

DIGITAL ACCESSIBILITY

GENERAL RULES OF THUMB FOR ACCESSIBLE DESIGN



INTERACTION METHODS AND MODALITIES

Learners can efficiently interact with the eLearning using the input method of their choosing (i.e., mouse, keyboard, touch, etc.).



NAVIGATION AND WAYFINDING

Learners can easily navigate, find content, and determine where they are at all times within the system.



STRUCTURE AND SEMANTICS

Learners can make sense of the structure of the content on each page and understand how to operate within the system.



ERROR PREVENTION AND STATES

Interactive controls have persistent, meaningful instructions to help prevent mistakes and provide learners with clear error states.



CONTRAST AND LEGIBILITY

Text and other meaningful information can be easily distinguished and read by learners.



LANGUAGE AND READABILITY

Content on the page can easily be read and understood by learners



PREDICTABILITY AND CONSISTENCY

The purpose of each element is predictable, and how each element relates to the system as a whole is clear and meaningful, to avoid confusion for the learner.



TIMING AND PRESERVATION

Learners are given enough time to complete their tasks and do not lose information if their time (i.e., a session) runs out.



MOVEMENT AND FLASHING

Elements on the page that move, flash, or animate in other ways can be stopped, and do not distract or harm the learners.



VISUAL AND AUDITORY ALTERNATIVES

Purely visual or auditory content that conveys information has text-based alternatives for learners who can't see or hear.

How we'll roll

eLearning Design

Video & Audio

- We will build all media with accessibility in mind! It is much easier to work accessibility into the beginning than trying to tack it on later. This is true of all components, but especially for media components.
- Our aim is to ensure media players are accessible and includes control elements to pause, stop, and play media.
- Do not auto-play media. This can cause confusion as well as annoyance.
- Where possible we will make sure media has alternative methods to digest the content. All video is subtitled into English and/or provided with a transcript for users to read.
- Ensure media does not cause seizures! Use the Photosensitive Epilepsy Analysis Tool (PEAT) to check your media before you add it to your web site.
- Video output is a minimum resolution of 1080p
- Background music is not to be used where speech is present (I.e. not using speech and music at the same time)
- AI Voiceovers are all created via ElevenLabs and exported at 192kbps minimum

Images

- All images are reflective of, and incorporate British values. Democracy, the rule of law, individual liberty, mutual respect, tolerance of those of different faiths and beliefs
- Every image we use needs to have an alt attribute. If the image is informational, set the alt equal to a descriptive alternative for that image.
- If the image is decorative or redundant to adjacent text, set alt="", which conveys to assistive technology users that the image isn't necessary for understanding the page.
- Avoid using generic strings like photo, image, or icon as alt Values, as they don't communicate valuable content to the user. We will be as descriptive as possible.
- Any text in images of text is at least 14px and has good contrast with the background.
- We will not use blinking images

How we'll roll

eLearning Design

Typography

- All text to be delivered in plain simplified English. Any abbreviations, mnemonics and acronyms used will be expanded on in the first instance.
- Avoid small font sizes. 17px as minimum
- Sans Serif fonts to be used. Select basic, simple, easily readable fonts and use a limited number of fonts.
- All our content should allow typography to be magnified up to 200% by the user without clipping or distorting content.
- We will limit the use of font variations such as bold, italics, and ALL CAPITAL LETTERS (caps are similar to screaming to screen readers).
- We will not rely only on the appearance of the font (colour, shape, font variation, placement, etc.) to convey meaning.
- We will not use blinking or moving text.
- Where possible we will aim to use real text rather than text within graphics.
- All contrast values meet WEBAIM standards of 4.5:1 as a minimum.

Navigation

- Navigation will be intuitive and where restricted reasons and states are used to inform the learner.
- DOMs and Focus Orders set up appropriately reflecting the designed pace and order of content.
- Where possible, every course will provide guidance on how to translate into additional languages