

SAS[®] GLOBAL FORUM 2019

USERS PROGRAM

APRIL 28 - MAY 1 | DALLAS, TX



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Introducing Accessibility

What a complete waste of time and effort

Introducing Accessibility

- Why Bother?
- Disability and IT
- Who and How?
- Standards and Guidelines
- Other Accessibility Considerations
- Accessibility Tools

Introduction – Why?

- **Accessibility**

Accessibility means that people with disabilities can perceive, understand, navigate, and interact with computer technology

- **Disability**

Anyone with a long-term mental or physical impairment which affects their ability to carry out day-to-day activities. Long term meaning that is has lasted or is expected to last a year or more.







Introduction – Why?

- Extent in world population
 - Over 1 billion people – 20% population ⁽¹⁾
 - 285M Blind or Partially Sighted people in World ⁽²⁾
 - 275M Deaf and Hearing Impaired ⁽³⁾

1. www.handicap-international.org.uk
2. WHO (2012)
3. WHO (2004)

Introduction – Why?

- Extent in US population
 - 56.7 million people – 19.3% population ⁽¹⁾
 - 17% are born with disabilities ⁽¹⁾
 - 8.1 million people with sight problems ⁽¹⁾
 - 7.6 million Deaf and Hearing Impaired ⁽¹⁾
 - Total spending power - \$490 bn ⁽²⁾

1. Americans with Disabilities: 2010 www.census.gov/prod/2012pubs/p70-131.pdf

2. American Institutes for Research (AIR)—A Hidden Market

Introduction – Why?

- The UN Convention on the Rights of Persons with Disabilities ⁽¹⁾ states:

"States Parties shall also take appropriate measures to promote access for persons with disabilities to new information and communications technologies and systems, including the Internet."

- Americans with Disability Act ⁽²⁾ requires:

that all people have equal access to goods, services, and communication
- Section 508

1. <https://www.un.org/development/desa/disabilities/convention-on-the-rights-of-persons-with-disabilities/article-9-accessibility.html>

2. <https://www.ada.gov/>

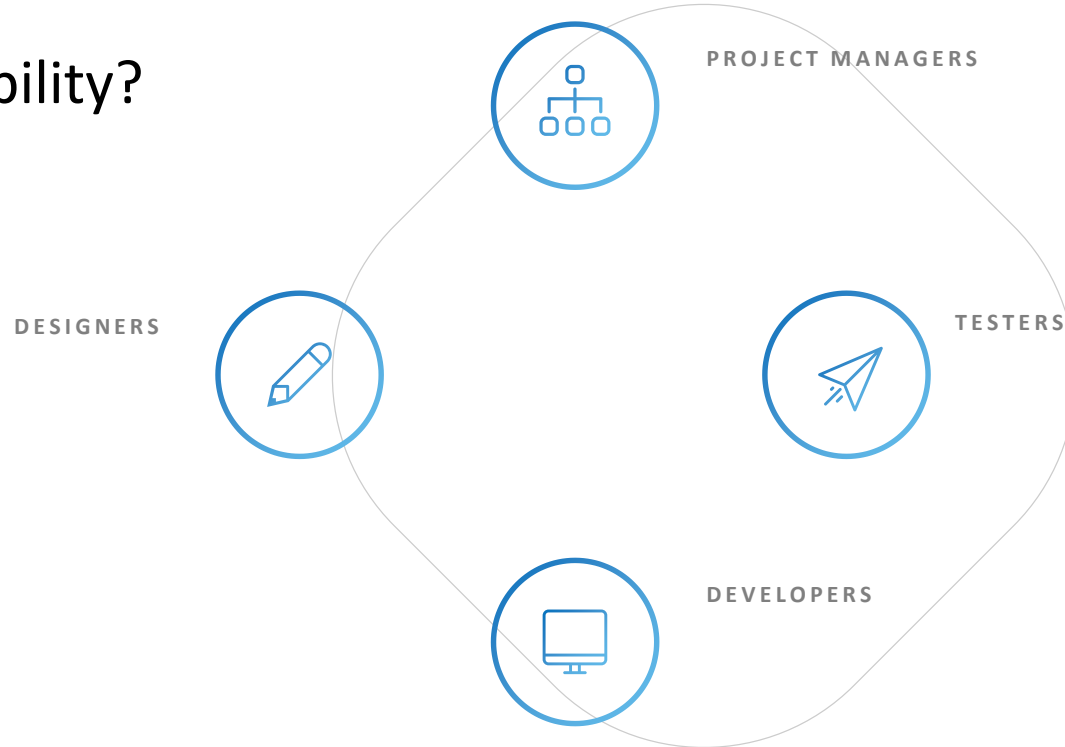
Introduction – Disability and IT

- Vision
 - Completely blind
 - Partial sight
 - Colour Blindness
- Hearing
 - Complete deafness
 - Partial hearing loss
- Thinking
 - Difficulty understanding content
 - Dyslexia

Introduction – Disability and IT

- Learning and Remembering
 - Inability to learn new or complex information or processes
 - Inability to remember previous experiences
- Movement
 - Limb disorder
 - RSI, carpal tunnel syndrome

Who Is Responsible For Accessibility?



How to Achieve Accessibility



FOLLOW
STANDARDS



TALK TO OTHER
PEOPLE



UNDERSTAND
DIFFERENT
USER AGENTS



TEST



KEEP IT SIMPLE
(USE COMMON
SENSE)

The background features a 3D grid of spheres. The spheres are arranged in a perspective view, receding into the distance. Most spheres are white, but a diagonal path of blue spheres runs from the bottom-left towards the top-right. The overall lighting is soft and diffused, creating a clean, modern aesthetic.

WCAG and Other Standards

If you have an evening spare...

POUR

- Perceivable
 - Content is made available to the senses - sight, hearing, and/or touch
- Operable
 - Interface forms, controls, and navigation are operable
- Understandable
 - Content and interface are understandable
- Robust
 - Maximize compatibility with current and future user agents, including assistive technologies

Web Content Accessibility Guidelines

- WCAG 1.0
 - First set 1994
 - 38 different sets before 1998
 - WCAG 1.0, 1999
- WCAG 2.0
 - 2008
- WCAG 2.1
 - June 2018

Web Content Accessibility Guidelines

- WCAG – Priorities and Level
 - Priority 3 = Level AAA
Difficult
 - Priority 2 = Level AA
Something of a challenge
 - Priority 1 = Level A
Easier

Other Standards

- EN 301 549
- Microsoft Accessibility
- UK Government Service Manual

However...

- They essentially boil down to POUR and WCAG

Guidelines and Resources

- W3C guidelines

<http://www.w3.org/WAI/intro/components>

<http://www.w3.org/WAI/GL/WCAG20/tests>

- UK Government Service Manual

<https://www.gov.uk/service-manual/helping-people-to-use-your-service/making-your-service-accessible-an-introduction>

- Microsoft

<https://developer.microsoft.com/en-us/windows/accessible-apps>

Guidelines and Resources

- Colour Contrast Analyser

<https://www.paciellogroup.com/resources/contrastanalyser/>

- WebAIM

<http://webaim.org/techniques>

- A11y

<http://a11yproject.com/>

- Tenon

<http://tenon.io/>

Other Accessibility Considerations

- ARIA
- Agile
- The Importance of 100% Accessibility
- Usability
- Automated Testing

ARIA

- A way of marking up content to be more understandable by assistive technologies
- Does not interfere with the way a browser displays/behaves
- Roles
 - Link, Combobox, Checkbox, Button
- States & Properties
 - aria-disabled, aria-hidden, aria-invalid, aria-required

ARIA

- Important - ARIA is a sticking plaster
 - Useful for fixing code
 - Is useful in a few instances, e.g. when needing to apply several labels to a form field.
 - Can be written to provide fully accessible functionality, but
 - It's not easy
 - Will almost certainly break standard screen reader functionality and may render page unusable.



Agile

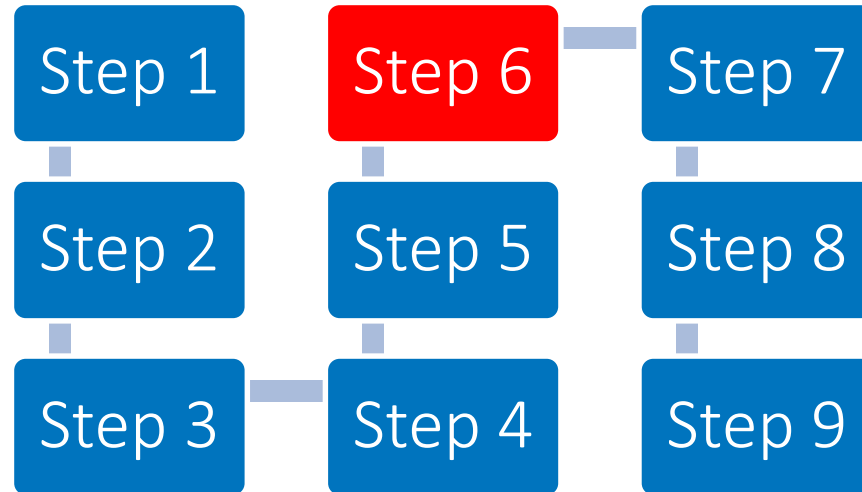
- Waterfall
 - Large accessibility effort once or twice a year
 - Accessibility seen as a “nice to have” that can be quickly fixed at the end of the project
 - Hmmm

Agile

- Agile
 - Too expensive for regular extensive tests
 - Accessibility Champions
 - Design with accessibility in mind
 - Develop with accessibility in mind
 - Everyone is responsible
 - Given the right focus, everyone learns about its importance

100% Accessibility

- Less than 100% is unlikely to be good enough.



MyPortfolio

User

e.g. JohnS

Password

Forgot your password?

Login

Usability

- Not talking about standard usability here.
- An application can pass all criteria to be deemed accessible, but still not be sensibly usable by an assistive technology user.
- 2004 DRC Report surveyed 1000 publicly available web sites
 - 45% of empirical problems not trapped by W3C checkpoints
 - On average 108 individual access barriers per page!

Story (C) - <New> - Terry Clarke - No Headline

Details 5

Copy Associations Media

Categories

Language: English 12

Sections:

- UKFS News v3
- [Not Live] Not in Website
- [Not Live] Background
- Business
- Education
- Entertainment
- [Not Live] Events
- Front Page
- [Not Live] Front Page - Short
- Health
- Help
- In Depth
- [Not Live] Prep Obits - Will Not Publish
- Programmes
- Sci/Tech
- [Not Live] Special Report
- [Not Live] Syndication
- Talking Point
- Technology
- UK 1
- UK Politics
- World
- [Not Live] avconsole
- [Not Live] puffbox
- England
- Email News
- Northern Ireland
- Scotland

Sign Off

Written 9

Approved 2

LIVE 3

Signed Off Date

Published At:

Appearance

Skeleton:

Layout: 11 Standard Story Layout

The story will be published using the standard story layout template.

Story Properties

Originator Terry Clarke

Current Owner

Selected home UKFS News v3 :: UK Politics

Implied home IFS News v3 :: UK News :: Politics

Preview 6 Save 7 Parent Story Snell Check 8 Close 10

Usability

- If the standards are not good enough, how can you test/develop for this?
- You have to put yourself in the mind of the disabled person!
 - Can they do this?
 - Even if they can is it going to take too long?

Automated Testing

- Great in principle
- Hundreds of different tools
- Pick up “simple” errors
- Get 40% AT BEST

Assistive Technology Tools

- Screen Readers
 - Jaws
 - NVDA
 - VoiceOver, VoiceAssist
 - Narrator
 - Braille
- Magnifiers
 - Zoomtext
 - Zoom
 - Magnifier

Assistive Technology Tools

- Voice Recognition
 - Dragon,
 - Siri?
- Dyslexia
 - TextHelp
- Mind Mapping
- Ergonomic Mice
- Ergonomic Keyboards

Demonstrations

- Jaws
- Dragon

Assistive Technology Tools

- What if there are problems even with these tools?

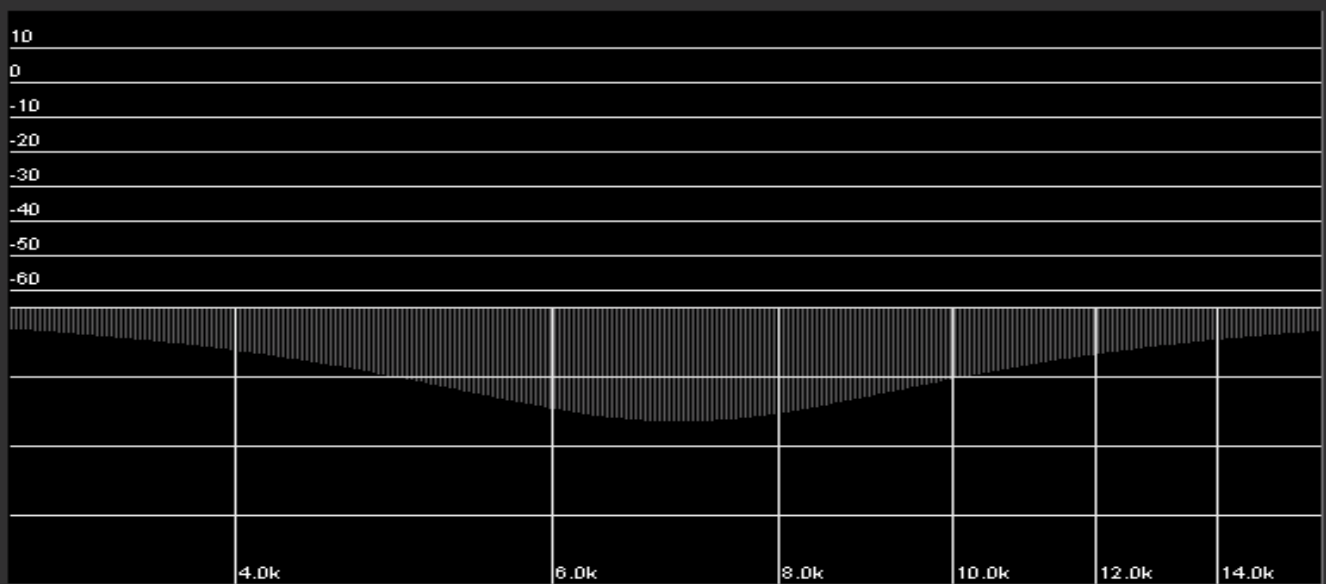


Home Chan Sum Monitor Routing Snapshot Admin Login C/R S 1 S 2 S 3 OnAir 3000 Meter PF

Ph DeEs EQ DYN AUX Mix A B R FDR Bus Meter AF

Input

◀ LogInp 2 ▶



Meter N-X Send

GRM C/L

GRM DeEs

Fader Stopwatch 00:00:00

Stopwatch 00:00:00

Auto Thr ON

Frequency 7.04 kHz Q 1.4 Threshold 9 dB Attenuation 0 dB

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Thank you!

Contact Information
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Reminder:

Complete your session survey in the conference mobile app.

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