

---

# Humanities Collaboratory Workshop: Making Projects Accessible

---

Facilitators:  
Stephanie Rosen, Ph.D. &  
Heidi Steiner Burkhardt

Osterman Common Room  
Institute for the Humanities  
June 5, 2017 / 12:30-2:00

---

## Overview

In this workshop, Dr. Stephanie Rosen (U-M Library Accessibility Specialist) and Heidi Steiner Burkhardt (U-M Library User Experience Specialist) will introduce the concepts of accessibility and usability to help teams think critically about the goals of their projects, as well as design deliverables that will be usable for a broad range of audiences using a range of technologies.

In this session, teams will also have the opportunity to work through questions connected with their anticipated project outcomes.

## Agenda

- Introductions
- Usability
  - User Experience
- Accessibility
  - Definitions
  - Why Accessibility
  - Understanding Accessibility
- Question Break
- Content strategy
  - Audience
  - Goals and outcomes
  - Scope and maintenance
  - Environmental scan
  - Metrics and follow-ups
- Accessibility Challenges
  - Multimedia and visual media
  - Interactive elements
  - Translation and multiple languages
  - Outside vendors and solutions
- Discussion Questions for your project

## Materials

Handout:  
Stephanie Rosen, "Making Projects Accessible,"  
Humanities Collaboratory Blog, College of LSA,  
February 03, 2017

## Other Resources

- **Don't Make Me Think** (3rd Edition) by Steve Krug
- **Content Strategy for the Web** by Kristina Halvorson and Melissa Rach
- **Nicely Said** by Nicole Fenton and Kate Kiefer Lee
- **Letting Go of Words** by Ginny Redish
- **Hemingway editor**  
(<http://www.hemingwayapp.com/>)
- **Nielsen Norman Group** (Reports & Articles)  
(<https://www.nngroup.com/>)
- **Usability.gov** (<http://www.usability.gov>)
- **Dos and Don'ts, UK Gov Posters**  
(<https://accessibility.blog.gov.uk/2016/09/02/dos-and-donts-on-designing-for-accessibility>)
- **Vox Product Accessibility Guidelines**  
(<http://accessibility.voxmedia.com/>)
- **Accessible Digital Office Document Project**  
(<http://adod.idrc.ocad.ca/>)
- **University of Washington Creating Accessible Videos**  
(<http://www.washington.edu/accessibility/videos/>)
- **6 Simplest Web Accessibility Tests Anyone Can Do**  
(<http://www.karlgroves.com/2013/09/05/the-6-simplest-web-accessibility-tests-anyone-can-do/>)

---

# Humanities Collaboratory Workshop: Making Projects Accessible

---

Facilitators:  
Stephanie Rosen, Ph.D. &  
Heidi Steiner Burkhardt

Osterman Common Room  
Institute for the Humanities  
June 5, 2017 / 12:30-2:00

---

## Questions for group discussions

- **Audience:** Who are the primary and secondary audiences for your project?
- **Goals and outcomes:** What user need(s) are you trying to solve with your project (goals)? What are some possible outcomes of the project?
- **Scope and maintenance:** Does your project's content fit into a broader picture (program, service, ecosystem)? What have you considered around maintenance and lifespan of your project?
- **Environmental scan:** What are your project's potential blockers (if any) and what other people will be involved in making it a success?
- **Metrics and follow-ups:** How do you plan to let people know your project exists and how will you measure success?
- **Multimedia and visual media:** How will multimedia be translated across sensory modes? How might you include the creation of accessible materials in project workflows?
- **Interactive elements:** Will complex interactive elements function with keyboard only, on mobile device, with assistive technology? If not, what will you do to provide access?
- **Translation and multiple languages:** What content will be translated and how will translations be presented?
- **Outside vendors and custom solutions:** How might you ensure that the product will meet accessibility guidelines?