

# Access and Accessibility

Making the  
Digital Humanities  
for Everyone



**Why Accessibility?**

# Why Accessibility?

- Everyone should have access to information and tools
- One in five people has a disability
- Positive “spill-over” effects
- It’s not just a good idea. It’s the Law.

# Common Barriers

- Resources
- Knowledge
- Perceived lack of need
- Diffusion of Responsibility

# Overcoming Obstacles

- Learn the principles
- Know where to look for help
- Plan for accessibility from the beginning

**WCAG 2**  
**Disability Types**  
**&**  
**Design Principles**

# Types of Disability

- Visual
- Auditory
- Motor
- Cognitive
- Seizure

# Building a POUR Website

- **P**: Perceivable
- **O**: Operable
- **U**: Understandable
- **R**: Robust

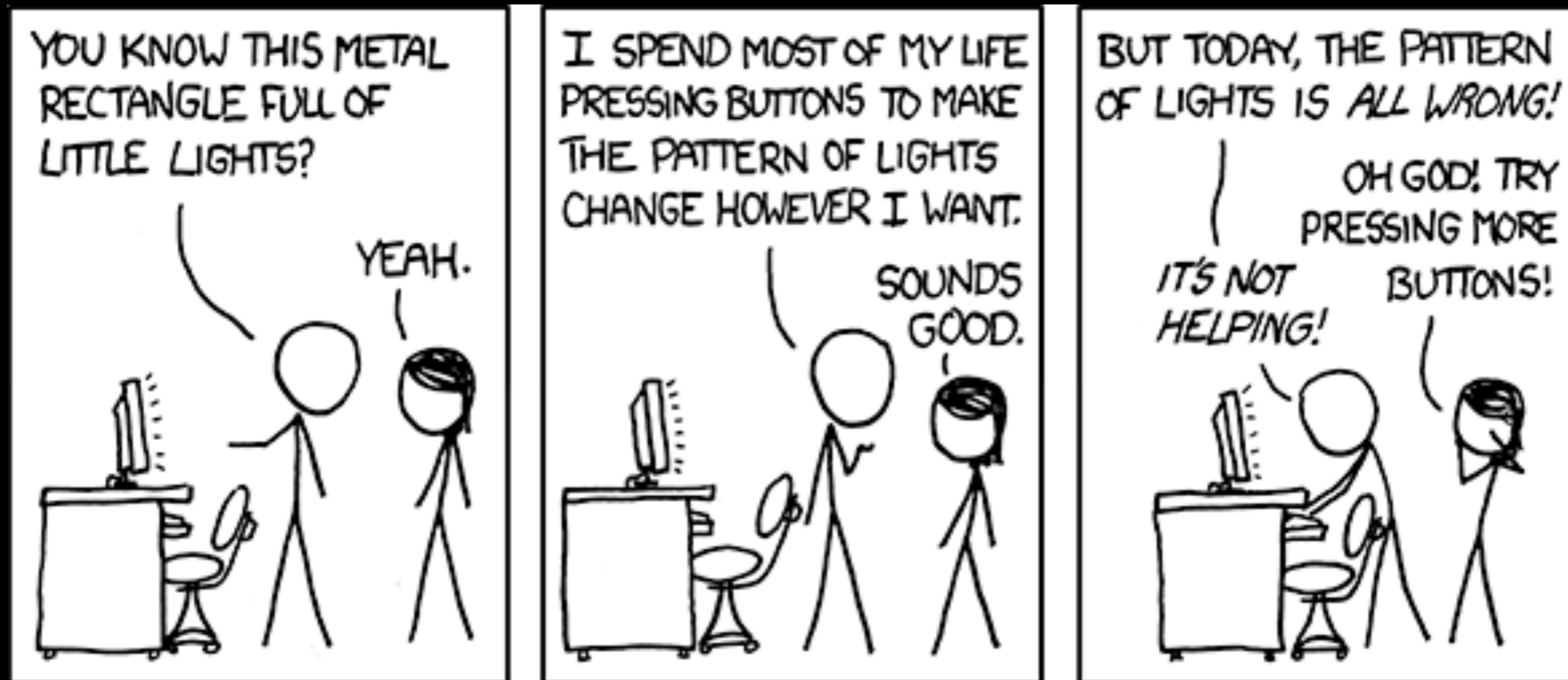


**Perceivable**

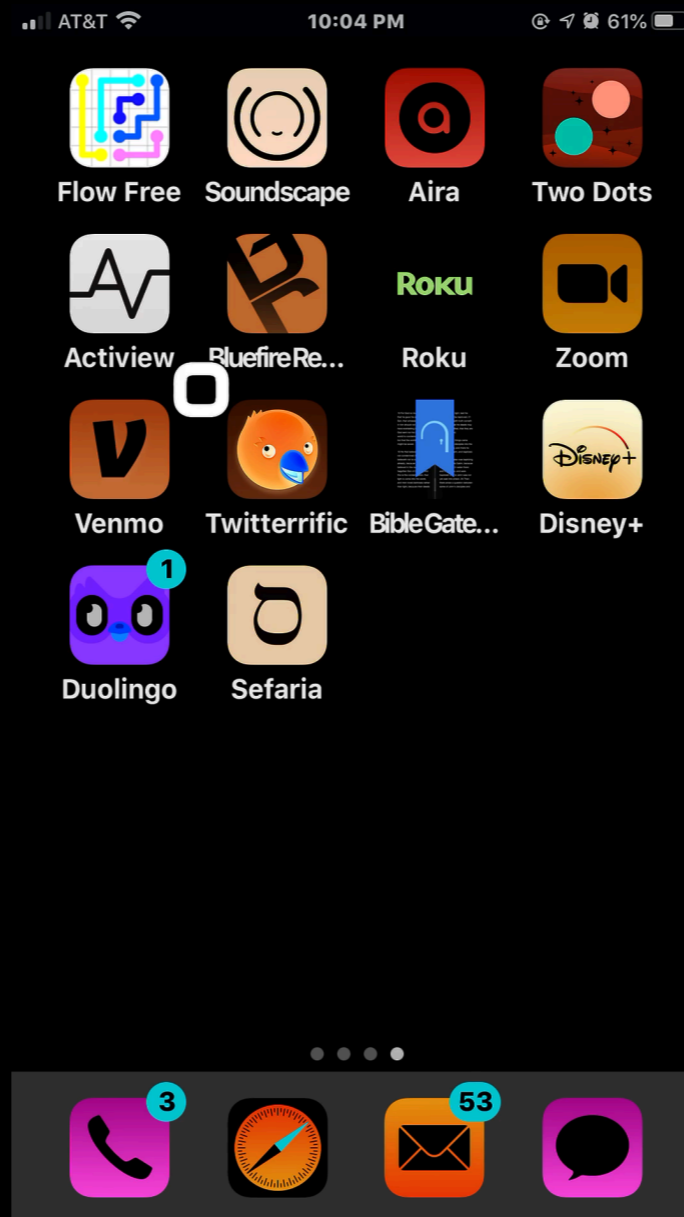
# Disabilities to Consider

- Visual
- Auditory

# Stop Screen Essentialism



# Audio User Interfaces: Screen Readers



# Tactile User Interfaces: Braille



# Content & Data

- Responsible Ontology
  - Make data easily transformable
  - Encode languages correctly
- Maintain separation between data and presentation

# Navigation

- Label all buttons and form elements
- Use headings to indicate document structure
- Add meaningful alt-text to images

# Auditory

- Ensure audio content is captioned or transcribed
  - Audio-only content should have a transcription



# Video Content

- For Visual Accessibility
  - Audio Description
  - Captions for subtitles
- For Auditory Accessibility
  - Captions for spoken content

Operable

# Disabilities to Consider

- Visual and Auditory
  - Operability relies on perceivability
  - Screen reader compatibility
- Motor
  - Support alternatives to mouse input
    - Keyboard
    - Mouth stick

**Understandable**

# Factors to Consider

- Cognitive Disabilities
  - Reading Disabilities
  - Autism
  - ADHD
- Audience
  - Specialists or a broader audience?
  - International audience?

# Improving Understandability

- Write as simply and clearly as possible
- Avoid crowding
- Make user pathways clear
- Provide translations to target audience languages

**Robust**

# Factors to Consider

- Device compatibility
- Backward compatibility
- Forward compatibility



# Low-Hanging Fruit

Easy Fixes with High Impact

# Low-Hanging Fruit

- Content
  - Responsible ontology
  - Keep data independent from presentation
- Navigation
  - Use Headings
  - Label Buttons and Form Controls
  - Add alt-text to images
  - Caption and describe video content