

## Teaching Web Accessibility at the Source

in a University Web Design Class

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## Origins of Course & Needed Resources

- Proposal to ATLAS
- No existing course covering this topic
- Availability of expertise – access specialist, Web design specialist
- Support of senior faculty

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## Course Content & Structure

- | <b>Core Content</b> | <b>Structure</b> |
|---------------------|------------------|
| ■ Web Standards     | ■ 2 lectures     |
| ■ Universal Design  | ■ 1 lab          |
| ■ Other topics      |                  |
| ■ General design    |                  |
| ■ Accessibility     |                  |

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**Target Audience/Students  
Required Student Prerequisites**

- 2 or 3 computer science majors
- 2 or 3 coding novices
- 3 or 4 liberal arts majors
- 3 or 4 Technology and Media Arts\
- 2 staff
- 1 blind student

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**Curriculum Materials**

- Chisholm, Wendy; May, Matt. Universal Design for Web Applications
- Zeldman, Jeffrey. Designing with Web Standards (3rd Edition)
- Shea & Holzschlag. The Zen of CSS Design: Visual Enlightenment for the Web.
- Norman, David A. The Design of Everyday Things (2002).
- Cooper, Alan; Reimann Robert M. About Face 2.0: The Essentials of Interaction Design (2003)

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**Other Curriculum Resources**

- A List Apart - Link-Rodrigue, *The Inclusion Principle*,
  - <http://www.alistapart.com/articles/the-inclusion-principle/>
- Dev.opera.com
  - <http://dev.opera.com/articles/view/1-introduction-to-the-web-standards-cur/>
- Usability.gov
  - [http://usability.gov/methods/test\\_refine/heuristic.html](http://usability.gov/methods/test_refine/heuristic.html)
- Sitepoint.com
  - <http://articles.sitepoint.com/article/information-architecture>

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### Other Curriculum Resources

- First Principles of Interaction Design”
  - (<http://www.asktog.com/basics/firstPrinciples.html>);
- “Personas”
  - <http://wiki.fluidproject.org/display/fluid/Personas>
- WebAIM.org – The Legend of the Typical ...
  - <http://webaim.org/presentations/2010/csun/screenreadersurvey.pdf>

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### Course Outline

- Week 1 (Scope, who are we designing for?)
- Week 2 (Learning the language of design...)
- Week 3 (General design principles, introduction to web design)
- Week 4 (Interaction Design & Information architecture)
- Week 5 (Case for web standards)
- Week 7 (Structure, xhtml...)
- Week 8 (Presentation w\ a dash of Behavior, CSS)
- Week 9 (Presentation continued..., behaviour)
- Week 10 (Accessibility)
- Week 11 (Spring Break)

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### Course Outline

- Week 12 (Accessibility Cont'd)
- Week 13 (Adding Behaviour, Sound, Video & Dynamic Interaction)
- Week 14 (Rich Internet Applications)
- Week 15 (HTML 5)
- Week 16 (Dedicated lab time for final projects)
- Week 17 (Finals) – Project Presentations

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**"Course Strategy" "Keys for Success,"  
"Positive Aspects of Course"**

- Using Web Standards & Universal Design as foundation of course
- Guest lectures
  - UDFWA Authors: Matt May, Wendy Chisholm
  - Zuhair Mah'd – AT Expert / Consultant
  - Effective UI
  - Fluid project: Antranig Basman, Clayton Lewis
  - Expert on Scripting

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**Zeldman – "the blind billionaire"**

- Google and other search engines are, in effect, "blind users."
  - Structure
  - Text/semantics



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**Areas for Improvement / Changes**

- Breadth of curriculum
- More hands-on
- Issues of 1<sup>st</sup> time course

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**What was accomplished**  
(above & beyond)

- Outreach to campus (staff & students)
- Networking, developing relationships with other key players on campus

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**Accessing Higher Ground Conference**

Accessible Media, Web & Technology

- November 15 - 19, 2010
- Keynote Speaker, George Kerscher, DAISY
- Hands-on sessions on Web Access, Assistive Technology
- Collaborating organizations: EASI, AHEAD
- Distance Learning
- Westin Hotel - between Boulder & Denver
- [www.colorado.edu/ATconference](http://www.colorado.edu/ATconference)

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