

Skills Assessment

by the [W3C Community Group on Accessibility for Children](#)

Status: Document to be regularly updated

Dear Accessibility for Children Community Group participants,
We recently prepared a Skills Assessment List for our group and would like to ask you to fill in the table with relevant skills, certificates, awards,...
This assessment can help us better select the projects to work on and give us a good overview of the **strengths** in our group.
We will also know when to partner in case of **gaps**.

This is a working document (we will review it with the group).
Feel free to adapt and comment and update where necessary.
If you identify gaps, please indicate these are gaps and not skills or experience from members so we see the difference. We don't need to mention names of individual members. unless all the group prefers.

We can always review/ update this list before the start of a project to better define skills within a project frame.

Fields

- Accessible Media
- Education
- Entertainment
- Children's literacy and language acquisition
- Children's rights
- Cognitive Neuroscience
- Communication
- Creative Technology Research Group
- Designer and lecturer - the School of Engineering and Informatics
- Education Assessments
- Fairness and intersectionality researchers
- Game development
- Learning Science
- Occupational therapist

Roles

- Inclusion of underrepresented minorities in STEM
- Innovation science
- Policy making
- Proof of concept immersive VR / AR environments
- Public Health Agency
- Responsible AI
- UDL and neurosciences (brain labs)
- UX Designers
- Senior researchers / directors
- Teacher training

Certificates

[Certified Professional in Accessibility Core Competencies \(CPACC\)](#)

(See IAAP certifications:

<https://www.accessibilityassociation.org/s/certification>)

[Foundations of Independent Audits of AI systems](#)

[For Humanity Certified Auditor on the Children's Code](#)

Skills

- Native HTML Accessibility
- Custom Widget / Web Application Accessibility / WAI-ARIA
- Document Accessibility (pdf, csv, google docs, etc)
- Built Environment Accessibility (for AR/VR)
- Accessibility Project Management (how to arrive at a VPAT, how to work accessibility into the project life cycle, how to design a dev team)
- Mobile App Accessibility
- Social Media Post Accessibility (How end users can make their Reels, Stories, etc, accessible)
- Applications of Universal Design for Learning
- WCAG conformance
- TVI
- UX Researcher (conduct user studies)
- Legal/Policy Expertise
 - Web (and App) Accessibility

- Education

Experience

- Working with (3-6, 7-14, 15-18) students with disabilities
- Product manage products designed for (age range) students with (specific) disabilities
- Lead developer on accessibility projects (often in-house expertise is formed in this way, when a team works with a vendor and a developer takes the lead on implementation)
- Training educators on accessibility and UDL