



SOFTWARE TESTING ACADEMY

A11 Dictionary

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Limitations

Transient Focus Issues:

- *Definition:* Temporary challenges related to the management and conveyance of focus, particularly during dynamic changes in content or interactions.

Ephemeral Notification Accessibility:

- *Definition:* Evaluation of how temporary notifications or alerts are presented and whether they are accessible to users relying on assistive technologies.

Fleeting Content Readability:

- *Definition:* Assessment of the readability and comprehension of content that appears briefly, ensuring that users have enough time to process information.

Intermittent Navigation Barriers:

- *Definition:* Temporary obstacles in navigation that may arise during transitions, animations, or dynamic updates, impacting the ability of users to navigate effectively.

Short-lived Interaction Windows:

- *Definition:* Examination of interactions that have a brief time window for user input, ensuring that users with varying abilities have sufficient time to engage with the interface.

Brief Timeouts Handling:

- *Definition:* Assessment of how applications handle brief timeouts, ensuring that users, including those who may require additional time, are not unduly penalized.

Temporary Loss of Context:

- *Definition:* Evaluation of situations where context is temporarily lost, such as during page reloads or dynamic content updates, and ensuring users can quickly regain their orientation.

Momentary Focus Shifts:

- *Definition:* Analysis of how focus shifts occur temporarily, ensuring that users are not disoriented, especially those relying on screen readers or keyboard navigation.

Short-lived Multimedia Alternatives:

- *Definition:* Assessment of alternatives provided for short-lived multimedia content, such as alt text for images that appear briefly, to ensure accessibility for all users.

Ephemeral User Prompts:

- *Definition:* Evaluation of temporary prompts or hints provided to users, ensuring they are perceivable and understandable within the allotted time frame.

Temporary Form Validation Timing:

- *Definition:* Examination of how form validation messages are presented temporarily, ensuring users receive timely feedback on their input without causing confusion.

Flickering Content Mitigation:

- *Definition:* Strategies in place to mitigate or eliminate temporary flickering or flashing content that may pose a risk for users with photosensitive conditions.

Disabilities

Visual Impairments:

- *Blindness*: Complete or severe vision loss.
- *Low Vision*: Significant vision impairment that cannot be fully corrected with glasses or contact lenses.

Hearing Impairments:

- *Deafness*: Complete or severe hearing loss.
- *Hard of Hearing*: Partial hearing loss, which may range from mild to profound.

Mobility Impairments:

- *Paralysis*: Loss of muscle function, often caused by injury or disease.
- *Cerebral Palsy*: A group of disorders affecting movement and muscle coordination.

Cognitive Disabilities:

- *Intellectual Disabilities*: Below-average intellectual functioning and limitations in adaptive behaviors.
- *Learning Disabilities*: Conditions that affect the ability to acquire and use academic skills.

Neurological Conditions:

- *Epilepsy*: A neurological disorder characterized by seizures.
- *Multiple Sclerosis*: A disease that affects the central nervous system, leading to varied symptoms.

Psychiatric Disabilities:

- *Depression*: A mood disorder characterized by persistent feelings of sadness and loss of interest.
- *Schizophrenia*: A mental disorder characterized by distorted thinking, hallucinations, and social withdrawal.

Speech and Language Disorders:

- *Stuttering*: A speech disorder characterized by disruptions in the flow of speech.

- *Aphasia*: Impairment of language, affecting the ability to speak, understand, or write.

Autism Spectrum Disorders (ASD):

- *Autism*: A developmental disorder that affects social interaction, communication, and behavior.

Chronic Health Conditions:

- *Diabetes*: A condition that affects the body's ability to use or produce insulin.
- *Chronic Fatigue Syndrome*: Persistent, unexplained fatigue that doesn't improve with rest.

Sensory Processing Disorders:

- *Hypersensitivity*: Heightened sensitivity to sensory stimuli, such as touch, sound, or light.
- *Hyposensitivity*: Reduced sensitivity to sensory input, requiring more stimulation for response.

Deafblindness:

- *Combined Vision and Hearing Loss*: Simultaneous impairment of both vision and hearing.

Invisible Disabilities:

- *Fibromyalgia*: A condition characterized by widespread musculoskeletal pain and fatigue.
- *Chronic Pain*: Persistent pain that may not be visible but significantly impacts daily life.

Testing

Testing:

- *Definition:* The process of evaluating a system, product, or application to identify defects, assess functionality, or ensure it meets specified requirements.

Quality Assurance (QA):

- *Definition:* The systematic process of ensuring that a product or system meets specified quality standards through planning, monitoring, and improvement activities.

Quality Control (QC):

- *Definition:* The process of inspecting and testing a product or system to identify and correct defects or deviations from specified requirements.

Test Case:

- *Definition:* A detailed set of conditions and instructions designed to assess the functionality and performance of a specific aspect of a system.

Black Box Testing:

- *Definition:* Testing approach where the tester examines the functionality of a system without knowledge of its internal code or structure.

White Box Testing:

- *Definition:* Testing approach where the tester has knowledge of the internal code and structure of the system, allowing for more in-depth assessments.

Regression Testing:

- *Definition:* Testing conducted to ensure that new changes or modifications to a system do not adversely affect existing functionalities.

User Acceptance Testing (UAT):

- *Definition:* The final phase of testing where end users assess and validate whether the system meets their requirements and expectations.

Automated Testing:

- *Definition:* The use of software tools and scripts to perform testing tasks, increasing efficiency and repeatability.

Performance Testing:

- *Definition:* Evaluation of a system's responsiveness, stability, and scalability under various conditions, such as heavy loads or high traffic.

Load Testing:

- *Definition:* A subset of performance testing that assesses a system's ability to handle specific loads, often involving simulated concurrent users or transactions.

Stress Testing:

- *Definition:* Testing conducted to assess a system's ability to handle extreme conditions, such as high traffic, data volumes, or resource constraints.

Boundary Testing:

- *Definition:* Testing the system's behavior at the limits or boundaries of input values to identify potential issues.

Alpha Testing:

- *Definition:* Testing conducted by a select group of users or testers within the development environment before the software is released to a wider audience.

Beta Testing:

- *Definition:* Testing conducted by a sample group of end users in a real-world environment to identify and address issues before full release.

Exploratory Testing:

- *Definition:* Testing approach where testers simultaneously design and execute tests based on their understanding of the system, often used for uncovering unexpected issues.

Vulnerability Testing:

- *Definition:* Assessment of a system's security vulnerabilities to identify and address potential risks and weaknesses.

Compatibility Testing:

- *Definition:* Testing conducted to ensure that a software application functions correctly across different devices, browsers, and operating systems.

Code Review:

- *Definition:* A manual or automated examination of source code to identify and correct issues related to coding standards, best practices, and potential defects.

Test Plan:

- *Definition:* A comprehensive document outlining the scope, objectives, resources, and schedule for testing activities.

Accessibility testings

Accessibility:

- *Definition:* The design and implementation of products, services, and environments to ensure they can be used by people of all abilities, including those with disabilities.

Accessibility Testing:

- *Definition:* The process of evaluating a product or system to ensure that it meets specified accessibility standards and is usable by individuals with disabilities.

WCAG (Web Content Accessibility Guidelines):

- *Definition:* A set of guidelines developed by the World Wide Web Consortium (W3C) to make web content more accessible to people with disabilities.

Screen Reader:

- *Definition:* Assistive technology that reads aloud text displayed on a computer screen, enabling people with visual impairments to access digital content.

Alt Text (Alternative Text):

- *Definition:* Descriptive text provided for images to convey the content and function of the image to users who cannot see it.

ARIA (Accessible Rich Internet Applications):

- *Definition:* A set of attributes that can be added to HTML elements to define roles, properties, and states, making web content more accessible to people with disabilities.

Keyboard Accessibility:

- *Definition:* The design and testing of websites and applications to ensure that all functionality can be operated using a keyboard alone, without relying on a mouse.

Color Contrast:

- *Definition:* The difference in luminance or color between text and its background, important for users with visual impairments or color blindness.

Focus Indicator:

- *Definition:* A visible indication that highlights the currently focused element, essential for users navigating through a webpage using a keyboard or assistive technology.

Captioning:

- *Definition:* The process of adding text-based descriptions to audio content, such as videos, to make it accessible to individuals who are deaf or hard of hearing.

VoiceOver:

- *Definition:* A screen reader feature on Apple devices that reads aloud the content of the screen to assist users with visual impairments.

Contrast Ratio:

- *Definition:* The numerical representation of the difference in brightness between the foreground and background colors, a key consideration for text legibility.

Focus Order:

- *Definition:* The logical sequence in which interactive elements receive focus when navigating through a webpage using a keyboard.

Usability for Users with Disabilities:

- *Definition:* The evaluation of how easily individuals with disabilities can interact with and navigate through a product or system.

Inclusive Design:

- *Definition:* The practice of designing products and environments to be usable by people with a wide range of abilities and characteristics.

Text-to-Speech (TTS):

- *Definition:* Technology that converts written text into spoken words, benefiting users who may have difficulty reading.

Assistive Technology:

- *Definition:* Devices, software, or tools designed to assist individuals with disabilities in performing tasks that might otherwise be challenging or impossible.

Responsive Design:

- *Definition:* Designing websites and applications to adapt and provide an optimal user experience across various devices and screen sizes.

HTML Semantics:

- *Definition:* Using HTML elements in a way that conveys the meaning and structure of content, enhancing accessibility for all users.

Models of disability

Medical Model of Disability:

- *Definition:* A model that views disability as a medical condition, focusing on impairments and the need for medical intervention or rehabilitation.

Social Model of Disability:

- *Definition:* A model that considers disability as a result of societal barriers and attitudes, emphasizing the need to remove environmental and social obstacles for full inclusion.

Charity Model of Disability:

- *Definition:* An outdated perspective that views people with disabilities as objects of charity, often leading to paternalistic attitudes and pity.

Human Rights Model of Disability:

- *Definition:* A model that emphasizes the rights of individuals with disabilities, advocating for equal opportunities, non-discrimination, and full participation in all aspects of life.

Economic Model of Disability:

- *Definition:* A model that examines the economic implications of disability, focusing on issues such as employment, income, and the economic impact of disability on individuals and society.

Psychosocial Model of Disability:

- *Definition:* A model that considers the psychological and social aspects of disability, including the impact of societal attitudes and stigma on the well-being of individuals with disabilities.

Biopsychosocial Model of Disability:

- *Definition:* An integrative model that considers biological, psychological, and social factors in understanding and addressing disability, emphasizing a holistic approach to healthcare.

Empowerment Model of Disability:

- *Definition:* A model that focuses on empowering individuals with disabilities to actively participate in decision-making processes and lead self-determined lives.

Minority Model of Disability:

- *Definition:* A model that considers people with disabilities as a minority group, highlighting issues of social justice, equality, and the need for advocacy

Communication

Verbal Communication:

- *Definition:* The use of spoken words to convey messages, ideas, or information.

Nonverbal Communication:

- *Definition:* Communication without the use of words, often conveyed through body language, gestures, facial expressions, and posture.

Active Listening:

- *Definition:* The skill of fully concentrating, understanding, responding, and remembering what is being said during a conversation.

Empathy:

- *Definition:* The ability to understand and share the feelings of another, fostering a sense of connection and rapport.

Clarity:

- *Definition:* Expressing thoughts and ideas in a clear and understandable manner to avoid confusion or misunderstanding.

Conciseness:

- *Definition:* Expressing ideas clearly and briefly without unnecessary details, ensuring efficient communication.

Body Language:

- *Definition:* Nonverbal communication through physical movements, gestures, and facial expressions.

Tone of Voice:

- *Definition:* The way in which words are spoken, conveying the speaker's attitude or emotion.

Assertiveness:

- *Definition:* Expressing one's thoughts, needs, and feelings openly and honestly while respecting the rights of others.

Feedback:

- *Definition:* Information provided to a person regarding their performance, behavior, or communication, often with the aim of improvement.

Interpersonal Skills:

- *Definition:* The ability to interact effectively with others, including communication, empathy, and conflict resolution.

Conflict Resolution:

- *Definition:* The ability to address and resolve disagreements or disputes in a constructive and positive manner.

Open-ended Questions:

- *Definition:* Questions that require more than a simple "yes" or "no" answer, encouraging a more detailed response and facilitating conversation.

Cultural Competence:

- *Definition:* The ability to effectively communicate and interact with people from diverse cultural backgrounds, understanding and respecting cultural differences.

Adaptability:

- *Definition:* The ability to adjust communication style and approach based on the needs and preferences of the audience.

Digital Communication:

- *Definition:* Communication using electronic devices and technology, such as email, instant messaging, and video conferencing.

Rapport:

- *Definition:* A positive and harmonious relationship characterized by mutual understanding, trust, and connection.

Storytelling:

- *Definition:* The art of using narrative to convey information, engage listeners, and create a memorable communication experience.

Negotiation Skills:

- *Definition:* The ability to reach mutually beneficial agreements through effective communication and compromise.

Persuasion:

- *Definition:* The ability to influence and convince others through compelling and persuasive communication.

Networking:

- *Definition:* The process of creating and maintaining relationships for professional or personal development through effective communication.

Paraphrasing:

- *Definition:* Restating information or ideas in one's own words to ensure understanding and clarify the message.

Conflict Management:

- *Definition:* The skill of identifying, addressing, and resolving conflicts in a way that promotes positive relationships and outcomes.

Communication Style:

- *Definition:* The unique way an individual expresses themselves, including language choice, tone, and nonverbal cues.

Mindful Communication:

- *Definition:* Engaging in communication with full awareness, being present in the moment, and consciously choosing words and actions.

Advocacy

Advocate:

- *Definition:* A person who actively supports or pleads the case for a particular cause, idea, or group.

Stakeholders:

- *Definition:* Individuals, groups, or organizations that have an interest or concern in a particular advocacy issue or project.

Persona:

- *Definition:* A fictional character or representation used to embody the characteristics, needs, and perspectives of a target audience or user group.

Campaign:

- *Definition:* A series of organized activities, efforts, or events designed to achieve a specific advocacy goal within a defined timeframe.

Messaging:

- *Definition:* The crafting and delivery of communication content, including key points and themes, to effectively convey an advocacy message.

Coalition:

- *Definition:* An alliance or partnership of different individuals, organizations, or groups working together towards a common advocacy goal.

Lobbying:

- *Definition:* The act of influencing or attempting to influence decisions made by government officials or policymakers on specific issues.

Grassroots:

- *Definition:* Efforts or actions originating from ordinary people within a community rather than from formal organizations or institutions.

Engagement:

- *Definition:* The process of involving and interacting with stakeholders, supporters, or the target audience to build connections and foster participation.

Awareness Campaign:

- *Definition:* An advocacy initiative focused on increasing public knowledge and understanding of a specific issue or cause.

Collaboration:

- *Definition:* Working together with others, often across sectors or organizations, to achieve a common advocacy objective.

Mobilization:

- *Definition:* The process of organizing and encouraging individuals or groups to take action, often in support of a specific cause or issue.

Advocacy Toolkit:

- *Definition:* A collection of resources, materials, and strategies designed to assist advocates in their efforts, often including guides, templates, and key messaging.

Champion:

- *Definition:* An individual or entity that actively supports and promotes a particular cause or initiative.

Issue Brief:

- *Definition:* A concise document that provides information and analysis on a specific advocacy issue, often used to inform stakeholders or policymakers.

Advocacy Network:

- *Definition:* A group of individuals, organizations, or entities working together to advance a common advocacy agenda or address shared concerns.

Impact Assessment:

- *Definition:* Evaluation of the effectiveness and outcomes of advocacy efforts, assessing the impact on policies, practices, and the target audience.

Advocacy Training:

- *Definition:* Programs or sessions designed to enhance the skills and knowledge of advocates, providing tools and strategies for effective advocacy.

Inclusivity:

- *Definition:* A commitment to ensuring that diverse voices and perspectives are represented and considered in advocacy efforts.

Advocacy Strategy:

- *Definition:* A comprehensive plan outlining the goals, target audience, key messages, and tactics for achieving advocacy objectives.

Mentoring

Mentor:

- *Definition:* An experienced and knowledgeable individual who provides guidance, advice, and support to a less experienced person (the mentee).

Mentee:

- *Definition:* A less experienced individual who seeks guidance, learning, and support from a more experienced mentor.

Mentorship:

- *Definition:* The relationship between a mentor and mentee, involving the transfer of knowledge, skills, and insights to support the mentee's personal and professional development.

Professional Development:

- *Definition:* The process of improving and acquiring new skills, knowledge, and experiences to enhance one's career and personal growth.

Career Guidance:

- *Definition:* Assistance provided by a mentor to help the mentee navigate their career path, set goals, and make informed decisions.

Feedback:

- *Definition:* Information and constructive criticism provided by the mentor to the mentee to help them improve and develop their skills.

Goal Setting:

- *Definition:* The process of defining and planning specific, measurable, achievable, relevant, and time-bound objectives for personal or professional growth.

Networking:

- *Definition:* The process of developing and maintaining professional relationships, often facilitated by a mentor to help the mentee expand their network.

Role Model:

- *Definition:* An individual, often a mentor, who serves as an example and source of inspiration for the mentee in terms of behavior, values, and achievements.

Knowledge Transfer:

- *Definition:* The sharing of information, skills, and expertise from the mentor to the mentee to facilitate learning and development.

Leadership Development:

- *Definition:* The process of improving leadership skills and qualities, often guided by a mentor to help the mentee grow as a leader.

Trust Building:

- *Definition:* The gradual development of confidence and reliance between the mentor and mentee, essential for an effective and open mentorship relationship.

Time Management:

- *Definition:* The ability to plan, organize, and prioritize tasks effectively, a skill often addressed in mentorship for professional development.

Cross-generational Learning:

- *Definition:* The exchange of knowledge and insights between individuals from different generations, often facilitated in a mentor-mentee relationship.

Reverse Mentoring:

- *Definition:* A mentorship dynamic where the more experienced individual (mentor) also learns from the less experienced individual (mentee), often in areas like technology or contemporary trends.

Career Advancement:

- *Definition:* The process of progressing in one's career, often with the guidance and support of a mentor to navigate challenges and seize opportunities.

Work-Life Balance:

- *Definition:* The equilibrium between professional responsibilities and personal life, with mentors often providing advice on maintaining balance.

Succession Planning:

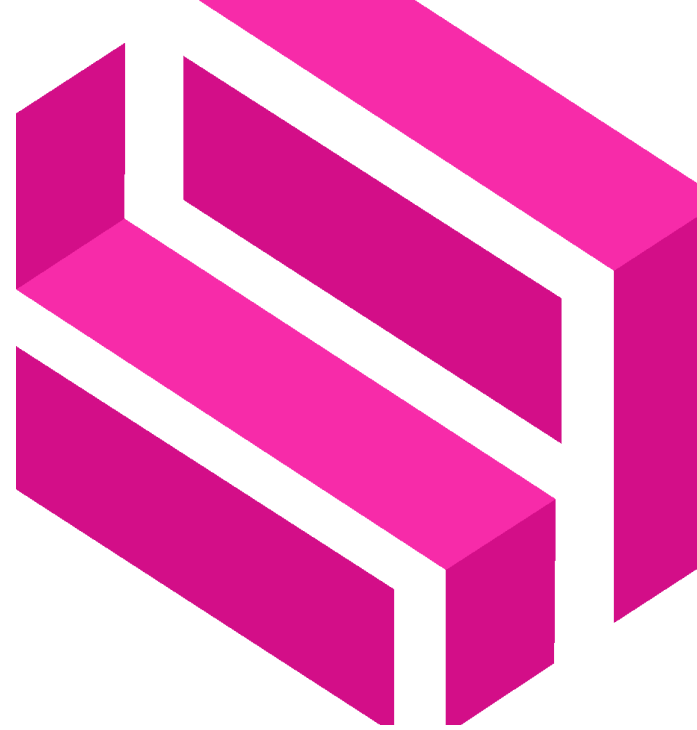
- *Definition:* The process of identifying and developing individuals within an organization to prepare them for future leadership roles, often facilitated through mentorship.

Confidentiality:

- *Definition:* The ethical principle of keeping information shared within the mentor-mentee relationship private and secure.

Career Transition:

- *Definition:* The process of moving from one job or career path to another, often with mentor support in navigating the challenges associated with change.



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A11Y Syllabus

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Course syllabus		
1. Name of the course: Accessibility testing		
2. Course code: ITC-1-T-A	3.Course category: basic	
4. Name of the operating unit: ITC & Transport department		
5. Field of study: ITC		
6. Field of study profile: practical	7. Level of education	1 PRC/ I level
8. Form of study: part time	9. Semester: 1	
10. Language of instruction: English, German, Polish, Portuguese, Spanish		
11. First name and last name of the course supervisor: TBD		
12. General aim of the course: To equip participants with the knowledge and skills necessary to evaluate and ensure digital products and services are accessible to individuals with diverse abilities, fostering inclusivity and compliance with accessibility standards.		
13. Formal and Preliminary Requirements: Passed high school graduation exam, proficiency in English at level B1.		
Course Outcome Symbol	14. Learning Outcomes in the Course	Symbol of the program-specific learning outcome
Knowledge		
The graduate knows and understands:		
M_W01	Types of disabilities and their limitations	
M_W02	Outline of regulations and standards related to accessibility	
M_W03	Basic tools used to test accessibility	
M_W04	Ways to reach people with disabilities	
M_W05	An outline of ways to advocate for the needs of people with disabilities within an organization	
Skills		
Graduates are able to:		



M_U01	Obtain information from a variety of sources, including the Internet (especially in a foreign language), as well as from his/her own observations.	
M_U02	Reach out to people with disabilities	
Social competence (attitude)		
The graduate is ready to:		
M_K01	Systematic and independent work and take full responsibility for it	
M_K02	A critical attitude towards information obtained from various sources	
M_K03	Openness towards the needs of other people	
15. Educational content		
Course / Name	Description of educational content"	Primary and Additional Literature
A: Accessibility Testing	<p>E-learning:</p> <p>Disability-related limitation</p> <p>Types of disabilities</p> <p>Accessibility standards and regulations</p> <p>Using basic tools for accessibility testing</p> <p>Finding and documenting accessibility errors</p> <p>Fixing accessibility errors</p> <p>Communicating with people with disabilities</p> <p>Reaching out to people with disabilities for accessibility-related information</p> <p>Formulating and executing an accessibility-related testing strategy.</p> <p>Promoting the accessibility needs of software for people with disabilities</p> <p>Exercises</p>	<p>Primary literature</p> <p>„Accessibility Testing” - Academic textbook created as part of the projec</p>

	Tasks to be carried out based on prepared scenarios and case analyses.					
	Practical tasks related to testing.					
16. Methods and forms of classes, workload, instructor						
Course	Last name and first name of the instructor.	Type of classes / number of hours				Teaching methods: (presentation, demonstration, talk, case analysis, projects, e-learning, conversational lecture, problem-based; problem solving, group discussion, and others)
		L e c t u r e	E x e c u t i v e	S e m i n a r y	L a b o r a t o r y	
A:	tbd	5	10			Conversational lecture, multimedia presentation. Case analysis method, individual and group tasks based on situational and problem scenarios.
Total number of contact hours:		5	10			
17. Method of verifying learning outcomes						
Assessed outcomes of the course	Evaluation method"				Grading scale	
W01-W05	Passing colloquium - multiple-choice test				satisfactory. 51-60 %	
U01-U02; K01-K03	Passing project				satisfactory. plus 61-70 % good 71-80 % good plus 81-90 % very good 91-100 %	

18. Method of generating the summary grade for the module:

The final summary will be the arithmetic average obtained from the above-mentioned methods of verifying learning outcomes.

19. Hours and ECTS Points Balance

Categories of classes	Student workload	
	Hours	ECTS points
A. Teacher-led classes (organized sessions)	15	
A1. including practical classes:	10	
B. Self-study without teacher contact (student's independent work)"	125	
B1. including practical classes:	75	
C. Total student workload for practical classes (C=A1+B1)	85	3
D. Total student workload for the course (D = A + B)	140	5

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Dean's Signature

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Clear signature of the program coordinator







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Ally Testing

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Introduction

In the fast-evolving landscape of technology and professional development, understanding and integrating accessibility principles have become paramount. This comprehensive guide navigates through various aspects, from practical tools and bug documentation techniques to strategies for effective communication and advocacy. Whether you're delving into the nuances of accessibility testing or seeking guidance on mentor-mentee relationships, this guide serves as a valuable resource. Join us on a journey that spans experience, toolkits, perspectives on disability, communication strategies, and advocacy techniques, providing you with a holistic understanding of the essential elements in creating an inclusive and accessible environment.

Experience

Temporal limitations

Accessibility, or A11Y for short, refers to the design and development of digital products and services that can be used by people with disabilities. While A11Y has come a long way in recent years, it is important to understand that there are still limitations when it comes to temporal accessibility.

We know that people with disabilities are affected by limitations in everyday life. We seldom think about limitations that may affect everybody.

Visual impairment

(Australian National University) Visual impairment can be likened to the challenging experience of attempting to view a computer screen on a sunny day with a glossy monitor. Even individuals with healthy eyes may find it exceedingly difficult to discern anything under such conditions. This scenario highlights the impact of environmental factors on one's ability to see clearly.

Moreover, transitioning from a spacious, large computer screen to a compact 11" or 13" laptop can present its own set of difficulties. The limited screen size can lead to a diminished visibility of content, even for those with good eyesight. This analogy underscores the importance of adapting to different viewing conditions and understanding the variations in visual experiences.

As the day progresses into evening, many individuals may notice their eyes struggling to function optimally. Recognizing people becomes a challenging task, as faces blur into uncertainty. This phenomenon serves as a reminder of the dynamic nature of vision, affected by time of day and lighting conditions.

Now, imagine the feeling of walking down a dimly lit alley, where uncertainty looms at every step. The fear of tripping and falling becomes a palpable concern. This analogy invites us to empathize with individuals who face daily challenges navigating such environments due to visual impairments.

Consider the frustration of trying to read a poorly designed poster or website with inadequate contrast. When visual materials lack proper differentiation between text and background, it demands extra effort and strain to access the information. This issue emphasizes the significance of creating accessible and inclusive visual content for all.

Furthermore, the scenario of a broken light bulb plunging a room into darkness underscores the immediate impact of reduced visibility. In such conditions, individuals may struggle to perceive their surroundings, highlighting the critical role of lighting in maintaining clear vision and safety.

In summary, these analogies provide a glimpse into the challenges faced by individuals with visual impairments and serve as a reminder of the importance of creating environments and content that cater to a diverse range of visual needs.

Hearing impairment

Hearing impairment is akin to trying to listen to a symphony in a bustling city square. Even individuals with acute hearing may struggle to discern the beauty of the music amidst the cacophony of urban sounds. This analogy underscores the significant impact of background noise on one's ability to hear and appreciate the world around them.

Transitioning from a quiet, serene environment to a bustling and noisy one can present its own set of challenges for individuals with hearing impairments. The sudden shift in sound levels and the presence of multiple competing noises can lead to a diminished capacity to follow conversations and sounds. This shift exemplifies the need for understanding and accommodating the varying auditory experiences people encounter in their daily lives.

Now, imagine the feeling of participating in a crowded and noisy social event, where the jumble of voices creates a sea of indistinguishable sounds. The struggle to identify and engage with specific conversations can be incredibly frustrating and isolating. This situation invites us to empathize with individuals who face such difficulties regularly due to hearing impairments.

Consider the frustration of trying to follow a poorly conducted presentation or engage with a video lacking proper sound quality. When auditory content lacks clarity or is marred by background noise, it demands extra effort and strain to access the information. This issue emphasizes the importance of creating accessible and inclusive auditory content for all.

Furthermore, the scenario of a sudden power outage plunging a room into darkness also disrupts auditory communication. In such conditions, individuals with hearing impairments may find it challenging to understand the situation, emphasizing the critical role of both visual and auditory cues in maintaining clear communication and safety.

Motor disabilities

Living with a motor disability can be compared to trying to navigate a complex obstacle course while wearing a suit of armor. Even individuals with full control of their limbs may struggle to move gracefully and efficiently under such circumstances. This analogy highlights the profound impact of physical barriers on one's ability to move freely and perform everyday tasks.

Transitioning from a well-designed, accessible environment to one filled with architectural barriers can present its own set of challenges for individuals with motor disabilities. The presence of steps, narrow doorways, and uneven surfaces can lead to a loss of mobility and independence, emphasizing the need for inclusive and barrier-free spaces.

As the day progresses, muscle fatigue and discomfort may set in, making the execution of fine motor skills increasingly difficult. This progression underscores the dynamic nature of motor functioning, which can be affected by factors such as time of day, physical exertion, and environmental conditions.

Consider the frustration of trying to operate a smartphone with one hand only. It may happen in case of an injury. Or when you are carrying a cup of coffee in another hand. It demands extra effort and strain to use technology effectively. This issue underscores the importance of creating user-friendly and universally accessible digital platforms.

Dyslexia

Imagine being tired after a very long day. When you look at a computer screen, you are having a hard time reading the text. Letters seem to move - almost dance. This is what people with dyslexia experience on a daily basis.

For individuals with dyslexia, the experience of reading text is like trying to decipher a constantly shifting puzzle. Each letter may appear to have a life of its own, moving and morphing before their eyes. This dynamic visual distortion can make the act of reading not only challenging but mentally exhausting.

Now, think about the frustration of trying to study or work from a textbook filled with dense, unorganized text. The words appear to be in constant motion, and the effort required to process them is immense. This scenario invites us to empathize with the daily challenges faced by individuals who must navigate complex written content.

Consider the frustration of trying to comprehend a website or document with poor contrast or complicated formatting. When text lacks clarity or is muddled by distracting elements, it demands extra effort and strain to access the information. This issue underscores the importance of creating dyslexia-friendly content for all, such as clear fonts, ample spacing, and well-structured layouts.

Autism

Imagine navigating a world where social interactions resemble a complex, ever-changing puzzle. For individuals with autism, this is a daily reality. Autism spectrum disorders bring unique challenges that can make seemingly simple activities feel like deciphering an intricate code.

One of the most common experiences for individuals with autism is the challenge of understanding and engaging in social interactions. Imagine attending a crowded party, where conversations buzz and people's facial expressions shift rapidly. For someone with autism, interpreting these social cues and navigating the ebb and flow of conversations can be like decoding a foreign language.

Transitions can be another source of difficulty. Going from one activity to another may trigger anxiety and stress. Think of transitioning from the structured routine of a school day to the unpredictable environment of the playground. For a child with autism, this shift can feel as disruptive as moving from one culture to another without warning.

Imagine the relentless bombardment of sounds, lights, and textures. A simple trip to the grocery store can become an overwhelming sensory experience, where the buzzing of fluorescent lights and the cacophony of shopping carts become unbearable intrusions.

Now, consider the frustration of trying to communicate one's needs and thoughts. For some individuals with autism who struggle with verbal communication, expressing themselves can be a daily challenge. It's like having a treasure trove of ideas and emotions locked away in a chest with a complex lock and no key.

AXE Tools

Introduction

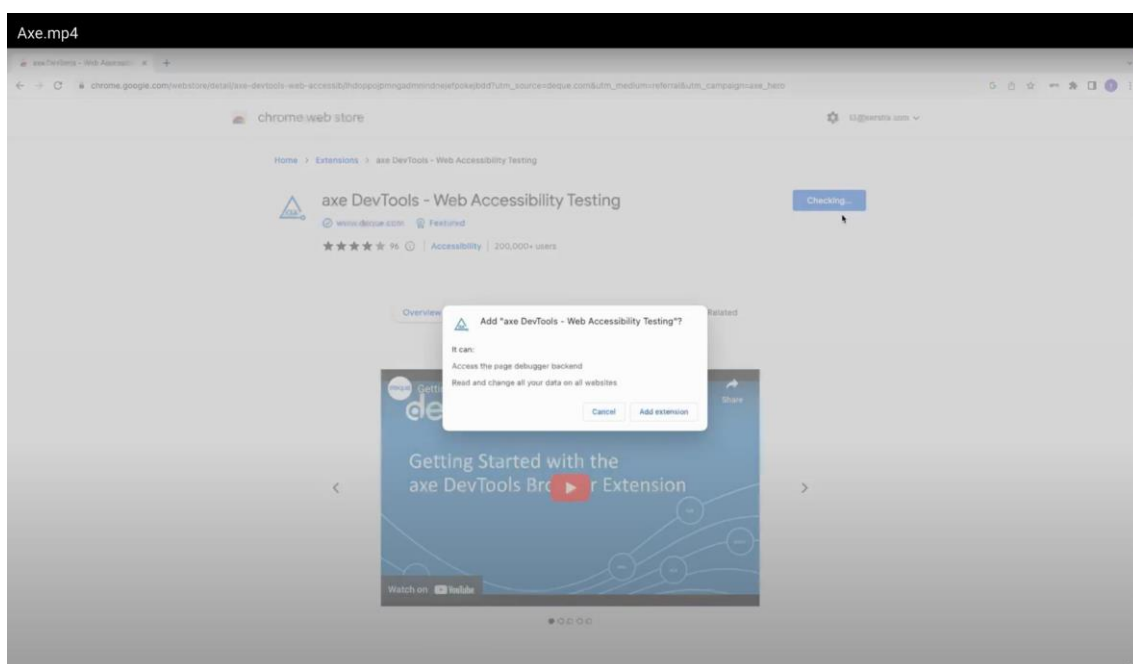
(Docs) Deque Systems is a digital accessibility company based in Herndon, Virginia with additional offices in Kavuri Hills Madhapur, Hyderabad India and Utrecht, The Netherlands. Their mission is to achieve digital equality by providing web accessibility software, services, and training. They have helped thousands of companies from technology leaders like Google and Microsoft, to many large US banks and insurance companies, retailers, airlines, hotel chains, and the biggest government agencies¹. Deque tools are highly adopted and regarded, with 875,000+ installed extensions, and their experts hold a collective 125 CPACC, WAS, & CPWA certifications issued by the IAAP, more than any accessibility testing company in the world¹. Deque University's world-class digital accessibility training boasts 140,000+ subscribers¹. They have also made their accessibility testing ruleset open source in 2015 and have since seen 900,000,000+ downloads as it's made its way to becoming the standard of the industry.

Deque DevTools HTML is a suite of accessibility testing tools built around the industry-leading axe-core accessibility testing engine . It is designed to

integrate directly into your existing software development and testing process, helping you find and fix web accessibility violations without slowing you down. The toolkit includes a browser extension, axe DevTools Extension, which is used by 275,000+ weekly active users ². The CLI version of the toolkit, axe DevTools HTML CLI, is a command-line application for scanning web pages for accessibility issues and generating reports ³. The latest version of Deque DevTools HTML, 4.4, includes the latest axe-core version (v4.4.1), launches a new integration with Playwright for Java, overhauls the HTML reporter, and allows all integrations to be configured to automatically upload results to axe Reports. Deque DevTools HTML is the ultimate toolkit for integrating web accessibility testing into your organization .

For the purpose of this course, we will focus on the browser extension.

Installation



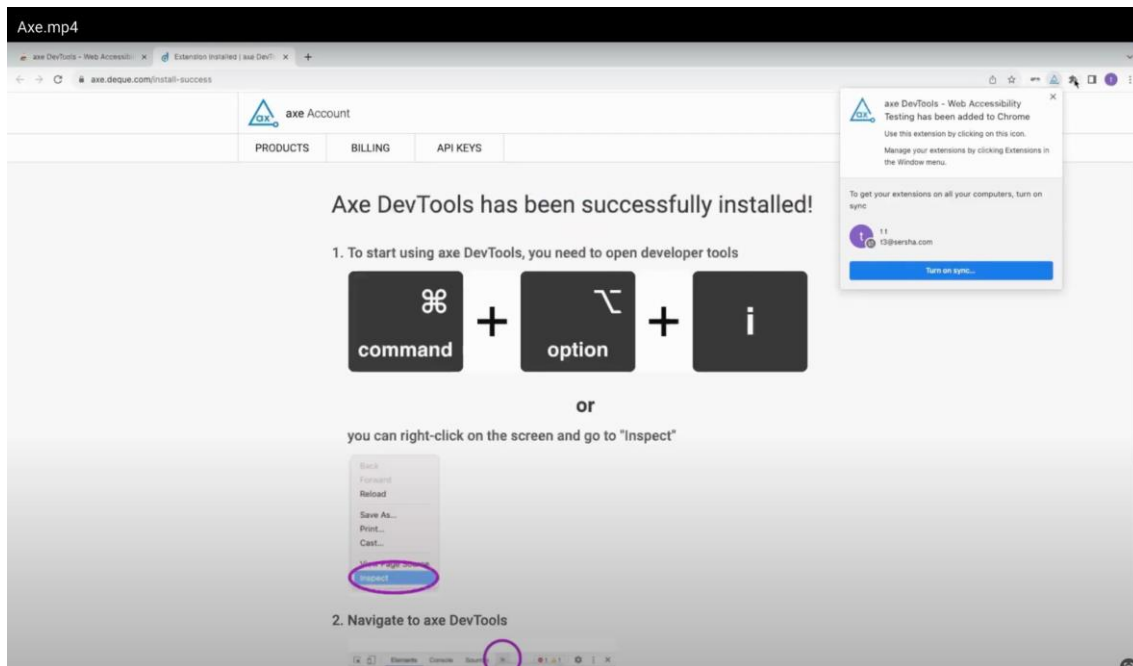
To install the axe DevTools Browser Extension, you can download it directly from the Chrome Web Store, Edge Add-ons site, or Firefox Add-ons site. Once installed, the extension integrates into each browser's Developer Tools, allowing you to catch as many as 80% of all accessibility defects.

Here are the links to download the axe DevTools Browser Extension:



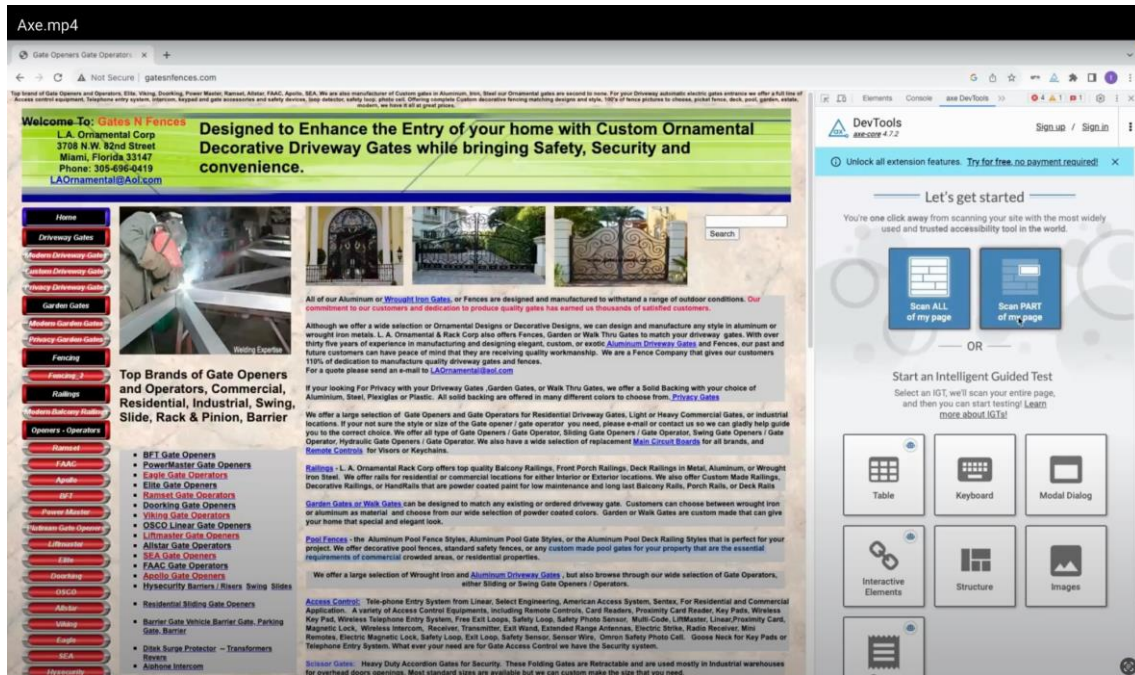
- Chrome Web Store
- Edge Add-ons site
- Firefox Add-ons site

How to use the tool?

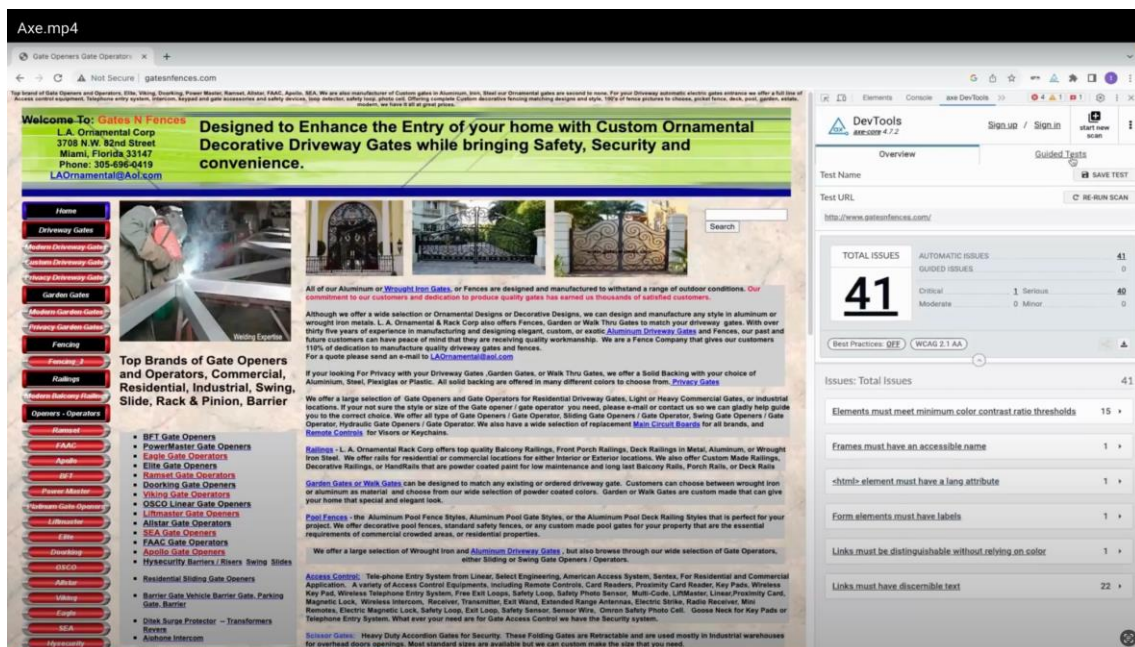


To use the axe DevTools browser extension, you need to follow these steps:

1. Go to the page you wish to test.
2. Open developer tools by right-clicking on the screen and selecting “inspect” or using the keyboard shortcuts CTRL + SHIFT + I on Windows or CMD + OPTION + I on Mac.
3. Navigate to the axe DevTools tab.
4. Run a free automated test by clicking the “Scan all of my page” button.
5. Highlight and inspect issues.
6. View severity and issue descriptions.
7. Follow the issue resolution guidance to learn how to fix the issues.
8. Repeat.



You can access the axe DevTools browser extension in the Developer Tools of the browser by using the keyboard shortcuts CTRL + SHIFT + I on Windows or CMD + OPTION + I on Mac. In Chrome, you can navigate to the Developer Tools using the Chrome Menu by selecting View -> Developer -> Developer Tools. In Edge, you can navigate to the Developer Tools using the Edge Menu.



Reviewing Results:

- The report will highlight accessibility violations, warnings, and best practices.
- Each issue includes a description, impact, and suggested fix.
- You can expand each item to see more details.

Interacting with Elements:

- The extension allows you to inspect individual elements directly from the report.
- Click on an issue to highlight the corresponding element on the page.
- You can also view the HTML snippet and CSS styles associated with the element.

Guided testing

Guided testing is a valuable feature that helps you systematically evaluate specific accessibility aspects of your web pages. Here's how it works:

Purpose of Guided Testing:

- Guided tests are designed to walk you through common accessibility scenarios step by step.
- They ensure that you cover essential aspects of accessibility during manual testing.
- By following these guided steps, you can identify and address potential issues effectively.

Common Guided Tests:

Here are some examples of guided tests you might encounter:

- Keyboard Navigation:
 - Verify that all interactive elements (buttons, links, form fields) can be accessed and activated using keyboard navigation.
 - Check focus management (tab order) and ensure that focus styles are visible.
- Alt Text for Images:

- Inspect images and assess whether they have appropriate alternative text (alt attributes).
- Ensure that decorative images have empty alt text (e.g., alt="").
- Color Contrast:
 - Evaluate text and background color combinations for sufficient contrast.
 - Use tools like the Color Contrast Analyzer to check compliance with WCAG guidelines.
- Form Labels and Inputs:
 - Confirm that form fields have associated labels.
 - Check for input field placeholders and their clarity.
- Semantic HTML Elements:
 - Verify proper use of semantic elements (e.g., <h1>, <nav>, <article>).
 - Ensure that headings are hierarchical and meaningful.
- Focus Traps:
 - Test modal dialogs and other UI components to ensure they trap focus within their boundaries.
- ARIA Roles and Attributes:
 - Inspect custom widgets and components for correct ARIA roles and attributes.
 - Validate that ARIA attributes enhance accessibility without introducing confusion.

How to Use Guided Tests:

- Open the axe DevTools HTML extension within your browser's DevTools.
- Navigate to the "Guided Tests" section.

- Choose a specific test category (e.g., “Keyboard Navigation,” “Images and Alt Text”).
- Follow the instructions provided:
 - Click on elements to inspect them.
 - Verify compliance with accessibility guidelines.
 - Make necessary adjustments based on the findings.

Benefits of Guided Testing:

- **Structured Approach:** Guided tests prevent you from overlooking critical accessibility checks.
- **Learning Opportunity:** They educate developers and testers about best practices.
- **Efficiency:** By focusing on specific areas, you save time compared to manual exploration.

Remember that guided tests are not exhaustive; they serve as a starting point. Always complement them with broader manual testing and automated scans to achieve comprehensive accessibility coverage.

Funkify

Introduction

(*Disability Simulator*) Funkify is a disability simulator for the web that helps users experience the web and interfaces through the eyes of extreme users with different abilities and disabilities. It is an extension for Chrome that can be downloaded from the [official website](#) or the Chrome Web Store. Funkify is developed by a team of usability and accessibility experts in Sweden.

Funkify offers a range of simulators that can help users understand how people with different abilities and disabilities interact with the web. The simulators include:

- **Blurred vision:** This simulator blurs the user’s vision to simulate visual impairments.

- Dyslexia: This simulator scrambles the text on the web page to simulate dyslexia.
- Tunnel vision: This simulator creates a tunnel vision effect to simulate peripheral vision loss.
- Motor skills: This simulator restricts the user's mouse movements to simulate motor skill impairments.
- Cognitive: This simulator adds cognitive load to the user's experience to simulate cognitive impairments.

Funkify is available in two versions: Free and Premium. The free version offers some simulators, while the premium version offers all the simulators, the ability to adjust simulators, create your own simulators, and use Robot Robin, a virtual assistant that can help users navigate the web.

Installation

To download Funkify, visit the [official website](#) or the [Chrome Web Store](#). Once installed, users can access the simulators by clicking on the Funkify icon in the Chrome toolbar.

Simulators

Funkify's Dyslexia Simulator is designed to help users understand how people with dyslexia experience the web. The simulator scrambles the text on the web page to simulate dyslexia. The main goal of this simulator is to show the complexity of the diagnosis dyslexia.

The Dyslexia Simulator is named Dyslexia Dani and can be accessed by downloading the Funkify extension from the [official website](#) or the [Chrome Web Store](#). Once installed, users can access the simulators by clicking on the Funkify icon in the Chrome toolbar .

Funkify's Dyslexia Simulator is developed in collaboration with people with dyslexia. With a few tweaks to the settings, users can cover much of the way people with dyslexia experience the web. The simulator can scramble the letters and make them dance, creating a frustration that users will remember.

Please note that the examples provided by Funkify only demonstrate what it may be like for some, not all, of the people with dyslexia

Finding AIY Bugs

The process includes several steps: (W3C)

Identifying Users and Stakeholders :

- Begin by identifying the various user groups and stakeholders involved in your website or application.
- Consider diverse needs and preferences, including those of people with disabilities.

Documenting Accessibility Requirements :

- Clearly document accessibility requirements based on the identified user needs and preferences.
- Refer to accessibility standards such as the Web Content Accessibility Guidelines (WCAG) for specific guidelines and criteria.

Authoring Accessible Content :

- Ensure that content is created in a way that is accessible to all users.
- Use semantic HTML, provide text alternatives for non-text content, and structure content appropriately.

Providing Keyboard Access:

- Confirm that all interactive elements and functionalities are operable using a keyboard alone.
- Test the tab order and focus indicators to ensure a logical and meaningful sequence.

Ensuring Device Independence:

- Validate that the website or application functions across various devices and platforms.
- Test with different assistive technologies and browsers to ensure compatibility.

Facilitating Understandable and Navigable Content:

- Check that content is presented in a clear and understandable manner.
- Ensure that navigation is intuitive and well-organized for all users.

Ensuring Robust and Reliable Interactions:

- Validate that the website or application is compatible with current and future technologies.
- Test for compatibility with different browsers and assistive technologies.

Performing Regular Audits and Testing:

- Conduct regular accessibility audits and testing throughout the development lifecycle.
- Use automated testing tools, manual testing, and involve users with disabilities in the testing process.

Documenting A11Y bugs

(Beg) Documenting accessibility (a11y) bugs is a critical step in the process of creating inclusive digital experiences. Proper documentation helps teams identify, understand, and address accessibility issues efficiently. Here are key considerations for documenting a11y bugs:

Detailed Descriptions:

Provide detailed descriptions of the accessibility bug. Include information about the impacted element, the type of disability it affects, and the specific WCAG (Web Content Accessibility Guidelines) guideline violation if applicable.

Reproducible Steps:

Clearly outline the steps to reproduce the bug. This allows developers and testers to recreate the issue, making it easier to identify the root cause and verify the effectiveness of any fixes.

Environment Information:

Specify the browser, assistive technology, and device used during testing. Different combinations may produce varying results, so noting the environment helps in understanding the scope of the accessibility issue.

Screenshot and/or Code Snippets:

Include visual aids, such as screenshots, to highlight the problematic area. Additionally, if the issue involves code, provide relevant code snippets that illustrate the problem. This assists developers in pinpointing the exact location of the bug in the codebase.

Severity and Impact Assessment:

Evaluate and communicate the severity of the accessibility bug. Understanding the potential impact on users helps prioritize and allocate resources effectively. Some bugs may have a more significant impact on usability than others.

WCAG Conformance Level:

Identify the conformance level of the WCAG guidelines that are violated. This information helps developers understand the priority of the issue and the level of compliance required for the digital product.

Related User Stories or Requirements:

Link the accessibility bug to related user stories or requirements. This establishes context and aligns the efforts of the development team with the overall accessibility goals defined in the project.

Collaboration and Communication:

Use a centralized platform for bug tracking and collaboration. Tools like Jira, GitHub Issues, or other project management systems facilitate

communication between team members and stakeholders involved in addressing and verifying bug fixes.

Testing Techniques Used:

Document the testing techniques employed to identify the accessibility bug. Whether it was manual testing, automated testing tools, or a combination of both, understanding the testing methodology aids in reproducing and validating the bug.

Status and Resolution Updates:

Keep the documentation up-to-date with the bug's current status and any resolutions or workarounds implemented. This ensures that team members are aware of the progress and can retest after fixes are applied.

User Feedback and Testing Results:

If applicable, include any feedback from users or insights gained through user testing. This qualitative data provides valuable context and may reveal aspects of the bug that automated testing might not capture.

Effective documentation of accessibility bugs contributes to a streamlined development process, encourages collaboration, and supports a proactive approach to accessibility. It ensures that digital products are not only functional but also inclusive for users of all abilities.

WCAG

Introduction

(W3C)The Web Content Accessibility Guidelines (WCAG) stand as the cornerstone of digital accessibility, ensuring that online content is inclusive and accessible to everyone, regardless of their abilities or disabilities. Enforced by the World Wide Web Consortium (W3C), WCAG is a set of guidelines that provides a comprehensive framework for creating a web environment that accommodates diverse user needs.

The Evolution of WCAG

Originally introduced in 1999, WCAG has undergone several revisions, with the most recent version being WCAG 2.1. These updates reflect the dynamic nature of the digital landscape and the ongoing commitment to addressing emerging challenges in web accessibility. The guidelines are designed to be technology-neutral and applicable to a wide range of digital content, including websites, applications, and other online platforms.

The Four Principles of WCAG

At the heart of WCAG are four fundamental principles, often remembered by the acronym POUR:

Perceivable: Information and user interface components must be presented in a way that users can perceive. This includes providing text alternatives for non-text content, captions and other alternatives for multimedia, and adaptable content for various display settings.

Operable: All interactive elements and navigation must be operable through a keyboard or other input devices. Users should be able to navigate, find content, and complete tasks with ease.

Understandable: Information and operation of the user interface must be clear and straightforward. This involves readable and predictable text, consistent navigation, and input assistance to avoid errors.

Robust: Content must be robust enough to be reliably interpreted by a wide variety of user agents, including assistive technologies. This ensures that evolving technologies do not undermine the accessibility of web content.

Guidelines and Success Criteria

WCAG is structured around guidelines, each containing testable success criteria. The guidelines are organized under the three aforementioned principles (Perceivable, Operable, Understandable), and additional criteria

under the fourth principle (Robust) provide a holistic approach to digital accessibility.

Perceivable Guidelines: These focus on making information and user interface components presented on a website easily perceptible. This includes providing text alternatives, captions for multimedia, and adaptable content.

Operable Guidelines: Ensuring that users can interact with and navigate through the website using various input methods, including keyboard and voice commands, falls under operability. This principle promotes a user-friendly experience for individuals with different abilities.

Understandable Guidelines: Guidelines within this principle emphasize the importance of clear and consistent navigation, readable text, and input assistance to avoid user errors. Making content easily understandable contributes to a more inclusive web experience.

Robust Guidelines: The robustness principle focuses on ensuring that content is compatible with a variety of user agents, including assistive technologies. This helps future-proof digital content against technological advancements.

Implementation Challenges and Best Practices

While WCAG provides a robust framework for accessibility, its successful implementation often requires a combination of technical expertise, design considerations, and a commitment to ongoing testing and improvement. Challenges may arise in areas such as complex interactions, multimedia content, and the integration of emerging technologies. However, adherence to best practices, including the use of semantic HTML, proper labeling of form elements, and thorough testing with diverse assistive technologies, can significantly enhance the accessibility of a website.

The Global Impact of WCAG

WCAG has a far-reaching impact on the digital landscape. Governments, organizations, and businesses worldwide recognize the importance of accessible digital content, not only to comply with legal requirements but also to foster a more inclusive online community. The guidelines promote a shift in mindset, encouraging a proactive approach to accessibility that goes beyond compliance, aiming for a digital world that embraces diversity and ensures equal access for all.

Conclusion

In conclusion, WCAG serves as a compass guiding the digital realm toward inclusivity. Its principles and guidelines offer a roadmap for creating a web environment that is accessible, navigable, and meaningful for everyone. As technology continues to evolve, the principles embedded in WCAG remain steadfast, driving a global movement towards a digital landscape where accessibility is not merely a checkbox but an integral part of the user experience. Embracing WCAG is not just a legal obligation; it is a commitment to a more equitable and inclusive online world.

Perspective Gaining

Different types of disabilities

Different types of disabilities can be classified into various categories based on the impairment of functioning approach. (“Disability Types and Descriptions”)Neurodevelopmental disorders, physical disabilities, acquired brain injuries, neurological disabilities, vision impairments, hearing impairments, deafblindness, speech and language impairments, and psychosocial disabilities are some of the types of disabilities¹.

(“Disability Types and Descriptions”)People with neurodevelopmental disorders such as intellectual disability, autism spectrum disorder, attention-deficit hyperactivity disorder, communication disorders, specific learning disorder, and motor disorders may experience developmental deficits that produce impairments of personal, social, academic, or occupational functioning¹.

Physical disabilities can be genetic or come about through illness or injury. [They can involve difficulties with mobility, manual dexterity, muscle control, speech, fits and seizures, or chronic tiredness²](#) .

Acquired brain injuries can result from traumatic brain injury, stroke, or other causes. People with acquired brain injuries may experience cognitive, physical, and emotional changes that can impact their daily lives.

Neurological disabilities can be caused by a variety of factors, including genetics, infections, and environmental factors. [These disabilities can affect the nervous system and lead to difficulties with movement, sensation, or thinking¹](#).

Vision impairments can range from mild to severe and can include conditions such as nearsightedness, farsightedness, and color blindness. [People with vision impairments may require assistive technology or other accommodations to help them navigate their environment¹](#).

Hearing impairments can range from mild to profound and can include conditions such as conductive hearing loss, sensorineural hearing loss, and

mixed hearing loss. [People with hearing impairments may require assistive technology or other accommodations to help them communicate](#)¹.

Deafblindness is a combination of vision and hearing impairments that can result in significant communication challenges. [People with deafblindness may require specialized support and accommodations to help them navigate their environment](#)³.

Speech and language impairments can include conditions such as stuttering, apraxia, and dysarthria. [People with speech and language impairments may require assistive technology or other accommodations to help them communicate](#)¹.

Psychosocial disabilities can include conditions such as depression, anxiety, bipolar disorder, and schizophrenia. [These conditions can impact a person's mood, behavior, and ability to function in daily life](#)⁴.

It is important to note that each person's experience of disability is unique and multi-dimensional. [The impact of a disability can vary depending on the individual, their environment, and the supports and services available to them](#)¹.

Understanding Models of Disability

The concept of disability is multifaceted, and various models have been proposed to understand and address the complexities associated with disabilities. These models not only shape societal perceptions but also influence policies, practices, and the lived experiences of individuals with disabilities. Let's delve into some prominent models of disability to gain a comprehensive understanding.

Medical Model of Disability:

The medical model views disability as a result of impairments or medical conditions within an individual. It emphasizes diagnosis, treatment, and rehabilitation to "normalize" the person. The focus is on fixing or

compensating for the individual's limitations rather than addressing societal barriers.

Social Model of Disability:

In stark contrast to the medical model, the social model posits that disability is not an inherent trait of an individual but rather a result of societal barriers and attitudes. It advocates for removing barriers to enable full participation and inclusion. The social model encourages societal changes to accommodate diverse needs and emphasizes equal opportunities.

Charity Model:

The charity model perceives disabled individuals as objects of pity and focuses on providing charitable assistance, often in the form of medical care or financial aid. This model tends to reinforce dependency and does not address the structural issues contributing to disability discrimination.

Human Rights Model:

Rooted in the principles of human rights, this model views disability as a social construct that results from societal barriers. It emphasizes the rights of individuals with disabilities to participate fully in all aspects of life. The human rights model aligns closely with the social model, emphasizing equality, dignity, and autonomy.

Bio-Psychosocial Model:

Integrating elements from the medical, psychological, and social aspects, the bio-psycho-social model recognizes that disability is influenced by biological, psychological, and social factors. It considers the interaction between an individual's health condition and the broader social environment.

Eco-Social Model:

Building on the social model, the eco-social model expands the focus to the intersectionality of disability with other social categories like race, gender, and socioeconomic status. It emphasizes the interconnectedness of various systems and how they contribute to the experiences of individuals with disabilities.

Empowerment Model:

The empowerment model emphasizes the strengths and capabilities of individuals with disabilities. It seeks to empower them through self-advocacy, skill development, and promoting a positive self-image. This model highlights the importance of fostering independence and autonomy.

Cultural Model:

Recognizing disability as a cultural identity, this model challenges the notion that disability is solely a deficit. It celebrates the unique perspectives, experiences, and contributions of disabled individuals within the broader cultural context.

These models of disability highlight the evolving nature of our understanding of disabilities. While the medical model focuses on individual impairments, the social, human rights, and empowerment models advocate for societal change and the recognition of the rights and capabilities of individuals with disabilities. The bio-psychosocial, eco-social, and cultural models provide more nuanced perspectives, considering the complex interplay of factors shaping disability experiences.

Ultimately, embracing a holistic approach that combines elements from these models can contribute to a more inclusive society. By challenging stereotypes, removing barriers, and fostering empowerment, we move closer to creating a world where individuals of all abilities can fully participate and thrive.

Effective Communication

Effective communication is the cornerstone of success in personal and professional spheres. Whether it's expressing ideas, collaborating with others, or building relationships, honing your communication skills is key. Drawing insights from ManpowerGroup's "10 Communication Skills" and Harvard Professional Development's "Eight Things You Can Do to Improve Your Communication Skills," let's explore essential strategies for enhancing your communication prowess.

Active Listening:

Both sources highlight the significance of active listening. This involves fully concentrating, understanding, responding, and remembering what is being said. It not only fosters better comprehension but also demonstrates respect and engagement.

Clarity and Conciseness:

ManpowerGroup emphasizes the importance of clarity in communication. Being concise and avoiding unnecessary jargon ensures that your message is easily understood. Harvard's insights echo this sentiment, emphasizing the impact of clear, direct communication.

Empathy:

Acknowledging and understanding others' perspectives is a crucial aspect of effective communication. ManpowerGroup underscores the value of empathy in building connections and resolving conflicts. Harvard also emphasizes the role of empathy in fostering positive communication.

Non-Verbal Communication:

Both sources highlight the significance of non-verbal cues such as body language and facial expressions. These subtle signals can greatly impact the

interpretation of your message. Being mindful of non-verbal communication enhances overall effectiveness.

Adaptability:

Communication is dynamic and context-dependent. ManpowerGroup emphasizes the importance of adaptability – being able to adjust your communication style based on the situation and audience. Harvard similarly highlights the need for flexibility in different communication contexts.

Confidence:

Confidence inspires trust and credibility. Harvard's insights stress the importance of building confidence in your communication skills. Whether speaking in public or conveying ideas in a meeting, a confident demeanor enhances the impact of your message.

Constructive Feedback:

Providing and receiving constructive feedback is a skill highlighted by both sources. This involves offering feedback in a positive and helpful manner, fostering a culture of improvement and growth.

Cultural Sensitivity:

In our globalized world, understanding and respecting cultural differences is paramount. ManpowerGroup underscores the need for cultural sensitivity in communication, ensuring that your message is inclusive and well-received across diverse audiences.

Effective Questioning:

Asking thoughtful and open-ended questions fosters meaningful conversations. Harvard's insights emphasize the power of effective questioning in promoting engagement and gaining deeper insights during interactions.

Mindful Use of Technology:

In today's digital age, the way we communicate has expanded to include various technologies. ManpowerGroup highlights the importance of using technology mindfully, ensuring that it enhances rather than hinders effective communication.

In conclusion, mastering effective communication is an ongoing journey that requires self-awareness, practice, and adaptability. Whether you're honing your active listening skills, perfecting your non-verbal cues, or embracing cultural sensitivity, continuous improvement is the key to lasting impact. By integrating these strategies into your communication toolkit, you'll navigate personal and professional interactions with finesse, fostering understanding and building strong connections.

Working with people with disabilities

Effectively working with people with specific disabilities requires a nuanced understanding of their unique needs and challenges.

Visual Impairments:

Accessible Technology:

Integrate screen reader-compatible technology, ensuring that software applications and websites are designed with compatibility for assistive technologies.

Accessible Documents:

Provide materials in accessible formats such as Braille, large print, or electronic text. Utilize descriptive alt text for images and ensure compatibility with screen readers.

Orientation Assistance:

Offer orientation assistance for individuals with visual impairments to navigate the physical workspace. Clear signage, tactile indicators, and audible cues can enhance orientation.

Flexible Work Arrangements:

Allow for flexible work arrangements to accommodate varying needs related to commuting and working hours. Remote work options can enhance flexibility for employees with visual impairments.

Hearing Impairments:

Communication Access:

Implement communication strategies such as real-time captioning for meetings and events. Utilize video conferencing tools with built-in captioning features.

Visual Alerts:

Incorporate visual alerts in addition to auditory signals for notifications, alarms, and emergency alerts. This ensures that individuals with hearing impairments receive critical information.

Accessible Meetings:

Ensure that meetings are conducted in well-lit environments to facilitate lip reading. Encourage clear communication and allow for written questions or comments during meetings.

Sign Language Interpreters:

Provide sign language interpreters for important events, presentations, or training sessions to ensure effective communication for employees with hearing impairments.

Mobility Impairments:

Accessible Workspace Design:

Design workspaces with accessibility in mind, providing ramps, elevators, and accessible restrooms. Ensure that common areas are spacious and navigable for individuals with mobility impairments.

Adaptive Equipment:

Accommodate the use of adaptive equipment such as ergonomic chairs, height-adjustable desks, and assistive devices. Customize workstations to meet the specific needs of employees with mobility impairments.

Flexible Scheduling:

Offer flexible scheduling options to accommodate medical appointments, therapy sessions, or other healthcare-related needs. This flexibility supports employees with mobility impairments in managing their health effectively.

Neurodivergence (Autism, ADHD, etc.):

Clear Communication:

Foster clear and direct communication. Provide written instructions and guidelines to supplement verbal communication, promoting clarity for individuals with neurodivergent conditions.

Quiet Spaces:

Designate quiet and calm spaces within the workplace to accommodate individuals who may benefit from reduced sensory stimulation. This provides a retreat for employees with neurodivergent conditions.

Structured Work Environment:

Establish clear routines and structures in the work environment. Individuals with neurodivergent conditions often thrive in environments with consistent routines and expectations.

Supportive Training Programs:

Develop training programs that educate staff about neurodivergent conditions, promoting understanding and empathy. Encourage an inclusive mindset among team members.

Cognitive Disabilities:

Clear Communication Styles:

Adopt clear and straightforward communication styles. Break down complex information into manageable segments and provide written instructions for reference.

Accessible Information Technology:

Ensure that digital content, including websites and applications, is designed with simplicity and clarity. Avoid unnecessary complexity to enhance usability for individuals with cognitive disabilities.

Structured Training Programs:

Develop training programs that incorporate visual aids, interactive modules, and repetition to support individuals with cognitive disabilities in learning and retaining information.

Task Accommodations:

Offer task accommodations based on individual needs. This may include written instructions, additional time for completing tasks, or the use of assistive technologies.

Invisible Disabilities:**Open Communication Channels:**

Foster a culture of open communication where employees feel comfortable disclosing their invisible disabilities. Create channels for individuals to request accommodations confidentially.

Flexibility in Scheduling:

Provide flexibility in work schedules to accommodate medical appointments, therapy sessions, or days when individuals may require additional rest due to their invisible disabilities.

Mental Health Support:

Implement mental health support programs, including access to counseling services and resources. Recognize the importance of promoting mental well-being in the workplace.

Individualized Accommodations:

Work collaboratively with individuals to identify and implement accommodations that address the specific challenges associated with their invisible disabilities.

By tailoring strategies to the specific needs of individuals with various disabilities, organizations can create an inclusive workplace where everyone can thrive. Recognizing the diversity within disabilities and adopting a holistic approach to accommodation ensures that employees feel supported, valued, and empowered to contribute their best to the team. Inclusivity is not just a legal requirement but a fundamental aspect of fostering a vibrant and diverse workplace culture.

Etiquette when Interacting with People with Disabilities

Creating an inclusive and respectful environment involves understanding and embracing proper etiquette, especially when interacting with people with disabilities. RespectAbility, a non-profit organization dedicated to advancing opportunities for individuals with disabilities, provides valuable insights in its "Etiquette: Interacting with People with Disabilities" toolkit. Let's explore essential etiquette guidelines to foster positive and inclusive interactions.

Person-First Language: Embrace person-first language, which emphasizes the individual, not their disability. Instead of saying "disabled person," opt for "person with a disability." This helps center the conversation on the person's humanity rather than their condition.

Respect Personal Space: Be mindful of personal space and boundaries. Just as with anyone else, it's essential to respect the personal space of individuals with disabilities. Avoid touching mobility aids without permission and ask before offering assistance.

Ask Before Assisting: While the intention might be good, it's crucial to ask before providing assistance. Not all disabilities require help, and assuming otherwise can be disempowering. If someone declines assistance, respect their decision.

Accessible Communication: Ensure that communication is accessible to everyone. Speak directly to the person, not their companion or interpreter. Make eye contact and speak clearly. If someone uses a communication aid, listen attentively and be patient.

Be Inclusive: Include individuals with disabilities in conversations and activities. Avoid making assumptions about their abilities or preferences. Treat them as you would any other colleague, friend, or family member, recognizing their diverse skills and interests.

Accessible Spaces: When planning events or meetings, consider the accessibility of the venue. Ensure that it is wheelchair accessible, has accessible restrooms, and provides accommodations like sign language interpreters if needed.

Use Respectful Language: Avoid using derogatory or offensive language related to disabilities. Familiarize yourself with respectful terminology and correct others if you hear inappropriate language. Promote a culture of understanding and sensitivity.

Patience and Understanding: Recognize that people with disabilities may have different needs and timelines. Exercise patience and understanding, especially in professional settings. Allow time for adjustments, and provide support when necessary.

Educate Yourself: Take the initiative to educate yourself about different types of disabilities and their unique considerations. This knowledge will empower you to be more informed and respectful in your interactions.

Advocate for Accessibility: Be an advocate for accessibility in your workplace and community. Encourage the implementation of inclusive policies and practices. Advocate for accessible technology, facilities, and resources to promote equal opportunities.

Consider Individual Preferences: Recognize that preferences regarding language, assistance, and accommodations can vary among individuals with disabilities. When in doubt, ask the person directly about their preferences to ensure a positive and respectful interaction.

Avoid Making Assumptions: Challenge stereotypes and avoid making assumptions based on appearances. Disabilities can be visible or invisible, and assuming someone's abilities or limitations can perpetuate misconceptions.

Conclusion: Cultivating Inclusivity through Etiquette

Etiquette when interacting with people with disabilities is rooted in respect, empathy, and understanding. By incorporating these guidelines into our daily interactions, we contribute to a more inclusive society where individuals with disabilities are valued for their abilities, not defined by their challenges. Navigating inclusivity through proper etiquette is not just a set of rules; it's a reflection of our commitment to building a world where everyone can participate, contribute, and thrive.

Active listening

Active listening is a crucial skill that can help you improve your communication and relationships with others. According to MindTools, ("Active Listening - Hear What People are Really Saying") we only recall between 25-50% of what we hear, which means that we often miss important information. Active listening techniques can help you avoid misunderstandings and improve productivity.

Active listening involves paying attention, showing that you're listening, providing feedback, deferring judgment, and responding respectfully. When you listen actively, you not only make a conscious effort to hear the other person's words, but you also try to understand their whole message. To do this, learn how to read people's body language and tone, so that you can identify "hidden" nonverbal messages².

Here are some tips to help you become a better active listener:

Pay attention: Focus on the speaker and avoid distractions.

Show that you're listening: Use nonverbal cues such as nodding and eye contact to show that you're engaged.

Provide feedback: Summarize what the speaker has said to ensure that you've understood their message.

Defer judgment: Avoid interrupting or criticizing the speaker.

Respond respectfully: Be honest and open in your response, but also be respectful of the speaker's feelings and opinions.

By practicing active listening, you can improve your communication skills and build stronger relationships with others. Remember, listening is one of the most important skills you can have, so make sure you're doing it well!

Test strategy

Creating a test strategy document is an essential part of the software testing process. According to NearForm (Hinton), a test strategy document is a key part of the test process, driven by business requirements. It details the test processes that need to take place to ensure a quality product is developed. It helps to define both test coverage and the scope of testing, ensuring that the team understands the project's scope. It should cover all aspects of the testing process, from manual and automation testing to non-functional requirements (NFRs) such as performance and security testing.

A test strategy document is different from a test plan. A test strategy details the general approach a team should take, whereas a test plan details the specification for carrying out the strategy, by who and when¹.

Here are some tips to help you create a test strategy document:

Define test objectives and their scope: Identify the goals of the testing process and the scope of the project.

Identify key business-led quality requirements: Determine the quality requirements that the product must meet.

Identify possible risk factors: Identify the risks that could impact the testing process and the product.

Define test deliverables: Identify the documents and artifacts that will be produced during the testing process.

Identify testing tools: Identify the tools that will be used to support the testing process.

Define responsibilities: Identify the roles and responsibilities of each team member involved in the testing process.

Define tracking and reporting of issues: Identify how issues will be tracked and reported during the testing process.

Define configuration and change management: Identify how changes to the product will be managed during the testing process.

Identify test environment requirements: Identify the requirements for the test environment.

It's important to remember that a test strategy document is not a definitive list, and each project has different needs and requirements. However, the above requirements should guide, rather than dictate, how you create your test strategy document. Keep in mind that the process of writing a test strategy is more about thinking about risk factors within the project and planning to mitigate those risks, rather than ticking boxes to show that all types of testing have been included¹.

When creating a test strategy document, it's important to ensure that it is reviewed and approved by all stakeholders involved in the testing process. This will help to ensure that everyone is on the same page and that the testing process is carried out effectively.

Advocacy

How to become an advocate

Advocacy is a powerful tool that can help you make a difference in your community. Here are some tips on how to become an advocate based on the sources you provided (InclusionDB):

Understand what advocacy is: Advocacy is the act of supporting or promoting a cause or issue. It involves speaking up for yourself or others and working to create change.

Identify your goals: Determine what issues you are passionate about and what changes you want to see in your community.

Learn about the issue: Research the issue you want to advocate for. Understand the facts, statistics, and arguments surrounding the issue.

Identify your audience: Determine who you need to reach to create change. This could be policymakers, community leaders, or the general public.

Develop a strategy: Determine the best way to reach your audience. This could include writing letters, making phone calls, attending rallies, or using social media.

Build a coalition: Work with others who share your passion for the issue. This could include joining a group or organization that advocates for the same cause.

Be persistent: Advocacy is often a long-term process. Be prepared to work hard and stay committed to your cause.

Remember, advocacy is about creating change and making a difference. By following these tips, you can become an effective advocate and help create a better world for everyone.

Here are some additional tips on how to become an advocate based on the sources you provided:

Prepare yourself: Good preparation is a very important aspect of effective advocacy. Inform yourself about the issue or situation you want to advocate for. Identify the key issues or problems that you and your community are encountering. Identify some possible solutions that you see as workable. Sometimes, solutions may not be easily identified or can only be identified by talking things through with others. If possible, identify what you are willing to accept if you cannot get exactly what you want. This will require thinking about what you may be willing to compromise with. This is not always easy but it is sometimes necessary. Having a “fall back” position will allow you to still negotiate for something that may be acceptable, even if it is not the perfect solution¹.

Use your voice: Advocacy requires you to use your voice to speak up for yourself or others. This can be done in many ways, such as writing letters, making phone calls, attending rallies, or using social media. Whatever method you choose, make sure that your voice is heard.

Be respectful: Advocacy is about creating change, but it’s also about respecting others. Be respectful of those who disagree with you and try to understand their point of view. This will help you build bridges and create change in a positive way.

Stay informed: Stay informed about the issue or situation you are advocating for. This will help you stay up-to-date on any changes or developments and help you adjust your strategy if necessary.

Celebrate your successes: Advocacy can be a long and difficult process, so it’s important to celebrate your successes along the way. This will help you stay motivated and keep fighting for change.

By following these tips, you can become an effective advocate and help create a better world for everyone.

Stakeholder analysis

A stakeholder analysis is a process that helps you identify and prioritize stakeholders who have an interest in your project or organization. According to Lucidchart (Lucidchart), a stakeholder is anyone who is affected by the outcome of your project or is actively involved in the project. This includes people or groups that influence and are impacted by your project's outcome, such as project managers, team members, senior management, executives, clients, partners, investors, suppliers, and end-users.

A stakeholder analysis is a critical step in ensuring that your project is successful. It allows you to map out and establish the appropriate level of communication with your stakeholders relative to their influence and interest in your project. A thoughtful stakeholder analysis will prime you for the advocacy you need or prepare you for the opposition you anticipate¹.

Here are some steps to help you perform a stakeholder analysis:

Identify your stakeholders: Brainstorm who your stakeholders are. List all of the people who are affected by your work or who have a vested interest in its success or failure.

Determine their level of interest: Determine how interested each stakeholder is in your project. This will help you prioritize your communication efforts.

Determine their level of influence: Determine how much influence each stakeholder has over your project. This will help you determine how much effort you need to put into managing their expectations.

Determine their level of impact: Determine how much impact each stakeholder will have on your project. This will help you determine how much effort you need to put into managing their expectations.

Develop a communication plan: Develop a communication plan for each stakeholder. Determine how often you need to communicate with them and what information you need to share.

Monitor and adjust: Monitor your stakeholders' reactions to your project and adjust your communication plan as needed.

By following these steps, you can perform a stakeholder analysis that will help you identify and prioritize your stakeholders and ensure that your project is successful.

Personas

In the dynamic landscape of web development, creating a user-centric experience is paramount. One key methodology that has gained prominence in recent years is the use of personas. Personas are fictional characters representing different user segments, helping designers and developers empathize with diverse user needs. In this article, we will explore the significance of personas as an inclusive tool based on insights from <https://opensenselabs.com/blog/articles/personas-inclusive-tool> (OpenSense Labs).

Defining

Personas:

Personas are archetypal representations of user groups, embodying the goals, needs, and behaviors of real users. They go beyond demographics, delving into motivations, pain points, and aspirations. As per the insights from OpenSense Labs, personas serve as a powerful means to understand the end-users and align digital experiences accordingly.

Inclusivity

in

Personas:

OpenSense Labs emphasizes the importance of creating inclusive personas. Inclusivity in personas means representing a wide range of users, including those with different abilities, cultural backgrounds, and preferences. By doing so, web developers can ensure that their digital products cater to a diverse audience.

Breaking

Stereotypes:

Stereotypes can be detrimental when creating personas. The article highlights the need to break free from traditional stereotypes and avoid making assumptions about users based on surface-level characteristics. By focusing on behaviors, goals, and preferences, developers can build more accurate and inclusive personas.

Accessibility

OpenSense Labs suggests incorporating accessibility considerations into personas. This involves understanding the needs of users with disabilities and ensuring that the digital experience is optimized for everyone. By integrating accessibility features from the persona stage, developers can create a more universally accessible product.

Considerations:

User-Centric

The article underscores that personas are a foundational element of user-centric design. By empathizing with the diverse personas, developers can make informed decisions that enhance the overall user experience. This approach fosters a design culture that prioritizes the needs of the end-users.

Design:

Agile Development and Personas: OpenSense Labs advocates for integrating personas into the agile development process. By continually refining and updating personas based on user feedback, developers can adapt to evolving user needs. This iterative approach ensures that digital products remain relevant and effective over time.

Collaboration Across Teams: Personas serve as a common language that facilitates collaboration across different teams involved in web development. Designers, developers, and stakeholders can align their efforts based on a shared understanding of the target audience, promoting a cohesive and effective development process.

In conclusion, personas play a pivotal role in creating inclusive and user-centric digital experiences. Drawing insights from OpenSense Labs, it is evident that personas go beyond a mere design tool—they are a strategic asset for building products that resonate with a diverse audience. By embracing inclusivity, breaking stereotypes, and incorporating accessibility considerations, web developers can leverage personas to craft digital solutions that truly meet the needs of all users.

Cold reach out

In the realm of professional networking and business development, mastering the art of the cold reach-out is a crucial skill (Ziegler). A well-executed cold reach-out can open doors, foster connections, and advance careers. In this article, we'll delve into key principles that serve as a comprehensive etiquette guide for cold reach-outs, drawing from general best practices.

Understanding the Context:

Before reaching out cold, it's crucial to understand the context. Research the individual or organization you're approaching, gaining insights into their work and identifying common points of interest. A well-informed cold reach-out is more likely to resonate and establish a meaningful connection.

Personalization Matters:

Personalization is key in cold outreach. Generic, one-size-fits-all messages are less likely to capture attention. Tailor your messages to the specific individual or organization, referencing their work, achievements, or shared interests. Demonstrating that you've invested time in understanding their background fosters a sense of genuine interest.

Clarity and Brevity:

Busy professionals appreciate concise communication that gets straight to the point. Clearly articulate your purpose, whether it's seeking advice, exploring collaboration, or expressing admiration for their work. Respect their time by avoiding unnecessary details.

Establishing Relevance:

Ensure that your cold reach-out is relevant to the recipient. Align your message with their current projects, initiatives, or professional interests. By

demonstrating how your outreach adds value to their context, you increase the likelihood of a positive response.

Building Credibility:

Credibility is crucial in cold outreach. Showcase your own expertise and accomplishments to establish trust. Highlight relevant experiences and achievements that make you a valuable contact. This helps the recipient understand why engaging with you could be beneficial.

Offering Reciprocity:

Consider what value you can bring to the recipient in return. Whether it's sharing industry insights, introducing them to relevant contacts, or offering assistance, demonstrating a willingness to reciprocate strengthens the foundation of the relationship.

Respecting Boundaries:

Acknowledge that the recipient may have limited time and commitments. Clearly express your appreciation for their time and understanding if they are unable to respond immediately or engage in the way you propose.

Follow-Up Etiquette:

Effective follow-up is integral to cold outreach. A strategic approach to follow-ups ensures that your messages are spaced appropriately and provide additional value or context. A well-crafted follow-up demonstrates persistence without being intrusive.

Excelling at cold reach-outs is a valuable skill in the professional realm. By incorporating these general insights into your outreach strategy, you can elevate your approach. Authenticity, personalization, and a genuine focus on creating mutual value are the keys to forging meaningful connections through cold outreach.

Giving a presentation

Effective communication through presentations is a crucial skill in various professional settings. Harvard Business Review's article, "How to Give a Killer Presentation," (Anderson) offers valuable insights on delivering impactful presentations. In this guide, we'll explore key principles outlined in the article to help you master the art of giving a killer presentation.

Start with a Compelling Story:

Begin your presentation with a compelling story to capture the audience's attention. According to HBR, stories engage the audience emotionally and make the content more memorable. Craft a narrative that aligns with your key message to create a lasting impression.

Simplify and Clarify:

HBR emphasizes the importance of simplicity in presentations. Avoid overwhelming your audience with complex information. Simplify your message to its core elements, making it easy for the audience to understand and retain the key points.

Limit Text, Use Visuals:

Visual aids are powerful tools for communication. The article suggests limiting the amount of text on slides and incorporating visuals to support your message. Use images, graphs, and charts to enhance understanding and maintain audience engagement.

Practice, Practice, Practice:

Rehearse your presentation thoroughly before the actual delivery. Practice helps you become more familiar with the content, refine your delivery, and build confidence. HBR recommends rehearsing multiple times to ensure a smooth and polished performance.

Connect with Your Audience:

Establish a connection with your audience by understanding their needs and interests. HBR suggests tailoring your presentation to resonate with your audience's expectations and addressing their key concerns. This personalized approach enhances engagement and relevance.

Engage in Two-Way Communication:

Encourage interaction during your presentation. According to HBR, engaging in a dialogue rather than a monologue fosters a more dynamic and participative environment. Invite questions, conduct polls, or include interactive elements to involve your audience actively.

Show Passion and Enthusiasm:

Demonstrating passion for your subject matter is essential. HBR highlights the impact of genuine enthusiasm on audience engagement. Express your excitement about the topic to create a positive and energetic atmosphere.

Handle Q&A with Confidence:

The article provides insights into handling the question-and-answer session effectively. Maintain composure, listen attentively, and respond thoughtfully to questions. If you're unsure about an answer, it's okay to acknowledge it and promise to follow up later.

End with a Strong Conclusion:

Conclude your presentation with a powerful and memorable ending. HBR suggests summarizing key points, reinforcing your main message, and

leaving the audience with a clear call to action or a thought-provoking takeaway.

Seek Feedback and Iterate:

After your presentation, seek feedback from colleagues or mentors. HBR emphasizes the importance of continuous improvement. Use feedback to identify areas for enhancement and refine your presentation skills over time.

Mastering the art of giving a killer presentation involves a combination of storytelling, simplicity, engagement, and passion. By incorporating the insights from Harvard Business Review's article, you can elevate your presentation skills and leave a lasting impact on your audience. Remember to practice, connect with your audience, and continuously seek opportunities for improvement to become a more effective and compelling presenter.

Mentor - mentee relationship

In the professional realm, mentor-mentee relationships play a pivotal role in personal and career development. Eller College's article, "8 Tips to Maintain a Good Mentor-Mentee Relationship," (The University of Arizona) offers valuable insights into fostering a successful and mutually beneficial mentorship. This guide explores key principles outlined in the article to help both mentors and mentees navigate and enrich their mentorship experiences.

Clear Communication:

Effective communication forms the foundation of any successful mentor-mentee relationship. Regular and transparent communication ensures that expectations, goals, and challenges are discussed openly, fostering a more collaborative and understanding connection.

Define Clear Goals:

Establishing clear and measurable goals is crucial for both mentors and mentees. The article suggests that setting realistic and attainable objectives provides a roadmap for the mentorship, enabling both parties to work towards tangible outcomes.

Be Open to Feedback:

A healthy mentor-mentee relationship is built on a willingness to give and receive feedback. Both mentors and mentees should create an environment where constructive feedback is welcomed, facilitating continuous improvement and growth.

Respect Time Commitments:

Time is a valuable resource for both mentors and mentees. It's essential to respect each other's time commitments and schedule regular meetings to maintain momentum and ensure that the mentorship remains a priority for both parties.

Flexibility and Adaptability:

The professional landscape is dynamic, and mentor-mentee relationships should be adaptable to change. The article emphasizes the importance of flexibility, allowing both mentors and mentees to adjust goals and strategies based on evolving circumstances.

Celebrate Achievements:

Acknowledging and celebrating achievements, no matter how small, is essential in maintaining motivation and fostering a positive mentor-mentee dynamic. Recognizing milestones reinforces the progress made and encourages continued dedication to the mentorship journey.

Cultivate Trust:

Trust is a cornerstone of any successful relationship, and mentor-mentee connections are no exception. Building and maintaining trust involves authenticity, reliability, and a commitment to the mentorship process, creating a foundation for a meaningful and lasting professional connection.

Encourage Networking:

The mentorship journey extends beyond the mentor and mentee. Encouraging mentees to expand their professional networks and connect with others in the industry enhances their overall growth. Mentors can play a pivotal role by providing guidance on effective networking strategies.

Nurturing a successful mentor-mentee relationship requires dedication, clear communication, and a commitment to growth. By incorporating the insights from Eller College's "8 Tips to Maintain a Good Mentor-Mentee Relationship," both mentors and mentees can navigate the complexities of mentorship with purpose and intention. A thriving mentor-mentee relationship not only benefits the individuals involved but contributes to a culture of continuous learning and professional development within the broader professional community.

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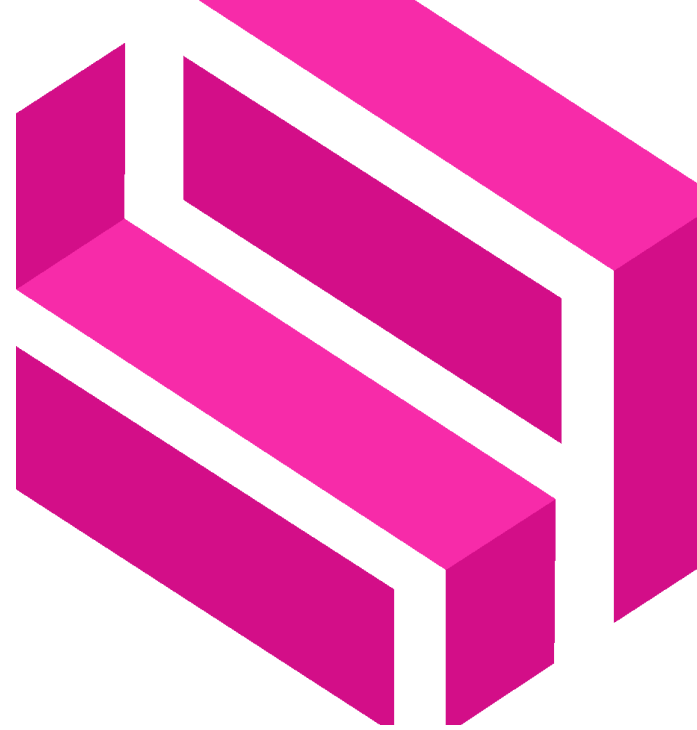
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SOFTWARE TESTING ACADEMY

Online Resources

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Experiencing

1.1 Experiencing - Perceive

Essential reading

<https://services.anu.edu.au/human-resources/respect-inclusion/different-types-of-disabilities> Different types of disabilities

https://www.youtube.com/watch?v=yG_xSBsFMPQ Learning Disabilities, What Are the Different Types?

Extra reading

<https://www.youtube.com/watch?v=2MGMvEnoD6U> Overcoming obstacles - Steven Claunch

<https://www.healthyhearing.com/report/47805-The-best-phone-apps-to-measure-noise-levels> Smartphone decibel meter apps to measure noise levels

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1.2 Experience Understand

Essential reading

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https://www.youtube.com/watch?v=iRGB40c_Yjc&t=3s Getting Started with the axe DevTools Browser Extension

<https://www.youtube.com/watch?v=93QDeIqSlqg> AXE - Web Accessibility Testing Tool

<https://chrome.google.com/webstore/detail/funkify-%E2%80%93-disability-simu/ojcijjdchelkddboickefhndpeajdjg?hl=en> Funkify – Disability Simulator

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1.3 Experience Use

Essential reading

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<https://www.a11yproject.com/content-style-guide/#themes> Content Style Guide

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Extra reading

1.4 Experience Interact

Essential reading

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Extra reading

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<https://www.levelaccess.com/blog/basics/website-accessibility-what-it-is-why-its-important-and-how-you-can-achieve-it/> Website accessibility: What it is, why it's important, and how you can achieve it

<https://www.deque.com/blog/user-documentation-important/> Why User Documentation Is Important

<https://academy.test.io/en/articles/4484967-accessibility-report-requirements> Accessibility Report Requirements

1.5 Experience Contribute

Essential reading

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Handling common accessibility problems

Extra reading

<https://dev.to/alvaromontoro/fix-85-of-your-web-accessibility-issues-in-5-easy-steps-pnf> Fix 85% of your Web Accessibility issues in 5 easy steps

<https://www.browserstack.com/guide/common-web-accessibility-issues> 10

Most Common Web Accessibility Issues to Solve for

<https://adasitecompliance.com/10-most-common-accessibility-issues/> The 10 Most Common Accessibility Issues

<https://sheribyrnehaber.medium.com/why-accessibility-bugs-are-a-good-thing-and-how-to-handle-them-42b245bb8ff> Why accessibility bugs are a good thing and how to handle them

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Perspective gaining

2.1 Perspective gaining - Perceive

Essential reading

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<https://inclusive.tki.org.nz/guides/deaf-or-hard-of-hearing-students-and-learning/understanding-being-deaf-and-hard-of-hearing/> Understanding being Deaf and hard of hearing

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2.2 Perspective gaining - Understand

Essential reading

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Your Communication Skills

Extra reading

2.3 Perspective gaining - Use

Essential reading

<https://www.washington.edu/doi/strategies-working-people-who-have-disabilities> Strategies for Working with People who have Disabilities

<https://www.respectability.org/inclusive-philanthropy/how-to-include-people-with-disabilities/> How To Include People with Disabilities

<https://www.respectability.org/inclusion-toolkits/etiquette-interacting-with-people-with-disabilities/> Etiquette: Interacting with People with Disabilities

Extra reading

<https://www.youtube.com/watch?v=4WIP1VgPnco> Changing The Way We Talk About Disability | Amy Oulton | TEDxBrighton

<https://www.youtube.com/watch?v=4WIP1VgPnco> Changing The Way We Talk About Disability | Amy Oulton | TEDxBrighton

2.4 Perspective gaining - Interact

Essential reading

<https://www.youtube.com/watch?v=UVN96jhDOmg> How to listen like a therapist: 4 secret skills

<https://www.youtube.com/watch?v=uodNrln4WTI> How To Never Run Out Of Things To Say In Conversation

Extra reading

2.5 Perspective gaining - Contribute

Essential reading

Difference between Test Strategy and Test Plan

<https://www.youtube.com/watch?v=GhieVWfkhUo> How to Create Test

Strategy Document

<https://www.telerik.com/blogs/accessibility-testing-101-test-strategies-tools>

Accessibility Testing 101—Test Strategies & Tools

<https://www.softwaretestinghelp.com/what-is-web-accessibility-testing/>

Accessibility Testing Tutorial (A Complete Step By Step Guide)

Extra reading

Advocating

3.1 Advocating Perceive

Essential reading

<https://www.youtube.com/watch?v=yrsfazM3KpM> Introduction to Web Accessibility

<https://accessibility.huit.harvard.edu/content-creators> Content Creators

<https://accessibility.web-resources.upenn.edu/resources/content-creators> For Content Creators

<https://www.youtube.com/watch?v=c5gVjQloSXY> Creating Accessible Content

<https://www.simplilearn.com/accessible-marketing-article#:~:text=Accessible%20marketing%20is%20the%20use,brand%2C%20services%2C%20or%20products>. What Is Accessible Marketing and Why Does It Matter?

<https://www.thinkwithgoogle.com/intl/en-cee/future-of-marketing/management-and-culture/diversity-and-inclusion/marketing-accessibility-guidelines/> When it comes to inclusion, we must stop overlooking accessibility

<https://www.nibusinessinfo.co.uk/content/improve-access-and-use-facilities-disabled-employees> Disabled access and facilities in business premises

<https://learn.microsoft.com/en-us/training/modules/intro-accessibility-disability/01-language-and-etiquette> Language and Etiquette

Extra reading

3.2 Advocating Understand

Essential reading

<https://www.pmcollge.com/blog/view/stakeholder-communication-...-a-pattern-language/> Stakeholder Communication ... A "Pattern Language"

<https://www.theregreview.org/2022/09/12/di-porto-analyzing-language-to-identify-stakeholders/> Analyzing Language to Identify Stakeholders

<https://www.pmworl360.com/how-interpreting-body-language-can-help-pms-communicate-better-with-stakeholders/> HOW INTERPRETING BODY LANGUAGE CAN HELP PMS COMMUNICATE BETTER WITH STAKEHOLDERS

<https://www.lucidchart.com/blog/how-to-perform-a-stakeholder-analysis>

How to perform a stakeholder analysis

https://www.youtube.com/watch?v=VSS_R06xIJo What Goes into a Full Stakeholder Analysis?

<https://www.youtube.com/watch?v=OkyVirNorAc> How to build a key stakeholder map | Stakeholder mapping | Lauren Kress

<https://www.youtube.com/watch?v=2MZsIELOea8> My Top 6 Stakeholder Analysis Tools

<https://buffer.com/library/marketing-personas-beginners-guide/> The Complete, Actionable Guide to Marketing Personas + Free Templates

https://www.youtube.com/watch?v=khLWLtxmMGM&list=PLJOFJ3Ok_ids-oEPCLtCVtmdDOXiyttpq What are personas and why should I care?

<https://www.youtube.com/watch?v=ln1-S8G1aL4> Using Personas as an Inclusive Design Tool for Accessibility

<https://www.youtube.com/watch?v=Q8rN3JKqUc8> How to Write a Blog Post From Start to Finish | Neil Patel

<https://www.youtube.com/watch?v=HoT9naGLgNk> How to Write a PERFECT Blog Post in 2023 (Start → Finish)

<https://www.youtube.com/watch?v=MbMMZ4rPrfI> How to write an Article (Cambridge First, Advanced; Blogs)

Extra reading

3.3 Advocating - Use

Essential reading

<https://community.themomproject.com/the-study/cold-reach-out-etiquette-guide> An Etiquette Guide to Cold Reach-Outs

<https://creative-boost.com/how-to-reach-out-to-potential-clients/> How to Reach Out to Potential Clients the Right Way

https://greatergood.berkeley.edu/article/item/thinking_about_reaching_out_to_someone_science_says_do_it Thinking About Reaching Out to Someone?

Science Says Do It

<https://hbr.org/2013/06/how-to-give-a-killer-presentation> How to Give a Killer Presentation

<https://www.forbes.com/sites/margiewarrell/2017/04/15/ten-things-great-leaders-do-to-get-people-on-board-with-change/?sh=3c3e597728cd> How

The Best Leaders Get People On Board With Change

<https://www.masterclass.com/articles/how-to-get-an-article-published-in-a-magazine> How to Publish an Article in a Magazine in 5 Steps

Extra reading

3.4 Advocating - Interact

Essential reading

<https://www.youtube.com/watch?v=i759C4luJcY> 11 Simple Tips for Giving The Best Presentations

<https://www.skillsyouneed.com/present/presentation-tips.html> Top Tips for Effective Presentations

<https://hbr.org/2020/01/how-to-nail-the-qa-after-your-presentation> How to Nail the Q&A After Your Presentation

<https://virtualspeech.com/blog/guide-for-handling-questions-after-a-presentation> Guide for Handling Questions after a Presentation

<https://www.betterup.com/blog/how-to-ask-for-and-receive-feedback>

Become a pro at asking for feedback (and receiving it)

Extra reading

3.5 Advocating - Contribute

Essential reading

<https://www.amtamassage.org/find-mentor/ten-tips-for-successful-mentor-mentee-relationship/> Ten Tips for a Successful Mentor-Mentee Relationship

<https://www.forbes.com/sites/forbescoachescouncil/2020/03/24/mentoring-for-the-first-time-14-tips-to-start-off-on-the-right-foot/?sh=5ef7766921a1>

Mentoring For The First Time? 14 Tips To Start Off On The Right Foot

<https://www.fastcompany.com/90529135/6-ways-to-get-the-most-out-of-a-new-mentor-mentee-relationship> 6 ways to get the most out of a new

mentor-mentee relationship

Extra reading



SOFTWARE TESTING ACADEMY

Exercises

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Experiencing

1.1 Experiencing - Perceive

1. Engage with the Different types of disabilities video.
2. Name main types of disabilities
3. Imagine and describe your day with each of the main types of disability.
4. Based on the #3, identify the situations that are most difficult to you
5. Engage with the video Learning Disabilities, What Are the Different Types?
6. Based on Smartphone decibel meter apps to measure noise levels, install an app on your phone and measure level of noise in different situations of your environment.
7. Name mentioned learning disabilities
8. Read the Research of NP-Complete Problems in the Class of Prefractal Graphs
9. Evaluate your ability to understand the article. List situations when your friends or co-workers cannot understand messages they receive.
10. Engage with the video Overcoming obstacles - Steven Claunch

1.2 Experience Understand

1. Review the Deque Axe Tools site and watch the Axe- Web Accessibility Testing Tool
2. Install axeTools Chrome extension and review the features
3. Check the Funkify – Disability Simulator site and then watch the Accessibility Testing - A Practical Session by the Accessibility Champion "Erin Hess" video
4. List features of the Funkify
5. Install Funkify and review the simulators

1.3 Experience Use

1. Use WAVE accessibility testing tool to evaluate a website Interpret the results and identify the issues.
2. Use AXE accessibility testing tool to evaluate a website. Interpret the results and identify the issues.
3. Use keyboard navigation to interact with a website - Keyboard navigation is an essential accessibility feature that allows people with motor impairments to navigate websites and applications without using a mouse. By using keyboard navigation to interact with a website, you can experience firsthand the challenges that people with motor impairments may face. Try using only the keyboard to navigate a website, and take note of any issues you encounter.
4. Use keyboard to use Visual Studio Code
5. Use a keyboard to play your favorite computer game.

1.4 Experience Interact

1. Bug Reporting

In this exercise, you will use a TA tool to identify and document A11Y issues on a website or application. Then write a detailed bug report, including a clear description of the issue, steps to reproduce, and expected **behaviour**.

Describe bugs according to the Accessibility Report Requirements

- Choose a website or application to test
- Use a TA tool to identify A11Y issues on the website or application
- Document each issue in a bug report, including a clear description of the issue, steps to reproduce, and expected behavior
- Submit the bug report to your supervisor or mentor for feedback

2. Manual Testing

In this exercise, you will manually test a website or application for A11Y issues. You will then compare your findings with the results generated by a TA tool, noting any discrepancies or additional issues you found.

Choose a website or application to test

Manually test the website or application for A11Y issues

- Use a TA tool to generate A11Y reports for the same website or application
- Compare your findings with the results generated by the TA tool and note any discrepancies or additional issues you found
- Discuss your findings with your supervisor or mentor and explain any issues you found that were not identified by the TA tool

1.5 Experience Contribute

Pick 3 websites and:

1. Analyzing a Bug

In this exercise, you will analyze a bug that you have found and come up with possible solutions to fix the issue.

- Find a bug in a website or application that you are testing
- Document the steps to reproduce the bug
- Analyze the bug to determine the root cause
- Brainstorm possible solutions to fix the issue
- Evaluate each solution based on feasibility and effectiveness
- Choose the best solution and document it in a bug report

2. Researching Solutions

In this exercise, you will research possible solutions for bugs and present them to the development team.

- Find a bug in a website or application that you are testing
- Document the steps to reproduce the bug
- Research possible solutions for the issue, including best practices and industry standards
- Evaluate each solution based on feasibility and effectiveness
- Choose the best solution and document it in a bug report

- Discuss your findings and suggested solution with the development team

Perspective gaining

2.1 Perspective gaining - Perceive

Exercise 1: Research and identify at least three different types of disabilities, and list the common accessibility challenges people with these disabilities may experience.

Exercise 2: Identify at least three different types of disabilities amongst people you know. Identify challenges they experience.

2.2 Perspective gaining - Understand

Work in a group of 2 or more people.

Exercise 1. Practice active listening by fully engaging with the speaker, asking questions and reflecting back what they have said.

Exercise 2. Play the "telephone game" where a message is whispered from person to person, emphasizing the importance of clear communication.

Exercise 3. Role-play different scenarios where communication breakdowns occur and practice effective communication to resolve the issues.

2.3 Perspective gaining - Use

Role play a conversation with a person with a disability:

1. Start by introducing yourself and explaining the purpose of the interview.
2. Ask if the person needs any accommodations, such as a sign language interpreter or a braille document.
3. Be patient and allow the person time to respond to questions.
4. Use clear and simple language, avoiding jargon or technical terms.
5. Avoid making assumptions about the person's abilities or limitations.

6. Respect the person's privacy and do not ask invasive or unnecessary questions.
7. Listen actively and show empathy and understanding.
8. Thank the person for their time and input.

2.4 Perspective gaining - Interact

1. Conduct interviews with two people with different disabilities, asking for feedback on how they perceived the interview.
2. Evaluate the interviews and write down your learnings.
3. Discuss ways to work on your own limitations or areas where you lack knowledge with at least one person.

2.5 Perspective gaining - Contribute

Exercise 1 Pick 3 websites:

1. Entertainment – e.g. popular web portal
2. Utility – e.g. software used by your company/school
3. Banking

For each site:

1. Formulate your test strategy
2. Perform the test
3. Document the results

During the above actions write down elements that you have a hard time to do. Research them and try to find answers on your own.

Advocating

3.1 Advocating Perceive

1. Identify people in charge of accessibility in your organization.
2. Identify people with disabilities in your organization.
3. Identify people that have knowledge related to accessibility within your organization.

3.2 Advocating Understand

Exercise 1

1. Identify all potential stakeholders involved in the project or initiative.
2. Prioritize stakeholders based on their level of influence and interest in the project.
3. Conduct research on each stakeholder group to better understand their needs, priorities, and potential barriers to accessibility.

Exercise 2

1. Identify the different types of users who may interact with your website or product. Consider their abilities, disabilities, and specific needs.
2. Create a persona for each user group, including their name, age, occupation, and any other relevant personal details.
3. Describe their specific accessibility needs, such as visual or hearing impairments, mobility restrictions, or cognitive disabilities.
4. Outline their goals, motivations, and pain points when interacting with your product or website.
5. Use your personas to guide your design and development process, ensuring that your product is accessible to all users.

Exercise 3

Identify 1 site and blogs related to accessibility

Exercise 4

Find resources on writing blogs - at least 3 sites - and read them. Come up with a few attention grabbing headlines. List a few calls to action related to accessibility.

3.3 Advocating - Use

1. Identify 3 people you want reach in relation to the accessibility testing
2. Prepare a short presentation for one of them. Make sure that both form and tools used are adequate to a specific person.
3. Research where you can publish articles on accessibility.

3.4 Advocating - Interact

Find and read relevant articles related to

- how to run a presentation
- how to run a Q&A session

3.5 Advocating - Contribute

Find relevant resources and read on how to publish articles related to accessibility testing.



SOFTWARE TESTING ACADEMY

A11Y Podcasts

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1. Empathy in Action: A Journey of Inclusion in the Workplace

Meet Alex, a dedicated software engineer at a bustling tech company. Known for his meticulous attention to detail and commitment to his work, Alex was always focused on delivering exceptional results. However, it was a personal realization that transformed his perspective and sparked a drive for positive change within the office environment.

One sunny morning, as Alex was making his way to his desk with a cup of hot coffee in one hand and his laptop bag in the other, disaster struck. In the midst of navigating the bustling office, he stumbled, barely managing to prevent his coffee from spilling. It was in this moment of vulnerability that Alex recognized his own limitations – he had temporarily lost the use of one hand, and everyday tasks had suddenly become challenging.

This experience prompted Alex to consider the everyday challenges that people with disabilities might face in the workplace. As he resumed his work, he couldn't shake off the thought of how simple tasks he took for granted could be significantly more complicated for others. This newfound awareness led him to delve deeper into accessibility and inclusion, ultimately sparking a mission to make positive changes in the office.

Alex took the initiative to research and educate himself about various disabilities and the accommodations required to ensure an inclusive environment. He discovered stories of individuals who faced barriers due to inaccessible office spaces, digital tools, and communication methods. These stories resonated deeply with him, motivating him to take action.

Armed with knowledge and determination, Alex initiated conversations with his colleagues, supervisors, and the HR department. He proposed ideas to improve the office's accessibility and inclusivity, such as:

- **Flexible Workstations:** Suggesting the installation of adjustable desks to accommodate different physical needs and preferences, ensuring comfort for all employees.
- **Accessible Digital Tools:** Advocating for the implementation of software and tools that are compatible with screen readers and other assistive technologies, enabling equal access to information.
- **Sensory Considerations:** Recommending the creation of quiet spaces for employees who require a sensory-friendly environment to work effectively.
- **Training and Sensitization:** Proposing workshops and training sessions to increase awareness about disabilities, fostering empathy and understanding among colleagues.

Alex's advocacy didn't stop at just proposing changes; he led by example. He actively participated in the redesign of office spaces, collaborated with the IT department to test accessibility features, and even offered to mentor colleagues interested in learning about accessible design principles.

As a result of Alex's dedication and unwavering commitment, the office underwent significant changes that made it more inclusive for people with disabilities. The impact of these changes was palpable – employees felt more valued, empowered, and motivated. Moreover, these improvements rippled beyond the office, inspiring other companies to embark on similar journeys of inclusivity.

Alex's personal realization of his own limitations sparked a transformation that went beyond himself. His empathy-driven actions exemplify the power of one person's willingness to challenge the status quo, leading to a workplace where everyone's unique abilities and needs are not only acknowledged but embraced. Through his journey, Alex demonstrated that small changes, driven by empathy and understanding, can create a more inclusive and compassionate world for everyone.

2. Anna's Journey: Empowering Accessibility Testing with Funkify in a Small Software House

In the world of software development, ensuring that every user can access and enjoy your product is a mission close to Anna's heart. As a dedicated developer at a small software house, she understands the importance of accessibility testing. Anna's discovery of Funkify, a remarkable accessibility testing tool, has transformed the way her team ensures inclusivity in their projects.

Funkify isn't just a tool for Anna; it's a gateway to a more empathetic approach to development. With its unique ability to simulate various disabilities, Funkify puts Anna directly into the shoes of users facing these challenges. This personal experience fosters a deep understanding of the hurdles users with disabilities encounter, driving Anna to create software that truly caters to their needs.

For a small software house like Anna's, time and resources are precious commodities. Funkify's real-time feedback mechanism is a lifesaver. It pinpoints potential accessibility issues on the fly, allowing Anna to tackle problems as they arise. This proactive method is a game-changer for her team, preventing extensive rework down the line and ensuring a smoother development process.

Anna is no stranger to the intricacies of software, but Funkify's user-friendly interface still impresses her. It streamlines the testing process, making it accessible even to those with limited expertise in accessibility testing. With Funkify, Anna and her colleagues are empowered to take the reins of accessibility, fostering a sense of ownership and pride in creating software that everyone can enjoy.

Budget constraints often plague small software houses, but Funkify's affordability aligns perfectly with Anna's company's needs. It provides a powerful yet cost-effective solution, allowing them to prioritize accessibility without compromising quality. This financial efficiency enables Anna's team to invest more in other aspects of their projects while still ensuring an inclusive user experience.

In the heart of Anna's story lies the essence of success for any software house – user satisfaction. Accessibility is the key to unlocking that satisfaction for all users, regardless of their abilities. Funkify has given Anna the tools to create software that goes beyond functionality, catering to the diverse needs of every user. With Funkify's assistance, Anna's journey as a developer has transformed into a mission to build a digital world that truly leaves no one behind.

In conclusion, Anna's experience integrating Funkify into her small software house's workflow exemplifies the transformative power of accessible testing tools. Through the eyes of a fictional character, we witness how Funkify's simulations, real-time feedback, user-friendly interface, and affordability combine to reshape the landscape of accessibility testing. Anna's dedication echoes the industry's commitment to inclusivity, one line of code at a time.

3.PJ learns importance of accessibility

In a moment of profound insight, young software enthusiast PJ experiences a significant shift in his perspective on software development, all sparked by a touching family encounter. This pivotal incident revolves around the challenges faced by his elderly father while attempting to navigate a banking application on his smartphone. The revelation of his father's struggles, arising from his compromised eyesight and unsteady hands, becomes a powerful catalyst for PJ's exploration into the domain of accessibility in software development.

PJ's father, far from being tech-savvy, finds himself grappling with the complexities of a banking app that fails to accommodate users with different abilities. The stark reality of the app's inaccessibility resonates deeply with PJ, prompting him to understand that the true essence of software lies in its capacity to be inclusive for all, irrespective of their circumstances. This personal episode compels PJ to confront the inherent limitations within software development that unintentionally exclude a significant user base.

This incident triggers a sequence of events that sets PJ on a journey of personal growth and advocacy. It becomes increasingly clear that accessibility needs to play a central role in the narrative of software development. To gain insights, PJ immerses himself in a self-guided education on the art of crafting software that caters to a diverse range of user abilities. This newfound purpose becomes a driving force in PJ's development ethos, underscoring his commitment to inclusivity.

PJ acquaints himself with the principles behind accessible software design, uncovering an array of tools, guidelines, and best practices. Implementing features such as text-to-speech functions, larger font sizes, and streamlined navigation emerges as a pivotal aspect of his design philosophy. The potential of these elements to alleviate his father's struggles and enhance his digital interactions becomes readily apparent to PJ.

This transformation reshapes PJ's perception of software development. It signifies his transition from a conventional coder focusing solely on functionality to a passionate advocate for user-centric design. His renewed dedication to accessibility becomes the driving force behind his development endeavors. Through every meticulously crafted line of code, PJ endeavors to break down barriers, bridging the gap between technology and its users.

PJ's personal journey emphasizes the power of empathy-driven design in shaping the digital landscape. The struggles faced by a close family member act as a poignant reminder that every user interface is intertwined with the experiences of individuals with unique needs. PJ's voyage demonstrates the potential of personal narratives to spark change within the realm of technology. His unwavering commitment to creating accessible software stands as a testament to the impact that a single individual can have in promoting a more inclusive digital environment.

In summary, PJ's transformative journey, from a conventional developer to a passionate advocate for accessibility, underscores the pivotal role of inclusivity in software development. The incident involving his father underscores the ethical responsibility developers bear in ensuring their creations are accessible to all. PJ's narrative showcases how personal stories can drive meaningful change, inspiring others to champion accessibility within the software development sphere.

4. Exploring Accessibility: A Conversation between Sonia and Monika

Sonia, a web developer, was eager to learn more about accessibility. She decided to talk to Monika, a 70-year-old lady with bad eyesight and hearing aids, to get a better understanding of the challenges faced by people with disabilities when browsing the web.

Sonia: Hi Monika, I'm Sonia. I'm a web developer and I'm trying to learn more about accessibility. Can you tell me about your experience browsing websites?

Monika: Hi Sonia, it's nice to meet you. Well, I have to say that browsing websites can be quite challenging for me. My eyesight isn't what it used to be, so I often have trouble reading small text or distinguishing between different colors.

Sonia: That must be frustrating. Are there any particular websites that you find easier to use?

Monika: Yes, there are some websites that are designed with accessibility in mind. They have larger text and high contrast colors which make it easier for me to read. I also appreciate it when websites have clear navigation and easy-to-use controls.

Sonia: That's really helpful to know. Can you tell me more about the challenges you face when browsing websites?

Monika: Sure. One of the biggest challenges for me is when websites have a lot of clutter or unnecessary information. It can be overwhelming and difficult for me to find what I'm looking for. I also have trouble with websites that have a lot of flashing or moving content, as it can be distracting and disorienting.

Sonia: Thank you for sharing that with me Monika. It's really helpful to hear about your experience and the challenges you face. I'll definitely keep these things in mind when designing websites in the future.

Monika: You're welcome Sonia. It's great to see developers taking an interest in accessibility. Keep up the good work!

In this conversation, Sonia learned about the challenges faced by people with disabilities when browsing the web and gained valuable insights from Monika on how she could improve her own work. Sonia was polite and respectful throughout the conversation, listening carefully to Monika's experiences and asking thoughtful questions.

Sonia returned to her office feeling inspired and motivated to make her websites more accessible. She spent the rest of the day researching best practices for accessibility and experimenting with different design techniques. She also shared her insights with her colleagues, encouraging them to think more about accessibility in their own work.

In this essay, we see how a conversation between Sonia, a web developer, and Monika, a 70-year-old lady with vision and hearing problems, led to valuable insights on accessibility. Sonia was polite and respectful throughout the conversation, listening carefully to Monika's experiences and using what she learned to improve her own work.

5. Laura and Juan were discussing the process of finding and documenting accessibility (A11Y) bugs

Laura and Juan were discussing the process of finding and documenting accessibility (A11Y) bugs. They both agreed that it was an important part of the development process, as it helped to ensure that websites and applications were accessible to all users, including those with disabilities.

Laura: Hi Juan, I've been thinking a lot about how we can improve our process for finding and documenting A11Y bugs. Do you have any thoughts on this?

Juan: Hi Laura, yes, I definitely think it's an important issue. One thing that I've found helpful is to use automated tools to scan our code for common accessibility issues. These tools can help us catch issues early on in the development process.

Laura: That's a great idea. I've also been thinking about how we can involve users with disabilities in our testing process. They can provide valuable feedback on the accessibility of our products.

Juan: Yes, that's a really good point. We should definitely be involving users with disabilities in our testing process. Another thing that I think is important is to document all of the A11Y bugs that we find, so that we can track our progress and make sure that we're addressing all of the issues.

Laura: Definitely. And we should also be sharing our findings with the rest of the team, so that everyone is aware of the accessibility issues and can work together to address them.

Juan: Yes, communication is key. We need to make sure that everyone on the team is aware of the importance of accessibility and is working together to make our products as accessible as possible.

6. Case Study: Improving Accessibility Quality Assurance for Software

Overview

Our client is a leading international technology company specializing in web and mobile application development across various industries. They are dedicated to creating software that caters to a diverse digital market and a wide range of users.

Challenge

As the demand for inclusive digital experiences continues to rise, XYZ Tech Innovations faced the challenge of ensuring their software applications were accessible to individuals with disabilities. While they had some basic accessibility measures in place, they recognized the need for a more structured Accessibility Quality Assurance (QA) process to systematically identify and address accessibility issues in line with the new WCAG standards. Additionally, the client required our team to work closely with their development team to expedite solutions. However, the development team lacked knowledge about accessibility, its functionality, and proper implementation.

Solutions

To address these challenges, a QA specialist collaborated closely with the development team. This specialist provided essential training and awareness within the development team during the testing phase through seminars and comprehensive documentation on guidelines, assistive technologies, and common challenges. We also streamlined the workflow for better synchronization with the project's development and training phases. Accessibility requirements were reviewed alongside the initial company designs at the project's outset, ensuring any necessary testing was accounted for and prompting additional design iterations early in the workflow. As our

team expanded, we integrated automated accessibility testing tools, with additional resources and wireframes requested from the client to facilitate automation testers' work. We also engaged consultants and research teams to evaluate each build against WCAG guidelines and provide crucial feedback when errors were detected.

Results

By updating the product to align with the new guidelines and introducing new features, the client experienced an increase in their market cap. The development team received substantial training, equipping them for future accessibility implementation efforts. By adhering to accessibility standards, the client mitigated the risk of legal actions related to digital accessibility non-compliance. Furthermore, the company's commitment to inclusive design and accessibility had a positive impact on their brand reputation and client relationships.

7. Enhancing Visual Design for Accessibility in a Corporate Website

Overview:

Our client is a multinational corporation with a diverse audience, including individuals with various disabilities. The company's website plays a critical role in communication, information dissemination, and customer engagement.

Challenge:

The company's website initially boasted an aesthetically pleasing design with a consistent color palette and uniform text fonts. However, this design inadvertently excluded users with visual impairments and other disabilities. Inadequate color contrast made text challenging to read, and the uniform font failed to accommodate users who needed larger fonts or specific typefaces. The challenge was to maintain the company's branding while ensuring the website was accessible to all users.

Solution:

Our QA team began by conducting an accessibility audit of the website to pinpoint areas where the visual design posed challenges for users with disabilities. Clear requirements and a strategic document guided our approach. We addressed color elements and contrast by aligning with WCAG guidelines, striking a balance between minimalistic contrast for photosensitive users and clear shade variations for those with lower visual capabilities. Additionally, we modified the design of elements such as buttons and links. Close collaboration between the company's lead designers and our team was established early in the process to ensure a seamless transition. Simultaneously, we tested for accessibility elements relevant to keyboard-only users, preventing potential issues later in the workflow. To ensure thoroughness and stakeholder approval, we engaged a test group

comprising several users who rely on accessibility features daily. Their feedback led to minor software adjustments before concluding the final agile cycle.

Results:

The enhancements in color contrast and font customization significantly improved the website's accessibility for users with visual impairments and reading challenges. These visual changes seamlessly integrated with the existing design, preserving the company's brand identity while accommodating accessibility requirements. Involving users with disabilities in the testing process fostered goodwill, as they appreciated the company's dedication to inclusivity.

8. Addressing Color Blind User Needs Without Feedback Documentation

Overview:

A software company introduced a new application aimed at filling a market gap in private and commercial deliveries across local and international destinations. The application included a range of accessibility features designed to cater to users with disabilities, particularly those in smaller social groups.

Challenge:

The company encountered difficulties in understanding why certain accessibility features, specifically those intended for users with color blindness and low vision, were perceived as ineffective. The challenge was compounded by the absence of concrete feedback to guide improvements. The company needed to determine whether these features were genuinely ineffective or if the perception of "uselessness" stemmed from misunderstandings, technical issues, or incomplete testing.

Solution:

To address this challenge, the team embarked on a comprehensive assessment of the situation. One common issue with features targeting color blindness is the improper usage of colors, which can either degrade image quality or fail to provide the necessary assistance. The team initiated a consultation process with a color blindness expert during the early testing phases. Given that the concept of color blindness accessibility was relatively new for this project, the team also examined similar apps with analogous features to expedite research efforts. Additional resources were allocated to investigate usage patterns due to the lack of feedback, specifically focusing on which options were most popular. This exploration led to the discovery of

an underlying functional issue within the website's design. To address this issue, the client company assigned a development team member to collaborate with our QA team, expediting problem resolution through enhanced communication channels.

Results:

The outcome of the QA team's efforts met the client's satisfaction on multiple levels. Firstly, the issue was resolved based on specific data, ensuring precision and long-term user satisfaction. Secondly, the data collected served educational purposes by training current and future QA specialists within the team. This approach not only resolved the immediate issue but also enhanced the team's expertise in addressing accessibility challenges, ultimately benefiting both the company and its user base.

9.Improving Website Accessibility with a Limited QA Team's Knowledge

Overview:

A prominent quality assurance solutions company was entrusted with the task of enhancing a client's website's accessibility to accommodate users with disabilities. However, the QA team faced a significant challenge due to their limited knowledge and training regarding accessibility features for different user groups.

Challenge:

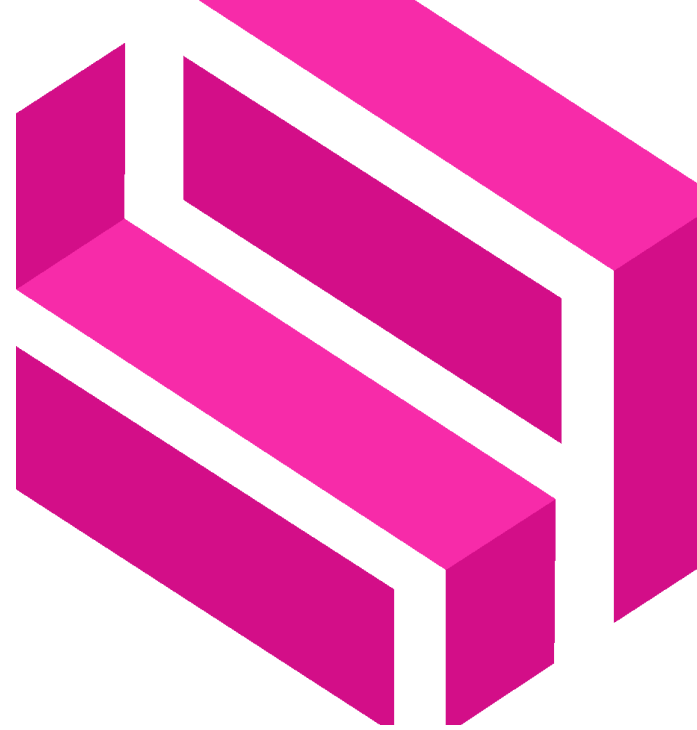
The QA team lacked the necessary training and awareness required for implementing accessibility features for users with disabilities. This presented a significant obstacle as they needed to ensure the website met the required accessibility standards and provided an inclusive user experience.

Solution:

To address this challenge, the project began with a team of experienced QA developers overseeing the entire agile process. Workshops were initiated, featuring training sessions guided by senior QA developers. As the project progressed and encountered challenges, the team created the first guidebook, which included frequently asked questions and basic terminology, alongside updates to the test strategy document. This document provided a suite of accessibility tools and plugins, accompanied by tutorials to help inexperienced team members not only learn how to use them but also understand why and when to apply them. As the workload increased, basic accessibility features gradually evolved into more complex ones as the team gained experience. Supervisors actively noted results and directed the team in the right direction. Feedback received during this process allowed for workshops to be tailored to the project's specific needs, with approval from stakeholders.

Results:

The QA lead played a pivotal role in providing training, fostering collaboration, and guiding the team towards building their expertise incrementally. Through a proactive and collaborative approach, the company successfully improved the website's accessibility and empowered their QA team to make meaningful contributions to accessibility efforts. The proactive feedback approach led to continuous enhancements in the training process and the accessibility implementation strategy. The experienced team established a solid foundation for communication, facilitating future specialists' ease in learning the ins and outs of accessibility.



SOFTWARE TESTING ACADEMY

A11Y Questions



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Experiencing

1.1 Experiencing - Perceive

In your work life, which of the following disabilities may commonly be encountered?

- A) Visual and auditory impairments. [Correct]
- B) Physical injuries from sports activities.
- C) Allergies to certain foods.
- D) Fear of heights.
- E) Preference for quiet environments.

How does vision impairment condition affect people?

- A) It causes physical pain.
- B) It primarily affects physical mobility.
- C) It leads to hearing loss.
- D) It can result in difficulty seeing clearly or at all, impacting daily activities, reading, and mobility. [Correct]
- E) It has no impact on a person's life.

How do mental health conditions affect people?

- A) They only impact physical health.
- B) They primarily affect cognitive abilities.
- C) They have no impact on an individual's well-being.



D) Mental health conditions can lead to emotional, cognitive, and behavioral changes, affecting mood, thoughts, and daily functioning. [Correct]

E) They only affect physical appearance.

What are people with mental disabilities like in the work environment?

A) They are always unproductive and unreliable.

B) They require constant supervision.

C) They can excel in various roles and contribute positively to the work environment, just like individuals without disabilities. [Correct]

D) They are unable to adapt to any work environment.

E) They need specialized work environments exclusively for them.

How can acquired brain injury impact people at work?

A) Acquired brain injury has no impact on an individual's work performance.

B) It only affects physical mobility at work.

C) Acquired brain injury can result in cognitive, emotional, and physical challenges that may affect work-related tasks, memory, concentration, and communication. [Correct]

D) It only affects an individual's social interactions in the workplace.

E) Acquired brain injury leads to complete incapacity to work.

How does dyslexia affect people?

A) It can make reading and spelling difficult. [Correct]



- B) It primarily affects physical coordination.
- C) It leads to heightened senses of taste and smell.
- D) It causes a fear of social interactions.
- E) It enhances mathematical abilities.

What are NOT the causes of learning disabilities?

- A) Genetic factors.
- B) Lack of intelligence. [Correct]
- C) Environmental influences.
- D) Brain injury.
- E) Neurological differences.

How to behave with people who have a visual impairment?

- A) Announce your departure abruptly to avoid confusion.
- B) Offer your arm to guide them if they appear to need assistance.
- C) Stand silent and still to avoid distractions.
- D) Use complex visual descriptions to help them visualize surroundings.
- E) Use person-first language and communicate clearly. [Correct]

What is autism and how does it affect the person?

- A) Autism is a type of physical disability.
- B) Autism only affects a person's physical appearance.

C) Autism is a neurodevelopmental disorder that impacts social communication and behavior. [Correct]

D) Autism causes heightened athletic abilities.

E) Autism exclusively affects intellectual abilities.

1.2 Experience Understand

What is Axe DevTools?

A) A video game development platform.

B) A platform for creating virtual reality experiences.

C) A programming language for web development.

D) A browser extension for accessibility testing. [Correct]

E) A social media management tool.

What does IGT mean in Axe DevTools browser extension?

A) Intense Gaming Technology.

B) Inclusive Gaming Toolkit.

C) Interactive Graphical Interface.

D) Important Graphics Test.

E) Impactful Guidance Technology. [Correct]

What is Agile software-development workflow?

A) A strict and linear approach to software development.



- B) A framework for building physical products.
- C) A methodology that only focuses on documentation.
- D) A flexible and iterative approach to software development. [Correct]
- E) A process that eliminates the need for continuous communication.

What Chrome DevTools tab is used the most for accessibility testing?

- A) Network.
- B) Sources.
- C) Elements.
- D) Console.
- E) Accessibility. [Correct]

What is Funkify?

- A) A type of music genre.
- B) A dance move.
- C) A web tool that simulates disabilities to improve website accessibility and user experience. [Correct]
- D) A new social media platform.
- E) A term related to visual design.

How does Funkify dyslexia simulator work?

- A) It scrambles the letters on the screen and makes them dance. [Correct]
- B) It underlines words that may be difficult to read.
- C) It shows the readability score.

How does Funkify cognition simulator work?

- A) It displays irritating ad line images together with very annoying sounds. [Correct]
- B) It hides some elements of text.
- C) Colors are displayed in an unnatural way.

How does a motor simulator work?

- A) Mouse moves by itself making it very difficult to click on the right spot. [Correct]
- B) Mouse does not work at all.
- C) Mouse moves very slowly.

How do vision simulators work?

- A) It shows the screen in a way that people with vision impairments would see with different options for different impairments. [Correct]
- B) It shows artificial images. Users recognize them and a score is calculated.
- C) It shows the text much smaller than the original.



1.3 Experience Use

What guidelines related to web content do exist?

- A) Cooking recipes.
- B) Web Content Accessibility Guidelines (WCAG). [Correct]
- C) Financial investment strategies.
- D) Gardening tips.
- E) Travel recommendations.

What is the purpose of "Error prevention"?

- A) Enhancing the visual appeal of content.
- B) Making content more entertaining.
- C) Reducing the need for user feedback.
- D) Minimizing mistakes and avoiding user frustration. [Correct]
- E) Increasing the loading speed of web pages.

What do atomic tests cover?

- A) Nuclear reactions.
- B) Microscopic particles.
- C) Accessibility issues that are distinct and testable. [Correct]
- D) Quantum physics.
- E) Astronomical phenomena.

What do holistic tests cover?

- A) Specific and isolated components.
- B) Individual lines of code.
- C) Comprehensive and integrated aspects of a system. [Correct]
- D) Theoretical concepts.
- E) Mathematical equations.

What conformance levels exist?

- A) Basic, Intermediate, and Advanced.
- B) Low, Medium, and High.
- C) Simple, Complex, and Elaborate.
- D) A, B, and C.
- E) A, AA, and AAA. [Correct]

In the context of accessibility, what language should I use?

- A) Any language, as long as it's concise.
- B) Complex technical language to demonstrate expertise.
- C) Language that is clear, simple, and easy to understand by a wide audience, including those with varying levels of familiarity with the topic. [Correct]
- D) Language that only industry professionals can understand.
- E) A combination of multiple languages to reach a broader audience.



Do videos need transcription?

- A) No, videos should remain without any text-based content.
- B) Yes, transcription is essential to make videos accessible to individuals who are deaf or hard of hearing, as well as for search engine optimization (SEO) and content indexing. [Correct]
- C) Transcription is optional and doesn't impact video accessibility.
- D) Transcription is only needed for videos in specific industries.
- E) Transcription is required only for live videos, not pre-recorded ones.

How can HTML5 semantic tags improve accessibility?

- A) Semantic tags have no impact on accessibility.
- B) They make the website look more visually appealing.
- C) Semantic tags provide a consistent look across different browsers.
- D) By using semantic tags, assistive technologies can better understand the structure and meaning of the content, making it more accessible for people with disabilities. [Correct]
- E) Semantic tags only impact the loading speed of the website.

For accessibility, do I need to write applications that need a keyboard only?

- A) No, accessibility is not important for application development.

- B) Yes, applications should be designed to work solely with keyboards to ensure accessibility for individuals who cannot use a mouse or touch screen. [Correct]
- C) Keyboard-only applications are only relevant for gaming applications.
- D) Accessibility is only relevant for websites, not applications.
- E) Applications should prioritize touch screen interactions and ignore keyboard compatibility.

1.4 Experience Interact

What is the difference between unit and integration tests?

- A) Unit tests focus on user interfaces, while integration tests focus on code components.
- B) Unit tests cover small, isolated code units, while integration tests examine interactions between different units. [Correct]
- C) Unit tests are only applicable to front-end development, while integration tests are relevant to back-end development.
- D) Unit tests require external dependencies, while integration tests don't.
- E) Unit tests are performed manually, while integration tests are automated.

What is the difference between Manual and Automated testing?

- A) Manual testing is more error-prone than automated testing.
- B) Manual testing only covers visual aspects, while automated testing covers functionality.



- C) Manual testing is performed by humans, while automated testing is executed by scripts or tools. [Correct]
- D) Automated testing is more time-consuming than manual testing.
- E) Manual testing is only suitable for small projects, while automated testing is suitable for large projects.

Why would you involve users with disabilities in evaluating web accessibility?

- A) To increase the overall website traffic.
- B) To provide free product testing.
- C) To improve the website's design aesthetics.
- D) To ensure that the website is usable and accessible for its target audience. [Correct]
- E) To showcase inclusivity without making functional improvements.

What is "Web Content Accessibility Guidelines?"

- A) Guidelines for creating visually appealing websites.
- B) A set of rules for designing video game content.
- C) Standards for optimizing websites for search engines.
- D) Guidelines that ensure web content is accessible to people with disabilities. [Correct]
- E) Instructions for creating interactive chatbots.

What is Website Accessibility Conformance Evaluation Methodology?



- A) A tool for designing logos and banners.
- B) A framework for creating social media campaigns.
- C) A process for testing website speed and performance.
- D) A methodology for evaluating the conformance of websites to accessibility standards. [Correct]
- E) A method for conducting market research on user preferences.

1.5 Experience Contribute

What is the semantic structure in HTML?

- A) The arrangement of images on a webpage.
- B) The use of complex coding languages in web development.
- C) A way to make web content visually appealing.
- D) The use of meaningful HTML elements to define the structure and content of a webpage. [Correct]
- E) A technique for embedding multimedia content in websites.

Describe in which cases accessibility is implemented that is NOT related to disabilities?

- A) To improve website loading speed.
- B) To enhance the use of advanced graphics.
- C) To cater exclusively to a specific demographic.
- D) To comply with legal requirements and standards. [Correct]



E) To increase the use of complex animations.

What defines keyboard accessibility?

- A) The use of physical keyboards only.
- B) The ability to control devices using vocal commands.
- C) The use of specialized gaming keyboards.
- D) The capability of navigating and interacting with content using a keyboard.

[Correct]

E) The use of touchscreens for input.

Why is it beneficial to follow the common semantic structure in HTML?

- A) It makes the website more visually appealing.
- B) It reduces the need for using CSS styles.
- C) It only benefits users with disabilities.
- D) It improves search engine optimization (SEO).
- E) It enhances the accessibility and understandability of the content for all users, including those using assistive technologies. [Correct]

What problems may poor color contrast cause and for which group of people?

- A) It has no impact on usability.
- B) It can lead to slow loading times for web pages.
- C) Poor color contrast can make content difficult to read for people with visual impairments. [Correct]



- D) It only affects individuals who are proficient in multiple languages.
- E) It enhances the visual appeal of the content.

Perspective gaining

2.1 Perspective gaining - Perceive

What's the difference between the medical and the social model of disabilities?

- A) Both models focus on the physical aspects of disabilities.
- B) The medical model emphasizes the importance of social inclusion, while the social model emphasizes individual medical treatment.
- C) The medical model views disabilities as solely medical conditions, while the social model considers disabilities as a result of societal barriers. [Correct]
- D) The social model only applies to visible disabilities, while the medical model applies to invisible disabilities.
- E) The medical model advocates for eliminating disability-related legislation, while the social model supports strict regulations.

What model was put forth by Watermeyer and what are the main principles of the said model?

- A) The Holistic Accessibility Model, focusing on individual needs.
- B) The Technological Inclusion Model, emphasizing assistive technologies.
- C) The Environmental Adaptation Model, focusing on physical surroundings.
- D) The Social Exclusion Model, highlighting societal barriers. [Correct]
- E) The Universal Design Model, emphasizing inclusive design principles.

What is Autism Spectrum Disorder?

- A) A type of neurological disorder only affecting motor skills.
- B) A mental health disorder exclusively affecting adults.
- C) A learning disability related to reading difficulties.
- D) A complex neurodevelopmental disorder that affects social interaction, communication, and behavior. [Correct]
- E) A physical disability related to muscular coordination.

How does APD influence learning?

- A) APD has no impact on learning abilities.
- B) APD exclusively affects physical coordination.
- C) APD enhances cognitive abilities.
- D) APD can lead to difficulties in processing and understanding auditory information, which may impact learning. [Correct]
- E) APD improves reading comprehension skills.

2.2 Perspective gaining - Understand

Why is it important to have communication skills?

- A) Communication skills are only relevant in professional settings.
- B) Communication skills are required for artistic pursuits.
- C) Communication skills enhance physical strength.
- D) Communication skills facilitate effective interaction, understanding, and collaboration with others. [Correct]



E) Communication skills are solely beneficial for extroverted individuals.

What is emotional intelligence?

- A) A measure of academic intelligence.
- B) The ability to perform complex mathematical calculations.
- C) The skill to play musical instruments proficiently.
- D) The capacity to understand, manage, and regulate one's own emotions and the emotions of others. [Correct]
- E) The ability to speak multiple languages fluently.

What is an example of nonverbal communication?

- A) Writing a formal email.
- B) Talking on the phone.
- C) Using sign language.
- D) Smiling to express happiness. [Correct]
- E) Sending a text message.

When is it better to call rather than send an email?

- A) When you want to avoid direct communication.
- B) When you want to keep a record of the conversation.
- C) When you need to convey a lengthy and detailed message.
- D) When immediate response or real-time interaction is needed. [Correct]



E) When you want to maintain anonymity.

How does positive organizational culture affect employees?

- A) Positive culture has no impact on employee morale.
- B) Positive culture leads to increased workload.
- C) Positive culture improves employee engagement and job satisfaction.
[Correct]
- D) Positive culture only benefits managerial staff.
- E) Positive culture promotes unhealthy competition among employees.

2.3 Perspective gaining - Use

How to help people with hearing impairment in an office?

- A) Play loud music to create a vibrant atmosphere.
- B) Avoid any form of communication to prevent misunderstandings.
- C) Provide written materials and visual aids for important information.
- D) Assign them tasks that require extensive verbal communication.
- E) Use assistive technologies like captioned phones and visual alerts.
[Correct]

What are examples of assistive technologies for people with hearing impairment?

- A) Virtual reality headsets.
- B) Smartwatches with fitness tracking features.



- C) Speech recognition software.
- D) Hearing aids and cochlear implants. [Correct]
- E) GPS navigation devices.

What is an example of a non-visible disability?

- A) Broken leg.
- B) Visual impairment.
- C) Deafness.
- D) Diabetes.
- E) Anxiety disorder. [Correct]

What to do if you're unsure how to act with a disabled person?

- A) Ignore them to avoid making them uncomfortable.
- B) Make assumptions about their needs and preferences.
- C) Avoid any form of communication.
- D) Treat them with respect, ask if they need assistance, and follow their cues. [Correct]
- E) Only interact with them if they approach you first.

2.4 Perspective gaining - Interact

What is ambivalence?

- A) A state of extreme confidence.



- B) A feeling of total indifference.
- C) Having strong positive emotions.
- D) Experiencing contradictory feelings of both liking and disliking something.
[Correct]
- E) A type of mental disorder.

Why is it important to reflect back what you hear?

- A) To make the conversation longer.
- B) To show off your listening skills.
- C) To confuse the speaker.
- D) To ensure understanding and clarity by confirming and validating what the speaker said. [Correct]
- E) To dominate the conversation.

What kind of questions naturally lead the other person to share more?

- A) Closed-ended questions with one-word answers.
- B) Questions that focus on your personal experiences.
- C) Questions that require a simple yes or no response.
- D) Open-ended questions that encourage elaboration and storytelling.
[Correct]
- E) Questions that challenge the other person's opinions.

What are common mistakes people make when making a compliment?



- A) Giving compliments only to close friends and family.
- B) Making overly general compliments without specifics.
- C) Complimenting someone's appearance in a professional setting.
- D) Comparing the recipient to others.
- E) All of the above. [Correct]

What sharing imperfections during a conversation is not a bad thing?

- A) Sharing imperfections always leads to misunderstandings.
- B) Sharing imperfections is acceptable only among close friends.
- C) Sharing imperfections can foster a sense of connection and authenticity. [Correct]
- D) Sharing imperfections is only appropriate in formal settings.
- E) Sharing imperfections is a sign of weakness.

2.5 Perspective gaining - Contribute

What is accessibility testing?

- A) A method for testing the speed of a website.
- B) A process to test the compatibility of software with different devices.
- C) A technique to ensure a website's responsiveness on various screen sizes.
- D) A process to evaluate a product or content's usability for people with disabilities. [Correct]
- E) A method for testing the visual appeal of a website.



What is a test strategy document?

- A) A document outlining software development timelines.
- B) A document detailing marketing strategies for a product.
- C) A document explaining the technical architecture of a system.
- D) A document outlining the overall approach and goals of testing for a project. [Correct]
- E) A document summarizing customer feedback for a product.

What is the difference between Manual testing and Crowdsourcing testing?

- A) Manual testing is a type of testing that involves robots, while crowdsourcing testing uses human testers.
- B) Manual testing involves using automated tools, while crowdsourcing testing relies on manual techniques.
- C) Manual testing is performed by a designated QA team, while crowdsourcing testing involves outsourcing testing to a large group of testers. [Correct]
- D) Manual testing is limited to testing individual software components, while crowdsourcing testing is focused on end-to-end testing.
- E) Manual testing is more cost-effective than crowdsourcing testing.

What is WCAG?

- A) A type of coding language.
- B) A framework for designing virtual reality experiences.
- C) A set of guidelines for optimizing websites for search engines.



D) Web Content Accessibility Guidelines, a set of guidelines for making web content more accessible to people with disabilities. [Correct]

E) A tool for designing graphical user interfaces.

What do Scope and Objectives mean?

A) Scope refers to the timeline of a project, while objectives refer to the budget.

B) Scope is the area where testing takes place, while objectives are the bugs found during testing.

C) Scope defines the boundaries and extent of testing, while objectives outline the goals and aims of testing. [Correct]

D) Scope is the testing environment, while objectives are the testing techniques.

E) Scope is the documentation, while objectives are the test cases.

What does "Testing Approach" mean?

A) The physical location where testing is performed.

B) The specific tools used for testing.

C) The timeline for executing test cases.

D) The overall strategy and methodology for conducting testing activities, including types of testing, testing levels, and techniques to be used. [Correct]

E) The list of defects found during testing.

What does "Test Deliverables" mean?



- A) The physical materials required for testing.
- B) The documentation used to plan testing activities.
- C) The tools used to generate test reports.
- D) The documents, reports, and artifacts that will be produced as a result of testing (test plans, test cases, bug reports, etc.). [Correct]
- E) The list of defects found during testing.

What does "Test Schedule" mean?

- A) The time it takes to complete a single test case.
- B) The dates and times when the testing team is available.
- C) The project's estimated completion date.
- D) The timeline for testing activities, including milestones, start and end dates, and any critical deadlines. [Correct]
- E) The sequence of test cases to be executed.

What does "Resource Allocation" mean?

- A) The allocation of resources for marketing purposes.
- B) The distribution of team members across different departments.
- C) The allocation of financial resources for purchasing testing tools.
- D) The specification of roles and responsibilities of team members involved in testing, along with the required skills and expertise. [Correct]
- E) The allocation of time for individual testers to perform testing.



What does "Risks and Contingencies" mean?

- A) The list of potential defects and their impact on the project.
- B) The list of completed test cases.
- C) The list of features to be tested.
- D) The identification of potential risks that could impact testing, along with strategies for managing or mitigating those risks. [Correct]
- E) The list of approved tools for testing.

What do "Entry and Exit Criteria" mean?

- A) The points in the testing process where entry and exit doors are located.
- B) The steps to be taken before and after conducting a test.
- C) The specific criteria for determining when testing can start (entry criteria) and when testing is considered complete (exit criteria). [Correct]
- D) The criteria for entering and exiting different levels of testing.
- E) The criteria for deciding whether to continue or halt testing activities.

What does "Test Metrics and Reporting" mean?

- A) The list of testing tools used for generating reports.
- B) The criteria for evaluating the performance of individual testers.
- C) The data collected during testing and the measures used to track progress, test coverage, and defects, along with how this information will be reported. [Correct]



- D) The list of metrics used to measure the performance of the software being tested.
- E) The list of reports generated after each testing session.

What does "Change Management" mean?

- A) The process of managing changes to the testing team.
- B) The process of tracking changes in test cases.
- C) The process of managing changes to the testing strategy, including how changes to requirements or code during testing will be handled and communicated. [Correct]
- D) The process of tracking changes in test environments.
- E) The process of managing changes to the project timeline.

What does "Review and Approval" mean?

- A) The process of reviewing and approving test cases.
- B) The process of reviewing and approving the software being tested.
- C) The process of reviewing and approving test strategy documents. [Correct]
- D) The process of reviewing and approving defects found during testing.
- E) The process of reviewing and approving the test environment.



Advocating

3.1 Advocating Perceive

What is the percentage of people with disabilities in the EU?

- A) 5%
- B) 10%
- C) 15%
- D) 20%
- E) Approximately 15% [Correct]

What are principles that higher education institutions should meet regarding people with disabilities?

- A) Providing exclusive programs for people with disabilities.
- B) Ensuring physical accessibility only for students with disabilities.
- C) Offering limited academic support.
- D) Providing equal access to education, services, and facilities for students with disabilities. [Correct]
- E) Exempting students with disabilities from assessments.

What does the phrase "Nothing About Us Without Us" in relation to disabilities refer to?



- A) A slogan promoting the active exclusion of people with disabilities.
- B) A phrase advocating for the exclusive involvement of medical professionals in disability-related decisions.
- C) A principle emphasizing the importance of including people with disabilities in decisions that affect their lives. [Correct]
- D) A term describing the absence of any information about disabilities.
- E) A slogan used by organizations to discourage collaboration with people with disabilities.

How can we fight harmful media representations of people with disabilities?

- A) By ignoring such representations to avoid giving them attention.
- B) By promoting and sharing such representations to raise awareness.
- C) By encouraging the media to continue portraying disabled people as dependent and pitiable.
- D) By advocating for accurate and diverse portrayals of disabled people in the media. [Correct]
- E) By avoiding any media that includes disabled characters.

3.2 Advocating Understand

Who is a stakeholder?

- A) A person who has no interest in a project or organization.
- B) A person who invests money in a company.
- C) An individual or group with a vested interest in the success or outcome of a project or organization. [Correct]



- D) A person who is uninvolved in decision-making processes.
- E) A person with a purely financial interest in a venture.

What are common stakeholders in organizations?

- A) Only employees and investors.
- B) Only customers and competitors.
- C) Only top-level management and shareholders.
- D) A wide range of individuals or groups, including employees, customers, investors, suppliers, government, and communities. [Correct]
- E) Only executive officers and board members.

Why exactly do we create personas for testing purposes?

- A) To create fictional characters for marketing campaigns.
- B) To impersonate real users during testing.
- C) To represent specific user types and their characteristics, behaviors, and needs in order to design and test products effectively. [Correct]
- D) To substitute for real users in all testing activities.
- E) To generate automated test scripts.

What does a modular persona mean?

- A) A fictional character used for storytelling purposes.
- B) A persona that is not well-defined and lacks clear characteristics.



- C) A persona that can be easily adapted or combined with other personas to represent different user profiles. [Correct]
- D) A persona that represents a single type of user exclusively.
- E) A persona that is only relevant for marketing purposes.

3.3 Advocating - Use

What is a cold reach-out?

- A) A form of marketing that uses only digital channels.
- B) An outreach to existing customers to upsell products.
- C) A casual communication with friends and family.
- D) An unsolicited communication with someone who has no prior relationship with you or your company. [Correct]
- E) A type of social media interaction with strangers.

Why is it not recommended to use a basic copy/paste format of messaging?

- A) Basic copy/paste messages are more personal and effective.
- B) Copy/paste messages save time and effort.
- C) Copy/paste messages guarantee a positive response from recipients.
- D) Copy/paste messages lack personalization and authenticity, making recipients less likely to engage. [Correct]
- E) Copy/paste messages only work for professional communications.



Why is it not recommended to talk about yourself when offering services to a client or contractor?

- A) Talking about yourself establishes trust and credibility.
- B) Discussing personal achievements is always impressive.
- C) It helps build rapport by showing your personal interests.
- D) Clients and contractors are more interested in how you can meet their needs, rather than your personal accomplishments. [Correct]
- E) Sharing personal information is considered unprofessional in business communication.

Why is direct messaging on social media platforms considered high profit and low risk?

- A) Direct messaging has no impact on business profit.
- B) Direct messaging requires a significant investment with high risks.
- C) Direct messaging provides instant communication but carries high financial risks.
- D) Direct messaging allows personalized communication, immediate response, and potential for conversion, with relatively low financial and operational risks. [Correct]
- E) Direct messaging is only suitable for personal interactions, not business transactions.

3.4 Advocating - Interact

The “30-second elevator summary” is:





- A) A technique for writing long essays.
- B) A brief and concise description of a product, idea, or concept that can be delivered within the span of a short elevator ride. [Correct]
- C) A strategy for designing complex graphics.
- D) A type of elevator music.
- E) A term used to describe a lengthy business presentation.

The three key principles of the "10-20-30 rule" are:

- A) 10 slides, 20 minutes, 30-point font size.
- B) 20 slides, 10 minutes, 30-point font size.
- C) 10 slides, 30 minutes, 20-point font size.
- D) 30 slides, 10 minutes, 20-point font size.
- E) 10 slides, 20 minutes, 30-point font size, and a clear message. [Correct]

"Starting strong" means:

- A) Beginning a presentation with a lengthy introduction.
- B) Starting a presentation with a joke.
- C) Opening a presentation with a personal anecdote.
- D) Initiating a presentation with a powerful and attention-grabbing introduction. [Correct]
- E) Beginning a presentation with technical details.

What is the benefit of including your email at the end of the presentation?



- A) Including your email is not recommended in professional presentations.
- B) It helps establish your expertise on the topic.
- C) It allows the audience to ask questions, provide feedback, and continue the conversation after the presentation. [Correct]
- D) Including your email is only relevant for personal presentations.
- E) It is a way to promote your social media profiles.

What are negative body language gestures during a presentation?

- A) Maintaining eye contact with the audience.
- B) Using hand gestures to emphasize points.
- C) Nodding in agreement with audience reactions.
- D) Crossing arms, avoiding eye contact, and frowning. [Correct]
- E) Smiling and maintaining an open posture.

3.5 Advocating - Contribute

What does "Get To Know Your Mentee Well" mean?

- A) Sharing personal information about yourself with your mentee.
- B) Establishing a formal and distant relationship with your mentee.
- C) Avoiding any personal conversations with your mentee.
- D) Taking the time to understand your mentee's background, goals, strengths, weaknesses, and aspirations. [Correct]
- E) Providing your mentee with only technical advice.



How can you understand what the mentee wants to learn?

- A) Assume that all mentees have the same learning goals.
- B) Ask your mentee directly about their learning interests and goals. [Correct]
- C) Provide your mentee with a predetermined set of learning topics.
- D) Share your own learning interests with your mentee.
- E) Focus solely on teaching what you think is important.

Should a mentor help with little things or focus on general advice?

- A) A mentor should only provide general advice and avoid helping with small matters.
- B) A mentor should exclusively assist with small, day-to-day issues.
- C) A mentor should focus on providing general advice, guidance, and insights. [Correct]
- D) A mentor should only offer assistance with specific technical problems.
- E) A mentor should prioritize helping with minor issues and avoid giving general advice.

How can a mentor make sure s/he knows him/herself?

- A) By avoiding self-reflection and focusing solely on the mentee's needs.
- B) By pretending to be someone they are not.
- C) By regularly engaging in self-assessment, self-reflection, and seeking feedback from others. [Correct]
- D) By only focusing on their professional achievements.



E) By imitating the behaviors of successful mentors.

Who should lead in the Mentor - Mentee relation?

- A) The mentor should always take the lead and make all decisions.
- B) The mentee should always take the lead and determine the direction.
- C) It should be a collaborative relationship where both the mentor and mentee contribute and lead at different times. [Correct]
- D) The mentor should solely dictate the goals and objectives.
- E) The mentee should solely determine the mentorship dynamics.



SOFTWARE TESTING ACADEMY

Open Questions

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Experiencing

1.1 Experiencing - Perceive

1. What disabilities may be commonly found in your work life?
2. How does dyslexia affect people?
3. What are NOT the causes of learning disabilities?
4. How to behave with people who have a visual impairment?
5. What is autism and how does it affect the person?

1.2 Experience Understand

1. What is Axe DevTools?
2. What is Agile software-development workflow?
3. What Chrome DevTools tab is used the most for accessibility testing?
4. What is Funkify?
5. How does Funkify dyslexia simulator work?
6. How does Funkify cognition simulator work?
7. How does a motor simulator work?
8. How do vision simulators work?

1.3 Experience Use

1. What guidelines related to web content do exist?
2. What is the purpose of "Error prevention"?
3. What do atomic tests cover?
4. What do holistic tests cover?
5. What conformance levels exist?
6. In the context of accessibility, what language should I use?
7. Do videos need transcription?
8. How can HTML5 semantic tags improve accessibility?
9. For accessibility, do I need to write applications that need a keyboard only?

1.4 Experience Interact

1. What is the difference between unit and integration tests?
2. What is the difference between Manual and Automated testing?
3. Why would you involve users with disabilities in evaluating web accessibility?
4. What is "Web Content Accessibility Guidelines?"
5. What is Website Accessibility Conformance Evaluation Methodology?

1.5 Experience Contribute

1. What is the semantic structure in HTML?
2. Describe in which cases accessibility is implemented that is NOT related to disabilities?
3. What defines keyboard accessibility?
4. Why is it beneficial to follow the common semantic structure in HTML?
5. What problems may poor color contrast cause and for which group of people?

Perspective gaining

2.1 Perspective gaining - Perceive

1. What's the difference between the medical and the social model of disabilities?
2. What model was put forth by Watermeyer and what are the main principles of the said model?
3. What is Autism Spectrum Disorder?
4. How does APD influence learning?

2.2 Perspective gaining - Understand

1. Why is it important to have communication skills?
2. What is emotional intelligence?
3. What is an example of nonverbal communication?
4. When is it better to call rather than send an email?
5. How does positive organizational culture affect employees?

2.3 Perspective gaining - Use

1. How to help people with hearing impairment in an office?
2. What are examples of assistive technologies for people with hearing impairment?
3. What is an example of a non-visible disability?
4. What to do if you're unsure how to act with a disabled person?

2.4 Perspective gaining - Interact

1. What is ambivalence?

2. Why is it important to reflect back what you hear?
3. What kind of questions naturally lead the other person to share more?
4. What are common mistakes people make when making a compliment?
5. Why is sharing imperfections during a conversation not a bad thing?

2.5 Perspective gaining - Contribute

1. What is accessibility testing?
2. What is a test strategy document?
3. What is the difference between Manual testing and Crowdsourcing testing?
4. What is WCAG?
5. What do Scope and Objectives mean?
6. What does "Testing Approach" mean?
7. What does "Test Deliverables" mean?
8. What does "Test Schedule" mean?
9. What does "Resource Allocation" mean?
10. What does "Risks and Contingencies" mean?
11. What do "Entry and Exit Criteria" mean?
12. What does "Test Metrics and Reporting" mean?
13. What does "Change Management" mean?
14. What does "Review and Approval" mean?

Advocating

3.1 Advocating Perceive

1. What is the percentage of people with disabilities in the EU?
2. What are principles that higher education institutions should meet regarding people with disabilities?
3. What does the phrase "Nothing About Us Without Us" in relation to disabilities refer to?
4. How can we fight harmful media representations of people with disabilities?

3.2 Advocating Understand

1. Who is a stakeholder?
2. What are common stakeholders in organizations?
3. Why exactly do we create personas for testing purposes?
4. What does a modular persona mean?

3.3 Advocating - Use

1. What is a cold reach-out?
2. Why is it not recommended to use a basic copy/paste format of messaging?
3. Why is it not recommended to talk about yourself when offering services to a client or contractor?
4. Why is direct messaging on social media platforms considered high profit and low risk?

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2. The three key principles of the "10-20-30 rule" are:
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