

# Integrating Accessibility Topics in Computing Education

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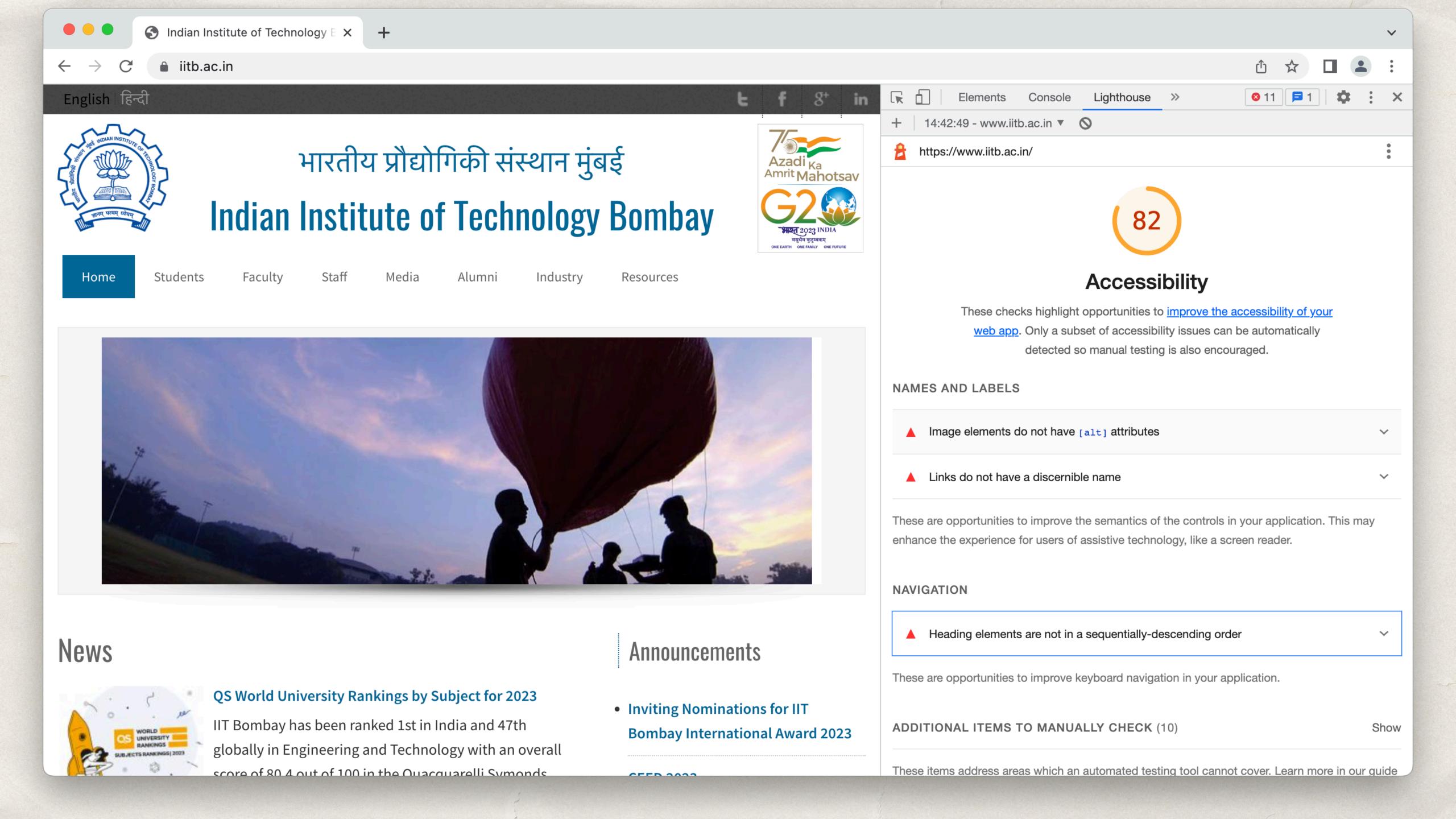
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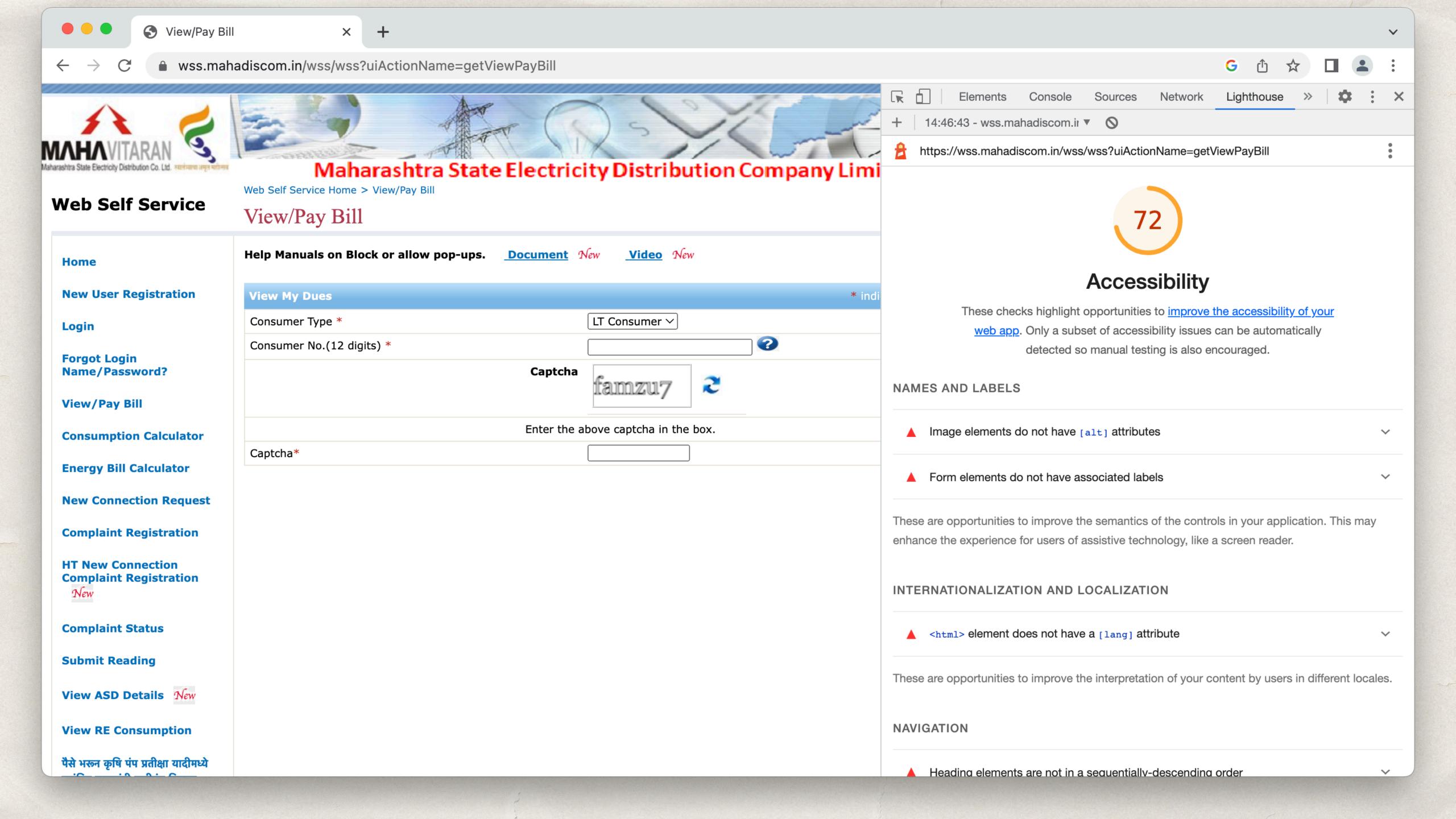
Teaching accessibility ≠

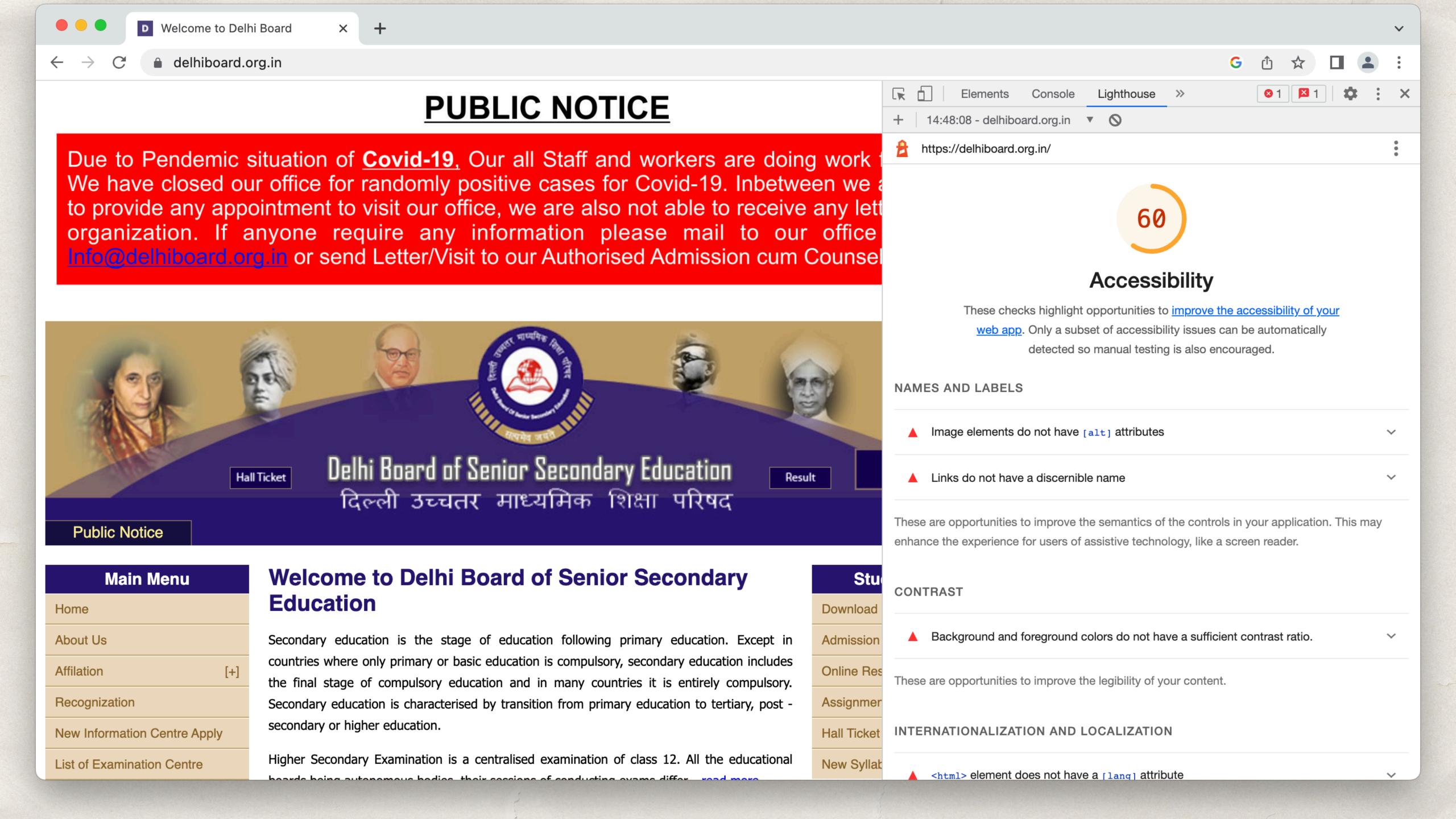
Teaching accessibly

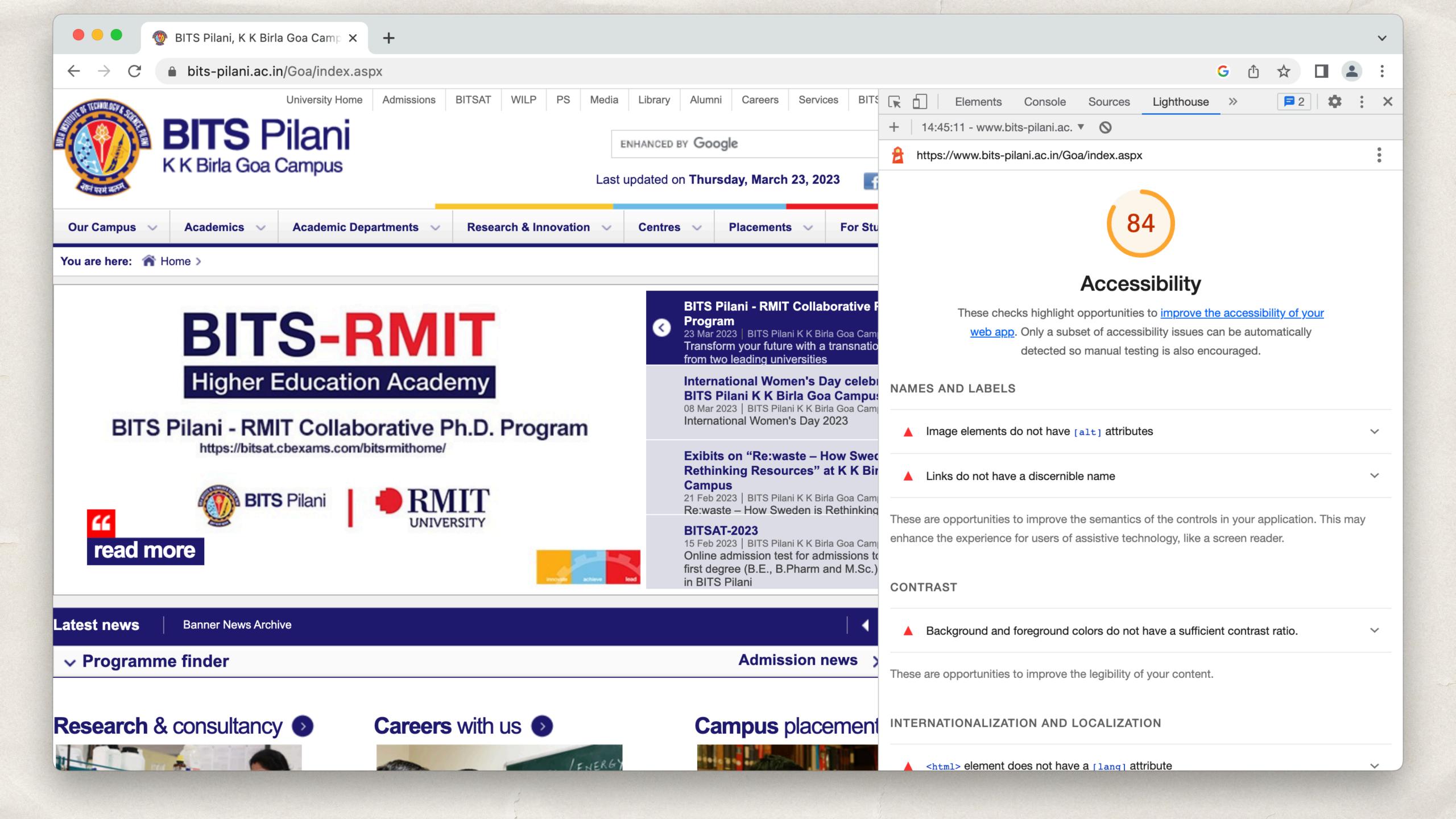
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- \* RPD-2016
  - \* Equality and non-discrimination (3)
  - Protection from [..] exploitation (7)
  - \* Access to information and communication technology (42)















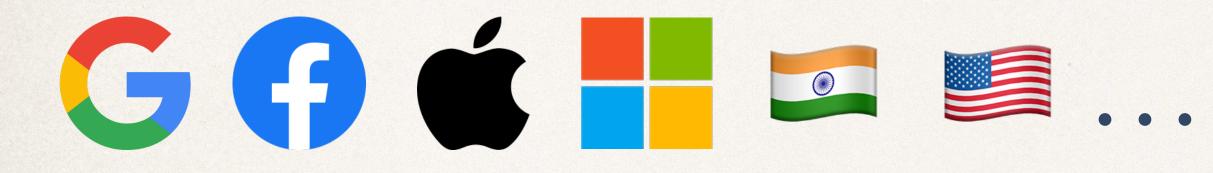














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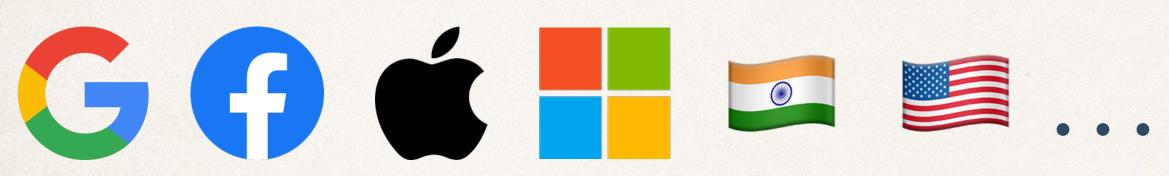














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- Who teaches accessibility a survey of 14,000+ CS faculty in the US (Shinohara et al., 2018)
  - \* 2.5% of the overall faculty, at least one in ~50% institutes
  - Barriers:
    - Not a core part of curriculum
    - Lack of knowledge on the teachers' part

- Incorporating accessibility topics in
  - \* HCI (Palan et al., 2017)
  - \* Assistive technology (Matausch et al., 2006)
  - \* Web dev (Freire et al., 2013)
  - Software engineering (El-glaly et al., 2020)

**\*** 

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  - \* Accessibility awareness
  - Technical knowledge
  - Empathy
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- Modes of teaching
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#### The course

- \* CSF314: Software Development for Portable Devices
  - Android app development using Java
  - Third/final year CS majors (~75)
  - Prereq: OOP, Software engineering; most have done summer internships
  - Online due to COVID19
  - \* Four programming assignments (30), Exams (55), In-class activities (15)

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   UI testing for accessibility (week 4)
- Programming assignments some software features (e.g., interact with a database) and some accessibility-related tasks worth 5-15% marks

## Participants

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- \* 50 out of 72 enrolled students signed the consent forms
- \* Ages 18 to 22
- \* 47 M, 3 F

(A) An inclusive thinking questionnaire at the start and end of the course

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- (B) Reflective questions on accessibility as part of programming assignments
- (C) Exam questions on applying accessibility knowledge

- Presents a hypothetical COVID vaccine verification scenario: all public movement is allowed but anyone (e.g., a restaurant owner) can ask anyone (e.g., a customer) to show a proof of vaccination.
  - \* What potential challenges do you see in the large-scale adoption of this solution?
  - \* Who will be your potential users for testing the prototype to gain feedback on the design?

\* Open-ended questions

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- Two-pass magnitude coding

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- N = 40

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	Pre	Post
Infrastructure barriers	10	17
Diversity	25	27
Disabilities	1	17

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McNemar's test, p = 0.000177

N = 50

TalkBack

Accessibility

Scanner

Espresso

None

Marks for Accessibility

N = 50	A1
TalkBack	49
Accessibility Scanner	49
Espresso	
None	1
Marks for Accessibility	5

N = 50	A1	A2
TalkBack	49	35
Accessibility Scanner	49	8
Espresso		33
None	1	6
Marks for Accessibility	5	15

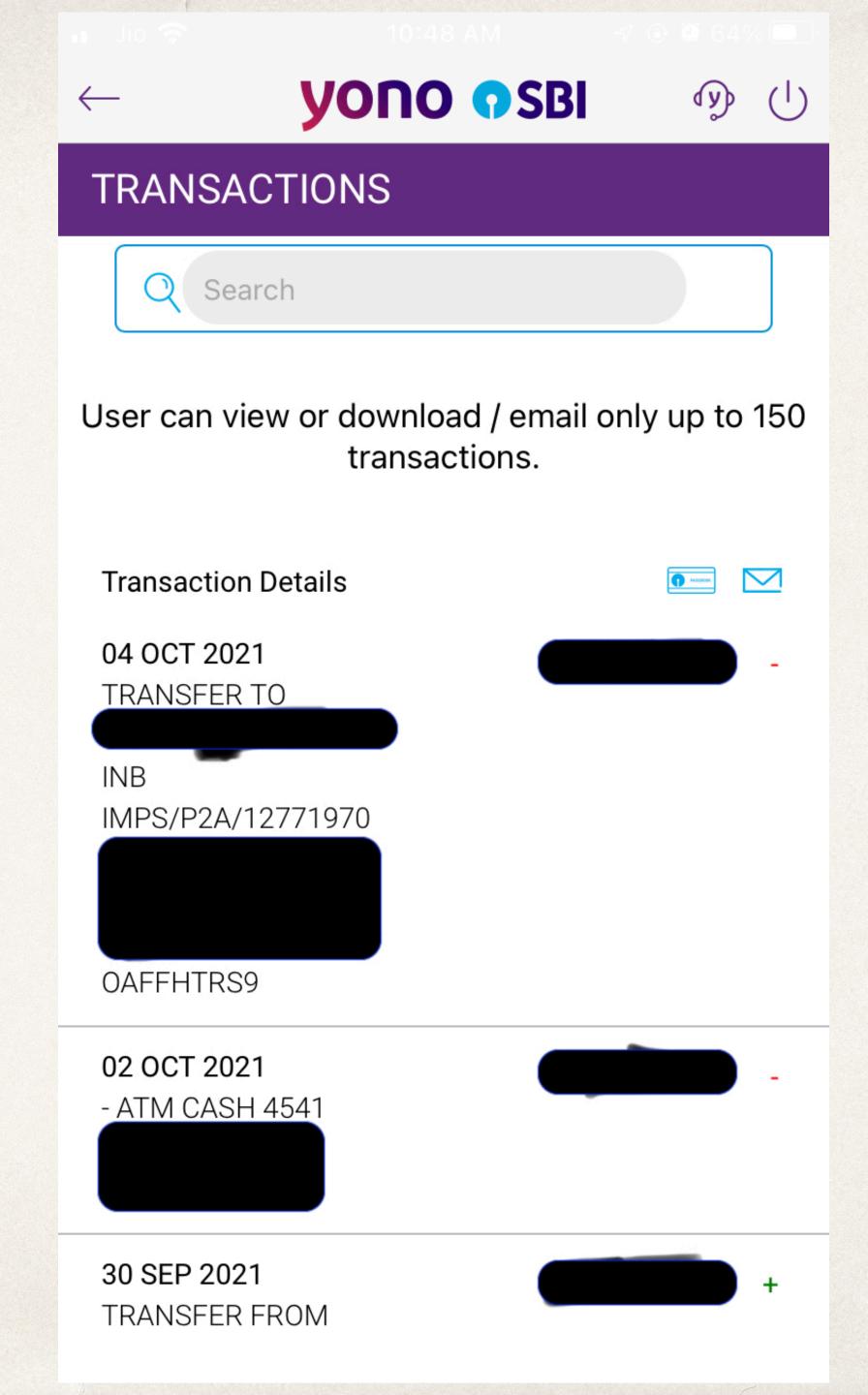
N = 50	A1	A2	A3
TalkBack	49	35	7
Accessibility Scanner	49	8	<u>6</u>
Espresso		33	15
None	1	6	35
Marks for Accessibility	5	15	10

N = 50	A1	A2	A3	A4
TalkBack	49	35	7	4
Accessibility Scanner	49	8	<u>6</u>	8
Espresso		33	15	9
None	1	6	35	41
Marks for Accessibility	5	15	10	0

8 others couldn't do accessibility testing due to lack of time

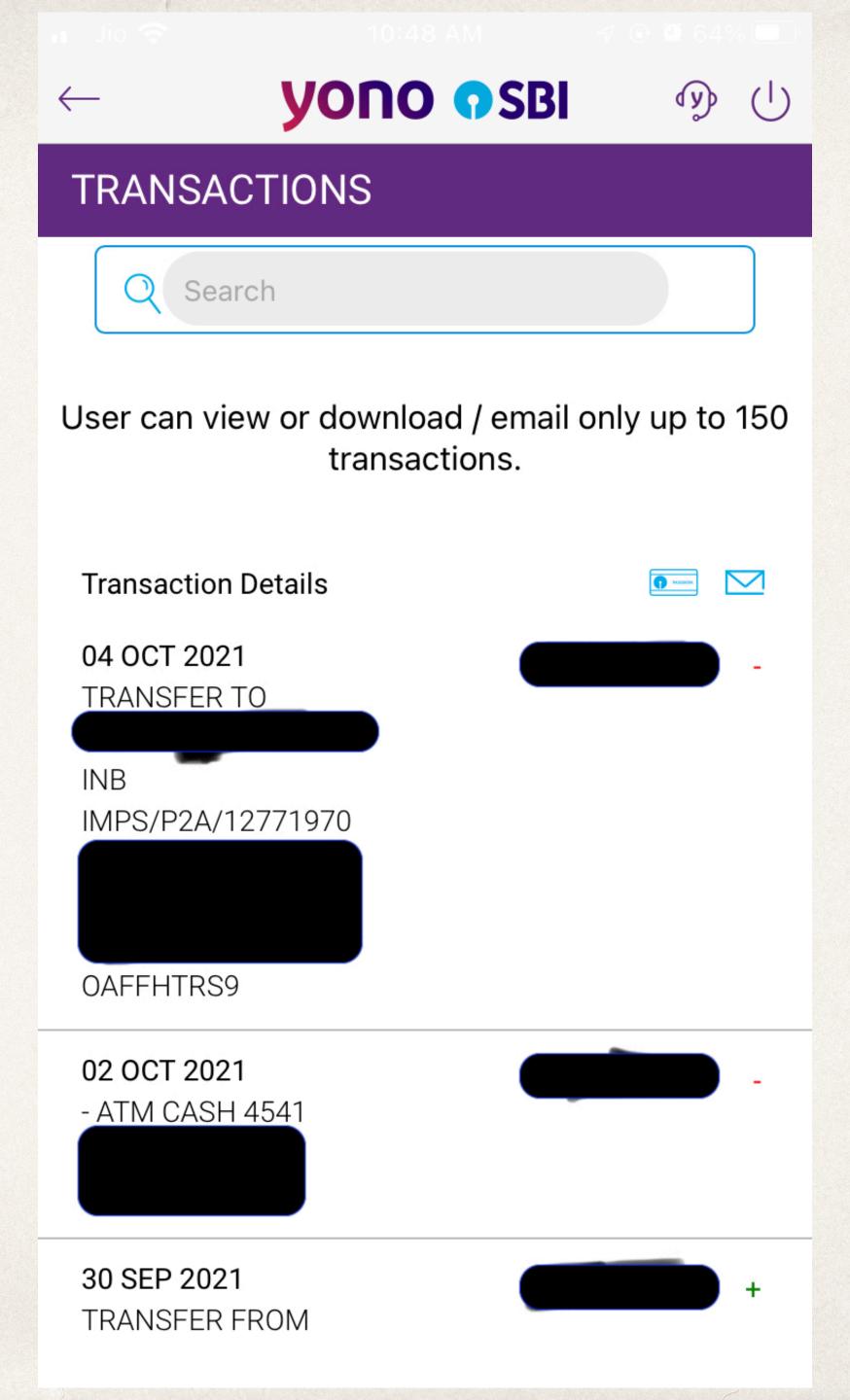
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Midterm (30/100 marks): identify at least three UI elements that are likely to have accessibility issues and explain how you will fix those issues.



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	N=50
Identified three issues	26
Identified one or two	24
Proposed valid fixes	40



- \* Final exam (20/100 marks): showed an XML code that represents UI in Android (input boxes for title and author, button for submit), containing accessibility flaws
  - \* Identify accessibility issues TalkBack will highlight.
  - \* Identify accessibility issues TalkBack will *not* highlight.

- \* Final (i) Input boxes do not have 'hint-text'

  XML (ii) contentDescription of the (input button is redundant for sulmer, community flaws
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- \* Final exam (20/100 marks): showed an XML code that represents UI in Android (input boxes for title and author, button for submit), co
  - (i) Low colour contrast
  - \* Identify acce<sup>(ii)</sup> Small clickable widget size will highlight.
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	N = 50	
TalkBack	Correctly identified	49
Capabilities	Misidentified	18
TalkBack Limitations	Correctly identified	42
	Misidentified	11

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- \* More students considered disabilities when answering the question on designing a vaccine verification app at the end of the course
- 17 students considered accessibility testing in A4 even when there were no marks for that → intrinsic goal orientation

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- \* Finals:

Not exposed to such examples in assignments, only covered in lecture

- only one student identified the contentDescription problem
- many students misidentified capabilities and limitations of TalkBack

# LOs: Empathy

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- Not directly measured
- Visible in student self reflection on assignments after using their app blindfolded
- "I realised why [this exercise] is important as using TalkBack people with disabilities can also use the applications."

#### Limitations and future work

Primarily covers visual impairments only

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- Interacting with PWDs can add to empathy and motivation
- Reflection questions v. Actual student code/work
- \* Long-term retention?

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    - ❖ 4 respondents disagree/strongly disagree → none has a close relation who is PWD

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    - iviole diality 570 agree, subject

Followed by 1-1 interviews RAs currently transcribing

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Industry survey

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- One PhD student exploring gamification for teaching accessibility esp in industry

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- Various opportunities in this broad space
  - interest from govt / NGOs → need to educate them about 'education research'

#### References

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Thank you!

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