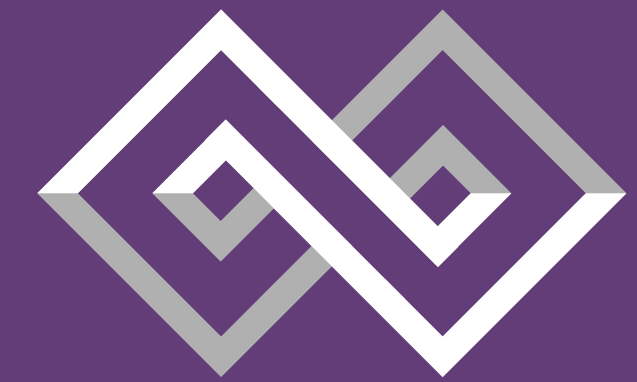




Z E P H Y R

A GUIDE TO ADA COMPLIANCE **FOR RIA WEBSITES**

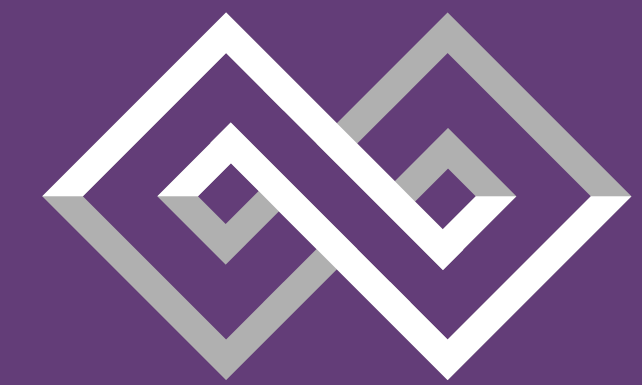
PRESENTED BY: MICHAEL REYNOLDS



Z E P H Y R

MICHAEL REYNOLDS

- Co-founder at Zephyr
- Cellist
- Sushi connoisseur
- Tennis/pickleball player
- Star Trek nerd
- RIA owner



Z E P H Y R

BRITTANY NEAL

- Marketing Coordinator
- Website builder & marketer
- Human/dog mom
- Loves yoga and coffee

Agenda

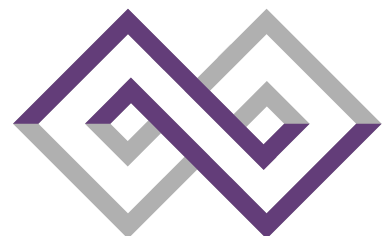
- Review ADA.
- What factors influence ADA compliance?
- Where most issues occur.
- What is reasonable compliance?
- Testing and maintaining compliance.



Americans with Disabilities Act of 1990

ADA

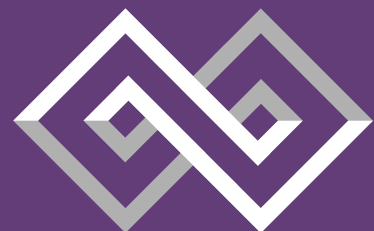
Americans with Disabilities Act

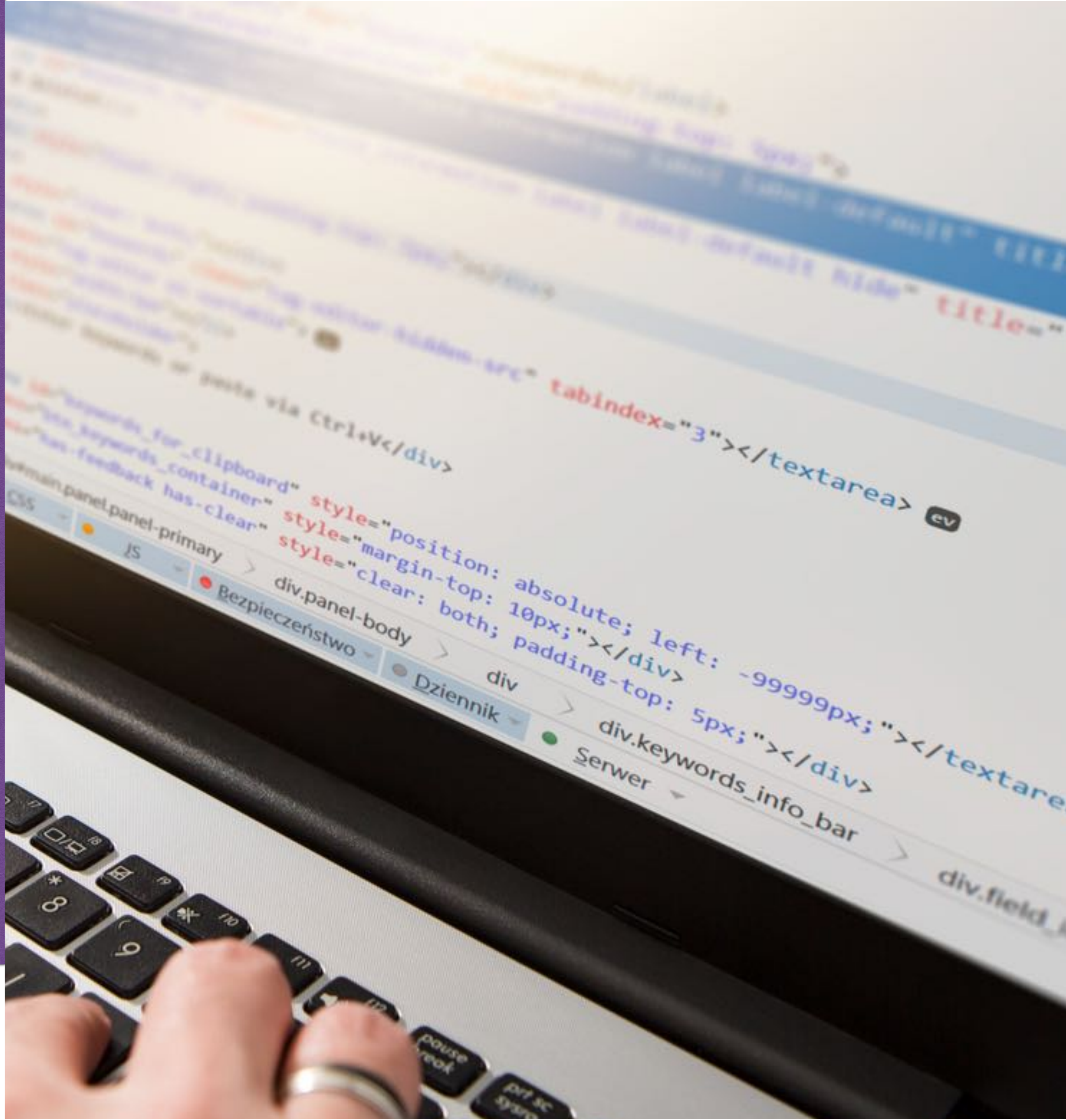


WCAG 2.2

Web Content Accessibility Guidelines (WCAG) 2.2 covers a wide range of recommendations for making Web content more accessible. Following these guidelines will make content accessible to a wider range of people with disabilities, including blindness and low vision, deafness and hearing loss, learning disabilities, cognitive limitations, limited movement, speech disabilities, photosensitivity and combinations of these. Following these guidelines will also often make your Web content more usable to users in general.

<https://www.w3.org/TR/WCAG22/>





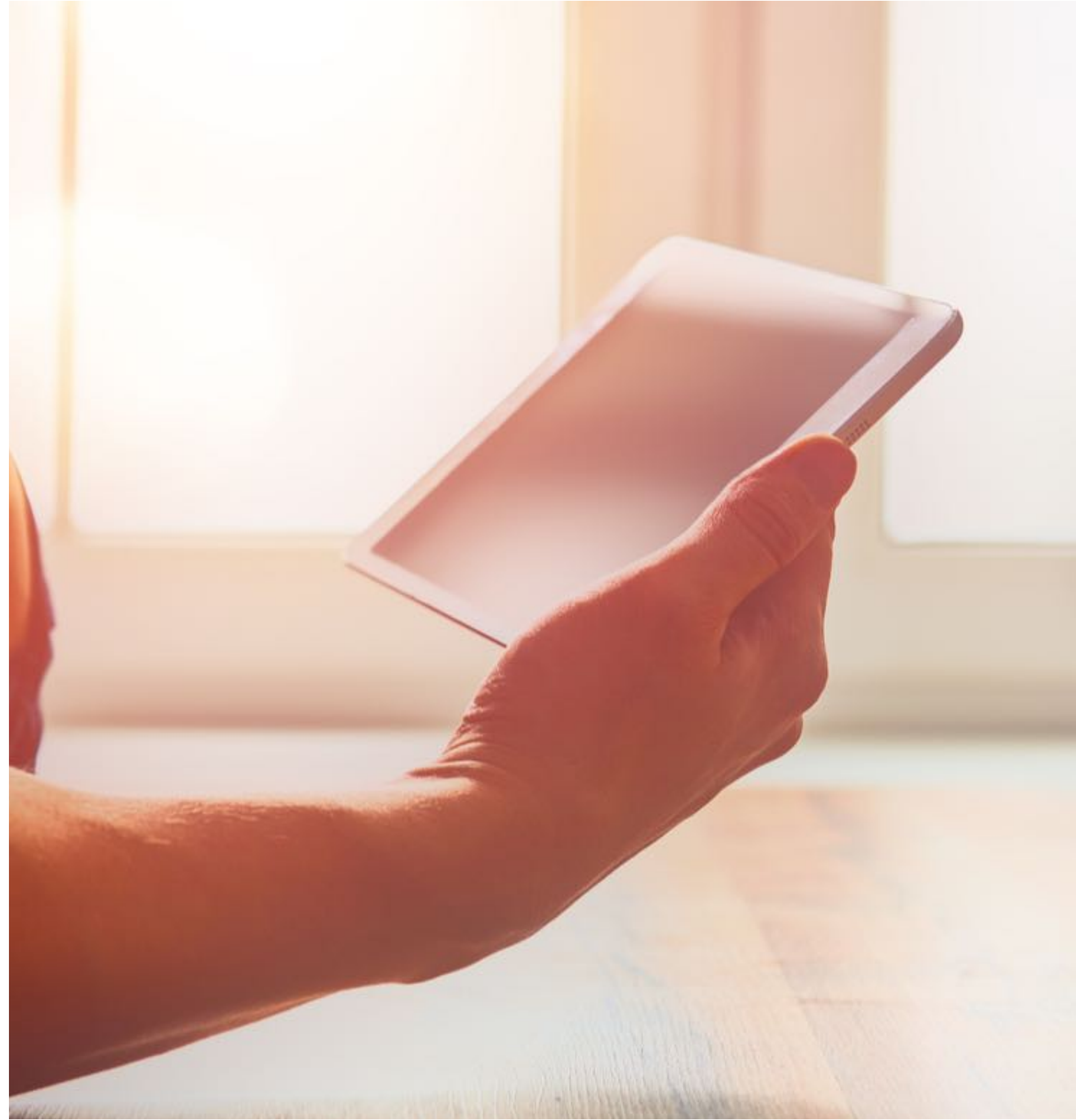
Factors in ADA Compliance

- How content is displayed.
- Alternatives for visual disabilities.
- Alternatives for hearing disabilities.
- Addresses dexterity and cognitive issues.
- General usability.
- Language and content.
- Visual elements.
- 12 guidelines.



ALT Text

1. 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.





Captions

2. Provide alternatives for time-based media.



Accessible Content Cues

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





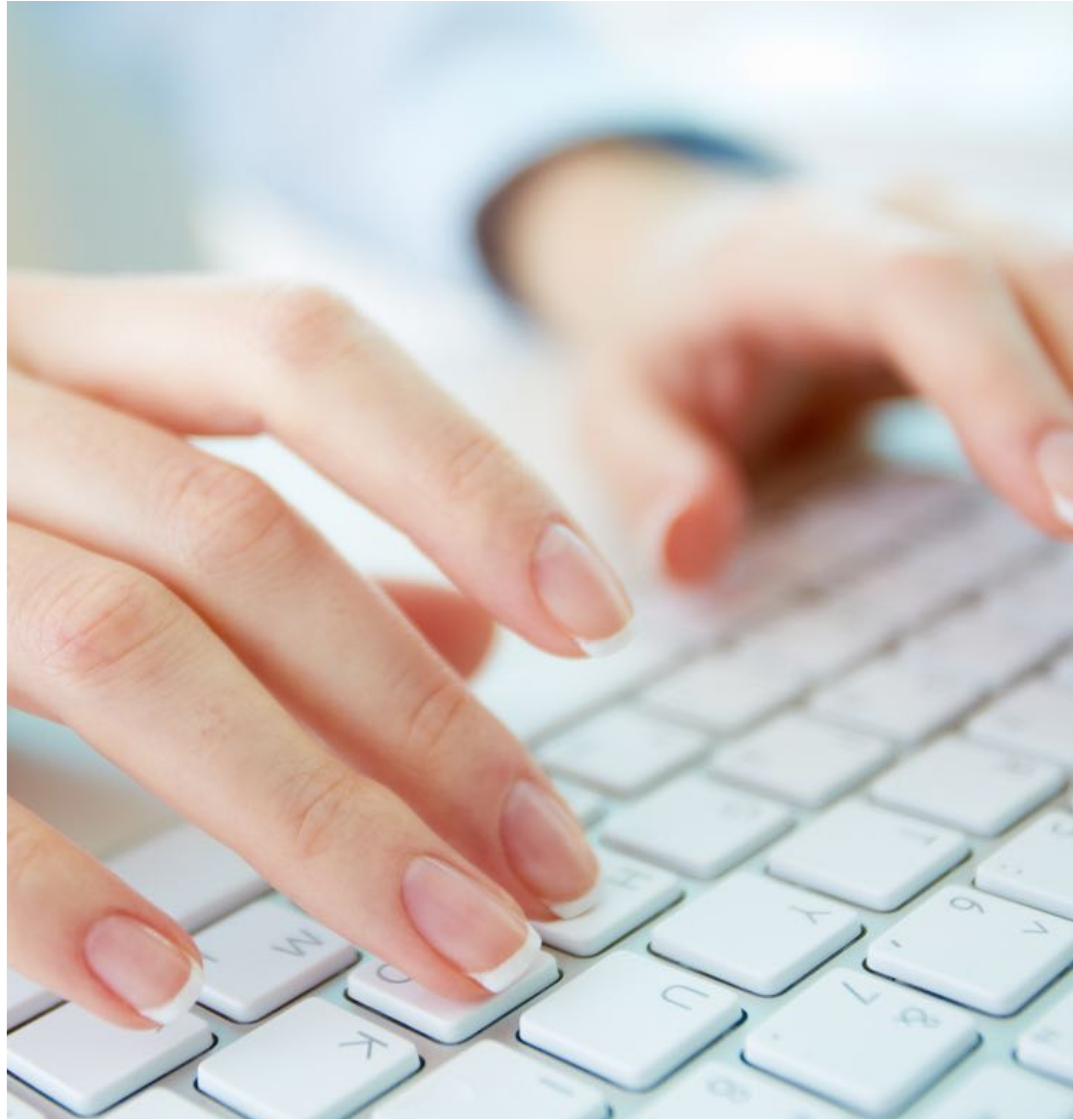
Contact & Readability

4. Make it easier for users to see and hear content including separating foreground from background.



Keyboard Navigation

5. Make all functionality available from a keyboard.





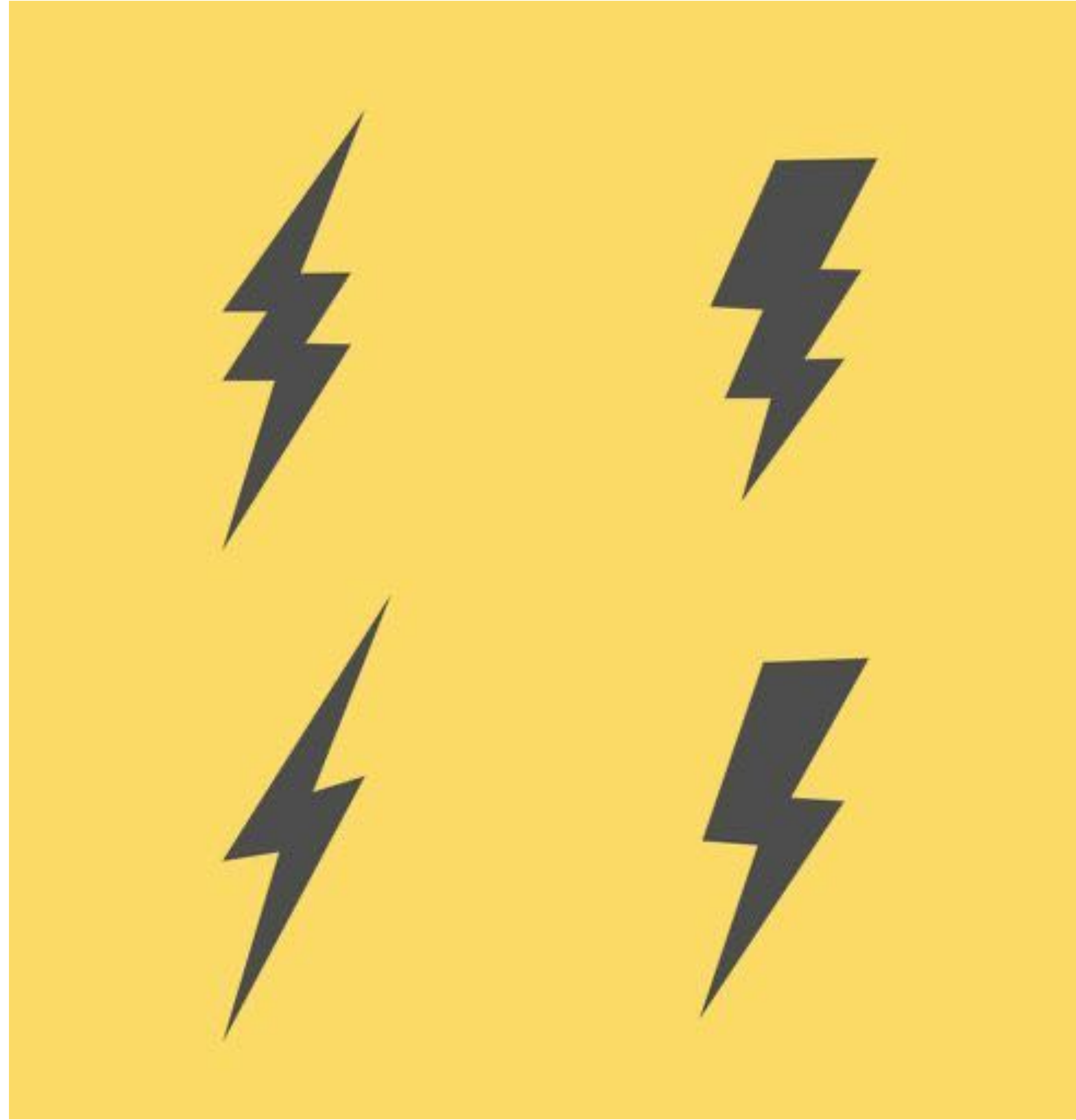
Time to Read Content

6. Provide users enough time to read and use content.



Excessive Effects

7. Do not design content in a way that is known to cause seizures.





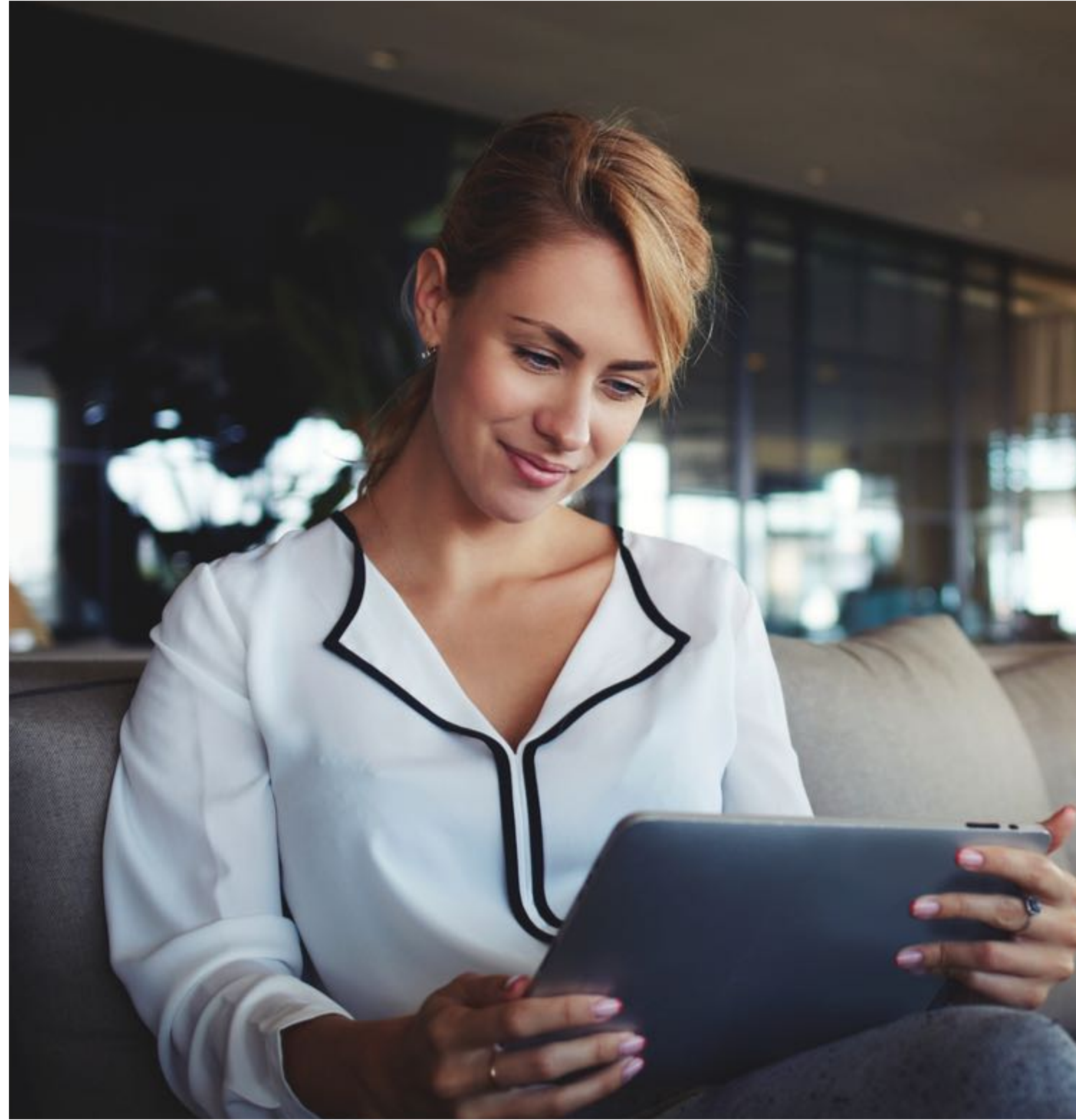
Clear Navigation

8. Provide ways to help users navigate, find content, and determine where they are.



Understandable Content

9. Make text content readable and understandable.





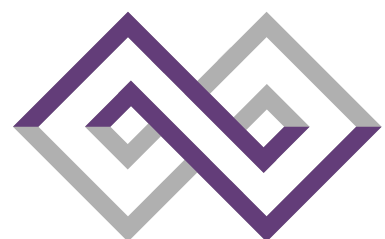
Predictable Operation

10. Make Web pages appear and operate in predictable ways.



Error Handling

11. Help users avoid and correct mistakes.



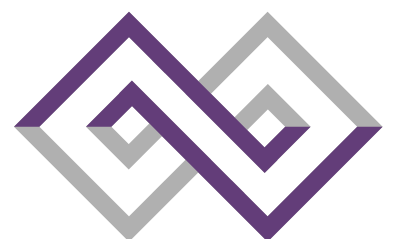

```

10 friend void prinAllStudent(Student std[], int i);
11 friend void prinAllTeacher(Teacher T1[], int j);
12 friend int calAndPrintAvgAge(Student std[], Teacher T1[], int i, int j);
13 friend void countTeacher(Teacher T1[], int avgt, int j);
14
15 protected:
16     char fname[100];
17     char lname[100];
18     int age;
19 public:
20     void setData()
21     {
22         cout << "Input your firstname lastname age" << endl;
23         cin >> fname;
24         cin >> lname;
25         cin >> age;
26     }
27     void prinData()
28     {
29         cout << "Your result is " << fname << " " << lname << " " << age << endl;
30     }
31
32
33
34 };
35 class Teacher: public Human
36 {
37     friend void prinAllStudent(Student std[], int i);
38     friend void prinAllTeacher(Teacher T1[], int j);
39     friend int calAndPrintAvgAge(Student std[], Teacher T1[], int i, int j);
40     friend void countTeacher(Teacher T1[], int avgt, int j);
41
42 private:
43     int salary;
44
45 };
46 class Student: public Human
47 {
48     friend void prinAllStudent(Student std[], int i);
49     friend void prinAllTeacher(Teacher T1[], int j);
50     friend int calAndPrintAvgAge(Student std[], Teacher T1[], int i, int j);
51     friend void countTeacher(Teacher T1[], int avgt, int j);
52 private:
53     int year;
54 };
55 void prinAllStudent(Student std[], int i)
56 {
57     cout << "Result of student" << endl;
58     for (int p = 0; p < i; ++p) {
59         cout << "Your result Student " << p+1 << " is " << std[p].fname << " " << std[p].lname << " " <<
60

```

Compatibility

12. Maximize compatibility with current and future user agents (web browsers), including assistive technologies.



Where Most Issues Occur

- ALT text on images.
- Video captioning.
- Content readability.
- General usability.



What is a Reasonable Level of Compliance?





Testing for ADA Compliance

- Numerous tools exist for testing.
- Test on a periodic basis.
- Stay informed on updates to ADA standards.
- fae.disability.illinois.edu

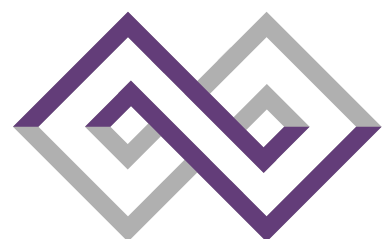


Maintaining Compliance

- Train website managers.
- Implement processes and procedures.
- Conduct regular audits.
- Look for a CMS that allows compliance.
- Train, train, train!



ADA Compliance is Just Good Business



HAVE QUESTIONS?

Contact Michael Reynolds - michael.reynolds@zephyrcms.com

