# ACCESSIBILITY FOR LEARNING

## WHAT IS WCAG?

The World Wide Web Consortium maintains Web Content Accessibility Guidelines (WCAG) that provide standards and criteria for evaluating accessibility based on four principles.

**FOUR PRINCIPLES OF ACCESSIBILITY**
1. Perceivable
2. Operable
3. Understandable
4. Robust

## WHAT LEARNER NEEDS ARE ADDRESSED?

All learners get the same learning benefit regardless of how they interact with the course.

Learners who are deaf, hearing impaired or unable to listen to audio and video need a text transcript or closed captions to read instead.

Keyboard users must be able to access and navigate content in the intended order (i.e., tab order) without getting stuck, lost or kicked out.

Learners who are blind or sight-impaired use a keyboard plus a screen reader that reads content aloud. All content must be keyboard accessible for the screen reader to access it.

## SOME BEST PRACTICES

- Consult representative learners. Request feedback and help with testing if possible.
- If you can't make it accessible, then adapt the design or provide an accessible alternative.
- Use consistent structures, headings, labels, etc..
- Ensure readable text sizes + sufficient contrast between text and background. Check contrast at webaim.org.
- In virtual sessions, describe what can't be seen (e.g., For those on the phone…).

## WHAT TOOLS ARE AVAILABLE?

These tools create output that meet some or all WCAG standards required to create accessible training. For details, see the notes. This information is for informational purposes and does not replace consultation with Product Support.

| Tool | More Info |
|---|---|
| Articulate RISE | Rise Keyboard Accessible Navigation |
| Articulate Storyline 360 | Storyline 360 Supports Web Content Accessibility Guidelines |
| Brightspace/D2L | D2L Enablement Reference on D2L |
| Broadcast | Accessibility Basics page – Broadcast section |
| dominKnow Flow | dominKnow's elearning-accessibility page |
| Microsoft Teams | Microsoft Teams accessibility options and features |

## SOME THINGS TO AVOID

- Avoid instructions that rely solely on sensory traits like shape, color and location.
- Avoid unnecessary and unexplained changes in context.
- Avoid excessive animation and flashing effects.
- Avoid background audio/music that obscures one's ability to hear the actual content.
- Avoid drag and drop questions and matching activities that require spacial awareness and vision.

## WHERE TO LEARN MORE

- Why Accessibility Matters
- Accessibility Portal
- CIOs Accessibility Learning Board
- CIOs Creating Accessible Documents Learning Board
- Accessibility Center of Excellence Circle
- Web Accessibility Training on Percipio for Accenture

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