



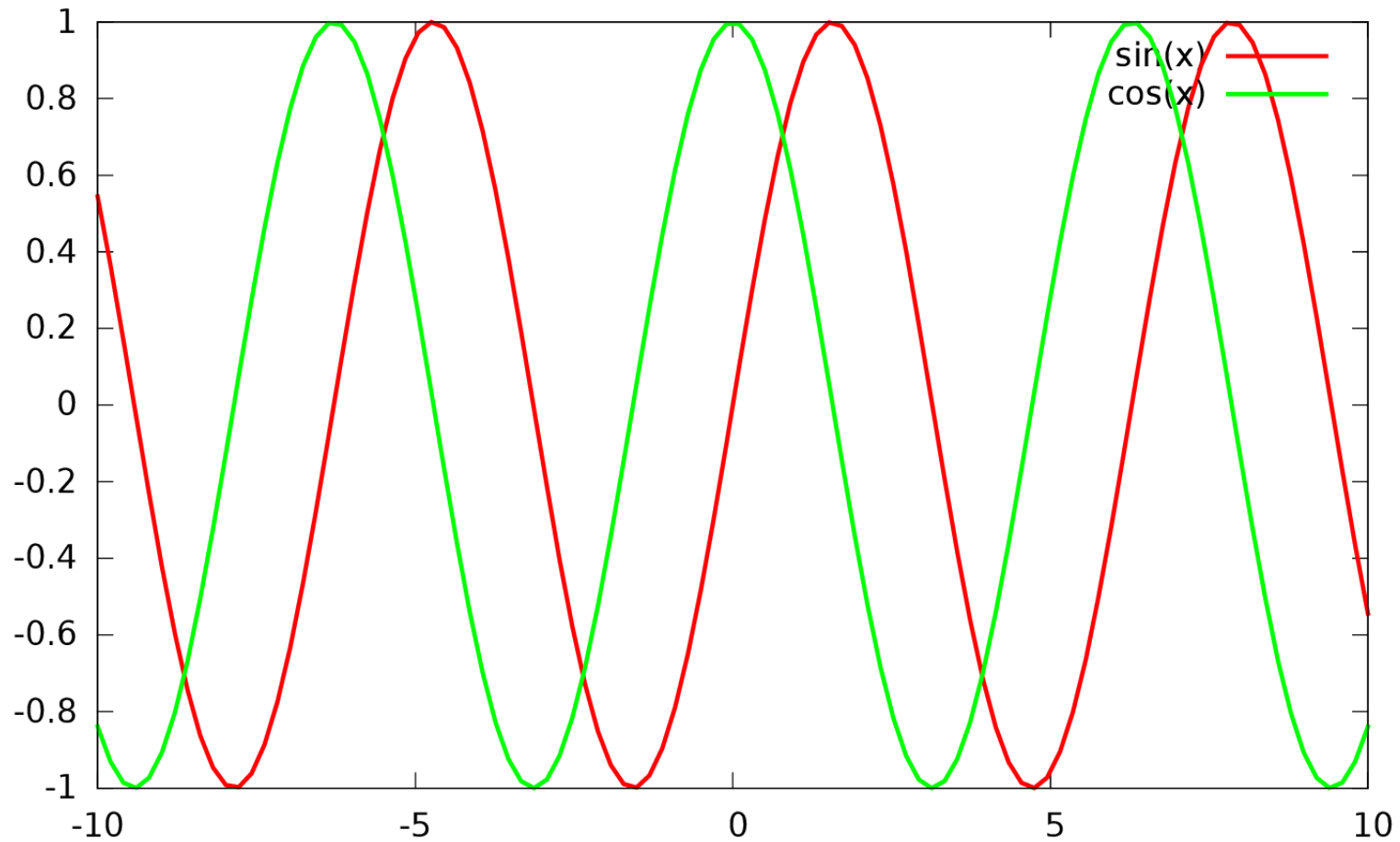
Designing accessible applications

Samuel Thibault
Slides & stuff on
<http://bri.thefreecat.org/>

<http://liberte0.org/>



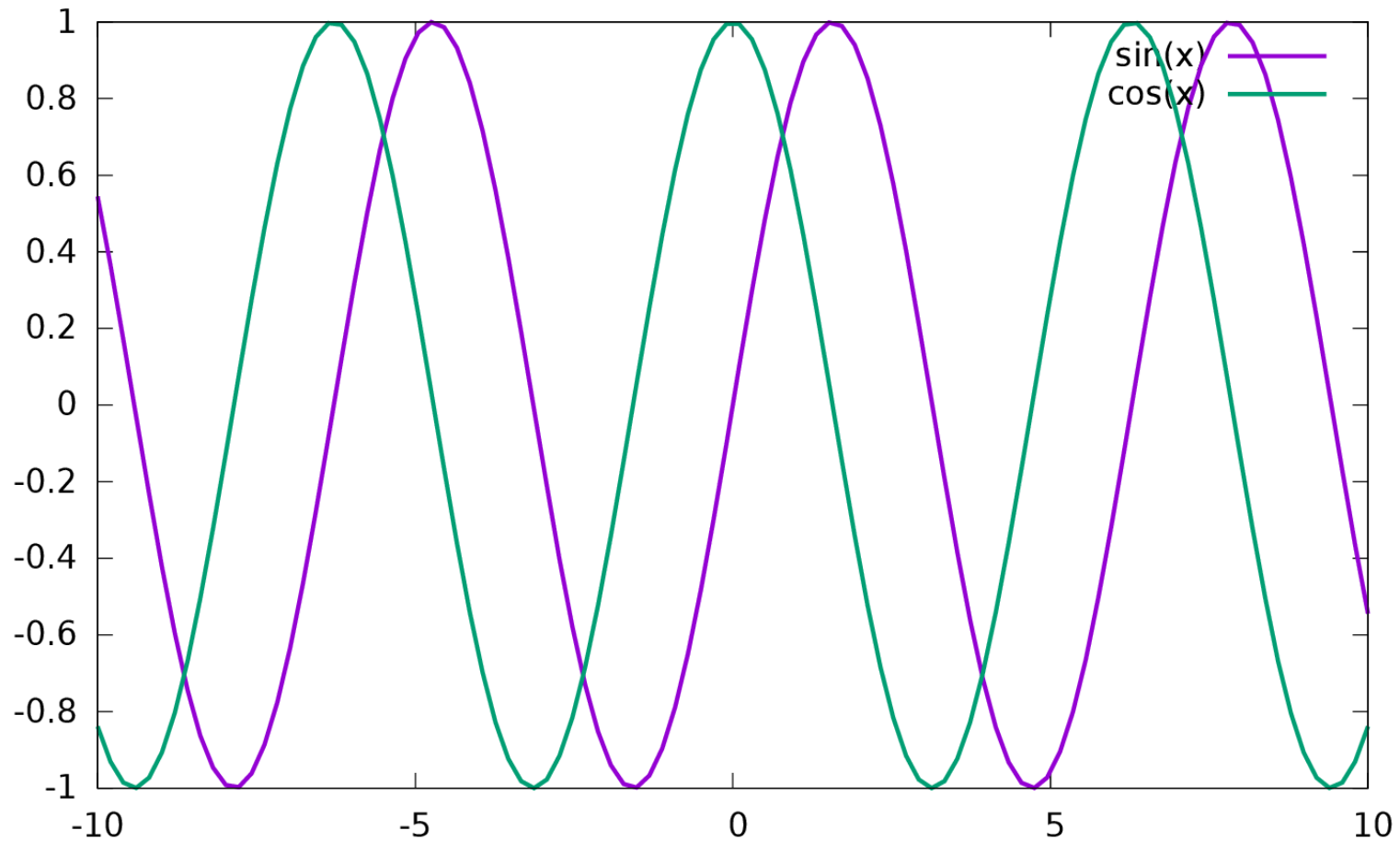
Gnuplot



Color blindness: 8% male, 0.5% female



Gnuplot 5!!



Color blindness: 8% male, 0.5% female



What is accessibility?

AKA a11y

Usable by people with specific needs

- Blind
- Low vision
- Deaf
- Colorblind
- One-handed
- Cognition (dyslexia, attention disorder, memory, ...)
- Motor disability (Parkinson, ...)
- Elderly

See Accessibility HOWTOs

- You

“Handicap” depends on the situation
and is not necessarily permanent
10% handicapped – 20% limited



This is all about freedom #0

“The freedom to run the program, for any purpose”

What about being *able to use* the program?

- RMS said a11y was just a “desirable feature”.
 - “Desirable” only, really?
- RMS said “this is free software, you can modify it” (freedom #1)
 - Can. Not. Happen.



UNO rights of persons with disabilities

"Discrimination on the basis of disability" means any distinction, exclusion or restriction on the basis of disability which has the purpose or effect of impairing or nullifying the recognition, enjoyment or exercise, on an equal basis with others, of all human rights and fundamental freedoms in the political, economic, social, cultural, civil or any other field. It includes all forms of discrimination, including denial of reasonable accommodation

"Reasonable accommodation" means necessary and appropriate modification and adjustments not imposing a disproportionate or undue burden, where needed in a particular case, to ensure to persons with disabilities the enjoyment or exercise on an equal basis with others of all human rights and fundamental freedoms;



A question of priority

- Should be prioritized
 - Just like internationalization



A question of who doing it

- Concerns only a small fraction of population
 - Already a hard time using computers...
 - Almost nobody with both disabilities and programming skills (and very difficult to work)
 - Even fewer people with awareness and programming skills
 - “This is free software, you can modify it” can not work.
- Support has to be integrated
 - Distributed among maintainers themselves
 - Not borne by the tiny a11y community



Why making GUI accessible?

(when textmode seems so easier to make accessible)

- A lot of stuff is not available in textmode
 - e.g. real javascript support
- Business applications
- Non-tech people need to get help from non-tech people around



Dedicated software?

- e.g. edbrowse, a blind-oriented editor/browser
- Generally a bad idea!
 - Oriented to just one disability
 - Lack of manpower
 - e.g. Web browser
 - javascript/flash/table/CSS support?
 - e.g. An office suite
 - MSOffice/OpenOffice compatibility?
 - Disabled & non-disabled working together
 - Better use the same software

➔ Better make **existing** applications accessible ²¹



Design principles

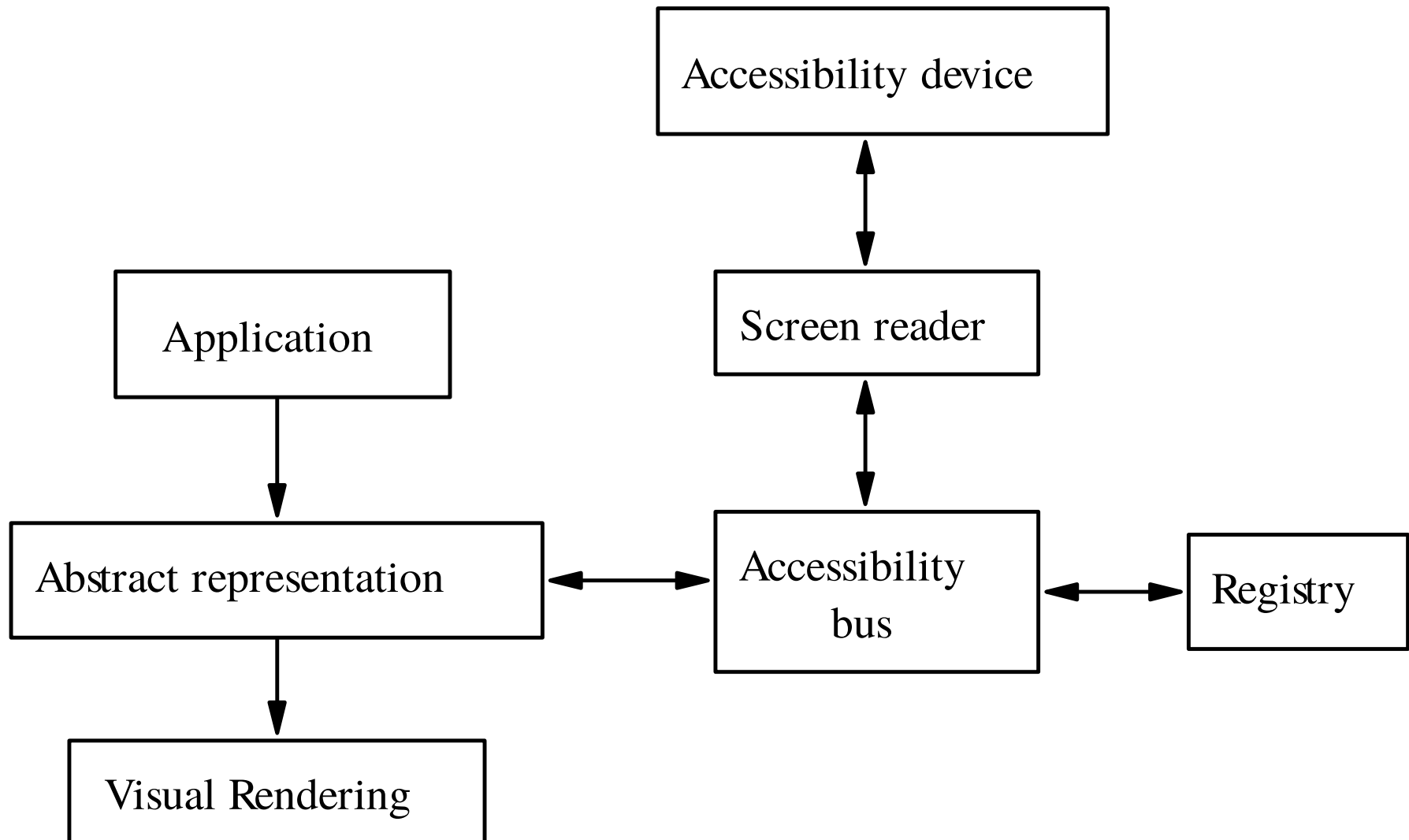
- Same software, made accessible
 - Understand each other, get help, etc.
- Synchronized work
 - Just alternate input/output
 - Being able to work together
- Pervasive
 - Shouldn't have to ask for software installation / configuration



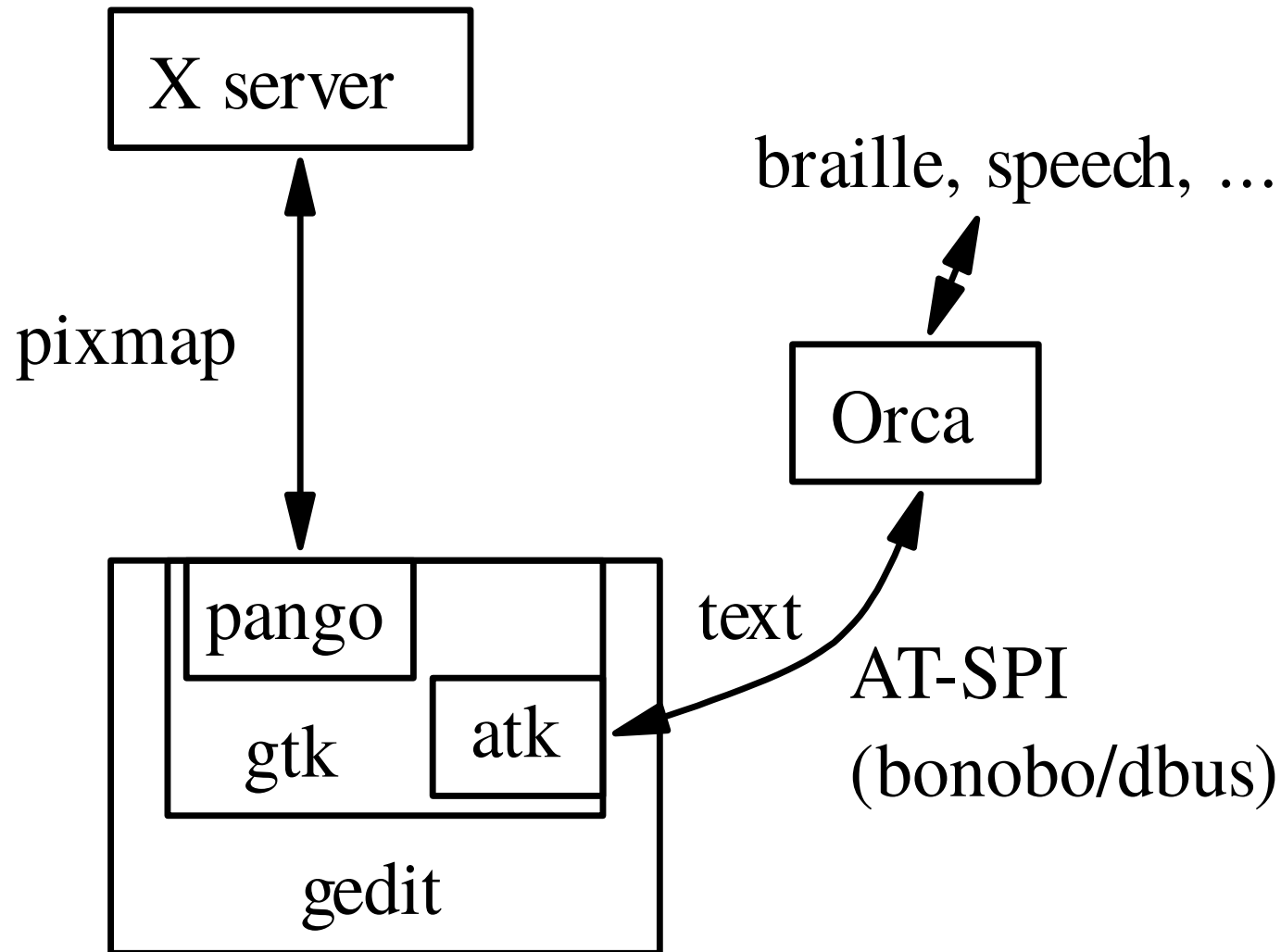
Status in a few words

- Text mode is generally quite well accessible
 - But not so well suited to beginners
- Gnome quite accessible
 - Gnome 3 was however almost a restart-from-scratch
- We're late compared to the Windows world
 - We started less than a dozen years ago
 - They started a couple of decades ago
- We're Stone Age compared to the Apple world
 - Really *good* and *integrated* support

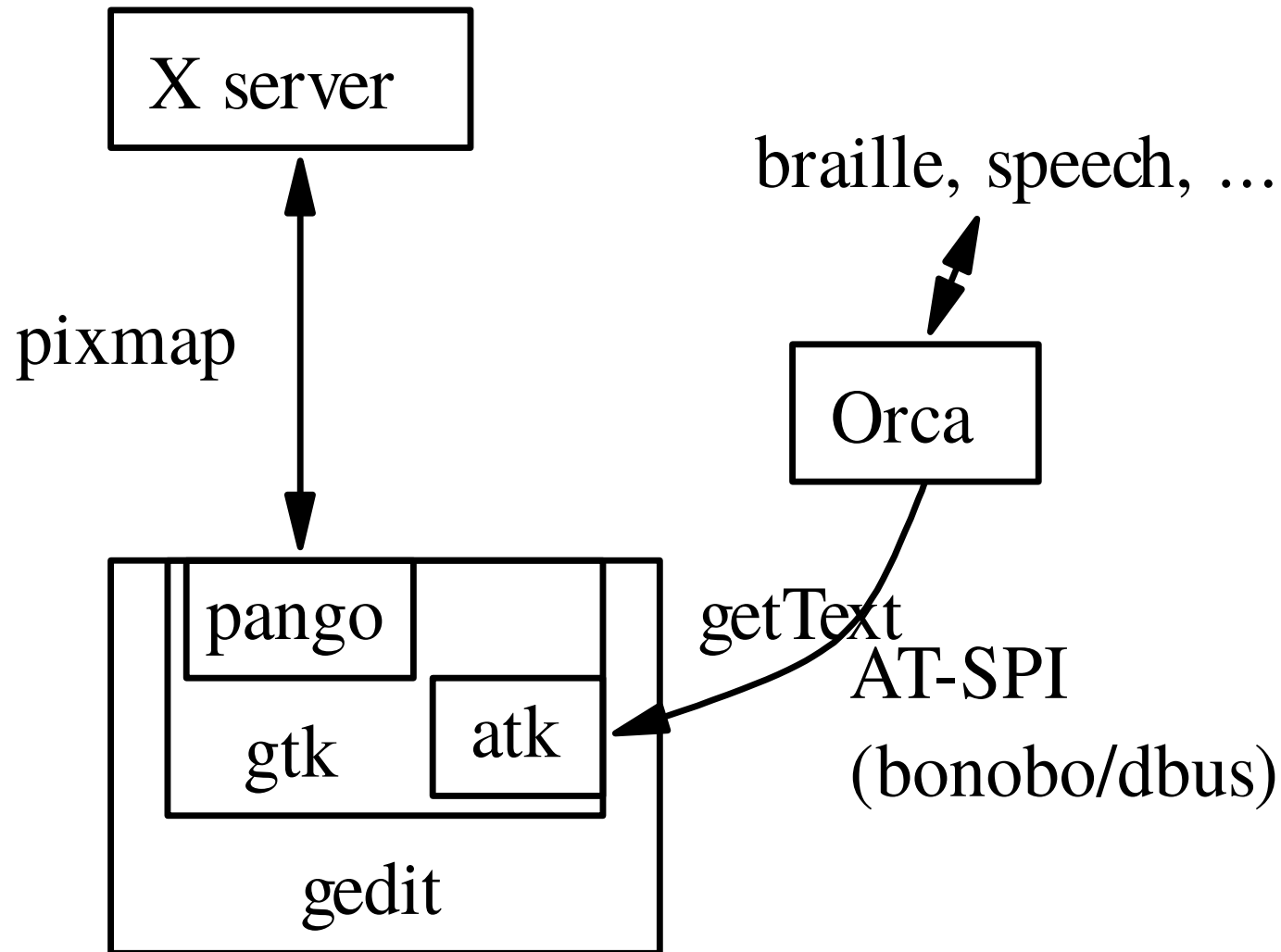
Generic methodology



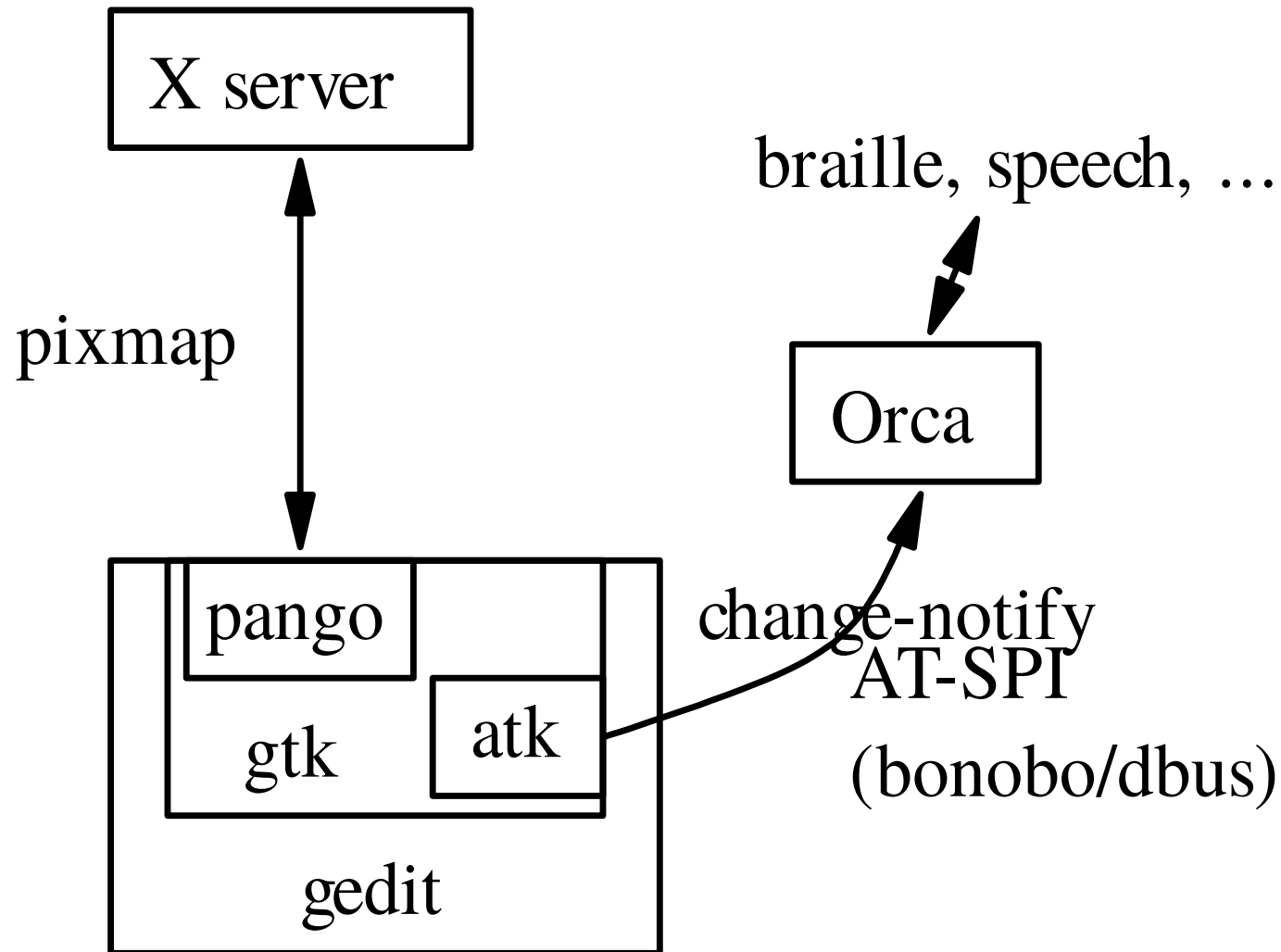
X accessibility, AT-SPI RPCs



X accessibility, AT-SPI RPCs



X accessibility, AT-SPI RPCs





Abstract representation

- Window
 - Vertical container
 - Menu bar
 - File Menu
 - Open Menu Item
 - ...
 - ...
 - Horizontal container
 - Text area
 - Ok button



Technically speaking

A lot of applications already *technically* accessible

- Console
- GTK2/3
- KDE-Qt4 sketchy, Qt5 improving
- Java Swing
- Acrobat Reader

A lot are not

- Mono?
- KDE-Qt3
- Xt
- Self-drawn (e.g. xpdf)



In practice

- A lot of technically-accessible applications actually aren't really usable
 - A visually-organized mess of widgets...

First name:	Foo
Last name:	Bar
Password:	baz



In practice

- A lot of technically-accessible applications actually aren't really usable
 - A visually-organized mess of widgets...

First column

- Label First Name
- Label Last Name
- Label Password

Second column

- Text Foo
- Text Bar
- Text baz



In practice

- A lot of technically-accessible applications actually aren't really usable
 - A visually-organized mess of widgets...
 - Label First Name for Text Foo
 - Label Last Name for Text Bar
 - Label Password for Text baz



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- ➔ Screen reader “Script” for each application



Don't try to make applications accessible,
just make accessible applications

Quite often just a matter of
common sense from the start

Not a reason for not fixing
your existing apps of course,
it will just be a bit harder :)



Text applications

- Usually work really great for braille output
 - Always provide such equivalent of graphical applications, e.g. based on same shared lib
 - Useful for servers via ssh too!
 - The default output of screen readers is what the cursor is on
 - Works great with shell, editor, etc.
 - Doesn't work so great with semigraphical apps
- ➔ Put the cursor appropriately!
- Even when invisible, e.g. mutt, aumix



Graphical applications

- Design your application **without** gui in mind first
 - Logical order, just like CSS 😊
- Use standard widgets
 - e.g. *labeled* text fields
 - Avoid homemade widgets, or else implement atk yourself for them
 - Always provide alternative textual content for visual content
- Keep it simple!
 - Not only to make screen reading easier, but to make life easier for all users too!



Some pitfalls and advices

(from the accessibility howtos)

- Shouldn't *have* to use the mouse for anything
- Care of contrasts, configurable colors
- Avoid timing-based actions, or make them configurable
- No 2D organization, logical organization
- Keep it simple and obvious
- ...



Tools



Test it yourself! (textmode)

Brltty + gnome-terminal

- see doc on <http://brl.thefreecat.org>



Documentations

- **Accessibility HOWTOs**
 - Quite old, but still very useful advices
- **Gnome Accessibility devel guide**
 - For GTK applications



Test it yourself! (GUIs)

orca -e braille-monitor



- Then work as usual
- Only using keyboard
- Checking text appears there

And crash-test

- Turn on speech, switch off the screen

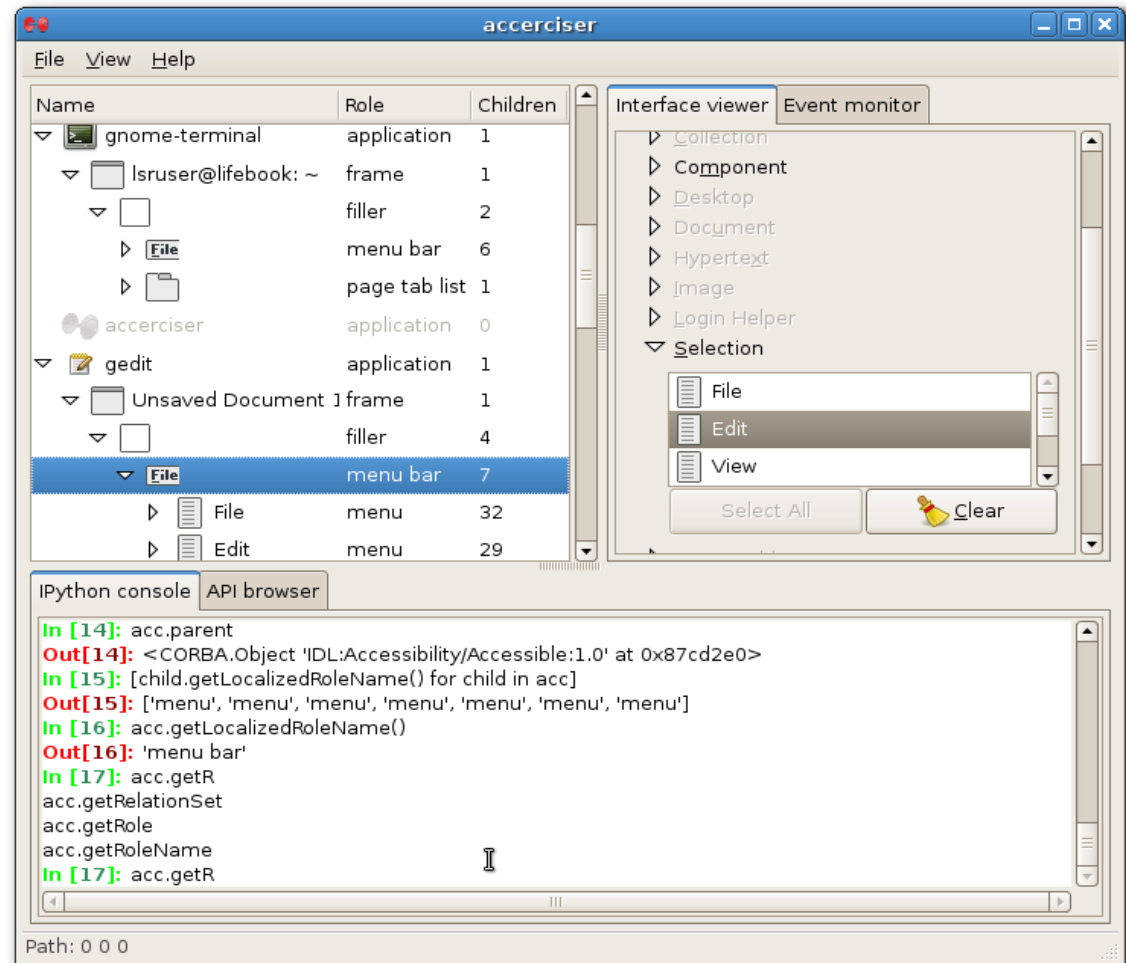
<https://developer.gnome.org/accessibility-devel-guide/stable/>⁹¹



Test it yourself! (GUIs)

Accerciser

- Sort of debugger
- Tree of widgets
- Properties





About bugs

- Take users suggestions into consideration
 - E.g. bracketed links in text web browsers
 - Be patient with disabled people
 - It's not easy for them to use your software
 - It's even more difficult for them to explain their problems in an understandable way
 - e.g. “braille doesn't follow”
- ➔ Discuss!



About bugs (2)

- Try to keep in mind their disability and their consequences
 - Yes, blind users don't care that the framebuffer doesn't show up properly!
- You could even contact your local institutes for disabled people, to discuss directly with users



Conclusion

- Accessibility is a concern for a lot of people
 - 10% have major concerns
 - 20% have minor concerns
- Dealing with it usually boils down to common sense
- It very often actually also helps other users
- But we need to raise awareness of this