Understanding ADA Compliance Web Accessibility
The purpose of this presentation is to provide training information for UNF web editors to understand and comply with ADA web accessibility standards. These standards must be used in order to provide individuals with disabilities an equal opportunity to access UNF websites in accordance with the American’s Disability Act, and University of North Florida policies.
Include information on the following topics:

- **ADA Web Accessibility Best Practices**
  - UNF ADA Web Accessibility Standards adopted from WCAG 2.0 Guidelines
  - Guidance for solutions
  - Accessibility error samples
  - Number of errors from sampled UNF websites as per Wave/Webaim
Best Practices

ADA Web Accessibility

- Attach the appropriate ADA alt tags to images, hyperlinks and tables in CMS content.
- Validate your content for ADA compliance prior to publishing.
- Give image alt tags an appropriate and informative description (alt tag). Consider how it will be read by a screen reader to users that cannot see the image.
- When presenting information in audio or video format, provide a transcript for users who cannot hear or see the multimedia content.
- Learn how your webpages measure up! Evaluate your pages using accessibility evaluation tools such as provided at wave.webaim.org.
- Ensure that the following areas are compliant text equivalents (captions) are provided for images and audio/video, check the color contrast, language, tables, headings, frames and documents.
Guideline 1.1 Text Alternatives: Provide text alternatives for any non-text content so that it can be changed into other forms people need, such as large print, braille, speech, symbols or simpler language.

1.1.1 Non-text Content: All non-text content that is presented to the user has a text alternative that serves the equivalent purpose, except for the situations listed below. (Level A)

- **Controls, Input:** If non-text content is a control or accepts user input, then it has a name that describes its purpose. (refer to Guideline 4.1 for additional requirements for controls and content that accepts user input.)

- **Time-Based Media:** If non-text content is time-based media, then text alternatives at least provide descriptive identification of the non-text content. (Refer to Guideline 1.2 for additional requirements for media.)

- **Test:** If non-text content is a test or exercise that would be invalid if presented in text, then text alternatives at least provide descriptive identification of the non-text content.

Each Guideline is displayed with subtopics that give a more detailed description of what the guideline covers.
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1.1.1 Non-text Content: All non-text content that is presented to the user has a text alternative that serves the equivalent purpose, except for the situations listed below. (Level A)

- **Sensory:** If non-text content is primarily intended to create a specific sensory experience, then text alternatives at least provide descriptive identification of the non-text content.

- **CAPTCHA:** If the purpose of non-text content is to confirm that content is being accessed by a person rather than a computer, then text alternatives that identify and describe the purpose of the non-text content are provided, and alternative forms of CAPTCHA using output modes for different types of sensory perception are provided to accommodate different disabilities.

- **Decoration, Formatting, Invisible:** If non-text content is pure decoration, is used only for visual formatting, or is not presented to users, then it is implemented in a way that it can be ignored by assistive technology.
Guideline 1.1 Text Alternatives: Provide text alternatives for any non-text content so that it can be changed into other forms people need, such as large print, braille, speech, symbols or simpler language.

Guideline 1.2 Time-based Media: Provide alternatives for time-based media.

Guideline 1.3 Adaptable: Create content that can be presented in different ways (for example simpler layout) without losing information or structure.

Guideline 1.4 Distinguishable: Make it easier for users to see and hear content including separating foreground from background.

Guideline 2.1 Keyboard Accessible: Make all functionality available from a keyboard.

Guideline 2.2 Enough Time: Provide users enough time to read and use content.
Guideline 2.3 Seizures: Do not design content in a way that is known to cause seizures.

Guideline 2.4 Navigable: Provide ways to help users navigate, find content and determine where they are.

Guideline 3.1 Readable: Make text content readable and understandable.

Guideline 3.2 Predictable: Make Web pages appear and operate in predictable ways.

Guideline 3.3 Input Assistance: Help users avoid and correct mistakes.

Guideline 4.1 Compatible: Maximize compatibility with current and future user agents, including assistive technologies.
In order to ensure that your website is accessible use the WCAG 2.0 checklist.

Web content is made available to the senses - sight, hearing and/or touch

Guideline 1.1
Text Alternatives: Provide text alternatives for any non-text content

<table>
<thead>
<tr>
<th>Success Criteria</th>
<th>WebAIM's Recommendations</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.1.1 Non-text Content (Level A)</td>
<td>◇ All images, form image buttons and image map hot spots have appropriate, equivalent alternative text.</td>
</tr>
<tr>
<td></td>
<td>◇ Images that do not convey content, are decorative or contain content that is already conveyed in text are given null alt text (alt=&quot;&quot;) or implemented as CSS backgrounds. All linked images have descriptive alternative text.</td>
</tr>
<tr>
<td></td>
<td>◇ Equivalent alternatives to complex images are provided in context or on a separate (linked and/or referenced via longdesc) page.</td>
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<tr>
<td></td>
<td>◇ Form buttons have a descriptive value.</td>
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<td></td>
<td>◇ Form inputs have associated text labels or, if labels cannot be used, a descriptive title attribute.</td>
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<tr>
<td></td>
<td>◇ Embedded multimedia is identified via accessible text.</td>
</tr>
<tr>
<td></td>
<td>◇ Frames are appropriately titled.</td>
</tr>
</tbody>
</table>
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Each Guideline provides a link to a solution under the “How to Meet” section.

http://www.w3.org/TR/WCAG/
Sufficient Techniques for 1.1.1 - Non-text Content

Situation A: If a short description can serve the same purpose and present the same information as the non-text content:
1. G94: Providing short text alternative for non-text content that serves the same purpose and presents the same information as the non-text content using a short text alternative technique listed below

Situation B: If a short description cannot serve the same purpose and present the same information as the non-text content (e.g., a chart or diagram):
1. G95: Providing short text alternatives that provide a brief description of the non-text content using a short text alternative technique listed below AND one of the following techniques for long description:
   • G92: Providing long description for non-text content that serves the same purpose and presents the same information using a long text alternative technique listed below
   • G74: Providing a long description in text near the non-text content, with a reference to the location of the long description in the short description
   • G73: Providing a long description in another location with a link to it that is immediately adjacent to the non-text content

Situation C: If non-text content is a control or accepts user input:
1. G82: Providing a text alternative that identifies the purpose of the non-text content using a short text alternative technique listed below
2. H44: Using label elements to associate text labels with form controls (HTML)
3. H65: Using the title attribute to identify form controls when the label element cannot be used (HTML)
4. FLASH32: Using auto labeling to associate text labels with form controls (Flash)
5. FLASH29: Setting the label property for form components (Flash)
6. FLASH25: Labeling a form control by setting its accessible name (Flash)
7. FLASH30: Specifying accessible names for image buttons (Flash)
8. FLASH27: Providing button labels that describe the purpose of a button (Flash)
9. FLASH6: Creating accessible hotspots using invisible buttons (Flash)
10. SL18: Providing Text Equivalent for Nontext Silverlight Controls With AutomationProperties Name (Silverlight)
11. SL26: Using LabeledBy to Associate Labels and Targets in Silverlight (Silverlight)

How to Meet:
Several possible situations are listed with solutions.
Situation A: Here is where the information is broken down with a description of the situation and the validity of why and how to fix the problem.
The following sites were tested for ADA compliance:

- Athletics
- Calendar of Events
- Campus Map
- Campus Recreation
- Course Catalog
- Hire an Osprey
- Thomas G. Carpenter Library

An ADA Compliant evaluation tool such as WAVE (http://wave.webaim.org/) was used to validate their accessibility. The results rendered inaccessible results, which are displayed on the upcoming graph. Once these sites are updated the results on the charts will not be valid and will remain only as an example.
Number of Errors for Sampled UNF websites

Tested with Wave/Webaim as of May 14, 2013 as a Sample

![Graph showing ADA Web Accessibility with UNF Sites and number of errors](http://wave.webaim.org/)
Test your web sites and remove ADA web accessibility errors before you publish your web pages to provide all viewers an equal opportunity. If you need any assistance, please call Director of ADA Compliance, Rocelia Gonzalez at (904) 620-2870.