

Accessibility Resources from AIDC22

The following resources were shared during the Accessible and Inclusive Design Conference 2022, hosted by the [Training, Learning, and Development Community](#).

Please report broken links to kayleen@scissortailcs.com.

Accessibility Standards/Guidance

- [WCAG Standards](#)
- [WCAG 2.1 Quick Reference](#)
- [W3C Working Draft: WCAG 3.0](#)
- [United Nations Convention on the Rights of Persons with Disabilities, Article 9: Accessibility](#)

Tools

- [NVDA Speech Viewer](#)—allows you to read the screen reader output in text
- [Helperbird](#)—browser plugin designed to help make the web more accessible
- [Grackle Docs](#)—allows you to create accessible content within Google Workspace
- [Axe DevTools](#)— Chrome plugin for web accessibility testing
- [WAVE® Web Accessibility Evaluation Tool](#)
- [Grammarly](#)—helps ensure use of plain language
- [WebAIM Contrast Checker](#)—automated color contrast analyzer
- [APCA Contrast Calculator](#)—color contrast analyzer using a new method based on modern research of color perception (in beta)

Development Tools

- [DominKnow](#)
- [Lectora](#)
- [Storyline 360](#)
- [Adapt Learning](#)
- [Webflow](#)—website development

Captioning Tools

- [Amara](#)—Online subtitle/captions editing and creation tool
- [Kapwing](#)—Online video editing and caption creation
- [N!kse.dk Subtitle Edit Online](#)
- [YuJa Auto-Captioning](#)

Checklists, Guides, and eBooks

- [Updated eCourse Accessibility Checklist from the University of California](#)
- [Word and PDF Accessibility Guide from the University of California](#)
- [PDF Techniques for WCAG 2.0](#)
- [An alt Decision Tree](#)
- [Description Key: Guidelines and Best Practices for Describing Educational Video](#)
- [Captioning Key: Guidelines and Best Practices for Captioning Educational Video](#)
- [Making eLearning Accessible](#), by Christine O'Malley and Chris Paxton McMillin
- [What You Need to Know About Accessibility and Inclusion in Learning Design](#)—by David Wentworth and Chris Paxton McMillin
- [eLearning Accessibility: Checklist and Resources for Designing More Effective Learning for Everyone](#)—curated by Susi Miller

Accessible Design Videos, Posts, and a Podcast

- [TLDCast: Understanding and Practicing Digital Inclusion](#) with Belo Miguel Cipriani
- [TED Talk with Vernā Myers: How to Overcome Our Biases](#)
- [What Is Alternative Text? How Can I Write it for Images, Charts, and Graphs?](#)
- [Designing for Neurodiverse Learners](#) by Kayleen Holt
- [Designing for Autism, ADHD, and More: Representing Neurodivergence](#) by Judy Katz
- [Post About Excessive Paragraph Returns and the Effect on People with Mobility Impairments](#) by Bela Gaytan
- [You're Dead to Me: Disability in the Ancient World](#)

Companies That Perform Accessibility Testing

- [Oleb Media](#)—digital accessibility testing by users with disabilities
- [Access Works](#)—usability and accessibility testing by users with disabilities
- [Equal Entry](#)—accessibility consultants, including those with IAAP certifications
- [MicroAssist](#)—accessibility audits and VPAT consulting
- [Deque](#)—accessibility audits and remediation
- [Interactive Advantage](#)—Section 508/WCAG testing with DHS Trusted Tester status

Accessible Design Courses and Tutorials

- [7 Pillars of Accessibility](#) free course—select “I am a student” and use the join link L3DJF7
- [CSS Tutorial from W3 Schools](#)
- [Storyline 360: Working with Slide Layers](#)
- [Interactive Advantage Training Classes](#) (Adobe, Storyline, Lectora, etc.)
- [Getting Started with Lectora](#)—one-hour free overview offered each month

Books

- [Blind: A Memoir](#), by Belo Miguel Cipriani
- [Designing Accessible Learning Content: A Practical Guide to Applying Best-Practice Accessibility Standards to L&D Resources](#), by Susi Miller

Communities

- [The Training, Learning, and Development Community \(TLDC\)](#)
- [TLDC Slack Group](#) - Join the AIDC Channel
- [Design Justice Network](#)
- [Learning Content Accessibility \(LCA\) Spotlight](#)
- [Lectora Accessibility User Group](#)
- [Rockstar Community](#) (eLearning Brothers)
- [XR in LXD](#)

People to Follow

For Learning About Accessibility and Disabilities

- [Meryl Evans](#)
- [Sheri Byrne-Haber](#)
- [Sara Flay](#)
- [Catarina Rivera](#)
- [Lusik Gasparyan](#)
- [Bela Gaytan](#)

For Learning About XR

- [Skip Rizzo](#)
- [Bobby Carlton](#)
- [Kristin Torrence](#)
- [Myra Roldan](#)
- [Monique St Paul](#)

XR, Emerging Tech, and the Future of Accessibility

- [XR Accessibility User Requirements](#)
- [Microsoft Inclusive Tech Lab](#)
- [Can I Play That?](#) video game accessibility reviews
- [What is Web 3.0?](#)
- [Web 2.0 and Web 3.0](#)
- [Why It's Too Early to Get Excited About Web3](#)
- [The Future of Higher Ed Immersed in Web 3.0](#)

(Also see the “Communities” section for the XR in LXD group.)

Sources for Diverse Images

- [Stock Photo Libraries](#)—comprehensive list from docdroid
- [Affect the Verb](#)—free images (disabled, BIPOC, LGBTQ+) with alt text
- [Nappy](#)—free photos of Black and Brown people

- [Deposit Photos](#)
- [18 Free Graphic Design Resources for Instructional Designers](#)
- [eLearning Brothers Asset Library](#)
- [Gender Spectrum Collection](#)—Stock photos beyond the binary
- [Body Liberation Stock Photos](#)—Stock photos and images for body size diversity and acceptance
- [TONL](#) —culturally diverse stock photos
- [Disability Images](#)

Assistive Technology Access for People with Disabilities

- [National Deaf-Blind Equipment Distribution Program](#)—provides assistive technology equipment to individuals who have both significant vision loss and significant hearing loss
- [Social Security Administration Subsidy & Special Conditions](#)—provides information about SSA's policy concerning whether assistance on the job provided by organizations other than an individual's employer may be considered to be a "subsidy"

Learning Frameworks/Models

- [Harold Jarche's Seek-Sense-Share Framework for Personal Knowledge Mastery](#)
- [Personal Knowledge Mastery for LSL](#)
- [Community of Inquiry Framework](#)
- [Implementing Asynchronous Online Team-Based Learning](#)
- [Team-Based Learning Overview](#)

Miscellaneous Resources

- [Spoon Theory Explained](#)
- [Accessibility Standards for Canvas](#) (LMS)
- [Thrive Learning and Skills Platform](#) (LMS)
- [Voice 123](#)—Voiceover Talent (searchable by language, binary gender, and age)