Usability and ADA compliance

(Bold is **main section**, underlined is subsection main point)

**1. Perceivable**

* Text Alternatives
* Non-text Content

1.2 Time-based Media

* Audio-only and Video-only (Prerecorded)
* Captions (Prerecorded)
* Audio Description or Media Alternative (Prerecorded)
* Captions (Live)
* Audio Description (Prerecorded)
* Sign Language (Prerecorded)
* Extended Audio Description (Prerecorded)
* Media Alternative (Prerecorded)
* Audio-only (Live)

1.3 Adaptable

* Info and Relationships
* Meaningful Sequence
* Sensory Characteristics
* Orientation
* Identify Input Purpose
* Identify Purpose

1.4 Distinguishable

* Use of Color
* Audio Control
* Contrast (Minimum)
* Resize text
* Images of Text
* Contrast (Enhanced)
* Low or No Background Audio
* Visual Presentation
* Images of Text (No Exception)
* Reflow
* Non-text Contrast
* Text Spacing
* Content on Hover or Focus

**2. Operable**

2.1 Keyboard Accessible

* Keyboard
* No Keyboard Trap
* Keyboard (No Exception)
* Character Key Shortcuts

2.2 Enough Time

* Timing Adjustable
* Pause, Stop, Hide
* No Timing
* Interruptions
* Re-authenticating
* Timeouts

2.3 Seizures and Physical Reactions

* Three Flashes or Below Threshold
* Three Flashes
* Animation from Interactions

2.4 Navigable

* Bypass Blocks
* Page Titled
* Focus Order
* Link Purpose (In Context)
* Multiple Ways
* Headings and Labels
* Focus Visible
* Location
* Link Purpose (Link Only)
* Section Headings

2.5 Input Modalities

* Pointer Gestures
* Pointer Cancellation
* Label in Name
* Motion Actuation
* Target Size
* Concurrent Input Mechanisms

**3. Understandable**

3.1 Readable

* Language of Page
* Language of Parts
* Unusual Words
* Abbreviations
* Reading Level
* Pronunciation

3.2 Predictable

* On Focus
* On Input
* Consistent Navigation
* Consistent Identification
* Change on Request

3.3 Input Assistance

* Error Identification
* Labels or Instructions
* Error Suggestion
* Error Prevention (Legal, Financial, Data)
* Help

Error Prevention (All)

**4. Robust**

* Compatible
* Parsing
* Name, Role, Value
* Status Messages

Points:

As Kyle mentioned, I’m Dimitri and I have been working with accessibility and ADA compliance.

The web team has been working with a usability interface and design course which consists of 24 students taught by Dr. John Barber to test user interface in order to gain a more comprehensive sense of how our users will navigate the page, and gain user feedback to create a better design. In the future we will continue working with this group for two additional tests to further improve the website design and usability.

Visual elements

- Offer text alternatives to imagery,

utilize text sizes that reduce strain or difficulty seeing,

offer contrasting colors that make text and visuals easier to see and read,

use icons and visual imagery as well as text that reflects actions or important aspects of the website.

We are hoping to offer text to speech options to accommodate visual impairments, as well as on the go use.

Hardware elements

We are taking all the necessary steps and implementing aspects such as element labels wherever pertinent in our HTML as well as alt text usability elements to create an efficient and friendly website.

I’m going to hand it off to CJ Maldonado for an overview of the site architecture.

What’s new button in corner to show new items. Randomizer for highlighted works.

Create clear delineation between Scholarly Publications, and Online Journals.

Gif’s and movement on hero/highlighted

Thinking of publishing to GitHub, for user feedback and input. As well as public value.

We’re the lead example for every other museum in a digital space. As it was designed from the ground up as a digital first.

Search/Harvestability from various organizations such as the Library of Congress and other major databases.