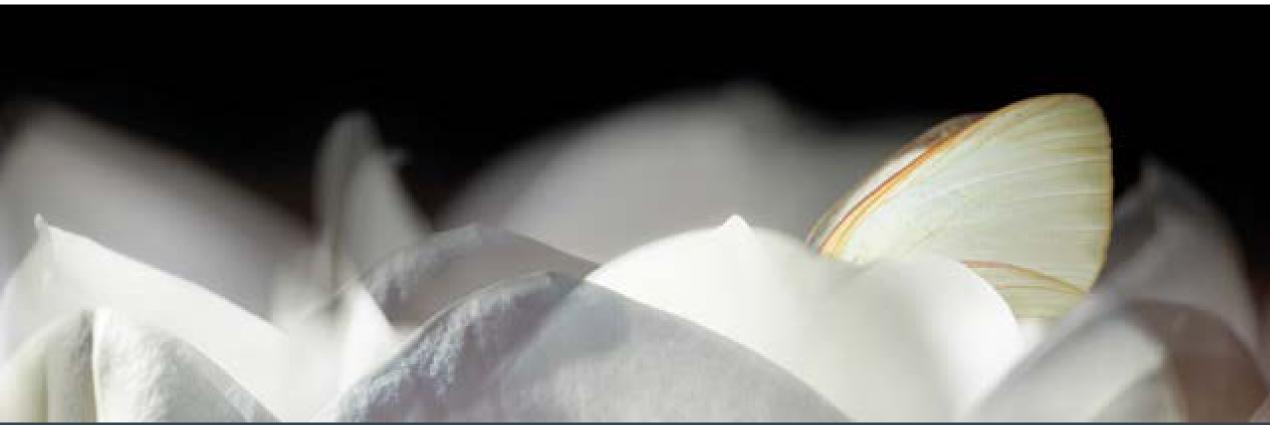


PhoneGap Accessibility

Michael Jordan | Accessibility Engineer | @majornista



Accessibility at Adobe

- Adobe has a cross-product accessibility team
- Supports accessibility in
 - Product requirements
 - Product development
 - Standards committees
 - Relationships with assistive technology vendors
 - Information for end users and authors

ADOBE ACCESSIBILITY

What is PhoneGap?

- PhoneGap makes native mobile apps using HTML, CSS and JavaScript
- Supported platforms: iOS, Android, BlackBerry, Windows Phone 8, Windows 8
- New platforms: Tizen, Firefox OS, Ubuntu Mobile
- Build apps locally with your own SDKs, or in the cloud with PhoneGap Build
- Plugins for device native features (alarms, alerts, camera, LEDs, etc.)
- Over 400,000 developers use PhoneGap
- Tens of thousands of PhoneGap apps are in app stores

What is Cordova?

- Adobe bought Nitobi in October 2011
- Announced the open-sourcing of PhoneGap
- Submitted the PhoneGap codebase to the Apache Foundation as "Cordova"
- http://cordova.apache.org/
- PhoneGap = Cordova

How it works

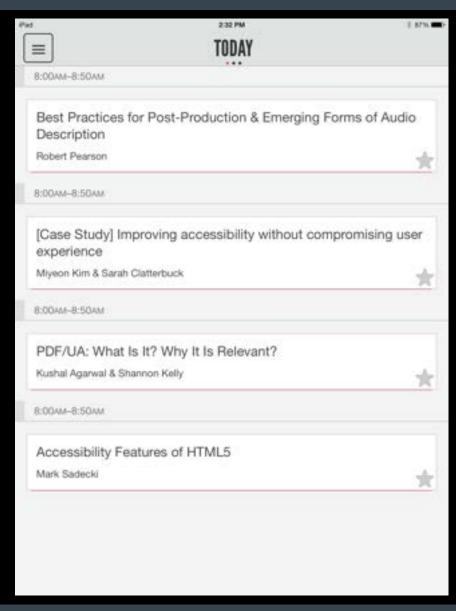
- Author builds a site with HTML, CSS, JS, images
- Author adds plugins for non-web functionality
 - Calendar, barcodes, battery, Bluetooth, flashlight
 - Plugins can also be written separately
- PhoneGap bundles the site with the operating system's WebView
- PhoneGap sends the app to the compiler for each operating system
- The compiler generates a native executable
 - .ipa for iOS, .apk for Android, etc.
- The author deploys the app through the OS app store or by sideloading

What works already

- PhoneGap supports (most of) what mobile browsers already do
 - basic HTML accessibility
 - some ARIA support
 - touch navigation
 - screen reader/magnifier support

General web accessibility rules still apply

Demo 1: Conference app



Challenges we face with mobile web accessibility

- Screen readers on touch devices intercept gestures
- Subscribing to the OS-level text size preferences is different on every platform
- Sometimes WAI-ARIA isn't enough
 - Some design patterns, like Sliders, don't work
 - Live regions have limitations
 - You can't stop them once they've started
 - Sometimes they don't start

Mobile app accessibility vs. web accessibility

- On the web, screen reader sniffing telegraphs disability status
- Some sites have used Assistive Technology data to move users to a "text only" site
- Web sites do not get this information
- On mobile, your own device is (mostly) your private agent
 - You can set default font sizes, screen reader & captioning settings, etc.
- All native mobile apps have access to this data
- Mobile apps can adapt more easily to Assistive Technology status
- With PhoneGap, we're building a mobile app from web technology
 - So...

...we made phonegap-mobile-accessibility

- Gives a developer access to the OS APIs mobile apps have, but the web doesn't
 - Assistive technology status
 - Accessibility event models
 - Access to text-to-speech engines
 - Generic and OS-specific functions

Developers need to

- Provide a logical reading order
- Manage application view states
- Add alt text where it belongs
- Using good semantic HTML
 - Including WAI-ARIA, where it's needed
- Manage focus
- Design with appropriate text contrast
- Use phonegap-mobile-accessibility to check device's state

New Mobile Accessibility APIs

- isScreenReaderRunning()
- speak()/stop()
- postNotification(string, callback)
- isClosedCaptioningEnabled()
- getTextZoom()
- setTextZoom(int textZoom)
- updateTextZoom()
- usePreferredTextZoom(boolean enabled) (iOS 7+, Android, Windows 8.1, Windows Phone 8.1)
- add/removeEventListener() for status changes
- isGuidedAccessEnabled() (iOS)
- isMonoAudioEnabled() (iOS)
- isInvertColorsEnabled() (iOS)
- isHighContrastEnabled()/getHighContrastScheme() (Windows 8.1, Windows Phone 8.1)

MobileAccessibilityNotifications

- SCREEN_READER_STATUS_CHANGED
- CLOSED_CAPTIONING_STATUS_CHANGED
- GUIDED_ACCESS_STATUS_CHANGED (iOS)
- INVERT_COLORS_STATUS_CHANGED (iOS)
- MONO_AUDIO_STATUS_CHANGED (iOS)
- TOUCH_EXPLORATION_STATUS_CHANGED (Android)
- HIGH_CONTRAST_CHANGED (Windows 8.1, Windows Phone 8.1)

Benefits of using web technology to make mobile apps

- One codebase can reach all platforms at once
- Apps are easier to develop and modify than native
- More developers know web technology than any native platform
- ...and all the accessibility rules still apply
- The OS-native WebView usually already has accessibility support

Thanks!

- http://adobe.com/accessibility
- http://blogs.adobe.com/accessibility
- http://cordova.apache.org
- http://phonegap.com
- https://github.com/phonegap/phonegap-mobile-accessibility
- https://github.com/majornista/phonegap-mobile-accessibility-test
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- http://twitter.com/majornista
- http://twitter.com/mattmay

Demo 2: Test app



Demo 2: Test app

