

# Accessibility Evaluation Protocol

2 hours

Design

Intermediate

Systematically audit accessibility before launch, not after lawsuit. Accessibility evaluation tests against WCAG criteria, user needs, and assistive technology...

## H HOW TO RUN

### 1 Automated Testing 20 min

- Run automated accessibility checkers (axe, WAVE, Lighthouse). These catch obvious issues: missing alt text, poor contrast, invalid HTML, missing labels. Automated tools find ~30% of accessibility issues - they're necessary but insufficient. Document all findings.

### 2 Manual Testing 40 min

- Test with keyboard only (no mouse). Can you reach everything? Is focus visible? Logical tab order? Test with screen reader (NVDA, JAWS, VoiceOver). Are labels meaningful? Do interactions make sense without visuals? Test color blindness modes. Document every barrier encountered.

### 3 Test with Users 40 min

- If possible, watch disabled users attempt key tasks. Where do they struggle? What's confusing? What makes them give up? Real users reveal issues automated tools miss. Even one session reveals major problems.

### 4 Prioritize and Plan 20 min

- Categorize issues: Blocker (prevents task completion), Major (significant barrier), Minor (annoying but workable). Create fix plan: Quick wins first, then major barriers, then minor polish. Assign owners with deadlines.

#### KEY TIP

\*Automated Tools Are Starting Point\*\*

## O OBJECTIVES

- > Identify accessibility barriers in current or planned interface
- > Test with actual assistive technologies and real users
- > Prioritize accessibility issues by severity and impact
- > Create remediation plan with clear ownership

## M MATERIALS

- Product or prototype to test
- Accessibility testing tools
- Assistive technologies (screen readers, etc.)
- WCAG 2.1 AA checklist
- Device variety for testing

## P PARTICIPANTS

2-4

## F FACILITATOR NOTES

#### REMEMBER

- Automated testing catches obvious issues but misses most barriers.
- Can't detect: confusing interactions, illogical flow, missing context, poor labeling.
- Manual testing and user testing are non-negotiable.
- \*Screen Reader Reality\*\*