

Preparing Students with Disabilities
to Participate in a
Digital World

Accessible Design Design



A Two-Way Street

- Content Providers
 - Produce content that is accessible.
 - Based on concepts of “Universal Design”.
 - Platform-independent, device-independent.
- Content Receivers
 - Alternate means of access to information.
 - Use of assistive technology.

Content Providers

- Legal Issues
 - Rehabilitation Act, Section 508
 - Rehabilitation Act, Section 504
 - Americans with Disabilities Act
- Moral/Ethical Issues
 - Discriminatory practices, even when unintended
- Good Business Practice
 - Broadening potential customer base
 - Accommodating range of customer abilities

Content Receivers

- Diversity of access in non-disabled population
 - Variety of Operating Systems, Programs
 - Use of PDA's, SmartPhones, etc.
- Diversity of access in disabled population
 - Use of "standard" technology with adaptations
 - Development of "standard" assistive tech tools
 - Less need for single-purpose device solutions
- Crossover
 - Development of tech for a few helps many

Who Owns Responsibility?

- Content Providers
 - Provide content that is accessible to assistive technology devices and software
 - Note: this does not mean "accessible to *specific* assistive technology devices and software"
- Content Receivers
 - Utilize available assistive technologies
 - Commit to learning different ways of doing things

Content Providers Today

- Implement UD in program design
 - Device-independence
 - Multiple means of input/output
- Voluntary Product Accessibility Template (VPAT)
 - Requires significant effort by the provider
 - Required by Federal Government

How do they test?

- Keyboard-only access
 - Assures device-independence
- Windows “High Contrast” mode
 - Assures device-independence, AT access
- JAWS (generally, version 9+)
 - Assures AT access to output
- ZoomText
 - Assures system focus maintained
- WAT (Web Accessibility Toolbar)

nowwaitaminnit...

- Those are Windows-specific, aren't they?
- Yep.
- Alternative tests necessary for Mac-based programs
 - Same tests apply for web-based programs
 - Line between “client based” and “web based” programs is now very blurry

How Can Educators Help?

- Familiarize students (especially SWD) with standard technology and assistive technology as life skills
- Infuse use of AT into all areas of the curriculum
- Insist on accessible materials
 - Key tenet of Universal Design for Learning
 - “Fix the curriculum, not the kid.”

Today's Hot-Button Areas Tomorrow

- Web-based interactive technologies
 - Online Public Education
 - Course participation
 - Testing
 - Equitable infusion of technology in curriculum
 - Tools
- More Examples
 - Web-based OIP Decision Framework
 - TCReliant Videoconference Manager
 - ODE Website – Accessibility of Public Information
