VPAT
DecisionDesk Approach to Designing for Accessibility

There are six Accessibility principles that guide the development and design process at DecisionDesk:

1. VISUAL ELEMENTS
Always use appropriate alternative text, do not use color to convey information, have high color contrast, using markup—not images, no flickering, blinking or moving content

2. CODE
Keep markup clean, organized and reflective of the content hierarchy. Avoid frames wherever possible, validate, define layout with relative values, identify tables.

3. TEXT CONTENT
Simple and clear descriptive language, using header elements to convey document structure, use list structure elements with markup

4. NAVIGATION
Descriptive link titles, using a site map, consistent navigation, logical order, skip links, avoiding pop-up windows.

5. SCRIPT AND FORMS
Pages are always usable, program element independent, accessible dynamic content, clear and descriptive labels and forms, device independence

6. TESTING
Done early and often on all code and components
Our Voluntary Product Accessibility Template

is based on the template recommended by section508.gov, created by the Information Technology Industry Council, specifically Section 1194.21 Software Applications and Operating Systems and Section 1194.22 Web-based Internet Information and Applications and Web Accessibility in Mind checklist.

OUR TEMPLATE ADDRESSES:

keyboard functionality, activated accessibility features, interactive elements, user interface elements, color, contrast and animations. It also expands on best practices for markup structure, content organization and user controls.

Before designs are completed and deployed they must meet or exceed requirements in these four areas:

1. PERCEIVABLE
   • Provide text alternatives for non-text content.
   • Provide captions and alternatives for audio and video content.
   • Make content adaptable; and make it available to assistive technologies.
   • Use sufficient contrast to make things easy to see and hear.

2. OPERABLE
   • Make all functionality keyboard accessible.
   • Give users enough time to read and use content.
   • Do not use content that causes seizures.
   • Help users navigate and find content.

3. UNDERSTANDABLE
   • Make text readable and understandable.
   • Make content appear and operate in predictable ways.
   • Help users avoid and correct mistakes.

4. ROBUST
   • Maximize compatibility with current and future technologies.

In addition, all design and code must be evaluated against the W3C Checklist for Web Accessibility
Testing and Tools
We test our software on a variety of platforms and assistive technologies.

SCREEN READERS:
(desktop)
• JAWS
• Window-Eyes
• VoiceOver
• NonVisual Desktop Access, more commonly refereed to as NVDA
• Chrome Vox

devices)
• VoiceOver
• Nuance Talks
• Mobile Speak
• TalkBack for Android

We also use several web-based software testing solutions and tools:

ACCVERIFY/REPAIR FROM HISOFTWARE
HiSoftware’s AccRepair Desktop single user/single PC product allows developers, content providers and quality assurance staff to test and verify Web content for accessibility and to programmatically fix errors. Allowing for immediate testing and reporting at the desktop level, files can be tested locally or across a mapped networked drive. Automated browsing is available at the desktop level and is limited to 1,000 pages per scan.

ODELLUS COMPLYFIRST
Oodles ComplyFirst allows us to automate, and simultaneously manually test for accessibility issues that may be on their web sites and web applications.

WEBAIM WAVE EVALUATION TOOL
WebAIM: Web Accessibility in Mind (WebAIM) aims to expand the Web’s potential for people with disabilities, so they provide a guide to Web accessibility and numerous evaluation tools and papers on design and delivery.
ALL OF OUR CODE IS SUBJECT TO SEVERAL TESTS:

- Readability Test
- Luminosity Color Contrast Ratio Analyser
- Image Analyser
- Text Size Control
- Configurable keyboard navigation

We also use a variety of simulators for colorblindness and cognitive disability. For example:

WEBAIM DISTRACTIBILITY SIMULATOR

WebAIM Distractibility simulator, which demonstrates how difficult it can be to navigate a simple Web site for someone who suffers from a cognitive disability.

In addition, we frequently search accessibility principles and compliance solutions on The National Center on Accessible Information Technology in Education knowledge base and consult the Disability.gov Guide to Assistive Technology.

BROWSER TOOLS

Our developers and designers use several browser tools, including but not limited to:

- Firefox Accessibility Extension
- Chrome Accessibility Developer Tools
- Juicy Studio Accessibility Toolbar
- Google’s Accessibility site

ACCESSIBLE RICH INTERNET APPLICATIONS SUITE

DecisionDesk respects ARIA roles and utilize them to ensure that all content is properly displayed to users with varying levels of ability.

The World Wide Web Consortium (W3C) supports the Web Accessibility Initiative (WAI), including the WAI-ARIA, or the Accessible Rich Internet Applications Suite. The latter tool defines a way to make Web content and Web applications more accessible to people with disabilities. Readers can learn about accessibility initiatives from the WAI and use tools provided by the WAI-ARIA. Our application uses Javascript in the browser to render information client-side, but we use no animations or commands to hide or reveal content.