

Research Prompts

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Accessibility Stigma

Put out a survey on the topic of stigma and accessibility, aimed primarily in the first instance at undergraduate students seeking disability support within a higher education context. This survey would focus on attitudes towards accessibility software; attitudes towards accessibility standards; and attitudes towards incidental or direct disclosure of disability as a consequence of adoption of support. Survey responses would be followed up by direct focus groups and individual interviews so as to map out the extent to which stigma should be considered in guideline design and adoption.

The deliverable for this would be a briefing note with the expectation it would then be worked into a conference or journal submission. Preparation for this can begin immediately, with the direct work to begin in late September to coincide with the new academic year. Expected completion date in November or December of 2017.

Accessibility for Games

Prepare 2 or 3 case studies of accessibility as it relates to gaming in relevant domains. These would include web based gaming (primarily through HTML5) and mobile gaming. Existing guidelines for games accessibility (such <http://gameaccessibilityguidelines.com/>) would be considered for this, with the expectation of finding a bridge between the W3C and the game development community. Case studies would focus on accessibility teardowns, in the style adopted for my Meeple Like Us (<http://meeplelikeus.co.uk>) tabletop accessibility project. See <http://meeplelikeus.co.uk/mysterium-2015-accessibility-teardown/> for an example.

A second stream of this work would be to continue ongoing discussions with developers and stakeholders to incorporate real-world and industry focused 'ground truth' into the development of a coherent approach in this area.

The deliverable would be a paper, ideally suitable for academic publication, that compares and contrasts perspectives on game accessibility and how it is implemented in the real world.

Initial teardowns of selected games can be done relatively rapidly, with the larger consultative aspect of this being ongoing throughout the course of the project. I would

expect the first part of this work to be completed in September or October of 2017 with the consultation aspect being carried out in the first third of 2018.

The Accessibility of Accessibility

Run a series of focused workshops aimed at mapping out the contours of what people understand accessibility to be and how it can be incorporated in day to day life as a consumer or producer of digital content. As part of module work at RGU, I have a pair of workshops that we've used to explore perspectives on accessibility with students. These would be extended to include the accessibility of our definitions, of our operating context, and of the options that people know they have available. This would be trialed in students on the first instance before being applied to larger and more varied demographics.

The deliverables here include a focused accessibility workshop that can be run by anyone; a set of criteria by which results can be coherently assessed; and a formal write-up of the results for internal and external publication.

Preparation for this can begin immediately, with the first phase of direct work to begin in late September to coincide with the new academic year. Once the workshop is stable and tested, this can be made available as a first early deliverable in September or October of 2017. This would likely be a shared deliverable between myself and Michael Crabb, who is also part of the silver task force W3C contingent.

Further sessions will be run through the course of early 2018 . Expectation of the delivery of all parts of this would be March or April of 2018.