

Audio Description

@@Media alternative for text should be its own guideline.

*** **Note:** Instructional text is in red, is preceded by three asterisks and is followed by three asterisks and the word “end.” This text can be deleted when you are finished editing.

Process Overview

For each WCAG SC:

1. Identify the User Needs (including Design considerations). Check the [WCAG to Silver Migration Outline](#) for the ideas the Silver Task Force and Community Group had.
2. How would we Test to see if that user need has been met?
 - a. basic starting point (don't get too bogged down in describing the tests)
 - b. link to existing [Techniques](#) or [ACT Rules](#), if possible)
 - c. write new tests if applicable - preferably scale or rubric or task completion or usability (any kind)
3. Write Methods
4. Write the Guideline Extended Description
5. Write the Guideline

See [Style Guide](#)

List Original WCAG SCs if they exist. You can retrieve these from the [WCAG to Silver Outline Map](#). Please link them to the Understandings Document. ***end

Original Success Criterion:

- [SC 1.2.3 Audio Description or Media Alternative \(Prerecorded\)](#)
- [SC 1.2.5 Audio Description \(Prerecorded\)](#)
- [SC 1.2.7 Extended Audio Description \(Prerecorded\)](#)

*** Step 1: Identify User Need

1. Group(s) experience barriers like (functional needs assessment) -- for: "Get Started" draft;
2. They have these common and unique needs -- for: "Get Started" draft;
3. The crux of the solution is -- for: "How" in “Get Started”;
4. An example to illustrate this is -- for: "Example" in “Get Started”;

5. The plain language version of the above reads -- for: "Why" in "Get Started";
6. The plain language version of the functional needs assessment reads -- for: "Who" in "Get Started";
7. The summary of the user need is (in a sentence) -- for: "Summary" in "Get Started";
8. The exceptions to this are -- for: "Exceptions" in Get Started.

*****end**

Short: (one sentence)

- Users cannot see or have trouble seeing need extra narration to understand the content of movies, audio and other multimodal content, such as Augmented Reality (AR) and Virtual Reality (VR) (xR - inclusive of all the different immersive technologies) .
- Audio description also helps some people who have trouble following the visual presentation. This includes people who have certain cognitive issues, but also people who are situationally prevented from watching the presentation (for example, someone in the back of a crowded auditorium).
- People who need to pause a video or XR to obtain additional information. This may include people who have mobility restrictions. People receiving texted descriptions need to be able to pause so that their Text to Speech engine can catch up.
- People who have anxiety disorders may use audio descriptions to avoid distressing visuals. People may need a more neutral voice in the description.

Extended description of user need: (if needed)

"Audio description" (also called video description) is extra narration added to a soundtrack of a movie (or other media) for people who cannot see or cannot see well. People (including those with certain cognitive disabilities) who have difficulty understanding the visual story (or interpreting what is happening visually) also benefit from audio description.

Paraphrasing from the [Audio Description Project](#): audio description is narration that attempts to describe what the sighted person takes for granted -- those images that a person who is blind or visually impaired formerly could only experience through the whispered asides from a sighted companion.

This extra narration describes important visual details that cannot be understood from the main soundtrack alone. Audio description provides information about actions, characters, scene changes, and on-screen text that are important and are not described or spoken in the main soundtrack.

The intent of this requirement is to provide access to visual information in media.

Audio description is added during existing pauses in dialogue, but over silence, music, and other non-speech audio. Audio description augments the audio portion of the media. With planning, audio description can be used for real-time events. Some media formats allow for the audio description track to be specifically selected format. Other media formats require that the version with audio description be a distinct file.

“Extended audio description” is an alternative version of the media where the original visual scene is frozen (paused) at the point where additional descriptive narration is needed. The original visual scene is then unfrozen, and the original version resumes. With extended audio description, the original media is edited to include extra time for narration, and the version with audio description will have a longer running time than the original version. Extended audio description is particularly helpful for scenes that move quickly and for when the original version is heavy with dialogue. Extended audio description is only used when the sense of the media would be lost without the additional narration and the space between dialogue (in the original version of the media) is too short. Extended audio description is not common for real-time events.

Users also need to be able to discover the controls to turn on/off the audio description. Users without vision must be able to navigate controls associated with audio description. Many users also appreciate being able to adjust the volume of the audio track independently from the main media track. (Able to hear the descriptions over the sound of the explosions in the action-movie.)

Advanced features include:

- Audio description volume can be adjusted separate from video volume.
- The language used for audio description is available in as many languages as are provided for the original media.
- The language used for audio description is independently selectable from the language used by the original media.
- Audio description typically plays at the same speed as the original media. If the media format allows for playing at an accelerated speed, then audio description is available for playing at an accelerated speed, with audio quality comparable to what is provided for audio of the original media.

The player should be accessible. The controls for Audio Description (on/off, volume, etc. are visible and labeled.

[Media Accessibility User Requirements \(W3C\)](#)

Step 2: How would we Test to see if that user need has been met?

*** Check [ACT Rules Community Group Github](#) page and [WCAG 2.1 Techniques](#)
Describe tests (list as many as needed). Include task-based assessment, if applicable. ***end

@@ Also see [Process for Developing Test Strategies for Silver](#).

Automated Test for Audio Description (minimum - low points)

1. For media that has a distinct track or markup for Audio Description, the media is encoded as having Audio Description present.
2. Test if audio description happens at the same time as captions as a way of determining if the audio description is over-speaking the audio conversation. Captions are supposed to be synced to the audio, so that testing to make sure the audio description doesn't appear at the same time as captions is a quality test for audio descriptions.

Manual Test for Audio Description (minimum - low points)

Two options:

1. Watch and listen to the multimedia presentation and ensure that all of the video information is already provided in the existing audio.
2. Watch and listen to the multimedia presentation that has audio description available, and ensure that all of the video information is provided in the version of the multimedia with audio description.

Manual Test for Audio Description (better - medium points)

1. Watch and listen to the multimedia presentation that has audio description available, ensuring that all of the video information is provided in the version of the multimedia with audio description, and document that the audio description is of good quality. At a minimum, the documentation should note the following:
 - Narration for all on-screen text, including any opening title, closing credits, and text between video segments.
 - Identification of who is speaking when that information is presented visually but not spoken.
 - Examples of how the audio description provides information about actions, characters, scene changes, on-screen text, and other visual content.

(New) Rubric for measuring quality of Audio Description (more advanced)

TBD: borrow from: http://www.descriptionkey.org/quality_description.html **Accurate**

There must be no errors in word selection, pronunciation, diction, or enunciation.

Prioritized

Content essential to the intended learning and enjoyment outcomes is of primary importance.

Consistent

Both the description content and the voicing should match the style, tone, and pace of the program.

Appropriate

Consider the intended audience, be objective, and seek simplicity and succinctness.

Equal

Equal access requires that the meaning and intention of the program be conveyed.

From ACT Rules CG

1. [Video with Audio has Audio Description](#)

From WCAG 2.1 Techniques

- [G78: Providing a second, user-selectable, audio track that includes audio descriptions](#)
 - [G173: Providing a version of a movie with audio descriptions](#)
 - [G8: Providing a movie with extended audio descriptions](#)
-

Step 3: Write Methods (include test in the Method)

- *** The Method should instruct people how to meet the user need.
- A Method is similar to a WCAG 2.x Technique.
- Methods are technical - and should be specific to the platform (for example: HTML, iOS mobile app, virtual reality)
- A Method can apply to a user agent (browser), authoring tool, or an assistive technology. If the Method isn't implemented, note that prominently.
- There may be multiple tests in a Method.
- Several Methods may apply to one guideline.
- A Method can apply to multiple guidelines. ***end

Existing Techniques from WCAG 2.1

- [1.2.5 Techniques](#)
 - [G78: Providing a second, user-selectable, audio track that includes audio descriptions](#)
 - [G173: Providing a version of a movie with audio descriptions](#)

- [G8: Providing a movie with extended audio descriptions](#)

Existing Techniques from WCAG 2.1

- [1.2.3 Techniques](#)
- [1.2.5 Techniques](#)
- [1.2.7 Techniques](#)

Method ideas from the [WCAG to Silver Outline Map](#):

- For video, provide transcript
- For video, provide audio description (extended as necessary)
 - Maps up to captions

Method 1 - [Provide Name of Method]

Short Description:

Extended Description:

- What aspect of the user need does this Method address? The Method should instruct people how to meet the user need.
- What does this Method do for the end user?
- How is this Method implemented? Give technical details.
- What platform does this technique apply to? Methods are technical - and should be specific to the platform (for example: HTML, iOS mobile app, virtual reality)
- Does this Method apply to the content? A Method can also apply to a user agent (browser), authoring tool, or an assistive technology. If the Method applies to a user agent, authoring tool, or assistive technology, select the appropriate tag¹. If the Method isn't implemented, note that prominently.
- What tests are included in this Method? There may be multiple tests in a Method.
- Does this Method apply to any other guideline(s)? A Method can apply to multiple guidelines.

Examples:

Tests:

¹Associated Tags: [for example: Static Web, Mobile, Virtual Reality, Home Assistant, Planning, Design, Development, Perceivable, Operable, Understandable, Robust]

Methodx (as many as needed) - [Provide Name of Method]

Short Description:

Extended Description:

- What aspect of the user need does this Method address? The Method should instruct people how to meet the user need.
- What does this Method do for the end user?
- How is this Method implemented? Give technical details.
- What platform does this technique apply to? Methods are technical - and should be specific to the platform (for example: HTML, iOS mobile app, virtual reality)
- Does this Method apply to the content? A Method can also apply to a user agent (browser), authoring tool, or an assistive technology. If the Method applies to a user agent, authoring tool, or assistive technology, select the appropriate tag¹. If the Method isn't implemented, note that prominently.
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Examples:

Tests:

¹Associated Tags: [for example: Static Web, Mobile, Virtual Reality, Home Assistant, Planning, Design, Development, Perceivable, Operable, Understandable, Robust]

Step 4: Guideline Extended Description (formerly the Plain Language Prototype - has five sections:

1. Getting Started
2. Plan
3. Design
4. Develop
5. Test & Audit

Getting Started

Audio Description

(short description of guidance)

Summary (What, where, when)

Why

Who it helps

How

Exceptions

Examples

Plan

Audio Description

(repeat title and short description from Get Started)

Planning Responsibilities

1. You must ensure that...
2. This must ...

Tips for Collaboration

Where communication is important with designers, developers, testers

Planning for Each Stage:

How to get started early

How to remediate

Methods

Method 1...

Method 2...

Method 3...

Design

Audio Description

(repeat title and short description from Get Started)

1. You must ensure that...
2. This must ...

HOW - Guide:

Link to Style Guide(s)

Links to Video (Embedded or Links)

Designer Tips:

User Testing & Meaningful Involvement:

Methods

Method 1...

Method 2...

Method 3...

Develop

Audio Description

(repeat title and short description from Get Started)

Technical Responsibilities

1. You must ensure that...
2. This must ...

Methods

Method 1...

Method 2...

Method 3...

Examples & Demo:

Video (Embedded or Links)

Technical Tips:

-
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Test and Audit

Audio Description

(repeat title and short description from Get Started)

Testing Responsibilities

1. You must ensure that...
2. This must ...

Auto-Testing Tips:

Includes links to 3rd party/crowd-sourced tips?

Manual Testing Tips:

Includes links to 3rd party/crowd-sourced tips?

Testing with Users:

Is this duplication of User Testing in Designer tab or different?

Evaluating and Scoring:

Method 1...

Method 2...

Method 3...

Step 5: Write Guideline: Audio Description

Short Description:

This is the actual guideline text.