How to check against accessibility guidelines of Flash content using aDesigner

Accessibility Tools Framework (ACTF) Project

Abstract

- This document describes how to check Flash content for accessibility against Adobe's guidelines using aDesigner.

- The checking involves automatic validation by aDesigner and manual steps by human.

Prerequisites

- This document assumes that the reader is familiar with using aDesigner.

- If you want to know how to operate aDesigner, refer to **"How to check and improve accessibility of Flash content using aDesigner"** , which is cited as **"[Inst: p.*<page>*]"**.

Guidelines
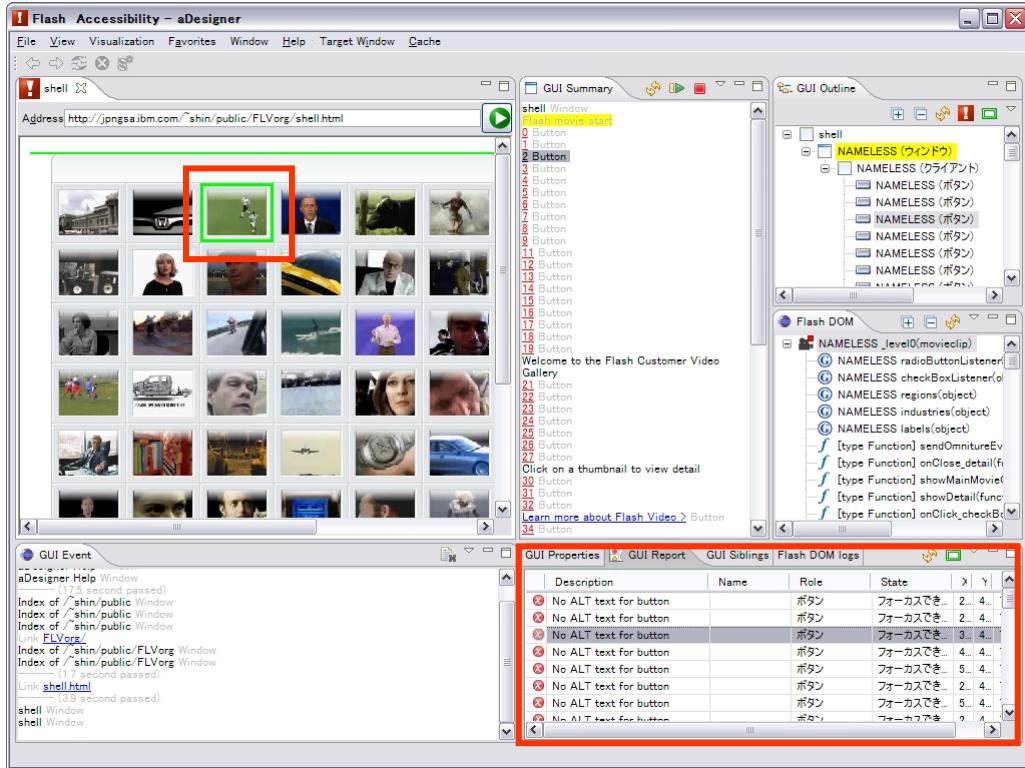
- We use the guidelines published by Abode:
    - Bob Regan, "Best Practices for Accessible Flash Design", macromedia® white paper. Aug., 2005. http://www.adobe.com/resources/accessibility/best_practices/best_practices_acc_flash.pdf

- Guideline list
    - *gray and italic* = aDesigner does not have function to support for the item

    1. Provide Text Equivalents
    2. Provide Context
    3. Control Reading Order
    4. *Control Animation*
    5. *Ensure Keyboard Access*
    6. Progressive Disclosure
    7. Enable Component Accessibility
    8. *Provide Captions*
    9. Provide Control over Audio Playback
    10. Use Color Wisely
    11. Support Users with Low vision

Getting started
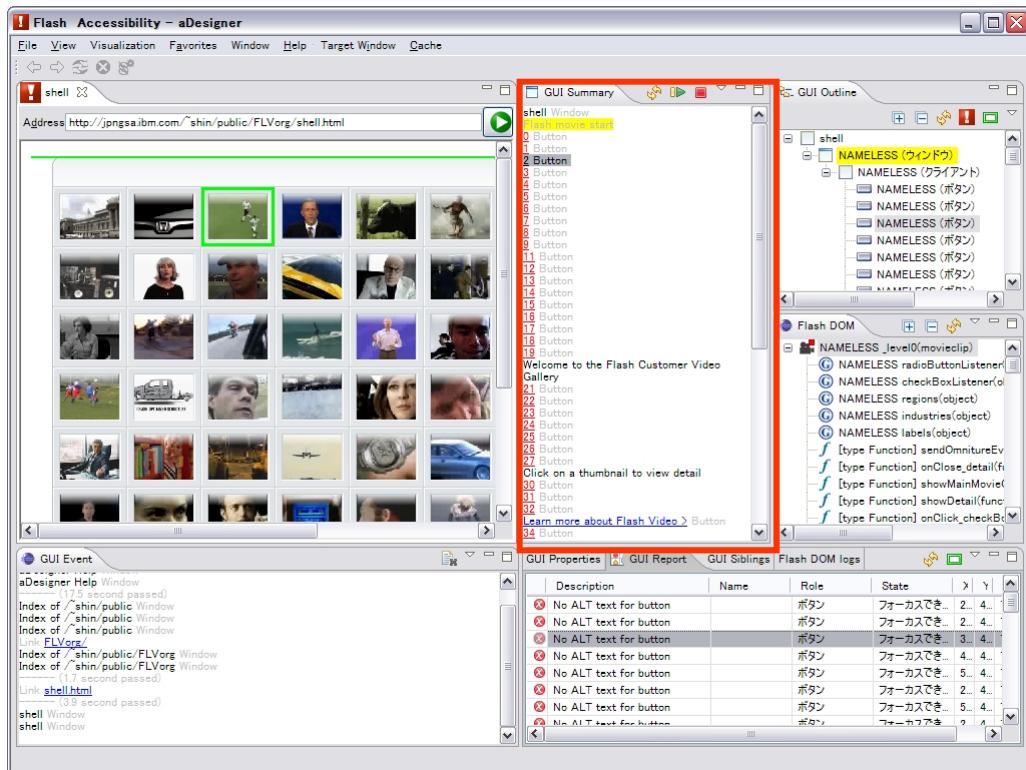
- Start aDesigner and select the Flash Accessibility mode. [Inst: p.2]

1. Provide Text Equivalents
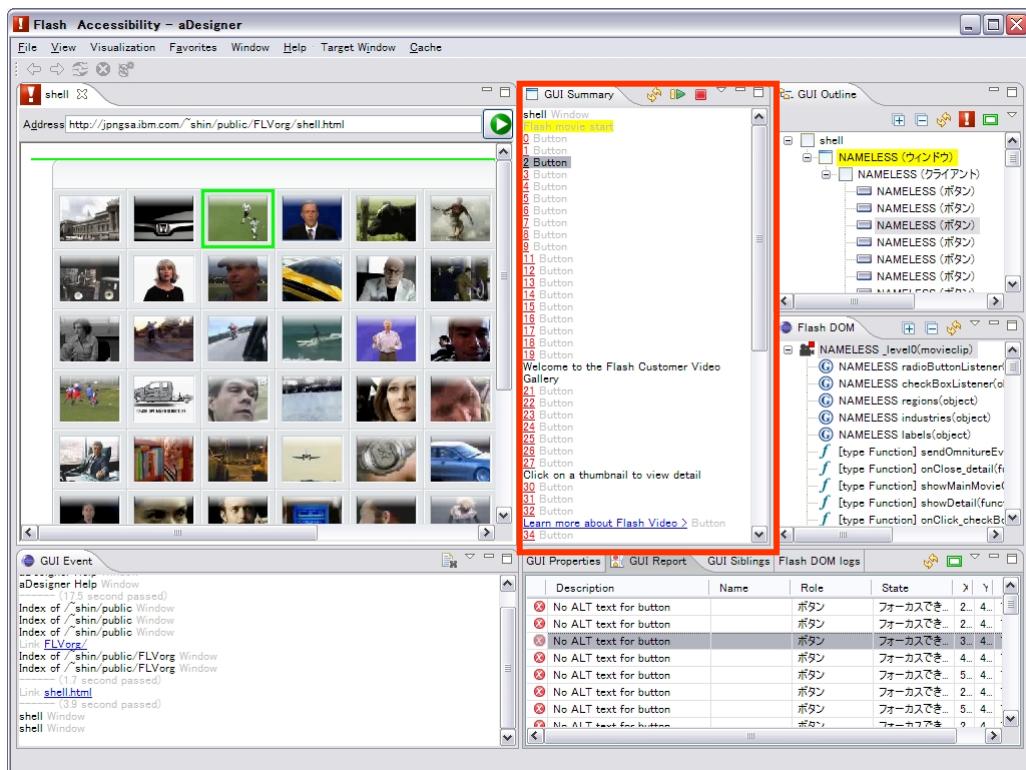
- Basically aDesigner automatically detects objects without ALT text.

- Click "Go to GUI report" icon to check ALTs and show problems in the GUI Report view. [Inst: p.4, 7]

- Buttons without ALT are shown as "NAMELESS" in the GUI Outline view and "*<Number>* Button" in the GUI Summary view. [Inst: p.6]

2. Provide Context
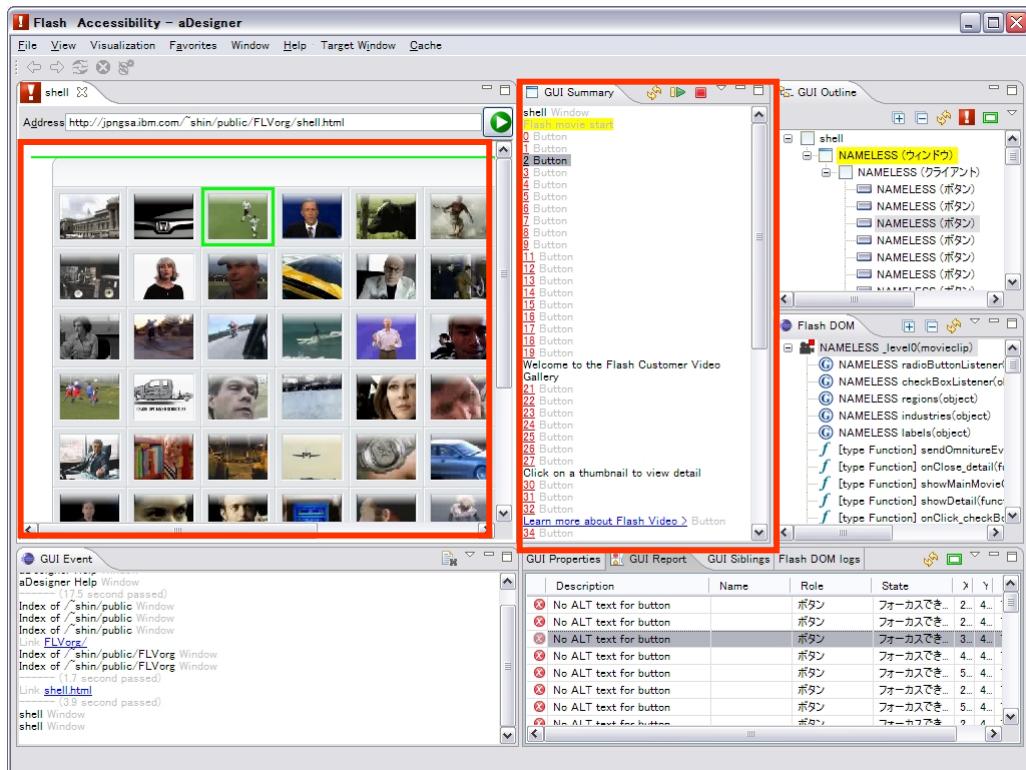
- Manually read GUI Summary view from top to bottom for checking if context information is provided. [Inst: p.4]

3. Control Reading Order
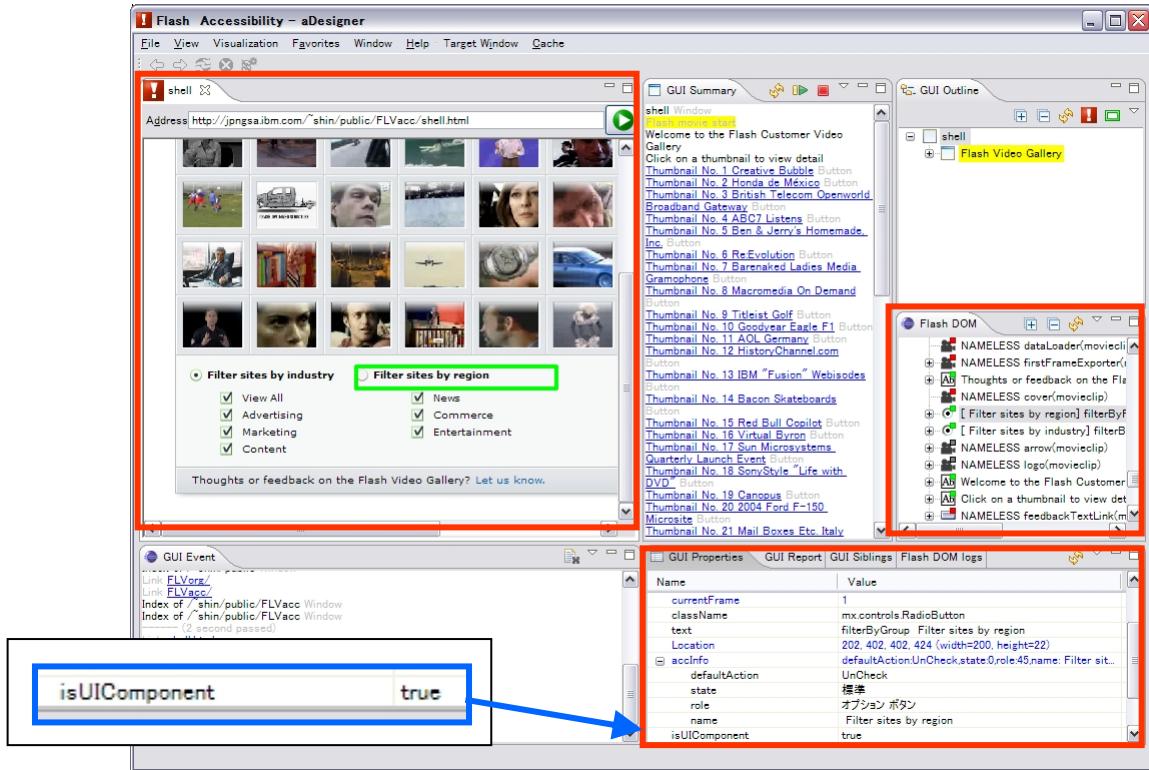
- Order of items in the GUI summary pane reflects the reading order of screen readers, so manually read from top to bottom for checking. [Inst: p.4]

6. Progressive Disclosure

- Manually progressively operate in the Browser pane and check in the GUI summary pane. [Inst: p.4]
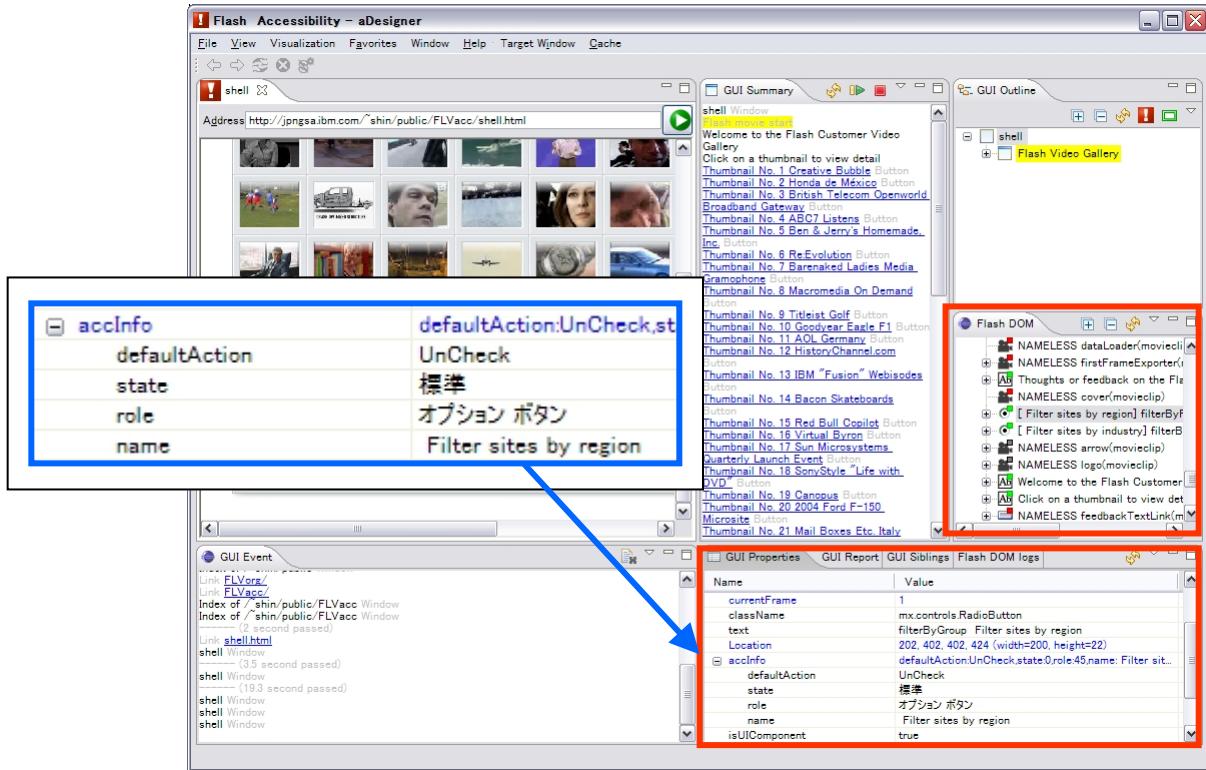
7. Enable Component Acc. (1/2)

Note: aDesigner supports only Flash 8
component accessibility
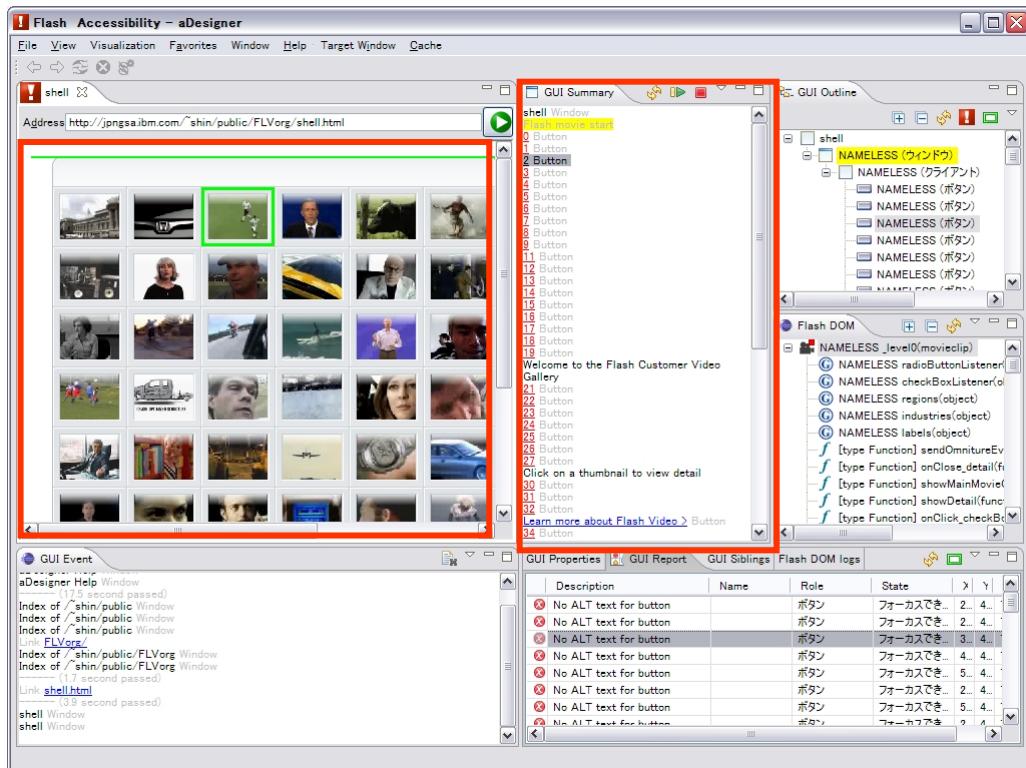
- First, manually find UI components from the Flash DOM pane. [Inst: p.8]

- Hint: position of the objects is shown in the Browser pane.

- Hint 2: "isUIComponent" is "true" in the GUI properties pane, if it is.

7. Enable Component Acc. (2/2)

- Then check if "accInfo" entry also exists in the pane, and "role" sub property is properly set.
(in the example above the role is set to "option button", which is the radio button)
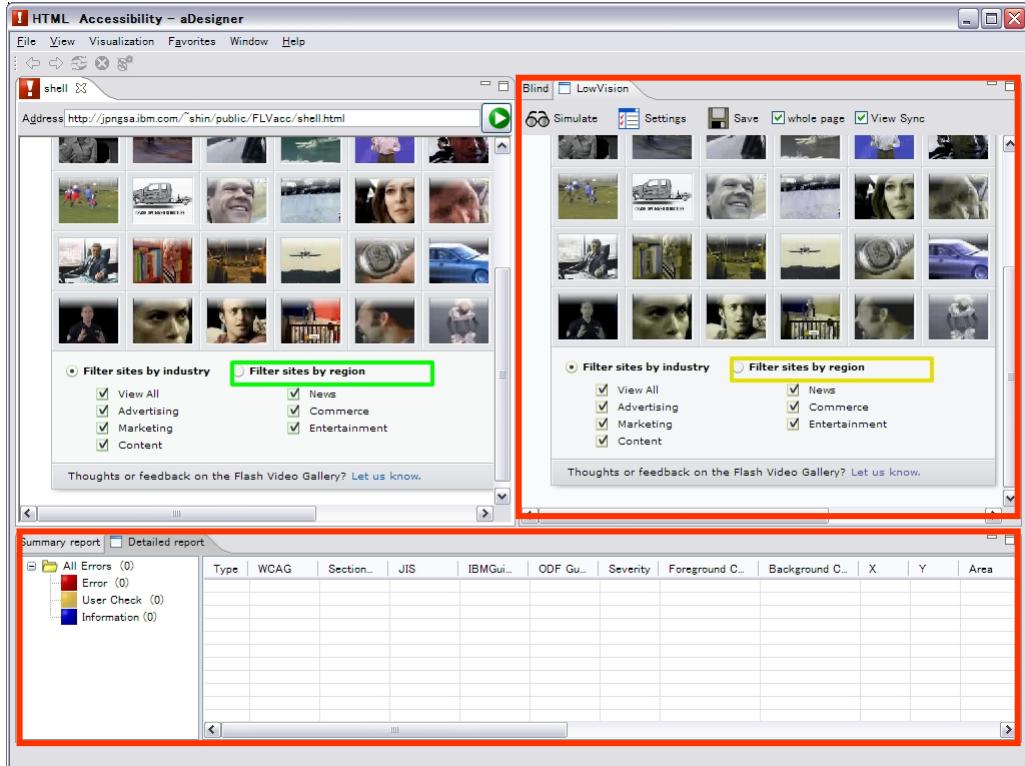
9. Provide Control over Audio Playback

- Manually find the button with ALT like "Play", "Stop", "Mute", etc. in the GUI summary pane and actually operate them in the Browser pane, checking if working as expected. [Inst: p.4]

10. Use Color Wisely
11. Support Users with L.V.

- Only this checking uses the Low Vision Simulation. aDesigner automatically checks color contrast of the content.

- Switch to the HTML Accessiblity mode. [Inst: p.2]

- Click the LowVision tab, set configuration of the disability you want to simulate, and click Simulate. Detected problems are shown in the Detailed report view. [aDesigner help]

- If the content incorporates font size options, choose each option and make aDesigner simulate with the Eyesight option turned on.

Contact

- If you have any comments and questions, please post it to our News Group.
  - http://www.eclipse.org/forums/index.php/f/136/
  - You can post your message by using "NEW TOPIC" menu.