **confidence** in the quality of your code







## Imagine

- 1. Greater confidence in the quality of your code
- 2. More easily delivering accessible experiences at scale







## Imagine

- 1. Greater confidence in the quality of your code
- 2. More easily delivering accessible experiences at scale
- 3. Reducing risk







Continuous Integration









Continuous Integration Continuous Deployment











Continuous Integration Continuous Deployment Continuous Accessibility





- 1. Build quality in
- 2. Work in small batches
- 3. Let computers solve repetitive tasks so people can solve hard problems
- 4. Relentlessly pursue improvement
- 5. Everyone is responsible





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# Continuous Accessibility Strategy

# Plan for the code we already have.



1



# Plan for the code we will create.



2



# Plan to measure our progress.



3



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# The Code We Already Have



- 1. How long has the code been around?
- 2. How do we plan for upgrades?
- 3. How difficult is it to give developers new tools?













# User Reported Issues







# Audit Reported Issues







# Automation Identified Issues













02

# **Our Future Code**





- 1. Build quality in
- 2. Work in small batches
- 3. Let computers solve repetitive tasks so people can solve hard problems
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#### **Dynamic Code Analysis**

- axe-core
- Lighthouse
- Microsoft's Accessibility Insights
- ember-a11y-testing







#### **Static Code Analysis**

- ember-template-lint
- eslint-plugin-jsx-a11y
- eslint-plugin-lit-a11y







#### **Ember Template Lint**









#### Pending....Forever.

- `--print-pending`
- AKA "ignore forever"













# We needed to do something.







#### **Todo States**















# Guidance, not control.







# Measure Our Progress





#### **About Those Metrics...**

- 1. Meaningful
- 2. Controllable
- 3. Easy to Access
- 4. Actionable







#### **Actionable Outcomes**

- Problem Diagnosis
- Process Improvement
- Goal Setting
- Trend Development





"When a measure becomes a target, it ceases to be a good measure."



#### **Metric: Potential Violation Count**

- WCAG Success Criteria
- Location Specific Legal Standards
- Audit Findings







#### Rationale

- Turn ambiguity into clarity
- Make the unknown known
- Increase confidence







#### https://a11y-automation.dev

#### A11y Automation Tracker

A more thorough way to track the potential accessibility violations and the automated linters and tests currently available.









#### https://a11y-automation.dev

**Testing Exists** 

**Point of Failure** 

Linting Exists

There are only certain elements that are eligibile to receive interactions (and focus), and these are specified by the HTML specification. Specifically, name and role must be able to be programmatically determined.







3 Measure Our Progress

### https://a11y-automation.dev

#### Linting

Automated linting exists in some JS frameworks:

- Ember: See the <u>ember-template-lint</u> library for the no-invalid-interactive rule.
- React (JSX): See the <u>eslint-plugin-jsx-a11y</u> library for the no-noninteractive-elementinteractions rule.

#### Testing

Automated testing exists. See the <u>axe-core</u> library for the <u>focus-order-semantics</u> rule.







#### We still need manual testing.







#### What About WCAG?

#### WCAG 1.3.1 Information and Relationships

...25 different failure scenarios







#### **Automation Count Metrics**

- Automated Linting
- Automated Testing
- Developer-authored Tests
- Manual Testing







#### **Audit Result Metrics**

- Total Bug Count
- Bug Severity Count
- Time to Fix
- Violation Frequency







#### **Trend Analysis**







## **Expected: Trending UP Over Time**

- Number of automated linting rules
- Number of automated tests
- Number of accessibility-related tests written by developers







## **Expected: Trending DOWN Over Time**

- Support requests
- A11y bugs found in our new or refactored code
- Fewer issues related to new a11y linting/testing rules







#### Thresholds

- Risk
- Conformance Deterioration Rate
- Learning Opportunities
- App's A11y Health





## **Dashboard Goes Here**

#### A11Y METRICS DASHBOARD





03 Measure Our Progress

## **Our Metrics Inform Future Work**

- Which potential violations could be automated?
- What violations happen the most often? How could we make that problem easier?
- How could we reduce Time To Fix?





## Focus on the *outcome*.





#### https://pleasefunda11y.com

#### ✓ How to Fund Accessibility Work ← ✓ ✓

It's easy for someone to say, "just convince management to do it." But what does that really mean? Especially when it comes to digital accessibility, companies want to help but have no idea where to get started.

This document seeks to outline the places where public, open-source work would benefit from funding, and such work would also improve the state of accessibility (a11y) across the web.





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#### Help Users Recognize, Diagnose, & Recover From Errors

#### Nielsen Concept

Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.

#### Accessibility Concept(s)

Interactive controls have persistent, meaningful instructions to help prevent mistakes, and provide users with clear error states which indicate what the problems are – and how to fix them – whenever errors are returned.



#### Recognition Rather Than Recall

#### Nielsen Concept

Minimize the user's memory load by making objects, actions, and options visible. The user should not have to remember information from one part of the dialogue to another. Instructions for use of the system should be visible or easily retrievable whenever appropriate.

#### Accessibility Concept(s)

Users can make sense of the structure of the content on each page and understand how to operate within the system.

#### Consistency & Standards

#### Nielsen Concept

Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.

#### Accessibility Concept(s)

The purpose of each element is predictable, and how each element relates to the system as a whole is clear and meaningful, to avoid confusion for the users.





## **Everyone can contribute.**

(Thank you, GitHub!)





I have shown you a strategic path forward for the vision of continuous accessibility.

...inspired you to create something new or contribute to an effort already in progress.

...empowered you to think about accessibility in a different way.

# Good for business. Great for users.



# Thank you!