

Lab #2 (Accessibility) Outline

Goal:

- Realize there is an accessibility problem/issue
- Learn about existing rules and regulations
- Learn about existing tools and their limitations
- Decide for themselves on where to draw the line (very hard to get it perfect)

Part 1: Learn about Rules and Regulations

- Web Content Accessibility Guidelines 2.0 Working Draft
<<http://www.w3.org/TR/WCAG20/>>
- IBM Developer Guidelines to Software Accessibility
<<http://www-3.ibm.com/able/guidelines/software/accesssoftware.html>>
- Software Engineering Code of Ethics (especially 1.07)
- Rehabilitation Act (Section 508)
<<http://www.section508.gov/index.cfm?FuseAction=Content&ID=11>>
- American Disabilities Act – Applying the ADA to the Internet
<http://www.icdri.org/CynthiaW/applying_the_ada_to_the_internet.htm>
- Macromedia Flash and Accessibility
<<http://www.macromedia.com/macromedia/accessibility/features/flash/>>

Part 2: Tools

- Windows XP Accessibility Tools
 - Magnifier
 - Narrator
 - MouseKeys
- Microsoft Accessibility Tools
<<http://www.microsoft.com/enable/guides/default.aspx>>
- IBM Home Page Reader
<http://www-306.ibm.com/able/solution_offerings/hpr.html>
- Elinks (Linux only!)
<<http://elinks.or.cz/>>
- Lynx
<<http://lynx.isc.org/release/>>
- Xpress It!
<http://www.conchbbs.com/xpress_it.htm>
- Window-Eyes
<<http://www.gwmicro.com>>

Part 3: Websites/Software

- visit and rate commercial websites (that provide services)
- visit and rate websites of companies that develop accessibility software
 - at least 5 websites
 - use rating template
 - make graphical statistics of rating
 - contact webmaster
- use and rate a variety of programs that are installed on the lab computers
 - at least 5 programs
 - use rating template
 - make graphical statistics of rating