

# Wizard Developments Session I

*Section 508 Coordinators Meeting*

*March 3, 2008*

BuyAccessible Team

# Topic

- Wizard 3.5 Usability Enhancement
- Wizard 4.0
  - Deliverable-based interface
  - The Wizard's Shazam Deliverables

# Wizard 3.5

- Usability Test in October
  - Start every page with a single action (typically a question)
  - Every action should be in roughly the same place on the top of the page, with the same dingbat identifier (sight), and with the same header (screen readers)
  - Navigation buttons should be in the same place each page
  - Make navigation linear (next, previous)
  - Make it easier to save when exiting
  - Reduce the clutter of information on pages

# Slide Show of Wizard 3.5

- Micropurchase
- Larger purchase

# Big Changes in Wizard 4.0

- Deliverable-based interface
- Wizard's Shazam for Products/Services
  - Implications for federal buyers
  - Implications for the BuyAccessible Product and Services Directory

# Deliverable-based Interface

- Buyers are confused about:
  - Whether a solicitation must be EIT to be subject to Section 508
    - We are buying Dr. Emmett Brown's time machine not EIT!
  - What is a product and what is a service
    - Web development can be both
    - Services can have products and products can have services
  - Information content as a services
- Many solicitations have multiple product and services

# Deliverable-based Interface

- What deliverables do you plan to acquire?
  - DeLorean
  - nuclear reactor
  - flux capacitor
  - Laptop
- Are any of these EIT?
- Multiple EIT deliverables, multiple Wizard passes
  - Multiple Wizard sessions?

# Shazam

- Common Products and Services characterized by:
  - Provisions that typically apply
  - Provisions that sometimes apply
- Functional performance criteria always apply
- Information, documentation and support is up to the buyer, but the default will be yes

# Shazam

- Software is easy
  - Provisions are all from 1194.21
  - Those that typically apply do not have the qualifier when
- Web is pretty easy
  - Provisions are all from 1194.22
  - Some relate to applications, others to information
- Smartphone is not so Easy
  - Provisions that typically apply come from 1194.21, 1194.22, 1194.23
  - Provisions that sometimes apply come from 1194.21, 1194.22, 1194.23, 1194.25, 1194.26
    - Main issue is keyboard and/or touchscreens

# List of Candidate Shazam Deliverables

- Ballot of possible deliverables
  - Is this a typical EIT deliverable for your solicitations?
  - Do you have standard solicitation language for these deliverables?
    - If yes, could we get a copy of this language
- Are there important common/typical deliverables that we missed?

# Tally Results and Discussion of Deliverables and Shazam

# Session II

## Web 2.0 Accessibility: A Collaborative Analysis Exercise

*Section 508 Coordinators Meeting*

*March 3, 2008*

BuyAccessible Team

# Agenda

- **Introduction** (1:00 to 1:15 PM)
- **Review Analysis Tables** (1:15 to 1:45 PM)
- **Break** (1:45 to 2:00 PM)
- **Breakout Analysis Sessions** (2:00 to 3:00 PM)
- **Breakout Group Reports** (3:00 to 3:30 PM)

# Introduction

- **What is Web 2.0?** *According to Wikipedia:*
  - “... a term describing changing trends in the use of World Wide Web technology and web design that aims to enhance creativity, information sharing, and, most notably, collaboration among users.”
  - “Although the term suggests a new version of the World Wide Web, it does not refer to an update to any technical specifications, but to changes in the ways software developers and end-users utilize the Web.”
- **Web 2.0 ‘Impact Technologies’ are really new uses and combinations of existing technologies!**

# Introduction

- **What is the Analysis Exercise?**
  - Breakout groups corresponding to four categories of Web 2.0 “impact technologies”
  - Analysis structured according to categories of EIT/ICT accessibility principles and product categories
  - Analysis guided by ‘Breakout Group Process Guide’ and ‘Breakout Group Reporting Template’
  - Analysis facilitated by EIT/ICT accessibility specialists
  - Goal is to ‘mine the knowledge’ of the group to gather input for a subsequent White Paper about the potential impact of Web 2.0 technologies on EIT/ICT accessibility

# Introduction

- What is the Analysis Process?
  - **Consider** one Web 2.0 ‘Impact’ Technology and any associated Web 2.0/1.0 ‘Supporting’ Technologies
  - **Discuss** potential impact on each category of EIT/ICT accessibility principles and product categories
  - **Collaborate** with group members and facilitators
  - **Record** results and conclusions of the focused discussion using a consistent format and template
  - **Report** findings back to the larger group
  - **Review** resulting White Paper produced from analysis

# Review Analysis Tables

- Analysis Table *Rows* Correspond to Web 2.0 *'Impact'* Technologies and Web1.0/2.0 Supporting Technology
  - Social Networking
    - A social network service focuses on building online communities of people who share interests and/or activities, or who are interested in exploring the interests and activities of others.
  - Collaboration, Co-Inventing and Problem Solving
    - Services focused on smaller groups (a more concentrated Community Of Interest (COI)) with a time-bounded need to share information and collaborate in order to develop new knowledge or accomplish some specific task.
  - Publishing and Enterprise Search
    - Services focused on information publication and acquisition in a variety of media, i.e. making available and finding (presumably useful) internet material/content
  - Virtual Worlds
    - Computer-based simulated environments intended for its users to inhabit and interact via avatars.

# Review Analysis Tables

- Supporting Technology for Web 2.0 ‘Impact’ Technologies
  - Social Networking
    - ‘self-description’ web pages, email, instant messaging, text messaging, micro-blogging (e.g. Twitter), recommender systems (i.e. collaborative and content-based filtering)
  - Collaboration, Co-Inventing and Problem Solving
    - wiki, shared workspaces, virtual meetings, folksonomy (i.e. social classification/indexing/tagging), tag clouds
  - Publishing and Enterprise Search
    - blogs, mashups (i.e. data fusion), syndication (e.g. RSS), multimedia sharing/distribution and broadcasting (e.g. YouTube, Justin.tv)
  - Virtual Worlds
    - computer simulation, avatars, Telepresence, tele-operation, Haptic technology (i.e. interfaces to the user via the sense of touch by applying forces, vibrations, and/or motions)

# Review Analysis Tables

- Analysis Table *Columns* Correspond to EIT/ICT Accessibility Principles (W3C WCAG 2.0)
  - Perceivable
    - Information and user interface components must be presentable to users in ways they can perceive
    - Information being presented can't be invisible to all of their senses
  - Operable
    - User interface components and navigation must be operable
    - The user interface cannot require interaction that a user cannot perform
  - Understandable
    - Information and the operation of user interface must be understandable
    - Information content or user interface operation cannot be beyond users understanding
  - Robust
    - Content must be robust enough that it can be interpreted reliably by a wide variety of user agents, including assistive technologies
    - As technologies and user agents evolve, the content should remain accessible

# Review Analysis Tables

- Analysis Table *Columns* Correspond to EIT/ICT Product Categories (CFR 1194)
  - Software Applications and Operating Systems (1194.21)
  - Web-based Intranet and Internet Information and Applications (1194.22)
  - Telecommunications Products (1194.23)
  - Video or Multimedia Products (1194.24)
    - Multimedia products involve more than one media and include, but are not limited to, video programs, narrated slide production, and computer generated presentations.
  - Self Contained, Closed Products (1194.25)
    - Products that generally have imbedded software but are often designed in such a way that a user cannot easily attach or install assistive technology.
  - Desktop and Portable Computers (1194.26)
    - Focuses on keyboards and other mechanically operated controls, touch screens, use of biometric form of identification, and ports and connectors.

# Breakout Analysis Sessions

# Breakout Group Reports