

Silver Design Sprint Proposal

Summary

The Silver Design Sprint is a 2-day meeting to design prototypes of the information architecture and usability of Silver. The Silver Task Force will then use those prototypes to inform design decisions for Silver, looking at the overlaps and conflicts of the prototypes, how the prototypes address problem statements in the context of our stakeholder map and job stories, and the feasibility for the real world structure of Silver.

Attendance is by invitation and will be restricted to 30 people. Priority will be given to experts in multiple sides of difficult or contentious issues, such as “testability vs. inclusion of less-testable use cases of cognitive disabilities” Day One will be focused on discussion and problem-solving. Day Two will create prototypes of the Silver Structure.

Work and discussion will be minuted and will be publicly available.

Structure

Day 1 - Presentations, Discussion, Problem Solving

The morning will consist of short presentations on issues to the entire group.

Recommended Issues:

- Scope of Silver -- where to realistically draw the line of digital accessibility
- Structuring Silver for future maintenance and relevance
- Testability vs. less-testable needs of PwD
- How to help organizations prioritize accessibility remediation
- All or nothing conformance vs. percentage of conformance
- The future of “technology supported” and “accessibility supported”
- How to incorporate plain language into success criteria/requirements
- Balance of research-based guidelines, vs guidelines not explicitly support by research but “we all know are important”
- How to address relationship of content authoring requirements and user agent requirements, change over time, and responsibility of author to address user agent insufficiency
- How tool-supported authoring should fit into the guidelines
- Emphasis on formal conformance vs best practices
- Evolution life cycle for the guidelines given impacts of policy uptake, tool implementation, technology evolution, etc.

The afternoon will split into small groups to discuss key issues which will be presented to the whole group at end of day. The goal will be to reach consensus or compromises on these issues.

Activities

Morning Presentations

Lunch

Brainstorming

Will happen in broken out groups.

Day 2 - Design Prototypes

Day 2 will begin with brainstorming. Participants will be divided into teams (different from the teams of Day 1) and include UX design professionals and **developers spread across the groups**. Prototypes can be paper or more **sophisticated tools (donations, recommendations?)**. Give flexibility for tools, especially to include people with disabilities, but the focus should be on problem-solving, not on tools.

Substantial time will be allowed toward the end of day to present the prototypes and discuss the pros and cons of each.

Resources

- [Job Stories for Stakeholders](#)
- [Stakeholder map](#)

Expected deliverables/prototypes

- Sketches
- URLs referenced
- Outlines

Who to invite?

- Institutional Memory
- Information Architecture
- W3C Process
- Accessibility Influencers
- UX
- Developers
- Legal / Law / Policy
- Advocates

- Authoring Tool Developers
- User Agent Developers
- Assistive Technology developers

Budget

Food

ASL interpreters

Live captioning