

Introduction to web accessibility

1. Forecasting

- a) A little evangelism. Overview of important concepts. Tools you need. Some best practices.
- b) Minimal notes and handouts; see resources online.
- c) Please work with the resources that I've put online and *give feedback*.

2. What is WA?

- a) Make web usable by all users, not just "normal" users (visual, mouse, hearing, in control).
Vision impaired (all types), assistive technology, alternative interface, etc.
- b) Do this without sacrificing content, form, design.
- c) Recognize usability benefits for many users.
- d) Can include management benefits too!

3. So: how to get started? Several methods.

- a) Dive in 30 days
- b) Read "IWAS made easy" or checklist
- c) Tackle easy stuff first. Quickstart! More on that later.

4. What do you need?

- a) Commitment to learning techniques and realizing it's not that hard.
- b) Examples: online.
- c) Help: that's me. Others, online.
- d) Software: Mozilla Firefox with web developer tools.

5. Big skills you should learn:

- a) Validation: many types. Bobby, W3C, etc.
- b) Content management: Attitude, not technology! SSI, Dreamweaver, etc.
- c) Markup: really need to know some of this to best understand IWAS.

6. Best practices:

- a) Easy stuff first:
 - Super easy: 2.3, 2.4, 9.1, 16.1, 20.1.
 - Somewhat easy: 2.2, 3.2, 4.1, 4.2, 5.1, 5.2, 8.1, 9.3, 16.3.
- b) Content management.
- c) Style sheets (CSS).
- d) Skip navigation.
- e) Access keys.
- f) Testing!
- g) Change practices next time you redesign:
 - Integrative approach.
 - Dump "red flags" (tables for layout, scripts, frames, image maps).
 - Go with structural markup: headlines, blockquotes, etc.

7. Feedback to me: cb-dilger at wiu dot edu or 309-298-2212.