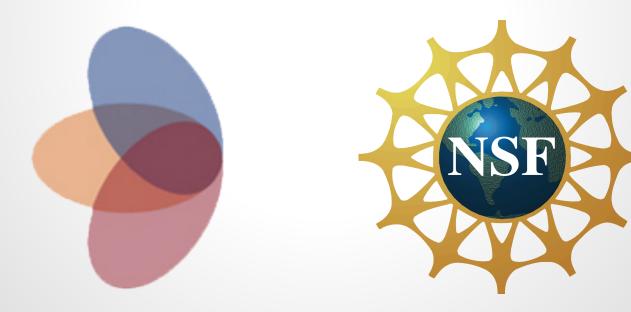
Establishing Guidelines for Accessibility of Online STEM Resources

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Emerging Researchers National Conference, Washington, D.C.
03/01/13

Affiliations

- Deaf STEM Community Alliance
- National Science Foundation (NSF)(HRD-1127955)



Overview

- Statement of the Problem
- Virtual Academic Community (VAC)
- Accessibility
 - 3 Groups
- Digital Libraries
 - Curation
- Design Process

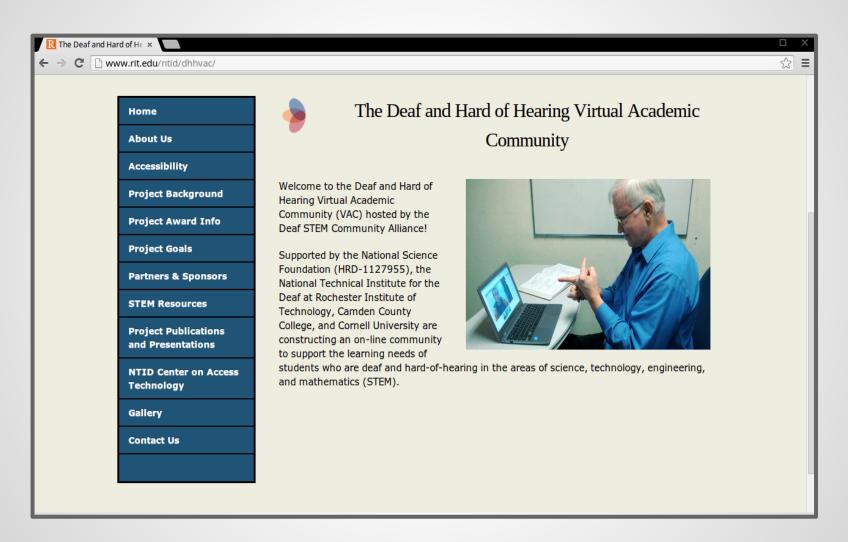


Statement of the Problem

How can we ensure that persons with disabilities have equal access to education in Science, Technology, Math, and Engineering (STEM) fields?



Virtual Academic Community



"The power of the Web is in its universality. Access by everyone regardless of disability is an essential aspect."

Tim Berners-Lee, inventor of the World Wide Web

- 3 Groups
 - Deaf & Hard-of-Hearing
 - Blind & Low Vision
 - Mobility Impaired



Deaf & Hard-of-Hearing

Categories	Solutions
• Mild: 26-45 db.	1) Information must be easily understood.
 Moderate: At 46-65 db. 	2) Content must be very visual.
• Severe: At 66-85 db.	3) High Frames Per Second Rates (FPS) are required
• Profound: Above 86 db.	when communicating via teleconferencing.

Blind & Low Vision

Categories	Solutions
 Partially sighted: Mild vision problems. 	1) Visual media must be described.
 Low vision: Severe visual impairment. 	2) Computer programs and accessories are required.
 Legally Blind: Very limited field of vision. 	
Totally Blind: No vision.	

Mobility Impaired

Categories	Solutions
 Level 1: Slightly impaired mobility. Level 2: Intermediate impaired mobility. Level 3: Severe impaired mobility. 	 Limited or no ability to use a mouse. Computers are used in the simplest possible way to perform tasks.

Accessibility Tools

- Website Testing
 - Accessibility Rating Checklist



- Browser Accessories
 - Deaf & Hard-of-Hearing
 - Subtitles, Captions, Improve Readability
 - Blind & Low Vision
 - Screen Readers, Change Font Size, Keyboard Shortcuts
 - Mobility Impaired
 - Tabbing, Voice Recognition Software

Accessibility Checklist

A checklist has been generated using a Likert-type scale:

General Design

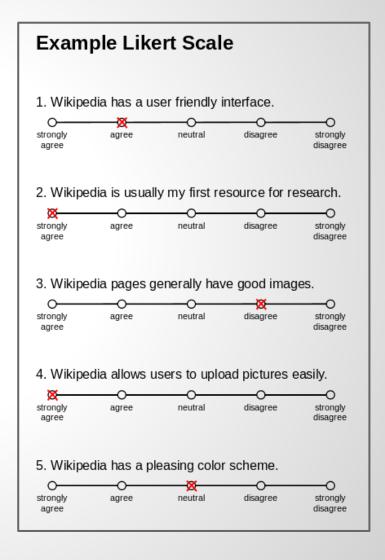
- # of items = 9
- Readability
- # of items = 8

Navigation

• # of items = 7

Usability

of items = 9

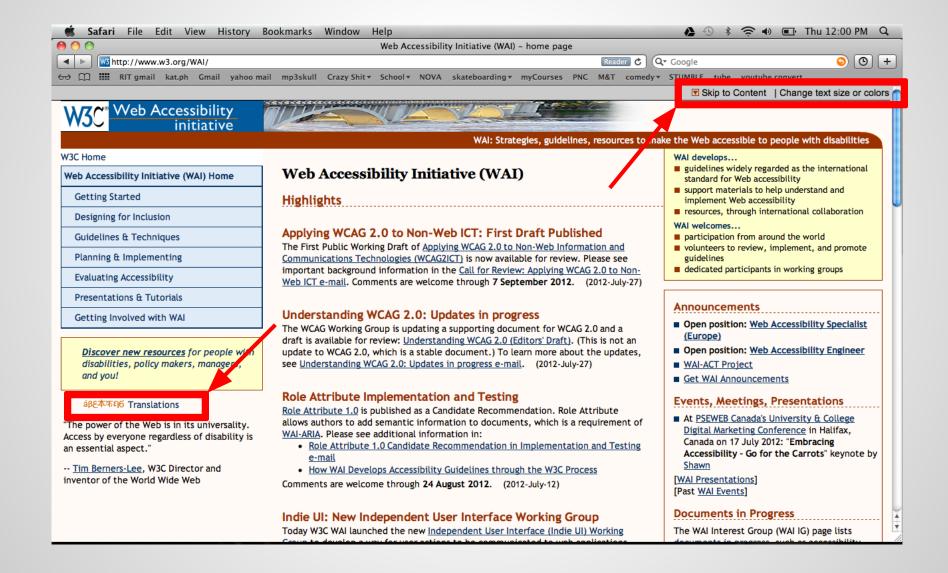


Digital Libraries

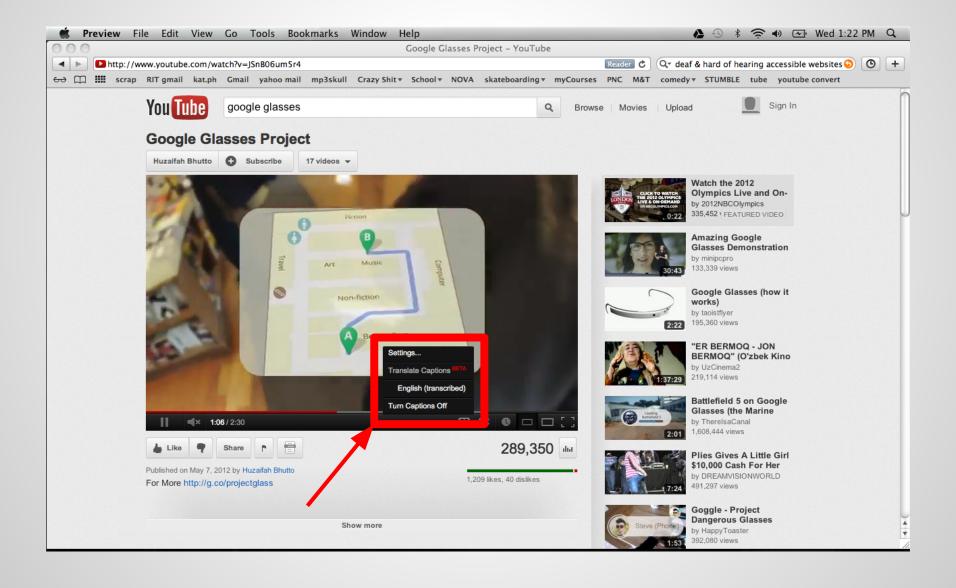


- Good Design vs. Bad Design
 - Curation

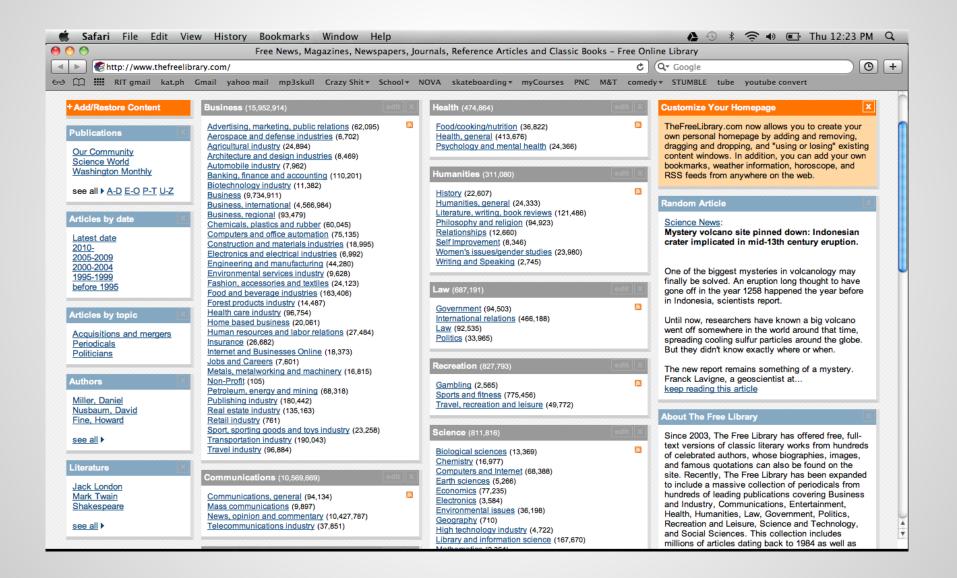
Accessible Design



Accessible Design

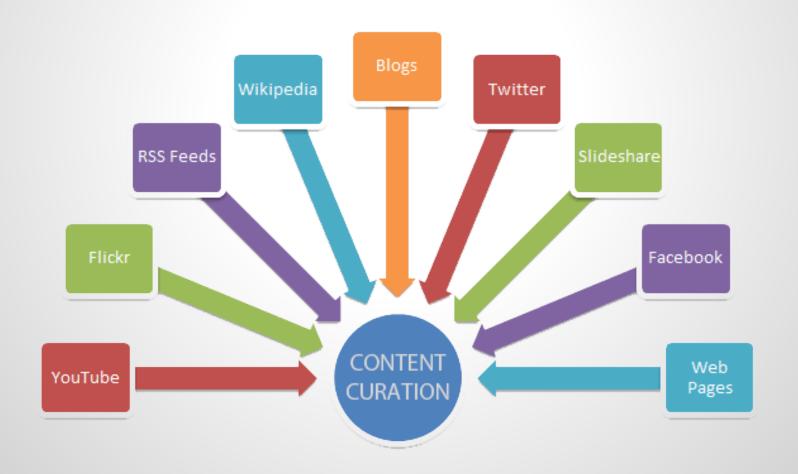


Inaccessible Design

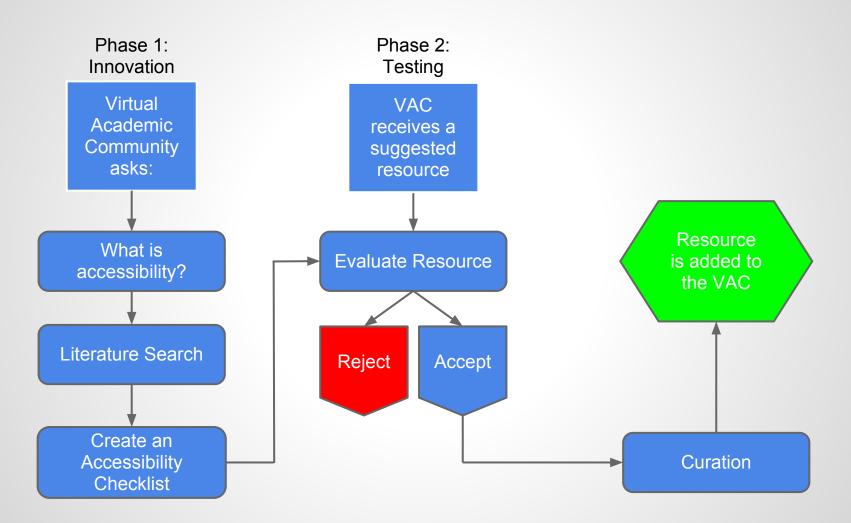


Curation

"A curator is an information chemist. He or she mixes atoms together in a way to build an info-molecule. Then adds Value to that molecule." – Robert Scoble



Design Flowchart



Future Research

- Finalizing the checklist design
- Gathering STEM resources
- Evaluating website accessibility
- Organizing resources in a user friendly system

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Q & A

Abstract

This presentation will describe the development of guidelines for an online academic community which is designed specifically to accommodate persons with diverse communication and access needs. The online community is a project of the Deaf Science, Technology, Engineering, and Mathematics (STEM) Community Alliance, that is funded by the National Science Foundation (NSF).

Persons with diverse access and communication needs include individuals who are Deaf & Hard-of-Hearing, Blind & Low Vision, and Mobility Impaired. Team members are developing an online community that compiles information and resources for topics involved in STEM. The goal is to make learning and communication easy for people who face challenges accessing STEM resources and learning online. Many of the Web sites and resources available today don't provide the necessary tools for learning. Ultimately, we are designing a website that incorporates all of the necessary tools and resources to meet our accessibility requirements.

The process of discovering and compiling this information is ongoing. This presentation will describe Internet access needs for diverse groups of users, examples of accessible websites, and examples of accessible STEM resources. Documentation of required guidelines is being created for future team members to follow in the next 4 - 5 years. The outcome of this research project will create an online community that can benefit anyone with diverse access and communication requirements.