PŘÍSTUPNOST V PROSTŘEDÍ ÚŘADU – PRAKTICKÉ UKÁZKY TESTOVÁNÍ

ISSS 2018

Program

Registrace

Informace



AtoS ČESKA S ISSS/V4DIS 21. ročník konference ISSS 9.-10. dubna 2018, Hradec Králové, Kongresové centrum Aldis Sborník **I** Program Fotogalerie



spořitelna

Spolupráce

Kontakt

RADEK PAVLÍČEK, STŘEDISKO TEIRESIÁS MASARYKOVY UNIVERZITY

PŘÍSTUPNÝ WEB, APLIKACE ČI DOKUMENT SE SNÁZE POUŽÍVÁ I BĚŽNÝM NÁVŠTĚVNÍKŮM

CESTA K PŘÍSTUPNÉMU WEBU ÚŘADU

ZNALOSTI

NÁSTROJE

NADŠENÍ PRO VĚC

PERSONALNÍ IFINANČNÍ ZDROJE

ZNALOSTI

MATERIÁLY NA WEBU



WAI: Strategies, guidelines, resources to make the Web accessible to people with disabilities

W3C Home

Web Accessibility Initiative (WAI) Home

Getting Started

Designing for Inclusion

Guidelines & Techniques

Planning & Implementing

Evaluating Accessibility

Presentations & Tutorials

Getting Involved with WAI

<u>Discover new resources</u> for people with disabilities, policy makers, managers, and you!

άβε本事のб Translations

"The power of the Web is in its universality. Access by everyone regardless of disability is an essential aspect."

-- <u>Tim Berners-Lee</u>, W3C Director and inventor of the World Wide

Web Accessibility Initiative (WAI)

Highlights

For Review: ATAG Last Call Working Draft updated

The Authoring Tool Accessibility Guidelines <u>ATAG 2.0</u> Working Draft is updated based on public comments and clarifications identified while developing tests for ATAG. The updates, which include <u>3 substantive changes</u>, are available for review through **1 October 2013**. The ATAG Working Group has prepared a test suite and preliminary data on ATAG 2.0 implementations, and is looking for people interested in coordinating with the Group to help test specific authoring tools for conformance to ATAG 2.0. (2013-Sept-10)

WCAG2ICT Note: Guidance on Applying WCAG 2.0 to Non-Web ICT

WAI is pleased to announce publication of the completed <u>Guidance on Applying WCAG 2.0 to Non-Web Information and Communications Technologies (WCAG2ICT)</u> as an informative W3C Working Group Note. WCAG2ICT provides guidance on the interpretation and application of WCAG 2.0 to non-web documents and software. It is the result of a collaborative effort to support harmonized accessibility solutions across a range of technologies. Learn more from the <u>WCAG2ICT Overview</u>. (2013-Sept-05)

WAI develops...

- guidelines widely regarded as the international standard for Web accessibility
- support materials to help understand and implement Web accessibility
- resources, through international collaboration

WAI welcomes...

- participation from around the world
- volunteers to review, implement, and promote guidelines
- dedicated participants in working groups

Announcements

- Web Accessibility Specialist
 position open, based in Europe
- WAI-ACT Project
- Get WAI Announcements

Events, Meetings, Presentations

■ EOWG face-to-face meeting in conjunction with <u>W3C TPAC</u> 11-15 November in Shenzhen, China

[WAI Presentations] [Past WAI Events]



Web Content Accessibility Guidelines (WCAG) 2.0

W3C Recommendation

This version:

http://www.w3.org/TR/2008/REC-WCAG20-20081211/

Latest version:

http://www.w3.org/TR/WCAG20/

Previous version:

http://www.w3.org/TR/2008/PR-WCAG20-20081103/

Editors:

Ben Caldwell, Trace R&D Center, University of Wisconsin-Madison Michael Cooper, W3C

Loretta Guarino Reid, Google, Inc.

Gregg Vanderheiden, Trace R&D Center, University of Wisconsin-Madison

Previous Editors:

Wendy Chisholm (until July 2006 while at W3C)

John Slatin (until June 2006 while at Accessibility Institute, University of Texas at Austin) Jason White (until June 2005 while at University of Melbourne)

Web Content Accessibility Guidelines (WCAG) 2.1



W3C Candidate Recommendation 30 January 2018

This version:

https://www.w3.org/TR/2018/CR-WCAG21-20180130/

Latest published version:

https://www.w3.org/TR/WCAG21/

Latest editor's draft:

https://w3c.github.io/wcag21/guidelines/

Implementation report:

https://www.w3.org/WAI/WCAG21/implementation-report/

Previous version:

https://www.w3.org/TR/2017/WD-WCAG21-20171207/

Latest Recommendation:

https://www.w3.org/TR/WCAG20/

Editors:

Andrew Kirkpatrick, Adobe, akirkpat@adobe.com
Joshue O Connor, Invited Expert, InterAccess, josh@interaccess.ie
Michael Cooper, W3C, cooper@w3.org

WCAG 2.0 Editors:

1

[contents]



Techniques for WCAG 2.0

Techniques and Failures for Web Content Accessibility Guidelines 2.0

W3C Working Group Note 3 January 2012

This version:

http://www.w3.org/TR/2012/NOTE-WCAG20-TECHS-20120103/

Latest version:

http://www.w3.org/TR/WCAG20-TECHS/

Previous version:

http://www.w3.org/TR/2010/NOTE-WCAG20-TECHS-20101014/

Editors:

Michael Cooper, W3C

Loretta Guarino Reid, Google, Inc.

Gregg Vanderheiden, Trace R&D Center, University of Wisconsin-Madison

Previous Editors:

Ben Caldwell (until September 2010 while at Trace R&D Center, University of Wisconsin-Madison) Wendy Chisholm (until July 2006 while at W3C)

John Slatin (until June 2006 while at Accessibility Institute, University of Texas at Austin)

Accessible Rich Internet Applications (WAI-ARIA) 1.1



W3C Recommendation 14 December 2017

This version:

https://www.w3.org/TR/2017/REC-wai-aria-1.1-20171214/

Latest published version:

https://www.w3.org/TR/wai-aria-1.1/

Latest editor's draft:

https://w3c.github.io/aria/

Implementation report:

https://w3c.github.io/test-results/wai-aria/

Previous version:

https://www.w3.org/TR/2017/PR-wai-aria-1.1-20171102/

Previous Recommendation:

https://www.w3.org/TR/wai-aria-1.0/

Editors:

Joanmarie Diggs, Igalia, S.L., jdiggs@igalia.com
Shane McCarron, Spec-Ops, shane@spec-ops.io
Michael Cooper, W3C, cooper@w3.org
Richard Schwerdtfeger, IBM Corporation, schwer@us.ibm.com (until October 2017)
James Craig, Apple Inc., jcraig@apple.com (until May 2016)

Please check the errata for any errors or issues reported since publication.







Articles

Home > Articles

The User's Perspective



- Introduction to Web Accessibility
- · Constructing a POUR (Perceivable, Operable, Understandable, Robust) Website
- · Disability Types
 - Visual
 - Auditory
 - Motor
 - Cognitive
 - Seizure
- Design Considerations
- Considering the User Perspective: A Summary of Design Issues

HTML Accessibility



- · Content and Structure
 - Semantic Structure
 - Designing for Screen Reader Compatibility
 - Links & Hypertext
 - Site Searches, Indexes, and Site Maps
 - "Skip Navigation" Links

BBC Future Media Standards and Guidelines

BBC Guidelines

Home

About

Accessibility

HTML Accessibility

Mobile Accessibility

Screen Reader Testing Guidelines

Design & Editorial

Infrastructure

Policy

Technical

Glossary

Contacts

Accessibility Standards and Guidelines

The BBC HTML Accessibility Standards and BBC Mobile Accessibility Standards and Guidelines outline the requirements and recommendations necessary for ensuring the BBC's digital products are accessible to the widest possible audience.

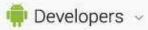
They cover the technical aspects of accessibility and some user experience guidelines where these cross-over with technical implementation. Specific user experience guidelines are included in the **BBC Global Experience Language**.

BBC Accessibility Standards and Guidelines not only cover technology agnostic best practices recommended for the development of BBC's web content but they also include guidance and techniques developed specifically for hybrid and native applications on mobile platforms. Each web or mobile platform standard or guideline is listed with example code for implementing in HTML, Android, and iOS which is accompanied by recommended steps for testing.

These standards and guidelines were developed specifically for UK audiences and for use with technology commonly available in the UK. They are intended for use by BBC employees and suppliers when developing BBC digital products however they can be referenced by anyone involved in the design and development or digital products or services.

Using the standards and guidelines

You can use use and re-use the the BBC Accessibility Standards and Guidelines under an Open Government Licence for Public Sector Information.



Design

Develop

Distribute



-

Devices ACCESS

Style

Patterns /

New in Android

Gestures

App Structure

Navigation

Action Bar

Navigation Drawer

Multi-pane Layouts

Swipe Views

Full Screen

Selection

Confirming & Acknowledging

Notifications

Widgets

Settings

Help

Compatibility

Accessibility

Pure Android

< PREVIOUS

NEXT >

Accessibility

One of Android's missions is to organize the world's information and make it universally accessible and useful. Accessibility is the measure of how successfully a product can be used by people with varying abilities. Our mission applies to all users-including people with disabilities such as visual impairment, color deficiency, hearing loss, and limited dexterity.



Universal design is the practice of making products that are inherently accessible to all users, regardless of ability. The Android design patterns were created in accordance with universal design principles, and following them will help your app meet basic usability standards. Adhering to universal design and enabling Android's accessibility tools will make your app as accessible as possible.

Robust support for accessibility will increase your app's user base. It may also be required for adoption by some organizations.

Learn more about Google and accessibility.

Android's Accessibility Tools

Android includes several features that support access for users with visual impairments; they don't require drastic visual changes to your app.

- TalkBack is a pre-installed screen reader service provided by Google. It uses spoken feedback to describe the results of
 actions such as launching an app, and events such as notifications.
- Explore by Touch is a system feature that works with TalkBack, allowing you to touch your device's screen and hear
 what's under your finger via spoken feedback. This feature is helpful to users with low vision.
- Accessibility settings let you modify your device's display and sound options, such as increasing the text size, changing
 the speed at which text is spoken, and more.

Some users use hardware or software directional controllers (such as a D-pad, trackball, keyboard) to jump from selection to selection on a screen. They interact with the structure of your app in a linear fashion, similar to 4-way remote control



Technologies

Resources

Programs

Support

Member Center



Accessibility for Developers

Overview

ios

OS X



WWW.IHENI.COM/MOBILE-ACCESSIBILITY-GUIDELINES

General

The guidelines below either directly or indirectly relate to making mobile websites, and applications accessible.

- Mobile Accessibility: How WCAG 2.0 and Other W3C/WAI Guidelines
 Apply to Mobile this includes a break down of issues and requirements
 for mobile as well as links to techniques that are currently being written by
 the working group.
- BBC Mobile Accessibility Guidelines a set of technology agnostic best practices for mobile web content, hybrid and native apps (Disclaimer: I was lead editor)
- Mobile Web Best Practices 1.0 best practices for mobile web design and development
- Web Content Accessibility Guidelines 2.0 the definitive set of guidelines for building accessible content from the W3C's Web Accessibility Initiative
- Relationship between Mobile Web Best Practices and the Web Content
 Accessibility Guidelines published by the W3C Web Accessibility Initiative
 this document highlights the cross over between the two sets of guidelines
 based on the barriers of disabled users experience on the web and
 limitations of mobile
- Barriers Common to Mobile Device Users and People with Disabilities useful background information as to who is affected and how
- Widget Accessibility Best Practices written by Steve Lee these look at building standards compliant cross platform widgets that are accessible.
- Mobile Website Guidelines published by the University of Austin.
- Funka Mobile Accessibility Guidelines published by Funka Nu
- Mobile Accessibility Checklist Mozilla Developer Network

MOOC



FREE COURSE

Web Accessibility



FREE ONLINE COURSE

Digital Accessibility: Enabling Participation in the Information Society

With a better understanding of users' needs, technologies can be developed to be accessible & provide a more inclusive environment

Information and Communication Technology (ICT) Accessibility

Learn how to identify issues and design solutions for information and communication technology (ICT) accessibility for customers and employees with disabilities.



ŠKOLENÍ



Včera jsme měli super školení od @cjneti a @radlicek na téma přístupného webu! Borci moc děkujem - byl to zažitek

Translate from Czech

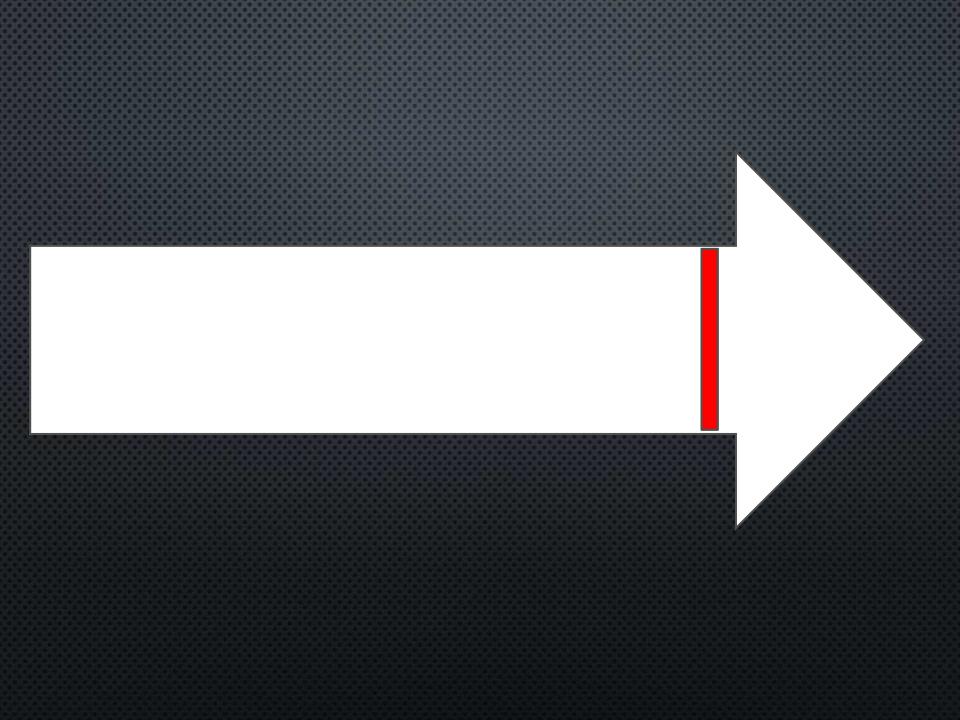


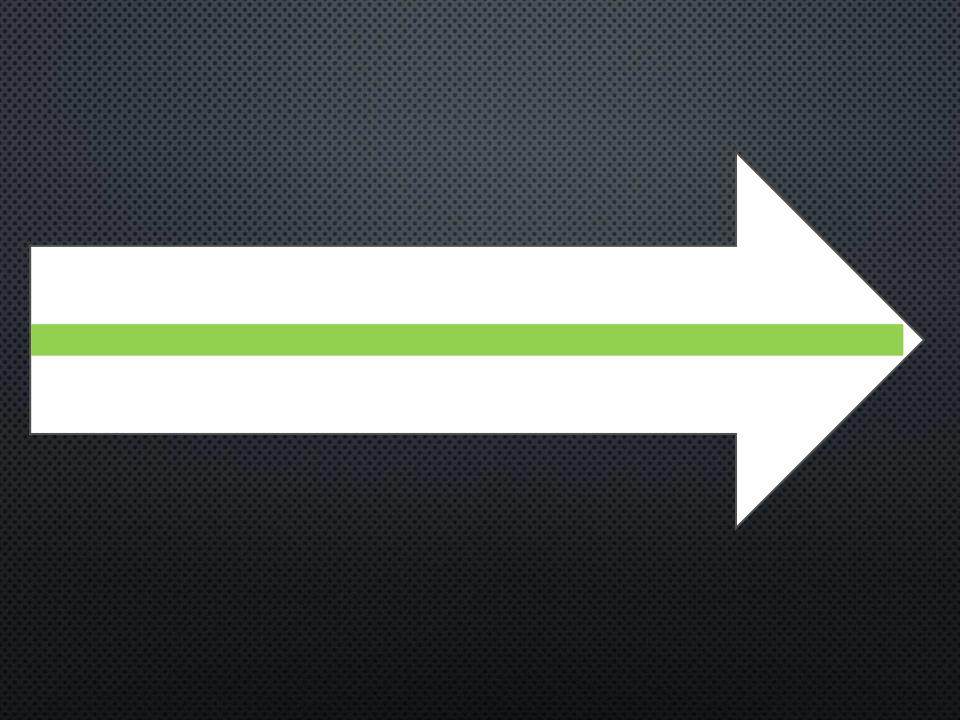
KNIHY

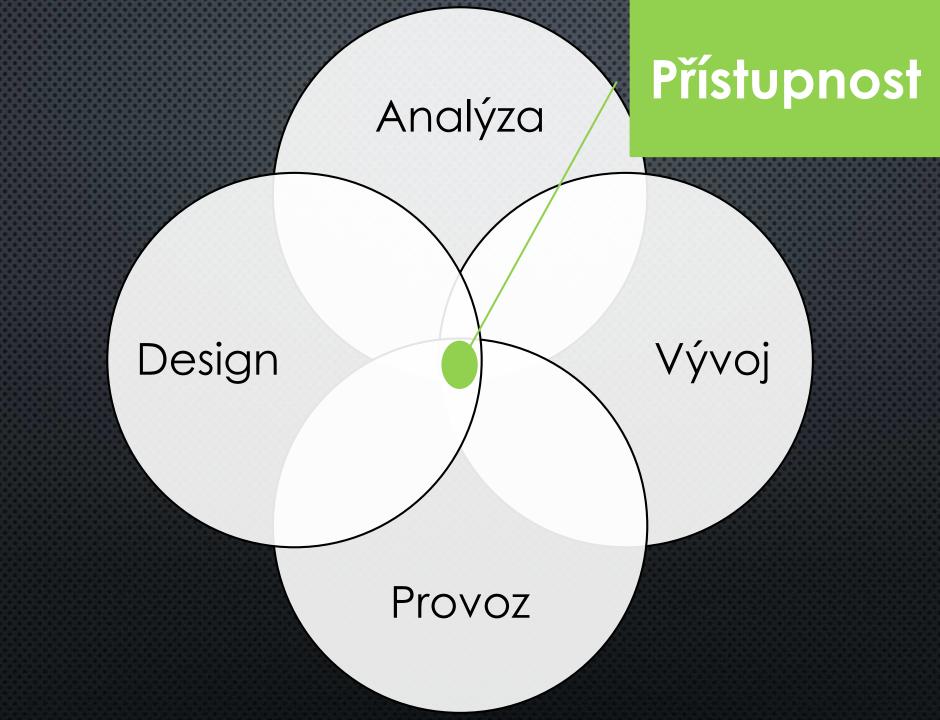


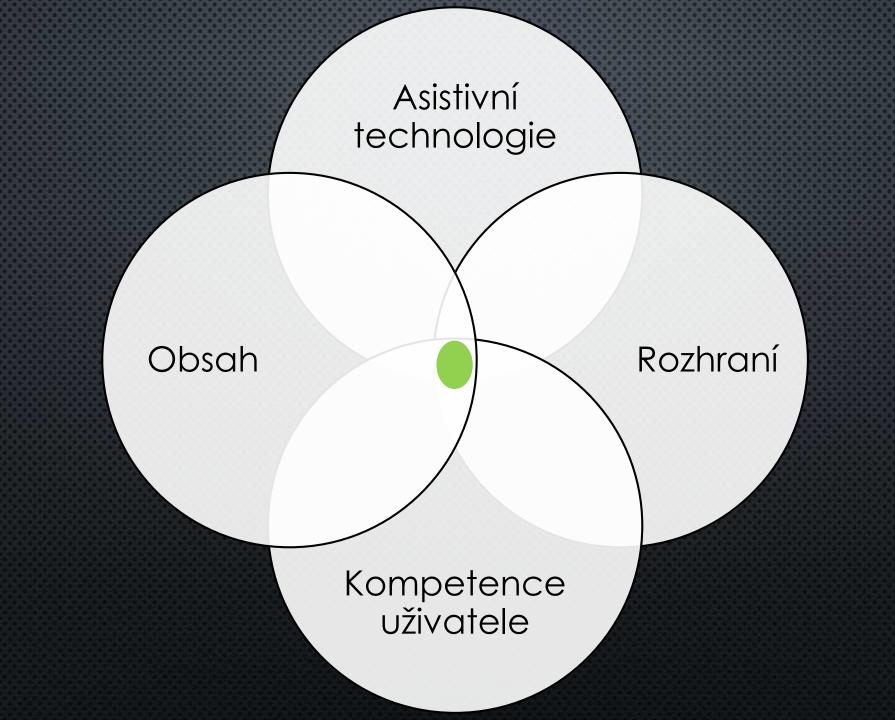
KDY A JAK ZAČÍT

CO NEJDŘÍVE









NÁSTROJE



ROZŠÍŘENÍ PRO PROHLÍŽEČE



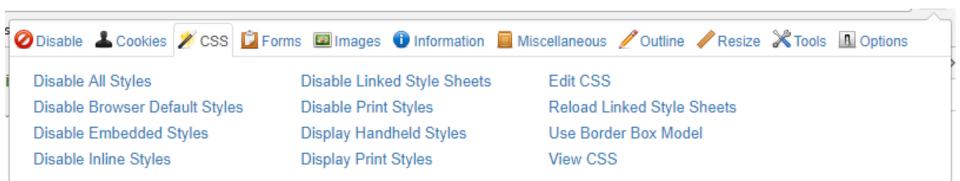
Web Developer

Adds a toolbar button with various web developer tools.

PODROBNOSTI

ODEBRAT





http://www.isss.cz/

- □ 18 headings
- ISSS ISSS
 - 21. ročník konference ISSS
 - Předávání ceny Český zavináč v Klicperově divadle
 - Právě probíhá
 - ✓ Velký sál
 - Malý sál
 - Přednáškový sál
 - Eliščin sál
 - Jednací sál

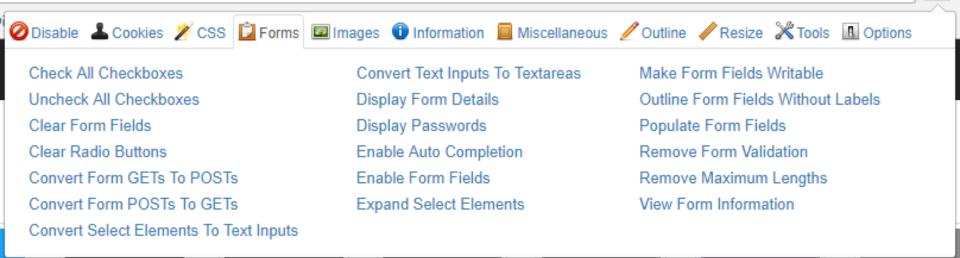




alt="ISSS"





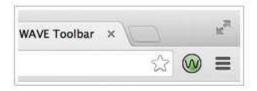


AUTOMATICKÉ TESTOVÁNÍ





WAVE Chrome Extension



The WAVE Chrome extension allows you to evaluate web content for accessibility issues directly within Chrome. Because the extension runs entirely within your web browser, no information is sent to the WAVE server. This ensures 100% private and secure accessibility reporting. The extension can check intranet, password-protected, dynamically generated, or sensitive web pages. Also, because the WAVE Chrome extension evaluates the rendered version of your page, locally displayed styles and dynamically-generated content from scripts or AJAX can be evaluated.

Install now



WAVE Chrome Extension at the Google Web Store

Updates to the WAVE extension will automatically be sent to your Chrome browser when they are made available.



39 Structural Elements 26 HTML5 and ARIA

3 Contrast Errors

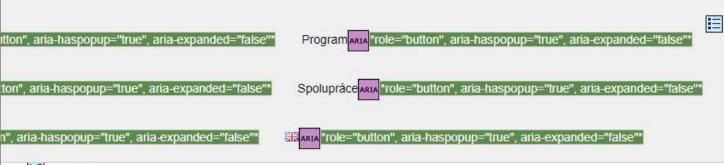
Panel Options

0

DETAILS: A listing of all the WAVE icons in your page.

DOCUMENTATION: Explanation of the WAVE icons and how you can make your page more accessible.

OUTLINE: The heading structure of the web page.



h3 Velký sál

14.40-15.25 SmartCity II

Chytré město v chytré ekonomice aneb Od popelnic k informacím David Navrátil, Česká spořítelna, a. s., 30'

h3Malý sál

14.25-15.10 Další rozvoj informatizace veřejné správy III

Změny právních předpisů a agendové informační systémy RNDr. Ivana Havlíková, VITA software, s. r. o., 30' Už je to tady, občane! aneb úřady jsou nám opět trochu blíž Pavel Číž: ICZ a. s., 15'

h3 Přednáškový sál

14.20-15.15 Právní aspekty eGovernmentu

e Sbirka a eLegislativa Mgr. Aleš Gola, Ministerstvo vnitra ČR, 20'

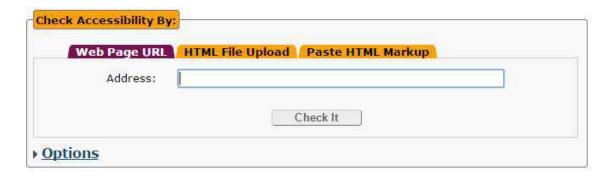






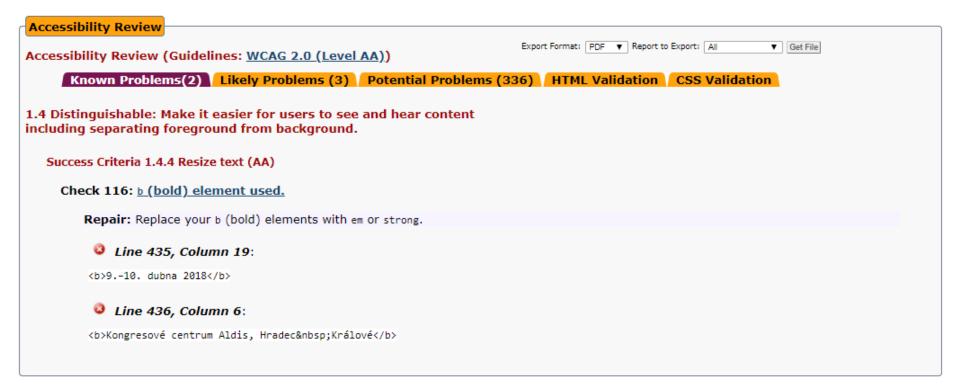






Welcome to AChecker. This tool checks single HTML pages for conformance with accessibility standards to ensure the content can be accessed by everyone. See the Handbook link to the upper right for more about the Web Accessibility Checker.

Translate to English | German | Italiano



Audits to perform

- Performance
 - How long does this app take to show content and become usable
- Progressive Web App

Does this page meet the standard of a Progressive Web App

Best practices

Does this page follow best practices for modern web development

Accessibility

Is this page usable by people with disabilities or impairments

■ SEO

Is this page optimized for search engine results ranking

Run audit

Cancel

Accessibility

These checks highlight opportunities to <u>improve the accessibility of your web app</u>.

Only a subset of accessibility issues can be automatically detected so manual testing is also encouraged.



ARIA Attributes Follow Best Practices

These are opportunities to improve the usage of ARIA in your application which may enhance the experience for users of assistive technology, like a screen reader.

► Elements with [role] that require specific children [role]s, are missing.

×

- 18 Passed Audits
- ▶ 16 Not Applicable Audits
- Additional items to manually check

ASISTIVNÍ TECHNOLOGIE









amazonkindie

IT WAS TIME TO GO HAVE MY LAST ORDS WITH my father. He was dying, the bedroom he built. He built our sole house, even dug the foundation nrelf, with a disper tied around his of to keep the sweat out of his eyes. was always working on the house, e than 35 years, and he never did h it. He was first to admit that he y didn't know how to build a house en I went in to see him, he was in the bedroom, listening to the



Technet.cz







AUTOMATICKÉ VS. RUČNÍ TESTOVÁNÍ

Testability of Best Practices by WCAG Level

WCAG Level	Auto	Manual Ver. %	Manual Only %
Level A	25%	29%	46%
Level AA	17%	41%	41%
Level AAA	23%	24%	53%
Testability by Type (Avg.)	18%	31%	47%

What does this mean?

In short, it means that relying solely on automatic testing is probably a bad idea.

Additional items to manually check

These items address areas which an automated testing tool cannot cover. Learn more in our guide on conducting an accessibility review.

- The page has a logical tab order
- Interactive controls are keyboard focusable
- The user's focus is directed to new content added to the page
- User focus is not accidentally trapped in a region
- Custom controls have associated labels
- Custom controls have ARIA roles
- Visual order on the page follows DOM order
- Offscreen content is hidden from assistive technology
- Headings don't skip levels
- HTML5 landmark elements are used to improve navigation

KAM DÁL?



Jak na jednoduchý audit přístupnosti – otestujte si bezbariérovost svého webu

③ 8. 1. 2018 ► Asistivní software a hardware, Nástroje, Návody, Přístupnost webu kontrast, Oblasti stránky, Screen Reader, Strukturování obsahu, Testování přístupnosti
Ø Upravit

HTTP://POSLEPU.CZ/JAK-NA-JEDNODUCHY-AUDIT-PRISTUPNOSTI-OTESTUJTE-SI-BEZBARIEROVOST-SVEHO-WEBU/

KONTAKT

PAVLICEK@TEIRESIAS.MUNI.CZ

@RADLICEK

WWW.POSLEPU.CZ

