

Layers of Accessibility For scale & profit

Melanie Sumner Temple

HashiCorp, an IBM Company





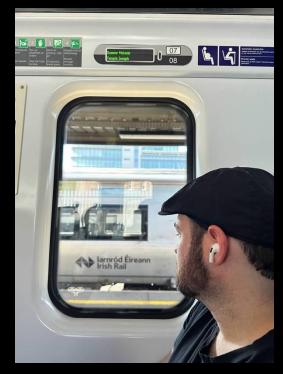
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Staff Engineer, Design Systems Team Product Accessibility Lead HashiCorp, an IBM Company

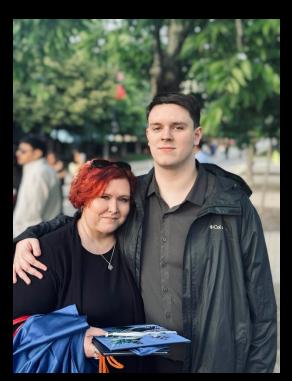
https://melanie.codes



First: Hello! Hi! Let's Catch Up!









Other things!!









Also!

• • •





Thank you, Joseph!





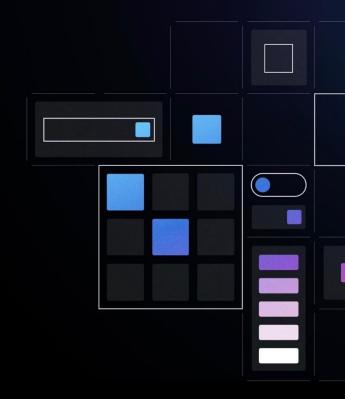
Helios Design System

The Helios Design System from HashiCorp provides the open source building blocks to design and implement consistent, accessible, and delightful product experiences.

Release Notes →

Helios Roadmap ☑

Share Feedback ☐



https://helios.hashicorp.design



01

Where We Started





*Disclaimer: not our actual CTO





*Disclaimer: not our actual VP of Design





*Disclaimer: not our actual EM





*Our actual Design Systems Team





*Disclaimer: not our actual...anyone

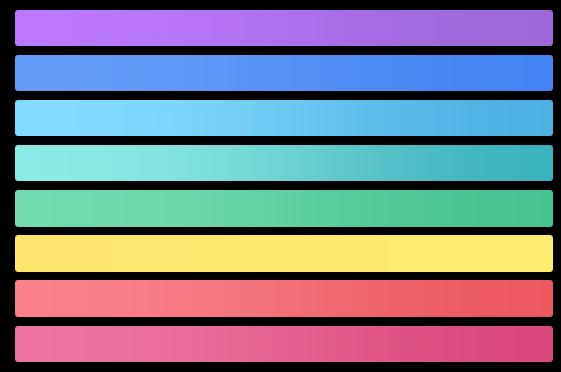












*Disclaimer: not actual cake



YMMV.







Foundation: Written Commitment

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[RFC] DS-023: The Design System Accessibility Strategy

Summary: Outlining the way that the Design System Team will approach accessibility in the design system.

Created: Oct 22, 2021

Status: WIP | In-Review | Approved | Obsolete

Owner: Melanie Sumner

Contributors: design-systems@hashicorp.com

Other stakeholders: Brian Runnells

Approvers: Melina McLarty

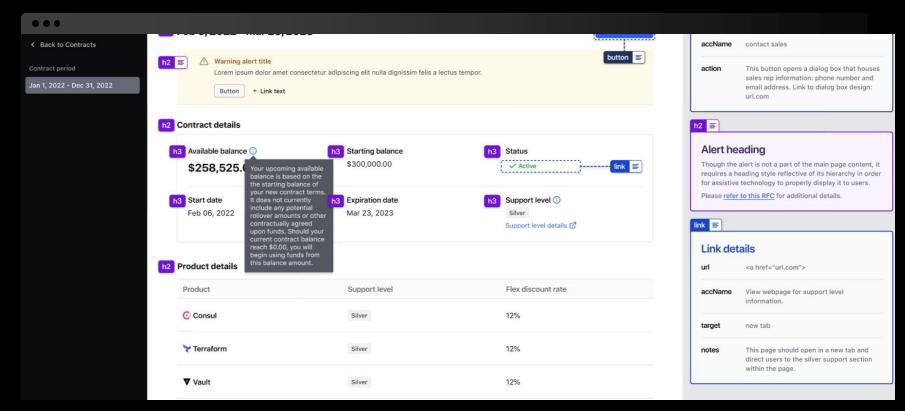


Layer: Component Requirements Doc (CRD)

- Component is documented first
- Name, define, scope
- Accessibility requirements that apply to that component
- Define API (Figma API and Code API are the same)



Layer: Accessibility UI Kit for Figma





Layer: Component Showcase



Helios Design System Components showcase

Foundations

- **Typography**
- Elevation
- Focus ring
- **Breakpoints**

Internationalization

1. Translation

Components

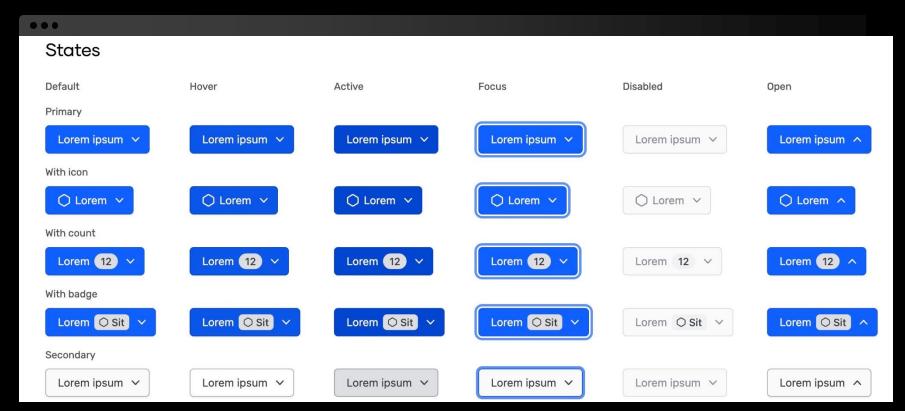
- **Accordion**
- AdvancedTable
- <u>Alert</u>
- **AppFooter**
- **AppHeader**
- **AppSideNav**
- **Application State**
- <u>Badge</u>
- **BadgeCount**
- Breadcrumb
- **Button**
- **ButtonSet**
- 13. Card
- 14. CodeBlock

Form components

- 1. Form / Layout
- 2. Form / Base elements
- 3. Form::Checkbox
- 4. Form::FileInput
- 5. Form::KeyValueInputs
- 6. Form::MaskedInput
- 7. Form::Radio
- Form::RadioCard
- 9. Form::Select
- Form::SuperSelect
- 11. Form::TextInput
- Form::Textarea
- 13. Form::Toggle



Layer: Component States Rendered



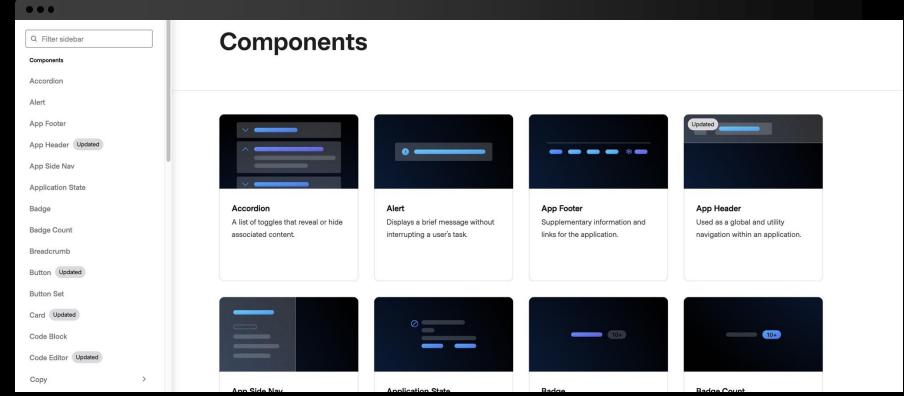


Layer: Accessibility Tests

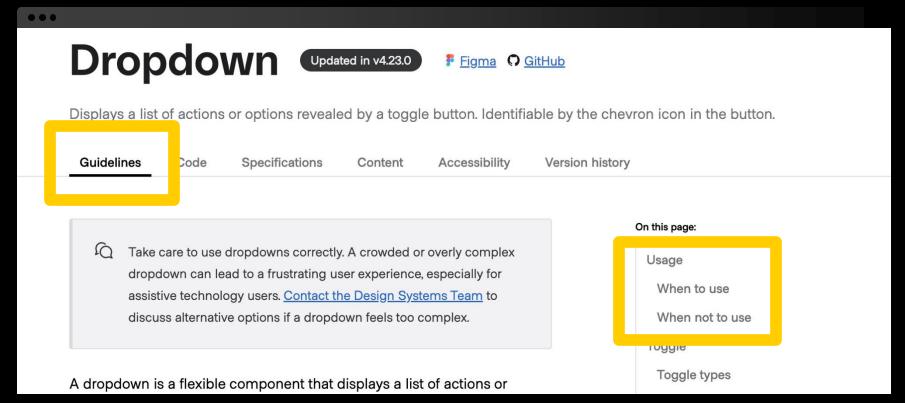
```
. . .
import { module, test } from 'qunit';
import { visit } from '@ember/test-helpers';
import { setupApplicationTest } from 'showcase/tests/helpers';
import { a11yAudit } from 'ember-a11y-testing/test-support';
module('Acceptance | Component | hds/dropdown', function (hooks) {
  setupApplicationTest(hooks);
  test('Components/dropdown passes ally automated checks', async function
  (assert) {
    await visit('/components/dropdown');
    await a11yAudit();
    assert.ok(true, 'a11y automation audit passed');
  });
});
```



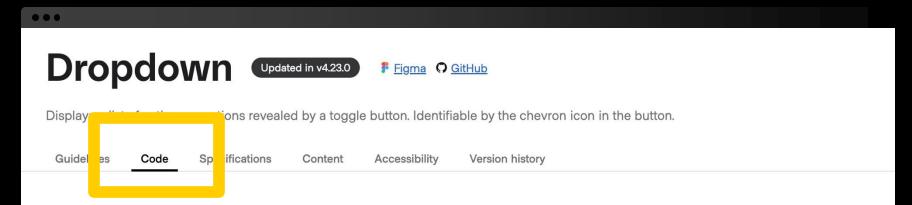
Layer: Relentless Documentation



Layer: Documentation (Guides)



Layer: Documentation (Code)



How to use this component

The component uses the <u>Popover API</u> to display the dropdown list. A third-party library called <u>Floating UI</u> provides anchoring and positioning functionality.

To make the invocation more flexible and intuitive, we provide contextual components for Toggles, ListItems, Header and Footer. For example, <hds::Dropdown::ListItem::Separator /> would be contextually expressed as <D.Separator />.

On this page:

How to use this compo

ToggleButton

Togglelcon

List placement

Collision detection

List size

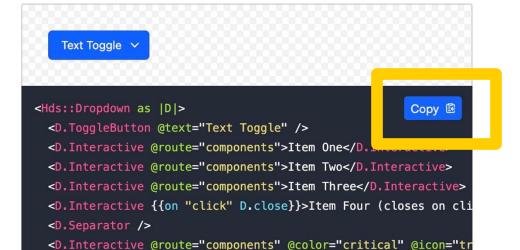


Layer: Documentation (Code Sample)

ToggleButton

. . .

The basic invocation of ToggleButton requires <code>@text</code> to be passed. By default, it renders a primary button with a chevron icon.



On this page:

How to use this component

ToggleButton

Togglelcon

List placement

Collision detection

List size

List footer

Content rendering in DOM

ListItem::Interactive

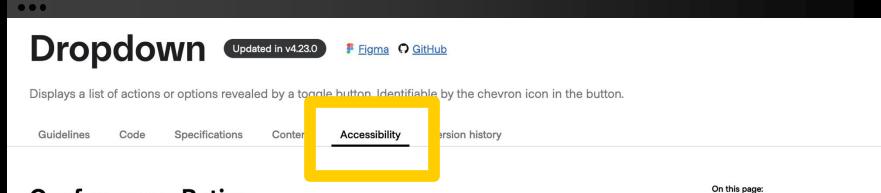
ListItem::CopyItem

ListItem::Checkmark

ListItem::Checkbox



Layer: Documentation (A11y)



Conformance Rating

Conditionally conformant

This component is conditionally conformant.

- 1. When truncation occurs, a keyboard-only user cannot access the truncated content.
- 2. The component is no longer conformant if the chevron icon is removed from the ToggleButton.

Conformance Rating

Known issues

Togglelcon with no chevron

Color blind users and critical actions

Keyboard navigation

Applicable WCAG Success Criteria



Layer: Unified Accessibility Statement

•••

Accessibility Statement

(Last updated: 08/26/2024)

Overview

This is an accessibility statement from HashiCorp, Inc. ("HashiCorp", "us", or "we").

HashiCorp is committed to digital accessibility for people with disabilities. We are continually improving the user experience, and striving to apply the relevant accessibility standards and regulations as appropriate.

Measures to support accessibility



Layer: Public Accessibility Conformance Reports

Accessibility Product Report	Release Date
HCP Waypoint 亿	October 2024
HCP Vault Secrets [경	August 2024
Consul Enterprise ☐	April 2024
HCP Boundary 12	March 2024
Boundary Enterprise [♂	March 2024
HCP Terraform 대	January 2024
Vault Enterprise ☑	January 2024
HCP Vault Dedicated [건	December 2023
Terraform Enterprise ☐	September 2023



. . .

Layer: Product Accessibility Dashboard





Layer: Pairing and Support for Product Teams

- Help with design system adoption
- Design sessions to explore integration
- Helped getting ember-a11y-testing and ember-template-lint turned on
- Lots of feedback cycles!



Layer: Integration into Product Lifecycle Process

- Understanding Accessibility requirements in discovery phase
- Planning and checking accessibility in the delivery stage
- A11y audit in the launch phase



Layer: Standardizing User Journeys

CUJs

What are the critical user journeys for our user personas?

A11y testing

What does a user typically need to accomplish in an application?

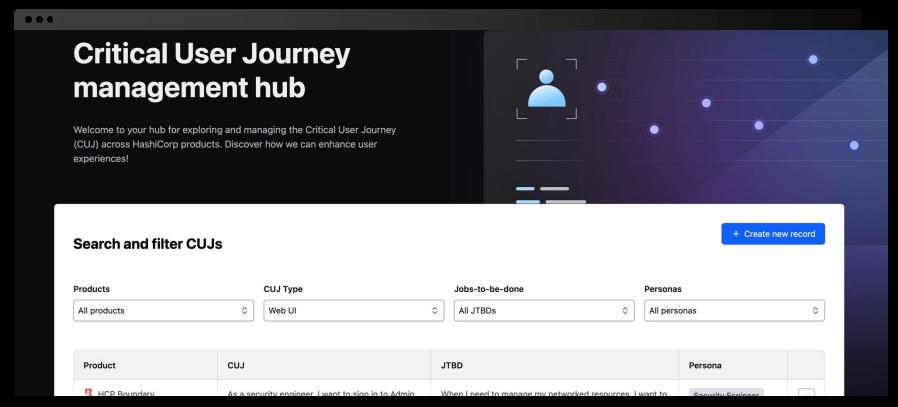
Reliability

How do we track the uptime of our high-priority functions?

Standardization



(Future) Layer: Internal Apps





03

Start Where You Are



"Accessibility a technical problem with a technical solution."

Acknowledge: What We Can Control

...and what we can't

Software Engineers don't get to control:

- The business decisions that are made about the products they work on by the people who write their paychecks
- New features
- The people they work with
- The attitudes towards accessibility or disabilities in general (esp. held by the other people they work with)

Software Engineers CAN control:

- The code they write
- Their use of semantic HTML
- Their knowledge of accessibility requirements
- The communication skills they learn that improve how well they work with designers and other parts of the business



Technical products require technical solutions for all people.

Fearlessness Required



Trying Fearlessness

It's about progress, not perfection

- Try assertive, not aggressive.
- Try curious, not blaming.
- Try making it the way we work instead of making it an afterthought.
- Try including all users, not just the ones with fast connections and beautiful displays
- Try to have the conversation because it's part of the expert you were hired to be...or the one you will become.



04

Comfortable With Uncertainty



Then: The Future is Now!



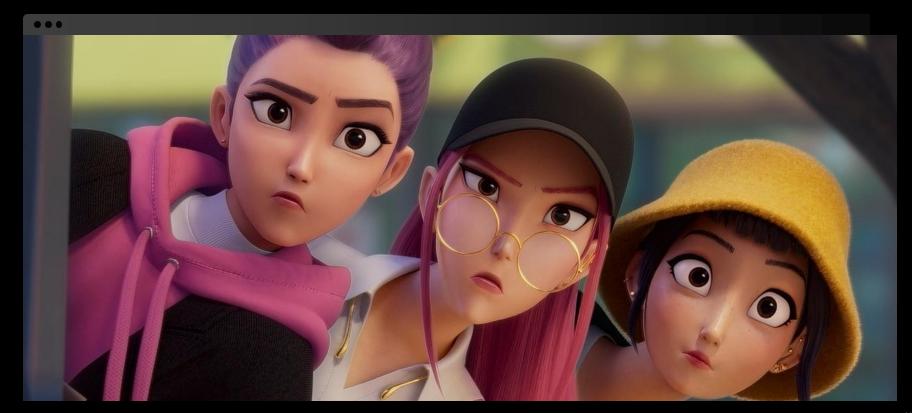
...Three Minutes Later

. . .





Wait, what?!



But We Just Figured This Out!!!



IBM Process

Plan

Identify project needs and inject accessibility into sprints and releases.



Design

Craft an inclusive user experience with accessible content and effective visual design.



Develop

Code to specifications and perform unit tests to build accessible interfaces.



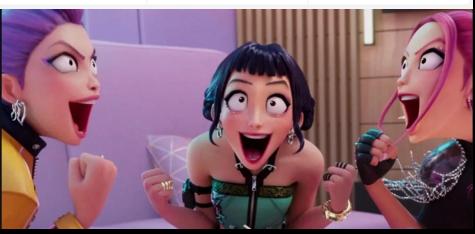
Verify

Confirm the results meet the accessible design using automated tools and manual testing.

Launch

Report on results and bring the accessible experience to market.





*My "oh wait, we're already mostly kind of doing this" face...



No matter what's next... it's okay.

TL;DR

Build layers! Profit!!



You do not require permission to create accessible code.