# EDUCAUSE SERC 2012

# Lunchtime Roundtable

# Thursday, May 31, 2012

## Accessibility Focus Table

### Topics/Themes

* Remember that learning disabilities are important to consider when discussing accessibility.
* Accessible design in gaming is an emerging issue
* Student disability services offices are ultimately responsible for leading accessibility conversations on campus.
* Faculty development on accessible design is important.
* Learners who are not native English speakers may present special challenges when providing captioning/transcript accommodations.
* Adding captions to some types of video may represent a violation of copyright.
* Consider following students who need specific accommodations through their projected course of study to anticipate their needs ahead of time.
* Faculty teaching online especially need support guidance, and development to understand accessibility issues and universal design.
* Academic departments often are the ultimate owners of the quality of course designs in their own respective areas.
* <https://www.ilias.de/docu/> (new LMS shared by Gary Abernathy)
* Idea: hire students with certain disabilities to do usability testing on various course components. UCF found this to be very effective, especially with math formulas and related course materials.
* Another important emerging challenge with regard to accessibility is the whole area of mobile learning.
* We are reminded about possible color-related issues in web design. This can be a special challenge where color may be used to convey meaning.