

WCAG 2.1 Stratification to Support Gamification of Accessibility Training by Role

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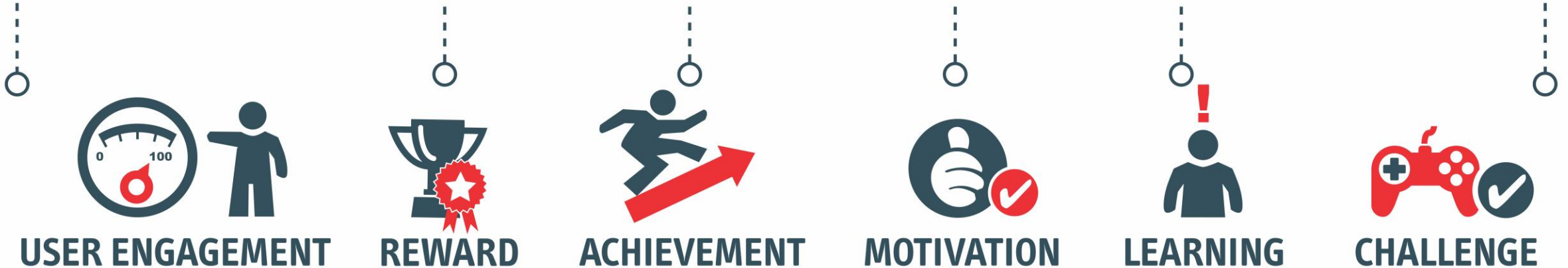
I love Compliance Training !

Said only .001 % of individuals, ever



What is Gamification?

GAMIFICATION



E-Learning Gamification Stats

1. The gamification industry is huge ([Huffington Post, Engagement Alliance](#))
2. 61% of surveyed execs play a game at least once per day ([Ryan Jenkins](#))
3. 70% of Global 2000 organizations have at least one gamified application. ([Engagement Alliance](#))
4. Almost 80% of the learners say that they would be more productive if their university/institution or work was more game-like. ([Talent LMS](#))
5. Over 60% of learners would be motivated by leaderboards and increased competition. [Talent LMS](#)

E-Learning Gamification Stats

6. 89% say that a point system would increase their engagement with an eLearning application.
7. Over 350 companies have launched major gamification projects. These include consumer brands like MLB, Adobe, NBC, Walgreens, Ford, Southwest, eBay, Panera, and more. ([Huffington Post](#))
8. In the United States alone, there are 183 million active gamers. Playing 13 hours a week on average. ([Ryan Jenkins](#))

Proper Thanks to Denis Boudreau

It started at the end of 2017 with a post.

<https://www.24a11y.com/2018/unlocking-accessibility-for-ux-ui-designers/>

- Two most important points in this article:
 - “What we need is a Babelfish for Designers and Developers”
 - “Accessibility Heuristics”
- But, there were a few things missing
 - WCAG 2.1 update (17 new guidelines)
 - Points of View
 - Fun

Points of View



WCAG Guideline Category 1a: Keyboard Operation

Guideline	Design	Develop	Content
WCAG 2.1.1: Keyboard		X	
WCAG 2.1.2: No Keyboard Traps		X	
WCAG 2.1.4: Character Key Shortcuts	X	X	
WCAG 2.4.3: Focus Order	X	X	
WCAG 2.4.7: Keyboard Focus Indicator	X	X	

WCAG Guideline Category 1: Other Operation

Guideline	Design	Develop	Content
WCAG 2.5.1: Pointer Gestures	X	X	
WCAG 2.5.2: Pointer Cancellation		X	
WCAG 3.2.1: On Focus	X	X	
WCAG 2.2.1: Adjustable Timeouts	X	X	

WCAG Guideline Category 2: Navigation

Guideline	Design	Develop	Content
WCAG 2.4.1: Bypass Blocks	X	X	
WCAG 2.4.4: Link Purpose	X	X	X
WCAG 2.4.5: Multiple Ways	X	X	
WCAG 3.2.3: Consistent Navigation	X	X	

WCAG Guideline Category 3: Structure

Guideline	Design	Develop	Content
WCAG 1.3.1: Info and Relationships	X	X	
WCAG 2.4.2: Page Titles	X	X	X
WCAG 2.4.6: Header Structure	X	X	X
WCAG 4.1.2: Name Role Value	X	X	
WCAG 1.4.10: Reflow (aka Responsive Web and enhanced zoom)	X	X	

WCAG Guideline Category 4: Color

Guideline	Design	Develop	Content
WCAG 1.3.3: Sensory Characteristics	X	X	X
WCAG 1.4.1: Use of Color	X	X	X
WCAG 1.4.3: Contrast Minimums (Text)	X	X	X
WCAG 1.4.11: Contrast Minimums (Non-Text)	X	X	X

WCAG Guideline Category 5: Legibility

Guideline	Design	Develop	Content
WCAG 1.4.4: Resize Text	X	X	X
WCAG 1.4.5: Images of Text	X	X	X
WCAG 1.4.12: Text Spacing	X	X	X
WCAG 1.4.13: Content on Hover or Focus	X	X	X

WCAG Guideline Category 6: Announcements

Guideline	Design	Develop	Content
WCAG 1.3.2: Meaningful Sequence	X	X	X
WCAG 3.1.1: Language of Page	X	X	X
WCAG 3.1.2: Language of Parts	X	X	X

WCAG Guideline Category 7: Forms

Guideline	Design	Develop	Content
WCAG 1.3.5: Input Purpose	X	X	
WCAG 2.4.6: Labels	X	X	X
WCAG 2.5.3: Label in Name		X	
WCAG 3.2.2: On Input	X	X	
WCAG 3.3.2: Labels or Instructions	X	X	X

WCAG Guideline Category 8: Errors

Guideline	Design	Develop	Content
WCAG 3.3.1: Error Identification	X	X	
WCAG 3.3.3: Error Suggestions	X	X	X
WCAG 3.3.4: Error Prevention	X	X	
WCAG 4.1.1: Parsing		X	
WCAG 4.1.3: Status Messages	X	X	X
WCAG 1.1.1: the CAPTCHAs part	X	X	

WCAG Guideline Category 9: Graphics, Audio, and Movies

Guideline	Design	Develop	Content
WCAG 1.1.1: Non-text Alternatives	X	X	X
WCAG 3.2.3: Consistent Identification	X	X	X
WCAG 1.2.1: Pre-recorded Audio and Video	X	X	X
WCAG 1.2.2: Captions	X		X
WCAG 1.2.3: Descriptive Audio and WCAG 1.2.5: Descriptive Audio	X	X	X
WCAG 1.2.4: CART			
WCAG 1.4.2: Audio Control	X	X	

WCAG Guideline Category 10: Motion

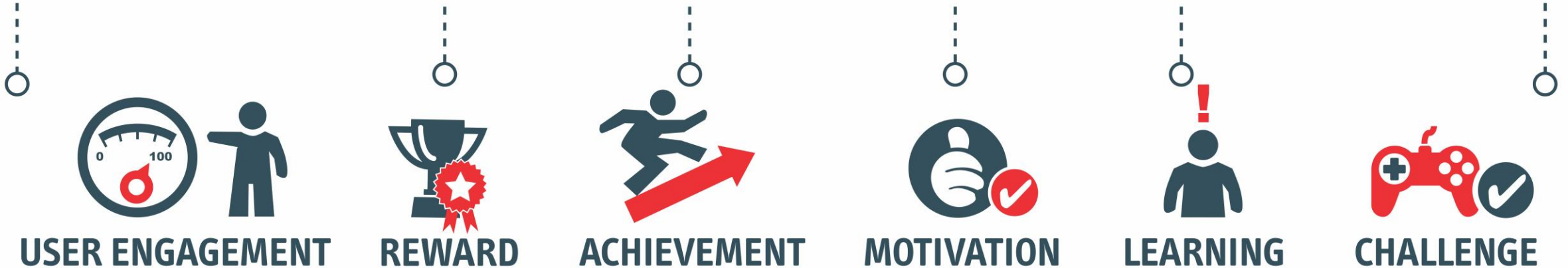
Guideline	Design	Develop	Content
<u>WCAG 2.2.2: Automatic Motion</u>	X	X	X
<u>WCAG 2.3.1: Flashing Threshold</u>	X		X
<u>WCAG 2.5.4: Motion Actuation</u>	X	X	

WCAG Guideline Category 11: Native App Operation

Guideline	Design	Develop	Content
WCAG 1.3.4: Orientation	X	X	X
WCAG 2.5.5: Touch Target Size	X	X	X

Gamification (Again)

GAMIFICATION



Types of Gamification that can be applied to Accessibility Training

- Jeopardy

Random questions with increasing difficulty about a particular guideline

- Speed

First to finish 10 good pieces of alt text

- Accuracy

Looking at a colorful page, pick out (without using a contrast analyzer) which color combinations are suspect

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Questions? And Thank You !



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