Your heart
is in the right place, but...
the DOM
is not

## Our journey today

#### Common Questions

- 8 What does it mean to be accessible?
- Q What is screen reader?
- What is my role as a developer/designer/XM?
- E What resources are there to help me build accessibly?

## Accessibility

11 Characters

A-11-y

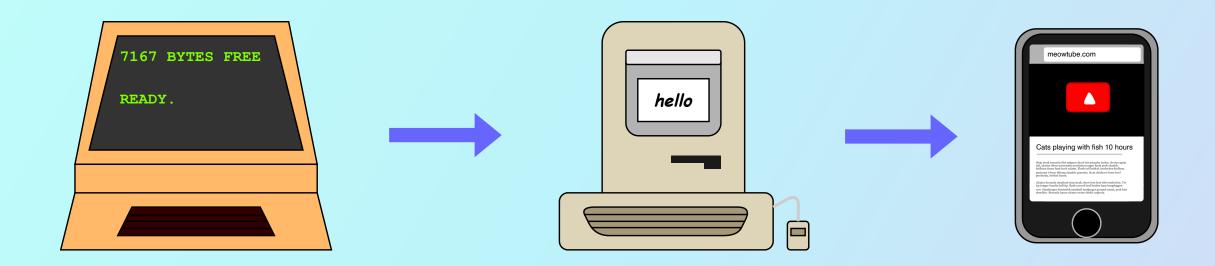
A11y

# What makes something accessible?





#### What makes something accessible?



#### 1977

The year of personal computing







TRS-80 **\$600** 

PET **\$800** 

Apple II **\$1300** 

#### Text-based interface

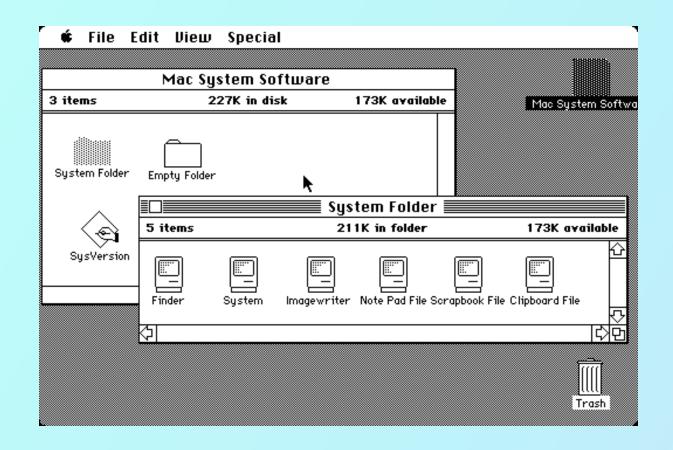
```
READY.
```

The first assistive (digital) technologies began to emerge



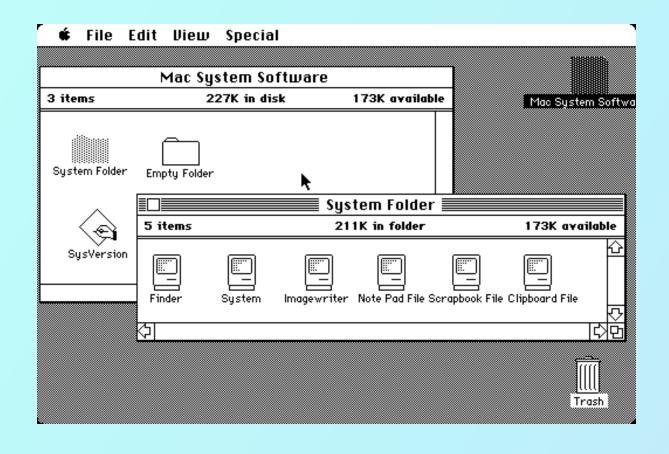


#### Graphical Interfaces





Graphical Interfaces === O Not 1:1 with a11y hardware





#### A need for standards and regulation emerged

- 1990: The Americans with Disabilities Act (ADA)
- 1994: Birth of the Internet and mainstream adoption of HyperText
- 1995: Windows 95 was the first OS to come with built in accessibility features
- 1996: pwWebSpeak by Productivity Works first web browser with built in text to speech
- 1998: Rehabilitation Act Section 508 passed, requiring all government services to be accessible
- 1999: World Wide Web Consortium (W3C) released **Web Content Accessibility Guidelines**.
- 2000: Microsoft Windows 2000 released, with an on screen keyboard option and the ability to translate text to speech for illiterate or blind users (5).
- 2005: OSX 10.4 (Tiger) released with VoiceOver included, though Windows SR was still much better until around 2008

Smart Phones and gesture based interactions



### 2016 to present

Many companies begin to make a commit toward ally

#### Google

- TalkBack
- Voice Access
- Switch Access
- Live Transcribe
- Live Caption
- Lookout

#### **Facebook**

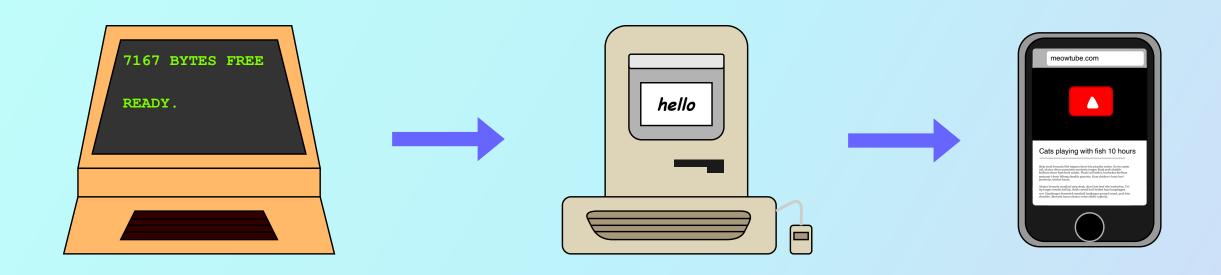
Automatic alt text

#### **Apple**

- VoiceOver built into all products
- Magnifier (with Lidar)
- LiveCaptions iOS 16 (Beta)
- (877) 204-3930

#### **Microsoft**

- Live Caption on MS Teams
- Immersive reader



Text Graphical Touch

# What does it mean to be accessible?

It means that your users, *regardless of ability*, can use your product to fulfill their goals



## Ability

## Experience

Read

#### Blurred

Article Talk

Color wheel

A color wheel or color

circle[1] is an abstract

illustrative organization of

color hues around a circle,

between primary colors,

secondary colors, tertiary

color wheel & color circle

colors etc.

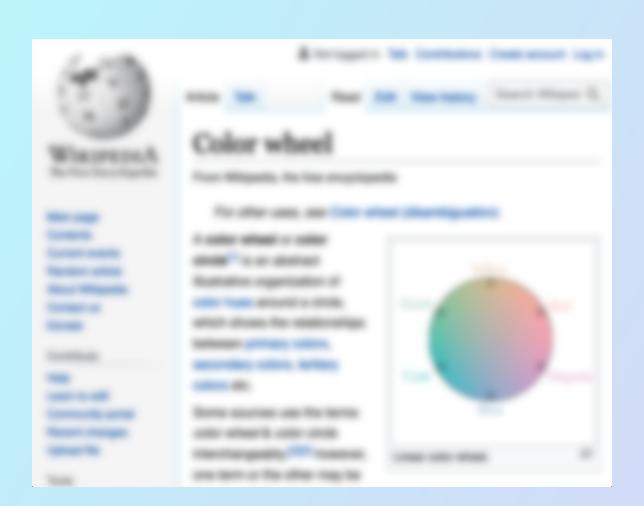


From Wikipedia, the free encyclopedia For other uses, see Color wheel (disambiguation). Yellow Green which shows the relationships Cyan Magenta Blue Some sources use the terms interchangeably;[2][3] however, ᄆ Linear color wheel. one term or the other may be

Search Wikiped Q

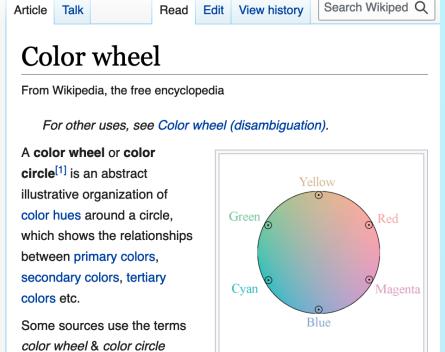
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Edit View history



#### Cloudy





Linear color wheel.

interchangeably;[2][3] however,

one term or the other may be

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ᄆ



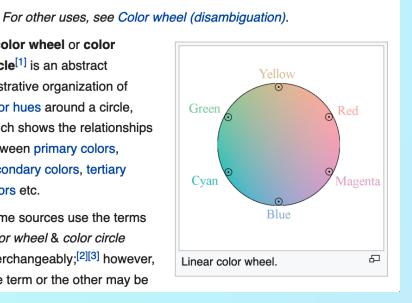
Tools

Read

#### Ghosting



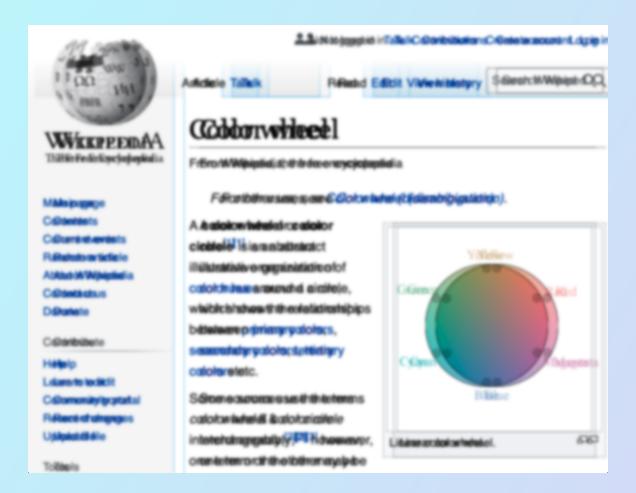
color wheel & color circle interchangeably;[2][3] however, one term or the other may be



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#### Snowy (static)



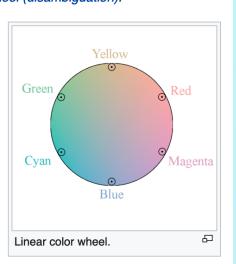
Some sources use the terms color wheel & color circle interchangeably;[2][3] however, one term or the other may be

which shows the relationships

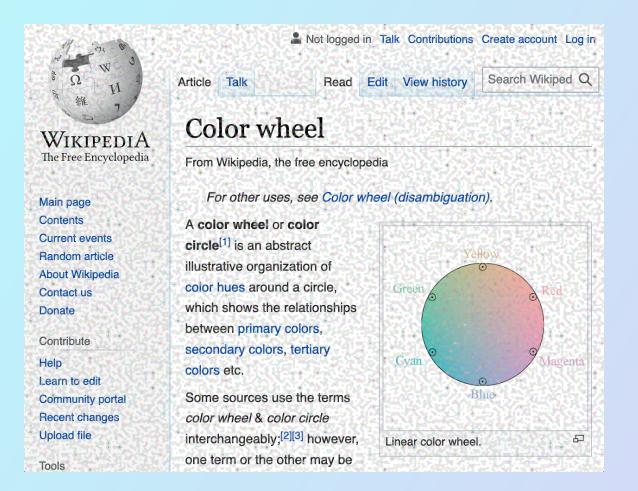
between primary colors,

secondary colors, tertiary

colors etc.



Search Wikiped Q



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Upload file

Tools

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Recent changes

Read

#### Contrast Loss

Article Talk

one term or the other may be

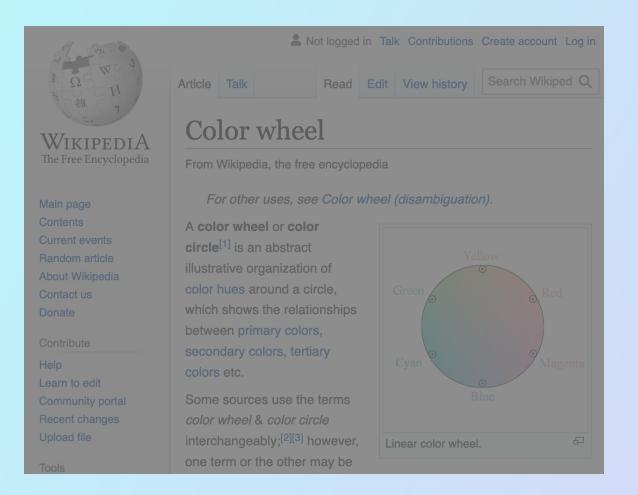


Color wheel From Wikipedia, the free encyclopedia For other uses, see Color wheel (disambiguation). A color wheel or color circle[1] is an abstract Yellow illustrative organization of color hues around a circle, Green which shows the relationships between primary colors, secondary colors, tertiary Cyan Magenta colors etc. Blue Some sources use the terms color wheel & color circle interchangeably;[2][3] however, ᄆ Linear color wheel.

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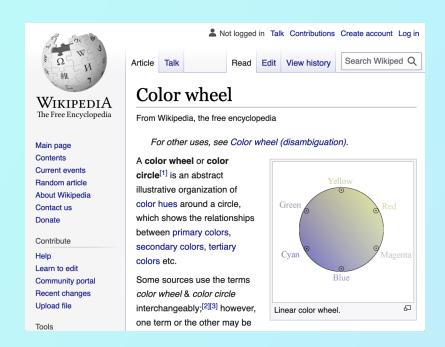
Edit View history

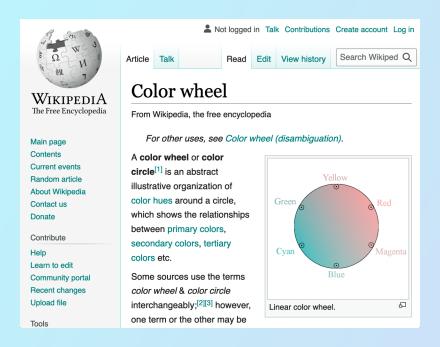
Search Wikiped Q

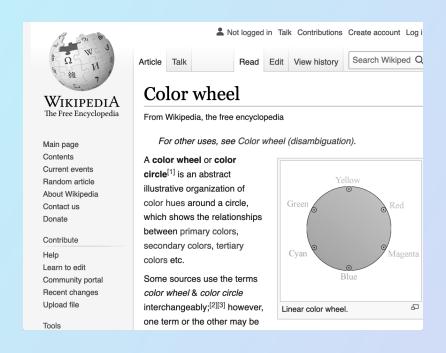


#### Color loss



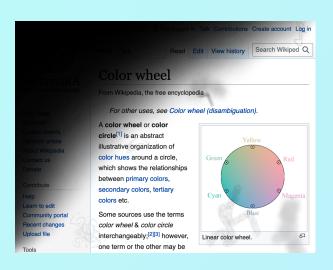






#### Partial Sight Loss

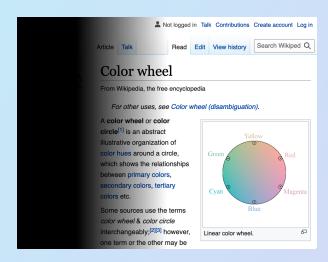




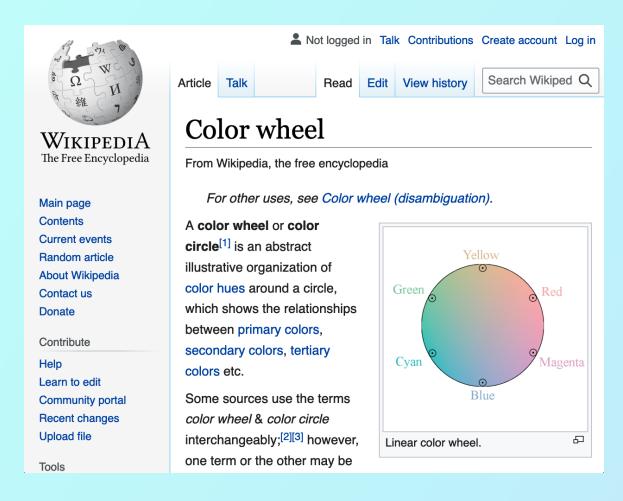








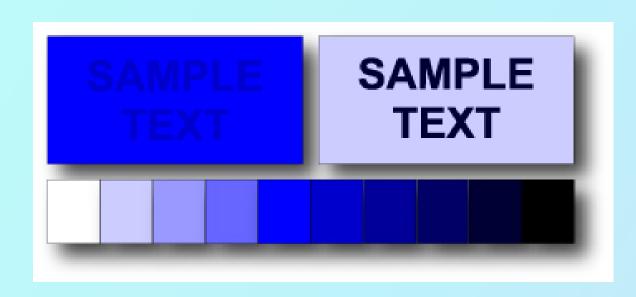
#### Total Sight Loss

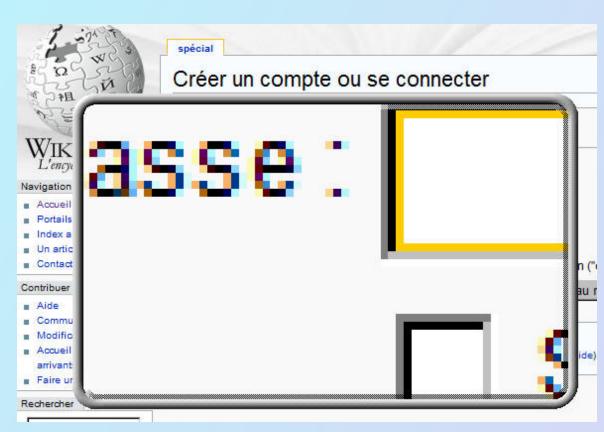




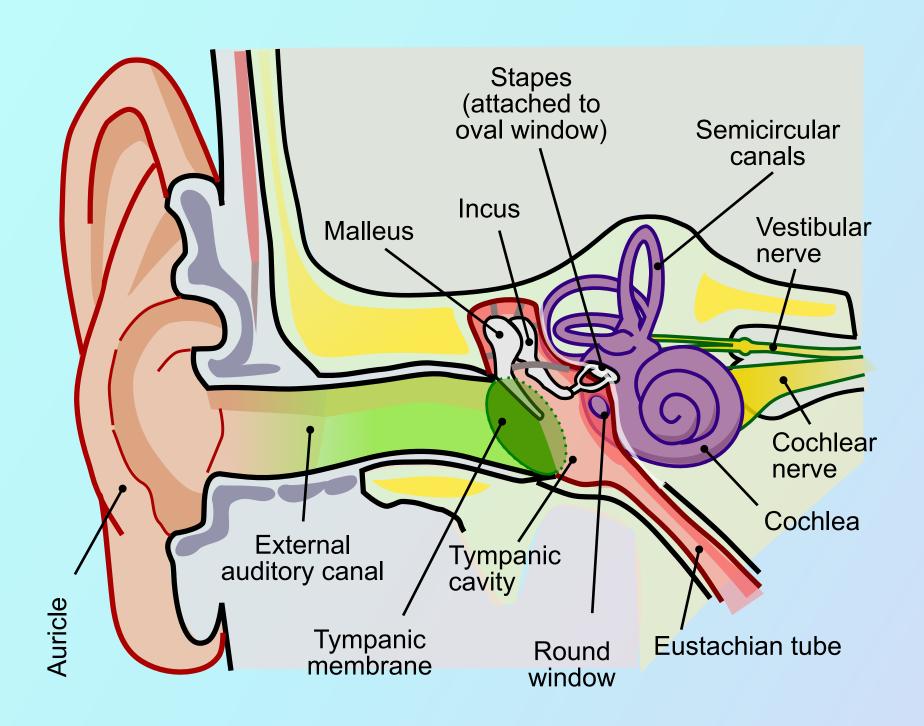
What should we support as we design and build our apps?

- Contrast and Customizable Colors
- Screen Magnifiers and Zoom
- Screen Reader Compatible





## **Auditory Experiences**



## Motor Experiences

#### Your users might...

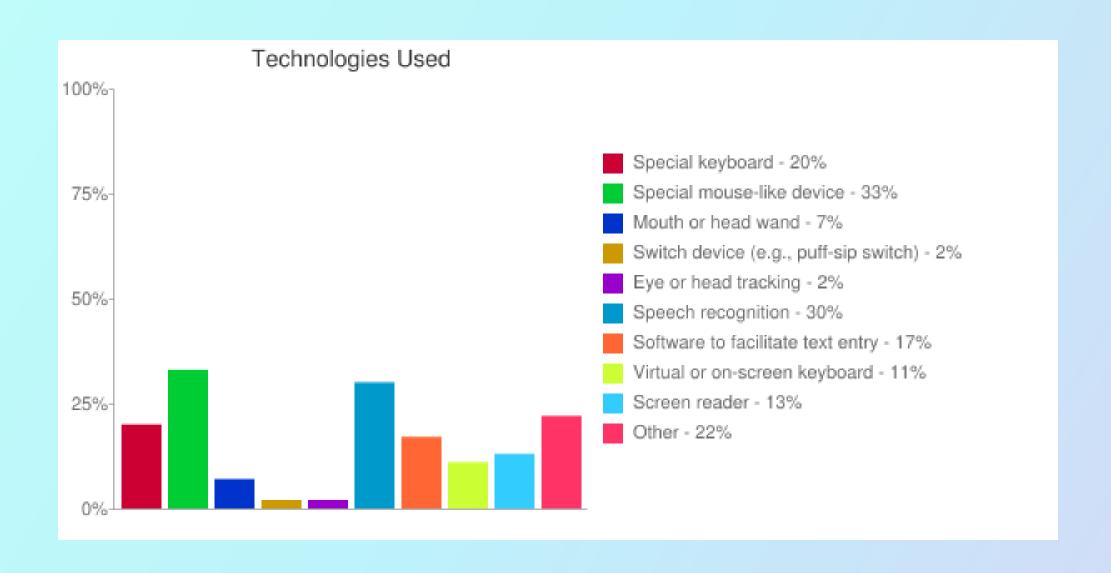
- avoid using the mouse
- find it hard to use a typical keyboard
- use voice-controlled software instead of physical interaction
- grow fatigued while using technology
- may not physically interact with their devices directly



Not only do I type with a headstick, but I drive my power wheelchair with my face. Having a strong neck is crucial to my daily function, particularly as a blogger.

Debbielynne Kespert, Christian blogger

## Motor Experiences



## Other Experiences

#### Physical Challenges:

- Photosensitivity
- Vestibular (inner ear) sensitivity



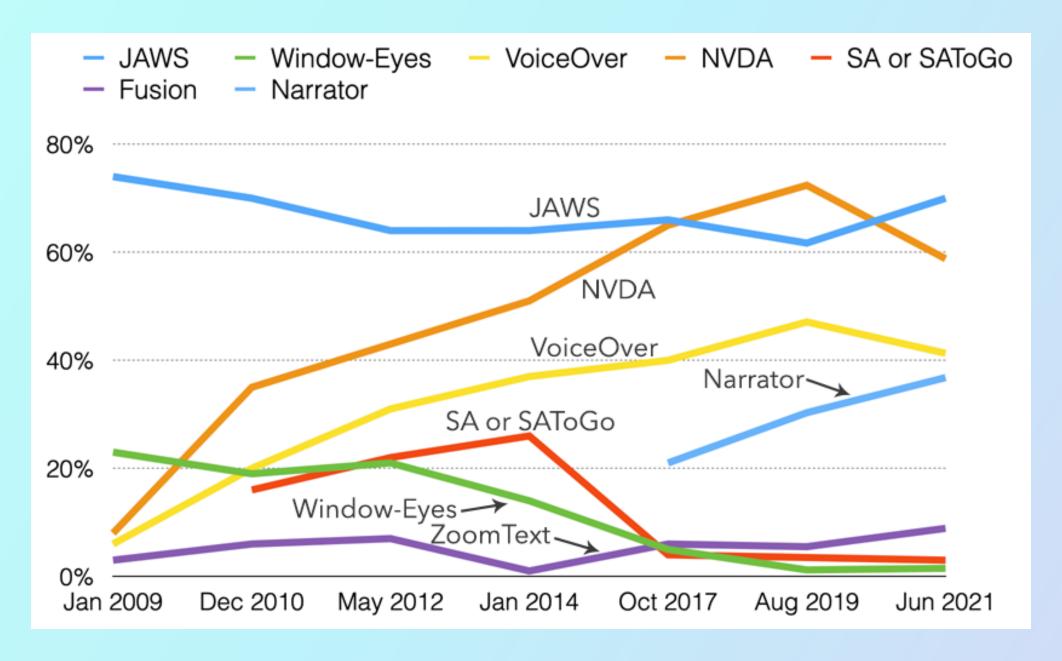
#### Cognitive Challenges:

- Memory limitations
- Attention
- Problem-solving
- Comprehension:
  - Visual
  - Reading, linguistic, and verbal
  - Math

# The Mighty Screen Reader

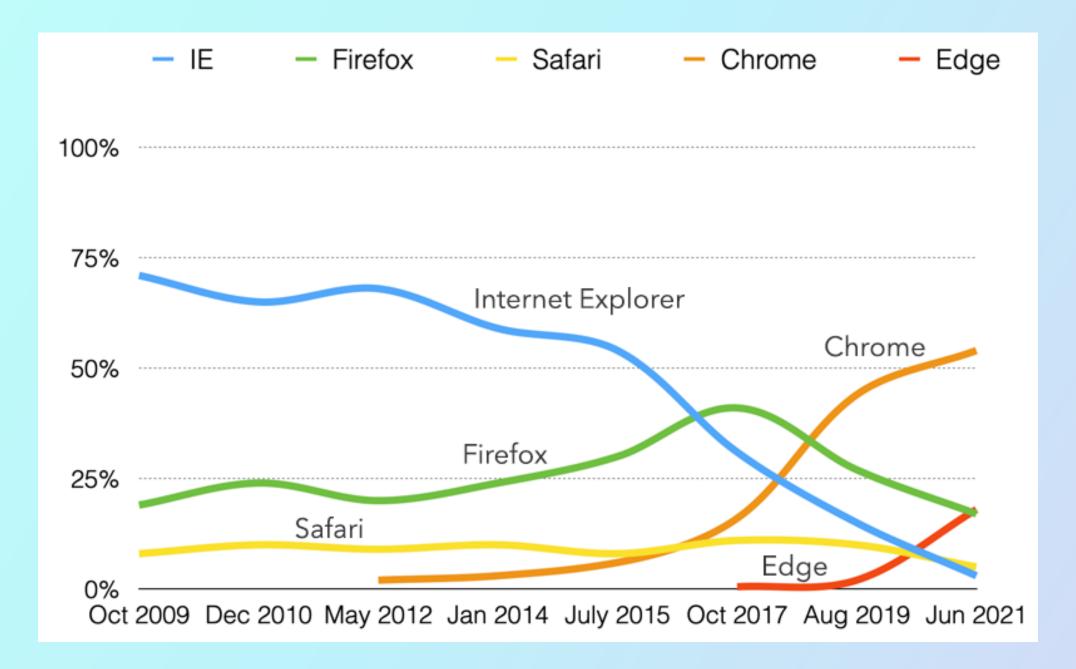


#### Primary Screen Reader



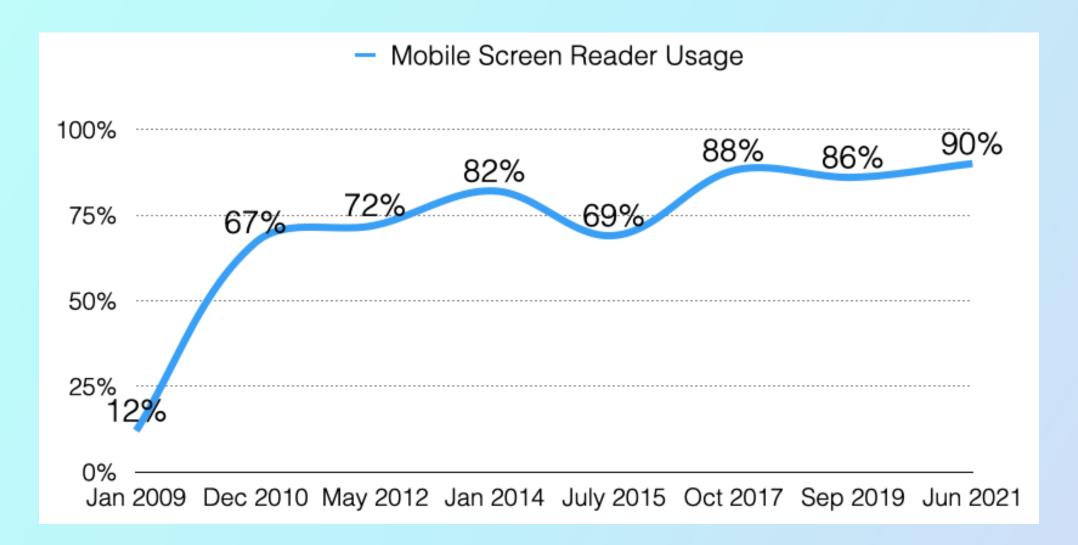
Most SR users own Windows devices

## **Browser (Desktop)**



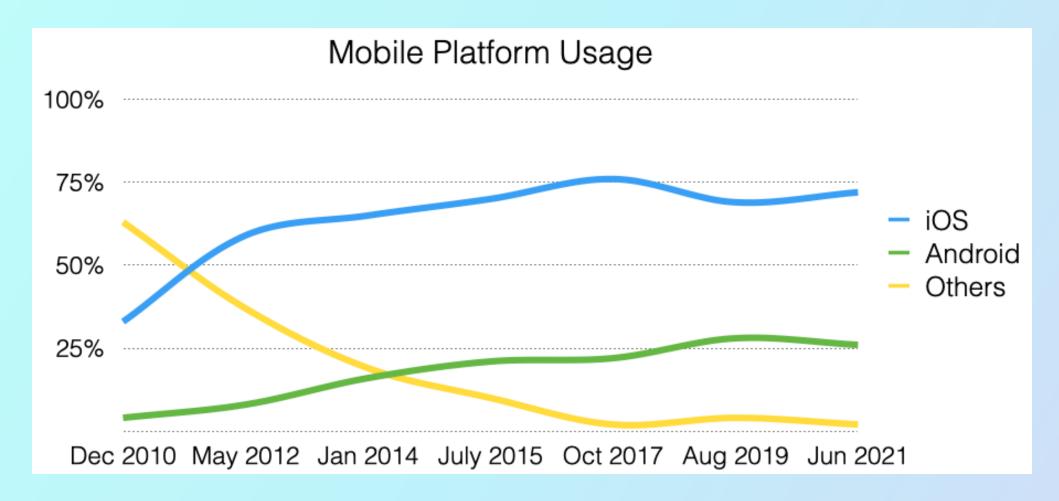
Windows users favor Chromium based browsers

## Mobile Screen Reader Usage



Mobile screen reader usage can not be "ignored"

#### Mobile OS



VoiceOver is the screen reader of choice on mobile devices

## "My team doesn't have resources to cover all of these. What should I do?

- Pick a screen reader, and know it well
- Audit your product
- Become familiar with current standards and practices
- "Which is the *best* screen reader for me to start with?
- If your application is desktop focused: JAWS (Windows)
- If your application is mobile-first: VoiceOver (Mac)

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# Standards, Practices & Patterns

#### Standards, Practices & Patterns

- Web Content Accessibility Guidelines (WCAG)
- Accessible Rich Internet Applications (ARIA)
- Web Accessibility in Mind (WebAIM)



#### Contrast Checker



https://webaim.org/resources/contrastchecker/

#### Let's talk about the DOM

#### HTML

<h1>Hello, World!</h1>

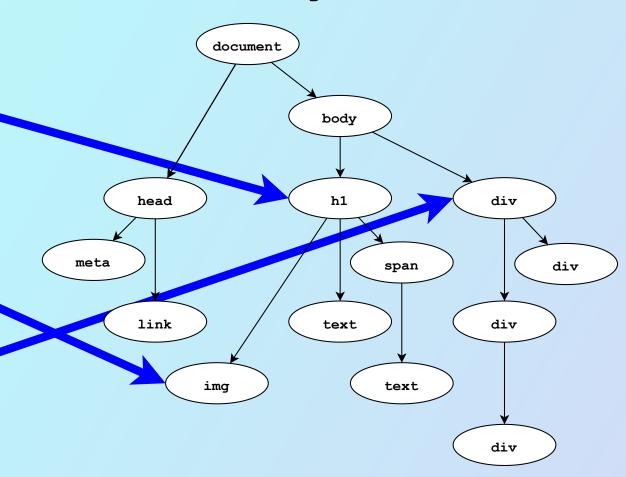
#### JavaScript

elem.createElement('img')

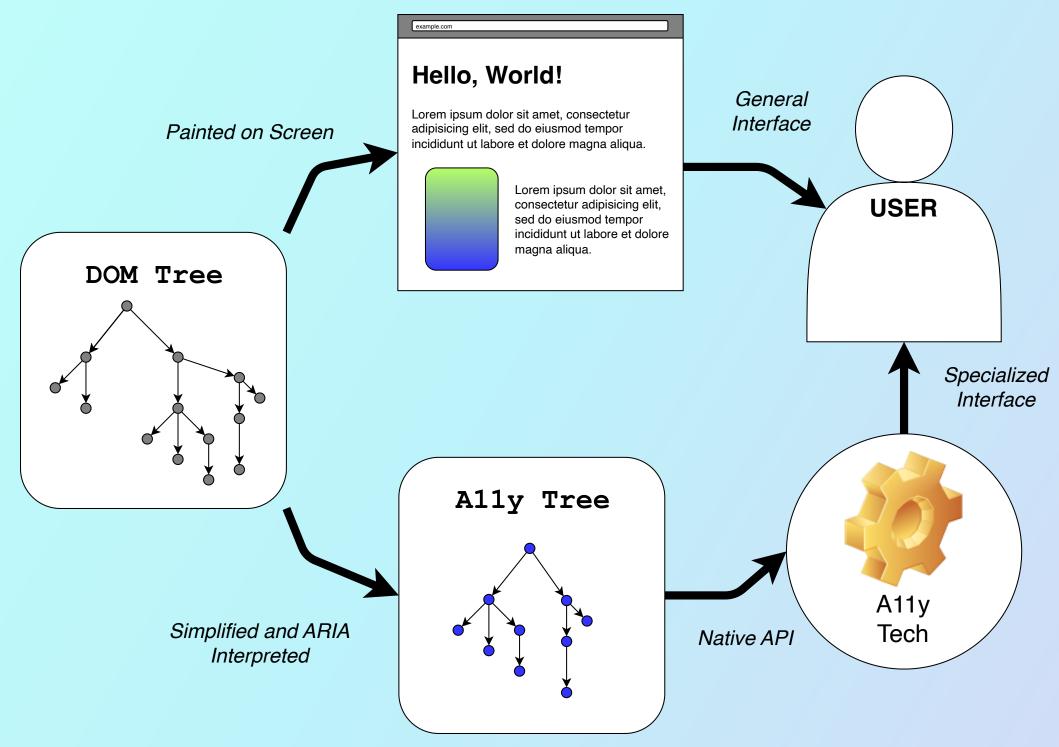
#### CSS

display: grid;

#### Document Object Model



#### Let's talk about the DOM





#### Syntax and Semantics

Syntax (or structure) comes from the language

```
<tag attribute="value">
  <child attribute1="value" attribute2="value" />
   Content
  </tag>
```

Semantics (or meaning) comes from the vocabulary we choose

```
<button onclick="openSettingsDialog">
  <img alt="Gear Icon" src="./icons/gear.svg" />
  Settings
</button>
```

# Everybody loves div

```
<div class="sidebar">
 <div class="option-group">
   <div class="bold">Price</div>
   <div class="option">
      <input type="radio" name="price" value="-25"/>
      Up to 25 < br/>
   </div>
   <div class="option">
      <input type="radio" name="price" value="25-100"/>
      $25 to $100<br/>
   </div>
   <div class="option">
     <input type="radio" name="price" value="100+"/>
     $100 & above<br/>
   </div>
 </div>
 <!-- ... [other filter options] ... -->
 <button type="submit">Search/button>
</div>
```

### Everybody should love all HTML

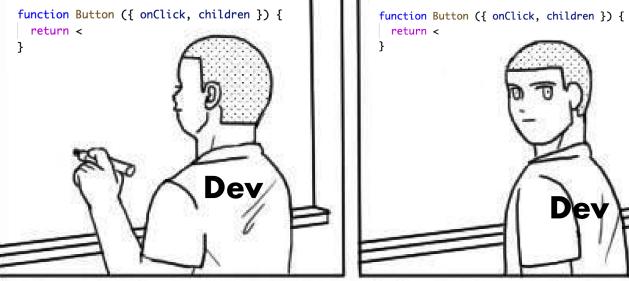
```
<aside>
 <form>
   <fieldset>
     <legend>Price</legend>
     <input type="radio" id="below25" name="price" value="-25"/>
     <label for="below25">Up to $25</label><br/>
     <input type="radio" id="below100" name="price" value="25-100"/>
      <label for="below100">$25 to $100</label><br/>>
     <input type="radio" id="over100" name="price" value="200+"/>
     <label for="over100">$100 & above</label><br/>>
   </fieldset>
   <!-- ... [other filter options] ... -->
    <button type="submit">Search</button>
 </form>
</aside>
```



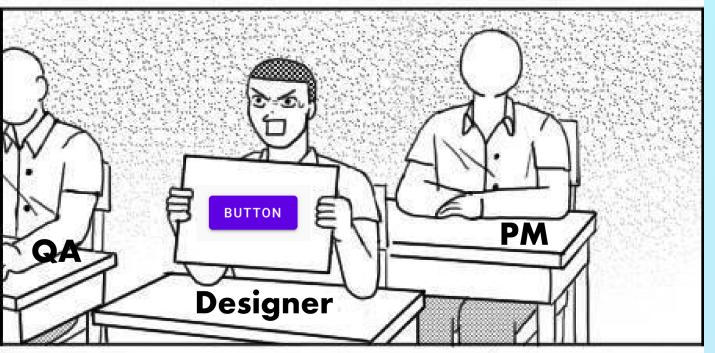
Naive HTML (Try it out: <a href="kylewest.dev/cp/rNvqVZW">kylewest.dev/cp/rNvqVZW</a>)



Semantic HTML (Try it out: <a href="kylewest.dev/cp/rNvqVZW">kylewest.dev/cp/rNvqVZW</a>)

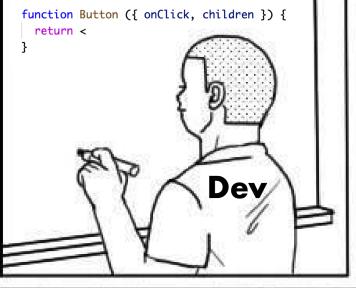


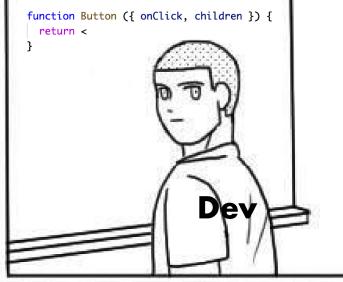


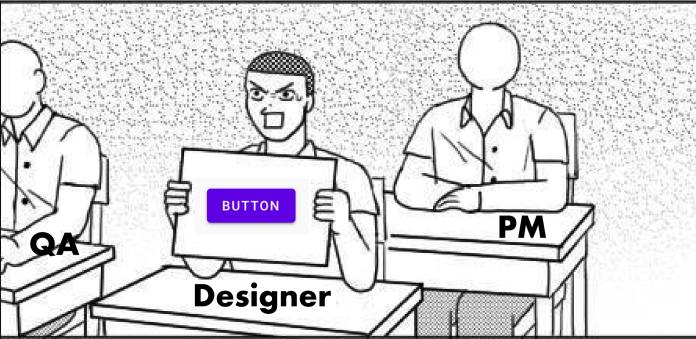


. . .

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He should have just used a native <button>

His solution works, but it is incomplete

#### No ARIA is better than Bad ARIA

"Functionally, ARIA roles, states, and properties are analogous to **CSS for assistive technologies**. For screen reader users, ARIA controls the rendering of their non-visual experience.

Incorrect ARIA misrepresents visual experiences, with potentially devastating effects on their corresponding non-visual experiences.

— ARIA Authoring Practices Guide (emphasis added)

99

# role

as in

<div role="feed">

## Two important principles

1. A role is a promise to the screen reader

```
<div role="button">Click Me</div>
```

2. ARIA can both cloak & enhance, creating both power & danger

```
  <a href="uri1">nav link 1</a>
  <a href="uri2">nav link 2</a>
```

The accessibility tree will error on this:

```
ERROR! Previous list items are not in a list!
```

#### Expressing semantics

The following are equivalents

```
<div role="table">
<button role="table">
```

Even CSS effects the Accessibility Tree

```
<style>
   .table {
     display: table;
   }
</style>

cbutton class="table">
```

# When in doubt, role always wins



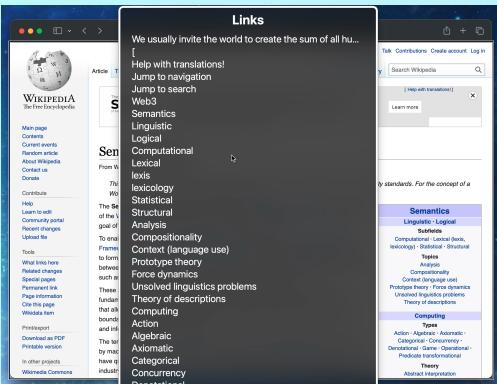
https://codepen.io/kylewestrrr/pen/abWMWZX

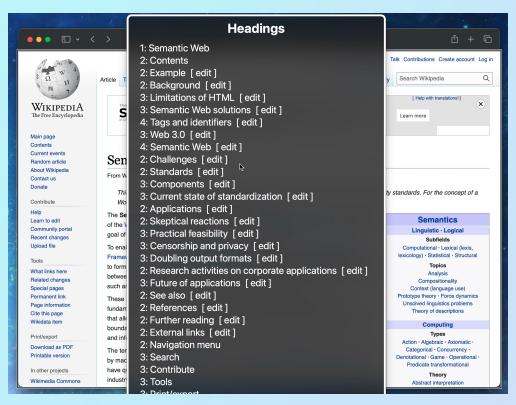
#### Landmarks

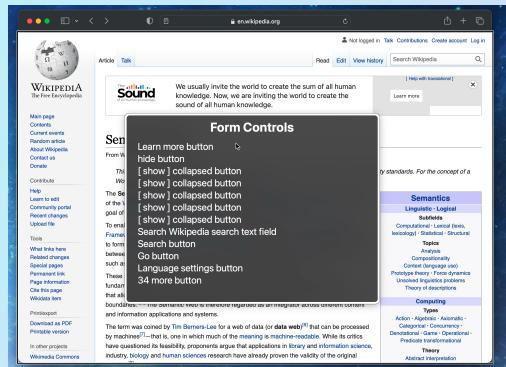


#### Traversable Semantics









# Naming and describing content

- name with child content
- name with a string attribute via aria-label
- name by referencing content with aria-labelledby
- name form controls with the <label> element
- name <fieldset> with the <legend> element
- name or describe and <figure> with <caption>
- fallback names are derived from title and placeholder attributes
- describe images by providing an alt attribute
- describe content by referencing content with aria-describedby

#### When to hide

Do this (when it makes semantic sense):

```
<img role="presentation" />
<svg aria-hidden>
  <!-- ... -->
</svg>
```

#### **DO NOT** do this:

<button aria-hidden>Settings/button>

### What's wrong with this?

Here is some real code I once saw:

```
<body>
    <div id="root" aria-hidden></div>
    <div id="screen-reader-root" class="visually-hidden"></div>
    </body>
```

# Resources

#### ARIA Authoring Practices Guide (APG)



https://www.w3.org/WAI/ARIA/apg/patterns/

#### Web Accessibility in Mind (WebAIM)



https://webaim.org

#### Web Content Accessibility Guidelines (WCAG)



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

#### Recap

- WCAG is the legal standard for Designing
- ARIA is the applicable standard for Developing
- WebAIM is a great resource for learning about real user experiences
- Make sure you have correct heading levels
- Label your inputs and images
- You should probably learn to a screen reader

# Accessibility = Usability



# Kyle West

Slides can be found at

kylewest.dev/slides

Feel free to reach out on Twitter with questions

@KyleWestCS

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