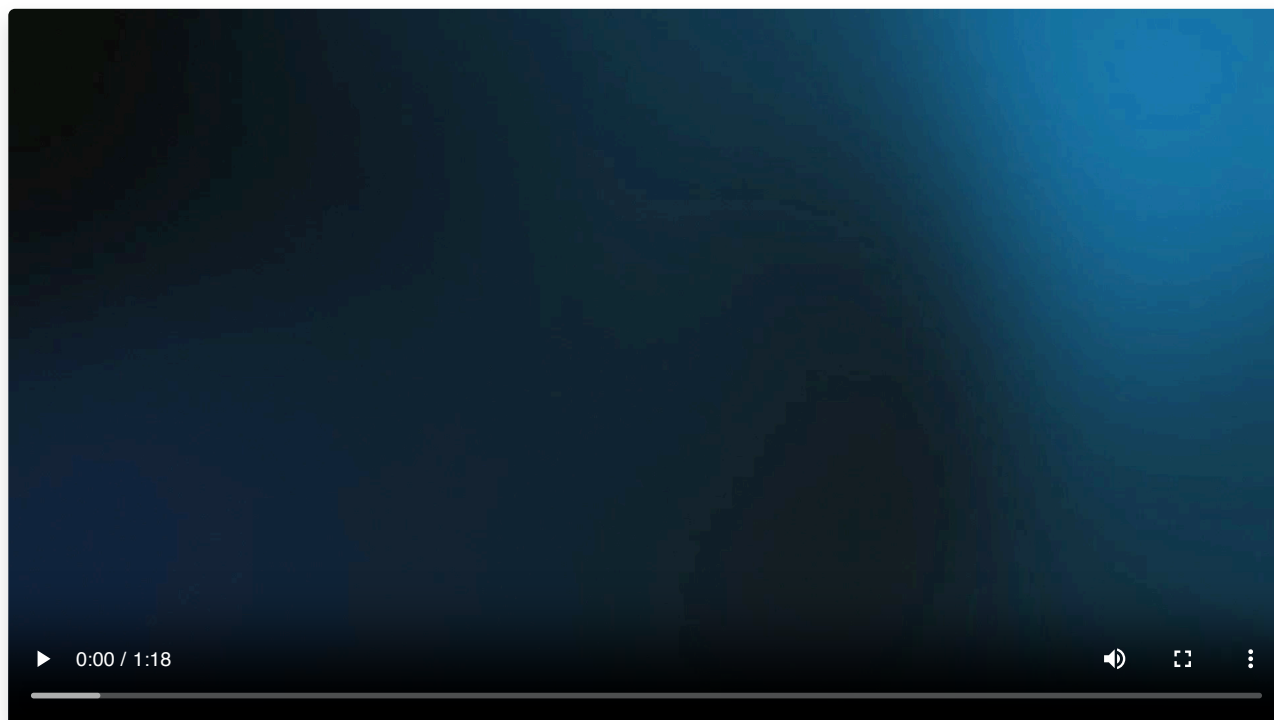


Accessibility

Textbook

Accessibility





As we create computer programs, apps, and websites it's important that all kinds of different people can use them. Computer programs can reach a wide variety of people very quickly with the assistance of the internet, so we need to make sure that all kinds of people can use them.

Different Populations to Consider

Let's practice expanding our viewpoints by considering some different populations of people:

People who see differently (vision impairments, color blind, dyslexic tendencies)

People who hear differently (Deaf people, people with hearing assistance)

People who move differently (people with missing limbs or different limb shapes, people who use wheelchairs or other assistive devices, people who need assistance to use a keyboard or computer)

People who speak differently (people who speak different languages, people with voice assistive devices, people who are learning english)

People who learn differently (people who need different or specific assistance to understand concepts)

Helping Make Programs Accessible



Let's take the shoe sale app example. How might we help make it more accessible by more people? Think through the following questions yourself before expanding the textbook.

How might we make the shoe sale app usable by a person who has no arms?

[Show answer/example](#)

How might we make the shoe sale app usable by someone who is blind?

[Show answer/example](#)

How might we make the shoe sale app usable by a person who speaks a different language?

[Show answer/example](#)

How might we make the shoe sale app usable by a person who mixes up the order of words when they read?

[Show answer/example](#)

Real Example

Let's consider the case of Target Corporation, a large retail company in the United States. In 2017, Target faced a lawsuit alleging that its website and mobile app were not accessible to individuals with disabilities, particularly those who were blind or visually impaired.

Target ultimately settled the lawsuit by agreeing to improve the accessibility of its website and app, implement accessibility standards, and provide training to its staff. This case highlighted the importance of digital accessibility and the legal consequences that companies can face for failing to make their online platforms accessible to individuals with disabilities.



During the 2014 FIFA World Cup and the 2016 Olympic Games held in Brazil, there was a significant focus on improving accessibility in infrastructure and public spaces to accommodate visitors with disabilities. This included enhancements to transportation systems, stadiums, hotels, and tourist attractions to ensure they were accessible to individuals with diverse mobility and sensory needs.

In addition to physical accessibility, Brazil has also been investing in digital inclusion initiatives. This includes the development of assistive technologies, such as screen readers and alternative input devices, to enable people with disabilities to access digital content and participate in online activities.