Developing Accessible Resources

Accessibility Basics and OER

- ASCCC OERI: Accessibility is a self-paced course designed for faculty on the basics of developing accessible content to include faculty creating open educational resources (OER). The course explains barriers posed by inaccessible content and why accessibility benefits all students, and provides technical guidance, accessibility checkers, and more.
- UBC OER Accessibility Toolkit is designed for non-technical users and includes modules with best practices organized by resource/material type or topic; videos; a checklist; and more.

Canvas and Web Accessibility

- Barstow Community College's Canvas Course: ADA Compliance and Equitable Delivery with Instructional Technology is a course for instructors that focuses on creating accessible content in Canvas (and beyond) with hands-on assignments.
- Barstow Community College developed an approach to digital accessibility known by the acronym LLLATCCH. Two videos provide practical guidance for using LLLATCCH for Canvas and web accessibility:
    - Online Teaching Conference, session video, June 2023 *(~1 hour)*
    - CCC Accessibility Center, Winter Workshop video with MiraCosta College, 2023 *(~1:13 hours)*
        - Slides for this presentation can be found here (video and slides are also linked on the CCCCO-funded Accessibility Center website listed below, under the "Tools & Training" menu)
- Ally in Canvas is an extension that many IT administrators have enabled within their implementation of Canvas, which allows for tools to check the accessibility of a Canvas course, provides useful formats for student download, and can guide instructors toward useful resources.

WCAG & Accessibility in Jupyter Notebooks

- Web Content Accessibility Guidelines (WCAG) provide a set of globally adopted standards to make websites, electronic documents, and other digital assets

accessible to people of varied capabilities. WCAG standards were developed by the World Wide Web Consortium.

- UC Berkeley's Datahub team has created a training presentation, Tips to Create Accessible Jupyter Notebook Experience, which documents how the Juptyer project has improved the toolset toward WCAG standards, and offers practical tips to create accessible Jupyter and R Notebooks.

Universal Design for Learning (UDL)

- UDL Intro Video *(4:36 minutes)*
- UDL Guidelines and Framework - From the creators of the UDL framework, CAST (a nonprofit education R&D organization), this resource explains UDL within the context of learning science with guidelines for this teaching approach.
- UDL information is also covered in the ASCCC OERI and UBC toolkits above.

System and Institutional Resources

- CCCCO-funded Accessibility Center – guidance, training, tools, and technical support for CCCs
- CSU Accessible Technology Initiative – system supports but includes some trainings, resources, and a list of CSU ATI contacts and websites for all 23 campuses
- UCOP IT Accessibility Program - system supports but includes courses and several videos organized by institutional roles; requires institution login
- Consult your institution's technology or instructional designers or librarian for local resources and guides on accessibility.

Other Resources

- ASCCC OER Initiative - general resources on accessibility
- Learning Lab's Digital Accessibility for Online Learning Webinar, March 2022 *(~1:12 hours),* included a range of topics:
    - Disability culture and lived experience *(5:52)*
      Relevant laws and accommodation vs. accessibility *(29:09)*
    - Suggested practices *(34:00)* and screen reader demo with technical guidance *(37:25)*
    - Q&A *(1:01:59)*