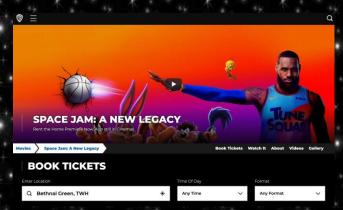
Space Jamming Accessibility

by Zoë Bijl (they/she) & Jenny Judova (they/she)

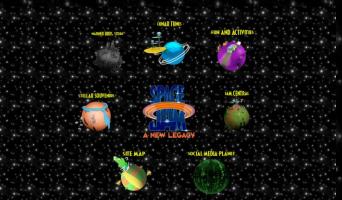


Space Jam websites

















Andrew Stachler

Design intern



Jen Braun

Web designer & developer



Michael Tritter

Designer & copywriter

BELLIND THE SAM



Dara-Lynn Weiss

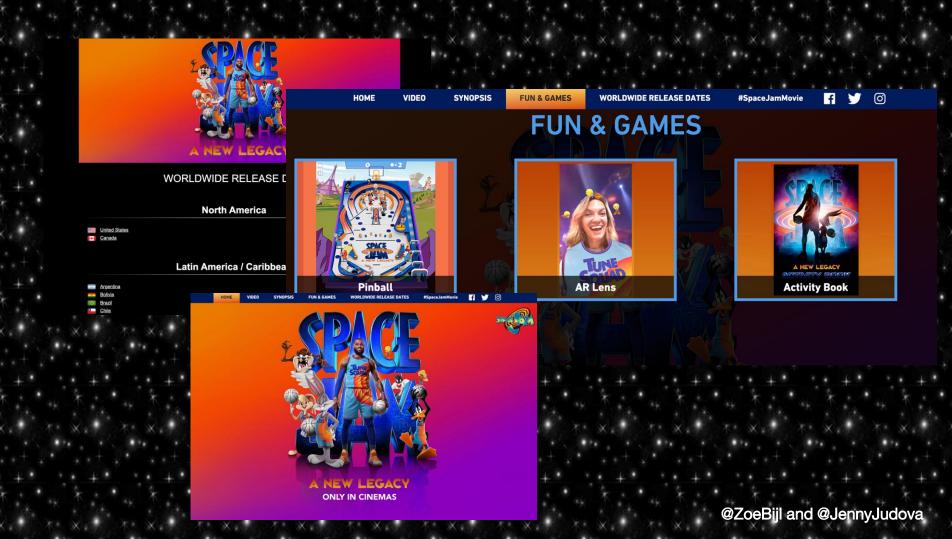
Web designer & developer



Don Buckley

Vice president for advertising and publicity

@ Warner Bros





Demo 1 Keyboard

Tab - to focus on various elements



Shift + Tab - go to previous focus



Enter - to click on links



Ctr + Tab - go to next browser tab





When UX doesn't consider ALL users, shouldn't it be known as "SOME User Experience" or... SUX? #a11y

2:05 pm · 6 Jan 2015 · Twitter Web Client

478 Retweets **49** Quote Tweets **621** Likes

Demo 2 VoiceOver

Hold command and press either F5 or the Touch ID button three times to enable VoiceOver



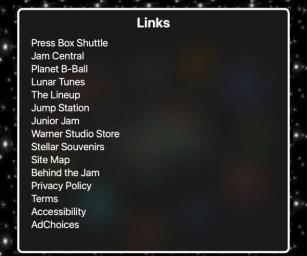
VO+Right/Left Arrow - to move to the next/previous element



VO+U to open the Web Rotor



VoiceOver elements





× link, image, Press Box Shuttle

Demo 3 JAWS



Does corporations promising to be accessible translate into accessible websites?



Don't ask for permission to make something accessible

Have two decades worth of experience and tooling made the web more accessible?

Use tools in an appropriate way



And is the new Space Jam movie better than the old one?

