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
- 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
- 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