

ACCESSIBILITY

is a commitment to support learners with diverse backgrounds and needs by giving all learners equitable access to content.

Accessibility impacts learners of diverse backgrounds with diverse needs



Vision Impairment



Cognitive Impairment



Hearing Impairment



Motor Disability



English Language Learners

How do you create **accessible content and technology**?

- 1 Know your users and design for their needs by incorporating feedback.
- 2 Evaluate and understand the affordances of your delivery method, recognizing the differences between a traditional classroom and a digital one.
- 3 Focus on the desired learning outcomes by clearly defining your goals, and designing open ended, flexible, activities to achieve your outcomes.

- 4 Create a set of guidelines so that you design with accessibility in mind.
- 5 Train your users on accessibility features!
- 6 Evaluate and improve in an iterative design and implementation process!

Content and technology designed with accessibility in mind can increase outcomes for all learners with or without learning challenges.

What **types of content** should be accessible?



Videos



Audio



Images



E-Content



Simulations

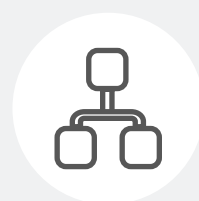


Games

What **design choices** should your accessibility guidelines address?



Color Choices



Content: Style, Flow, & Semantic Markup



Navigation



Close Captioning



Alt-Text



Sound Quality