Creating Accessible Online Library Experiences for All

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Housekeeping

- We have an hour and a half together.
- Realtime captioning and a live transcript will be provided.
- There will be several chat questions & interaction opportunities, including a guided video viewing activity.
- We will explore Web Content Accessibility Guidelines (WCAG) and how they relate to virtual library programs - specifically virtual storytime.
- We will have a question and answer period at the end.
- A recording of the webinar and additional resources will be made available after the presentation today.
Introduction: Some Definitions

**Accessibility** The U.S. Department of Justice, Civil Rights Division mandates this civil right under the ADA: prohibits discrimination on the basis of disability in employment, State and local government, public accommodations, commercial facilities, transportation, and telecommunications.

The social model of **disability** discerns impairment--attributes that affect a person, such as the inability to hear; whereas, the social model of disability is used to refer to the restrictions caused by society when it does not give equivalent access via accommodations.
When experiences are designed with accessibility in mind, everyone benefits!

Image from the Microsoft Inclusive Design Toolkit
Chat:
What virtual programs and online services does your library currently offer or plan to offer?
Perceivable

Anyone can discern the information and content, regardless of how they perceive it.

Operable

The interface is navigable and responsive to users.

Understandable

The interface operation and information is clear and easily discoverable.

Robust

Content is flexible and compatible with adaptive technologies.
Story Boxes

Watch for the principles in action during this video.
Chat:
Please share examples of when this video demonstrated WCAG Principles of accessibility; relative to content being perceivable, operable, understandable, or robust?
Virtual Storytime

Applying the WCAG Principles to Virtual Library Programs
Principle One: Perceivable

- Provide captioning and audio description.
- Pick a video platform/player that does not restrict its view and operation to a single display orientation (such as portrait or landscape).

Described and Captioned Media Program (DCMP)
Principle One: Perceivable

- Connect visual virtual storytime experiences to tactile elements.
- Adapt storytime activities so that one sense (e.g. vision or hearing) is not the only way to participate.
Principle Two: Operable

- Provide mechanisms that empower users to pace their own experience.
- Build in sufficient wait time for the audience to engage with the content.
- Avoid flashing lights, sudden movements and filming storytimes against visually busy backgrounds!
Principle Three: Understandable

- Choose video platforms/players that are forgiving of mistakes. If a family accidentally exits the storytime video, how easy is it to access again?
- Simplify paths to engage with content. How many clicks does it take families to find and access your virtual storytimes?
Principle Four: Robust

- Pick an accessible platform or video player that is functional from a keyboard or other input modalities (e.g. voice recognition).
- Test platforms and video players for assistive technology compatibility.
Chat:
What is one thing you will take from this session and implement at your library?
Chat:
What questions can we help answer?
Resource Review

- Library Accessibility
  - Recent webinars from ASGLA and Exchange 2020 Conference

- Web Accessibility
  - W3C & WCAG

- Video Accessibility
  - Rooted in Rights

- Captioning, Audio Description & Transcription Services
  - DIY & Outsourcing Resources

- Sample Accessible Virtual Program Providers
  - CSDB ASL Stories for Families
Contact Information

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