#### **DRUPAL SPEAKS**

## AURAL USER INTERFACES AND HOW WE'RE MAKING DRUPAL 8 THE MOST ACCESSIBLE CMS IN THE WORLD

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### ISN'T DRUPAL ACCESSIBLE ALREADY?

"As an inclusive community, we are committed to making sure that Drupal is an accessible tool for building websites that can also be accessed by people with disabilities."

#### WE HAVE AN ACCESSIBILITY CHECKLIST

http://drupal.org/node/465106

- All non-text content has alternative text
- All data tables have headings
- Users can complete and submit all forms
- Links make sense out of context
- Media has captions and/or transcripts
- Non-HTML content is accessible
- Users can skip repetitive elements on the page
- Meaning is not conveyed through color alone
- · Content is clearly written and easy to read
- JavaScript is accessible
- The site complies to standards

#### WE HAVE ACCESSIBILITY TAGS FOR ISSUES

- +needs accessibility review
- +needs color accessibility review
- +a11y

## ACCESSIBILITY PLEDGE

#D7AX

#D8AX

"I pledge to make this [module or theme] as accessible as it can be. If you find any flaws, please submit an issue [link to issue queue]. Help me fix them if you can."

Accessibility tools and best practices Accessibility pledge wiki

### INTERFACES GIVE US ACCESS TO INFORMATION

#### INTERFACES ARE SENSUAL

- Visual
- Aural
- Tactile
- Every sense but taste and smell (so far)

## INTERFACE !== VISUAL



### VISUAL IS NOT PRIMARY

### WHAT IS ACCESSIBILITY?

#### ACCESSIBILITY IS THE FOUNDATION OF USABILITY

#### THREE LEVELS OF DOING ACCESSIBILITY

- The markup automated testing
- The ux behavioral testing
- The content real-time feedback

## QUAIL ACCESSIBILITY INFORMATION LIBRARY

## UNLEASH THE ROBOTS

**Automated testing** 

## CODIFY BEST PRACTICE

Accessibility module

# BEHAVIORAL TESTING ...OR, CHECK YOUR EGO.

#### DRUPALCAMP TWIN CITIES TESTING SESSIONS

#### **Study findings**

- "Fairly accessible for speech/ keyboard for content consumption."
  "I was able to complete tasks using only my keyboard"
  "That was truly a pain free testing experience." using Dragon NaturallySpeaking11 Professional

#### SESSION RECORDING HIGHLIGHTS

#### Testing content creation in Drupal

- 01.00.00
- 01.01.00

#### ISSUES ABOUT FORM VALIDATION THAT WE DISCOVERED DURING THE TESTING

- Make the status message field discoverable by assistive technology agents; alert AT agent users to error messages
- Mark invalid form field with [aria-invalid=true] Issues from Twin Cities

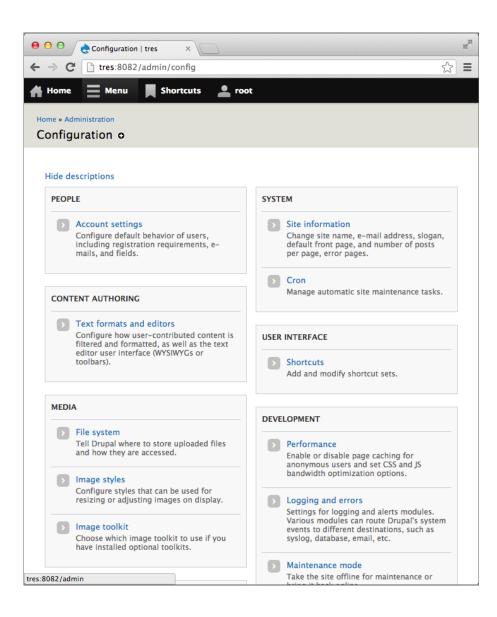
### AURAL USER INTERFACES

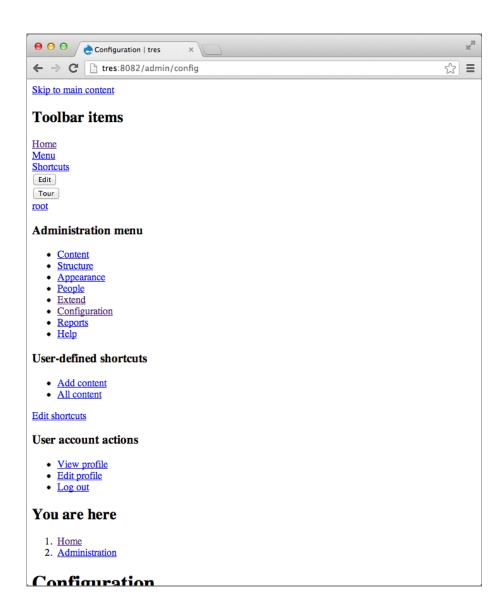
### DRUPAL SPEAKS?

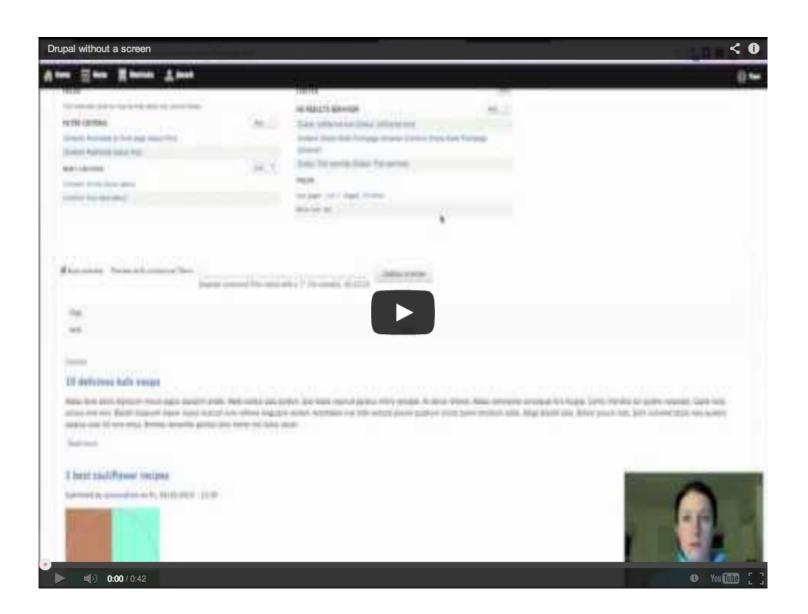
## YOU BETCHA! LET'S HAVE A LISTEN



## WHY CONSIDER SPEECH OUTPUT? ISN'T SEMANTIC HTML ENOUGH?



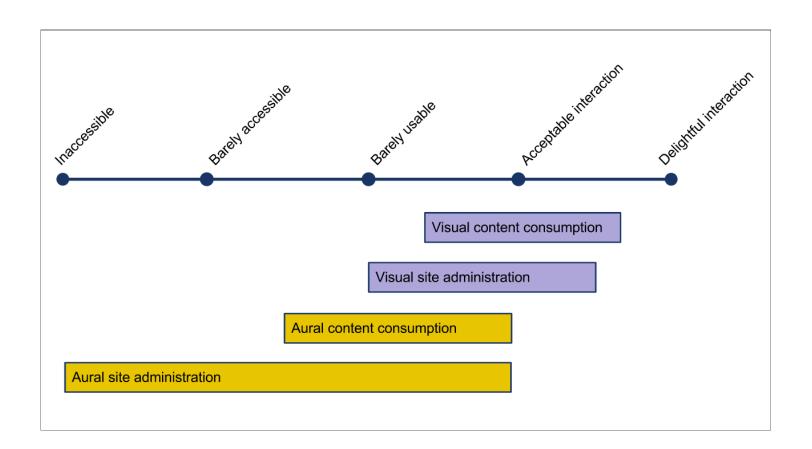




#### TOUR MODULE TOOLTIP MARKUP

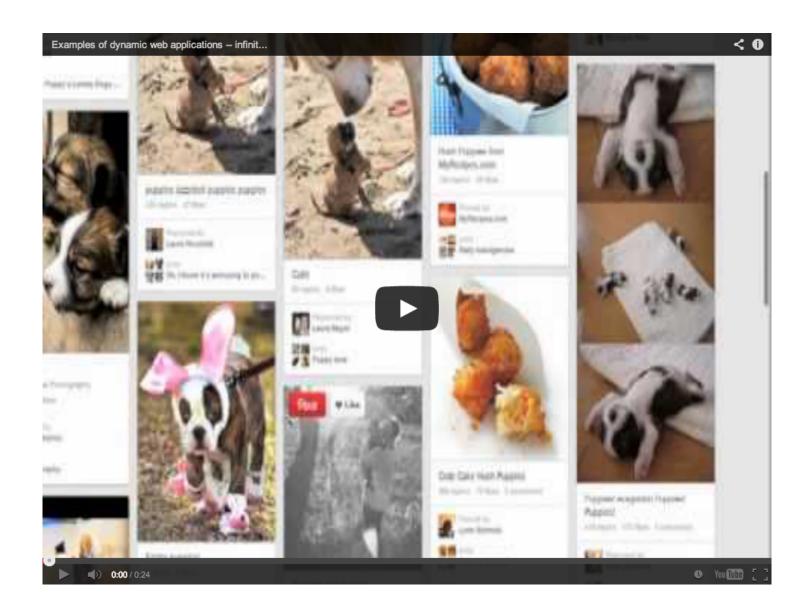
```
<div data-index="0">
  <div role="dialog" aria-labelledby="tour-tip-views-ui-displays-label" aria-describedby="tour-tip-views-ui-displays-contents">
  <h2 id="tour-tip-views-ui-displays-label">Displays</h2>
  A view can consist of multiple displays.
  <div class="tour-progress">1 of 10</div>
  <a href="#" class="joyride-next-tip">Next</a>
  <a href="#close" class="joyride-close-tip">X</a>
  </div>
  </div>
  </div>
```

## THE ACCESSIBLE-TO-USABLE SCALE



# ACCESSIBILITY FOR EVERYONE

# DYNAMIC APPLICATIONS UNDERGO STATE AND PROPERTY CHANGES.



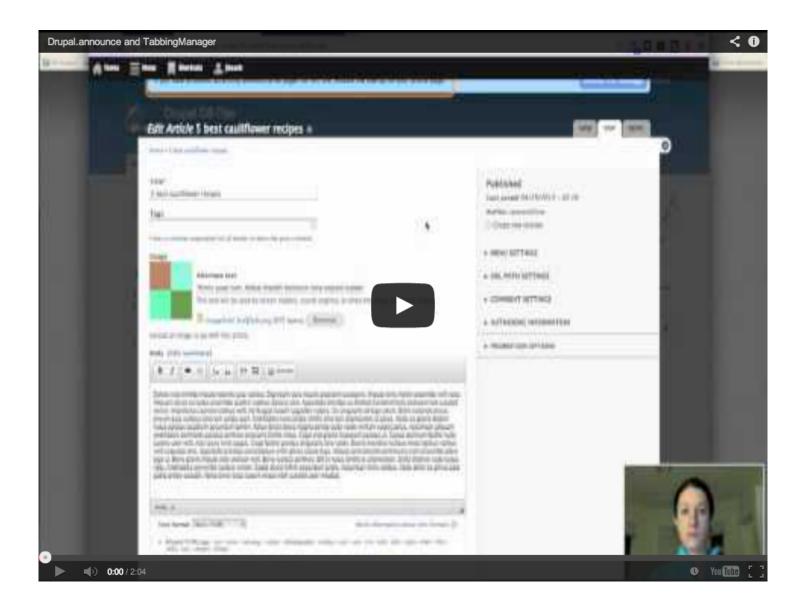
# THOSE CHANGES MUST BE EXPRESSED

## WE BUILD INTERFACES

## FOR EVERYONE

# SO HOW DO WE DO IT?

## SHOW AND ANNOUNCE THE CHANGES



# RICH EXPERIENCE FOR EVERYONE

# ARIA ACCESSIBLE RICH INTERNET APPLICATIONS

### STATES LIKE

- active
- disabled
- pressed

## PROPERTIES LIKE

- label
- form
- dialog

# ARIA-LIVE

Describes an HTML element that reads its contents when those contents are altered.

<div aria-live="polite" class="element-hidden">
 some text to speak
</div>

# EXPRESS CHANGES AURALLY DRUPAL.ANNOUNCE

<body>

<div id="drupal-live-announce" class="element-invisible" aria-live="polite" aria-busy="false">The application has been updated.</div>
</body>

## QUICK SUCCESSIVE CALLS

```
<script>
// Quick successive calls will concatenate.
Drupal.announce(Drupal.t('Freegan before they sold out polaroid.'));
Drupal.announce(Drupal.t('Pitchfork letterpress polaroid four.'));
Drupal.announce(Drupal.t('Cardigan cosby sweater fanny pack.'));
</script>
<div id="drupal-live-announce" class="element-invisible" aria-live="polite" aria-busy="false">
Freegan before they sold out polaroid.
Pitchfork letterpress polaroid four.
Cardigan cosby sweater fanny pack.
</div>
```

WAIT, DOESN'T THIS ACCESSIBILITY FEATURE DEPEND ON JAVASCRIPT?

JavaScript enabled	Respondents
Yes	98.6%
No	1.4%

#### SOURCE

WebAIM 2012 Survery

# GUIDE THE FLOW DRUPAL.TABBINGMANAGER

#### WHY DRUPAL. TABBING MANAGER?

"Depending upon the action to be performed by the dialog, the object with focus before the dialog box is opened should be saved. This will allow restoring focus to this element when the dialog box is closed."

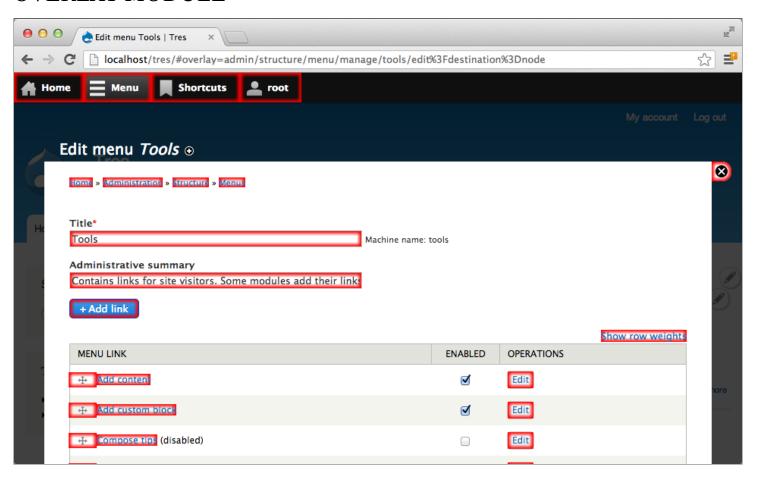
http://www.w3.org/TR/wai-aria-practices/#modal\_dialog

## MANAGING TABBING IS *DIFFICULT*

## WHAT?

 $\hbox{``Constrain tabbable elements to just those necessary to complete a task."}$ 

#### **OVERLAY MODULE**



## **HOW-TO: TABBING MANAGEMENT**

Using Drupal. Tabbing Manager.

#### APPLY TABBING CONSTRAINT

Using a core API rather than reinventing.

```
manageTabbing: function () {
  var tabbingContext = this.model.get('tabbingContext');

// Always release an existing tabbing context.
if (tabbingContext) {
  tabbingContext.release();
}

// Create a new tabbing context when edit mode is enabled.
if (!this.model.get('isViewing')) {
  tabbingContext = Drupal.tabbingManager.constrain($('.contextual-toolbar-tab, .contextual'));
  this.model.set('tabbingContext', tabbingContext);
}
```

Example from contextual.module.

### ANNOUNCE THE DETAILS OF THE CONSTRAINT

#### Using Drupal.announce.

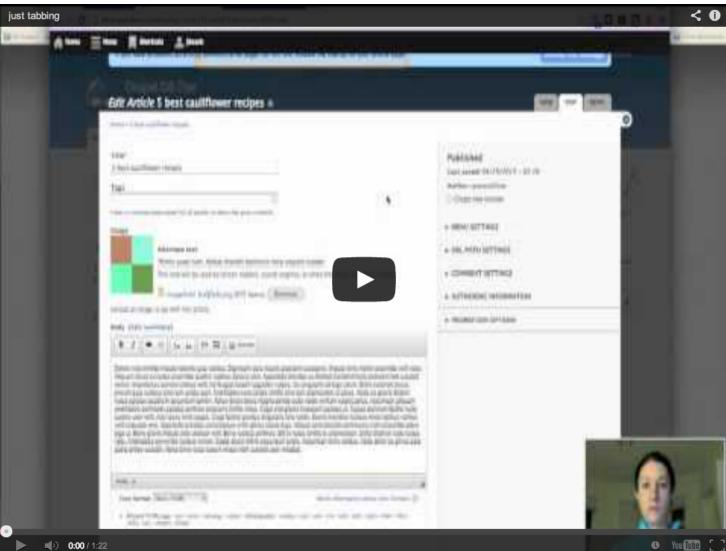
```
announceTabbingConstraint: function () {
  var args = {
    '@contextualsCount': Drupal.formatPlural(Drupal.contextual.collection.length, '@count contextual link', '@count contextual links')
};

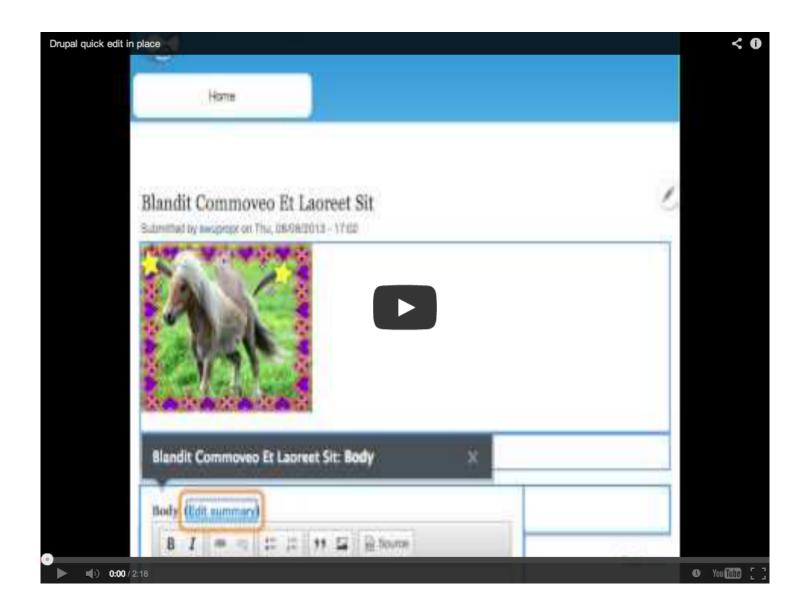
Drupal.announce(Drupal.t('Tabbing is constrained to a set of @contextualsCount and the edit mode toggle.', args));
Drupal.announce(Drupal.t('Press the esc key to exit.'));
},
```

 $\label{lem:example from contextual.module.} Example from \verb|contextual.module|.$ 

## **COMPLEX TABBING FLOWS**

Tabbing contexts can be stacked and popped as a user moves between task flows, even between modules.





# EMBRACE **MODALITIES**BACKBONE.JS

"The essential premise at the heart of Backbone has always been to try and **discover the minimal set of data-structuring** (Models and Collections) and user interface (Views and URLs) primitives that are useful when building web applications with JavaScript."

Jeremy Ashkenas — http://ashkenas.com/backbonejs-1.0/

## FRAMEWORK DOESN'T MATTER

## SEPARATION OF CONCERNS MATTERS

# BEFORE DRUPAL 8

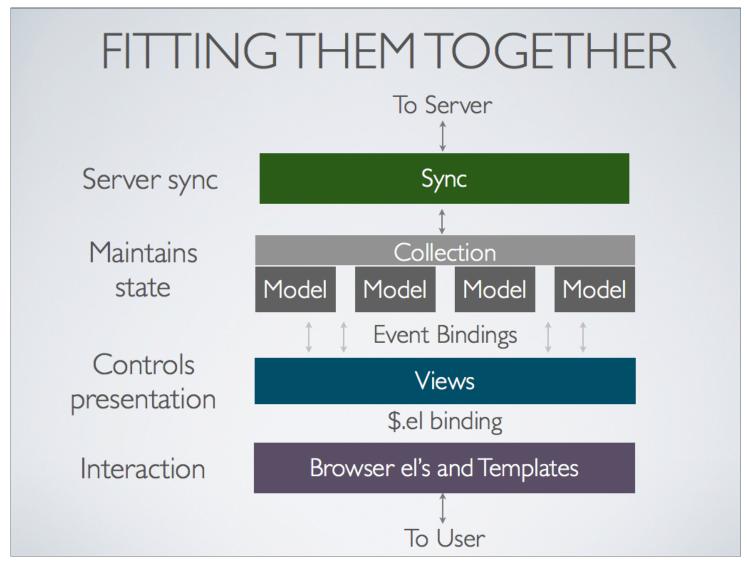
event handlers  $\longrightarrow$  rendering  $\longrightarrow$  debug hell

# NOW IN DRUPAL 8

 $events \longrightarrow state$ 

 $state {\:\longrightarrow\:} rendering$ 

 $developer \longrightarrow happy$ 



Source: http://kiranb.scripts.mit.edu/backbone-slides/

#### **EXAMPLE**

```
function toggleEditMode (event, data) {
  for (var i = contextuals.length - 1; i >= 0; i--) {
    contextuals[i][(data.status) ? 'detachHighlightBehaviors' : 'attachHighlightBehaviors']();
    contextuals[i].$region.toggleClass('contextual-region-active', data.status);
  }
}
```

#### versus

```
_toggleEditMode: function (event, data) {
   Drupal.contextual.collection.each(function (model) {
      model.set('isLocked', data.status);
   });
  }
}
```

# HOW-TO: BACKBONE.JS FOR BETTER ACCESSIBILITY

# ONE *MODEL*, MANY *VIEWS*

#### STEP 1: CREATE A MODEL

#### Contains state, is stupid. Views update it.

```
Drupal.contextualToolbar.Model = Backbone.Model.extend({
    defaults: {
        // Whether the toggle is currently in "view" or "edit" mode.
        isViewing: true,
        // Whether the toggle should be visible or hidden.
        isVisible: false,
        // A TabbingContext object as returned by Drupal.TabbingManager:
        // the set of tabbable elements when edit mode is enabled.
        tabbingContext: null
    }
});
```

Example from contextual.module.

#### STEP 2: CREATE A VISUAL VIEW

99.9% of sites need visual output & mouse + touch input.

```
Drupal.contextualToolbar.VisualView = Backbone.View.extend({
    events: {
        'click': function () {
            this.model.set('isViewing', !this.model.get('isViewing')),
        },
        initialize: function () {
        this.model.on('change', this.render, this);
    },
    render: function () {
        var $el = this.el;
        var m = this.model;
        $el.toggleClass('element-hidden', !m.get('isVisible'));
        $el.find('button').toggleClass('active', !m.get('isViewing'));
        return this;
    }
});
```

 $Example from \verb|contextual.module|.$ 

## STEP 3: CREATE A KEYBOARD VIEW

For screen reader users & power users: keyboard input.

```
Drupal.contextualToolbar.KeyboardView = Backbone.View.extend({
    // ...
});
```

Unnecessary here: the click event in the VisualView already works with keyboard input. We don't need focus or blur.

#### STEP 4: CREATE AN AURAL VIEW

For screen reader users: aural output.

```
Drupal.contextualToolbar.AuralView = Backbone.View.extend({
   initialize: function () {
      this.model.on('change', this.render, this);
      this.model.on('change:isViewing', this.manageTabbing, this);
   },
   render: function () {
      var $el = this.el;
      var m = this.model;
      $el.find('button').attr('aria-pressed', !m.get('isViewing'));
      return this;
   },
   manageTabbing: function () {
      // See TabbingManager example.
      Drupal.announce('<a relevant, explanatory message>');
   }
});
```

 $Example from \verb|contextual.module|.$ 

# ALL DONE!

Everything remains in sync!

Just like that.

# PROPOSED BEST PRACTICE

Evolving as we develop more complex interactions

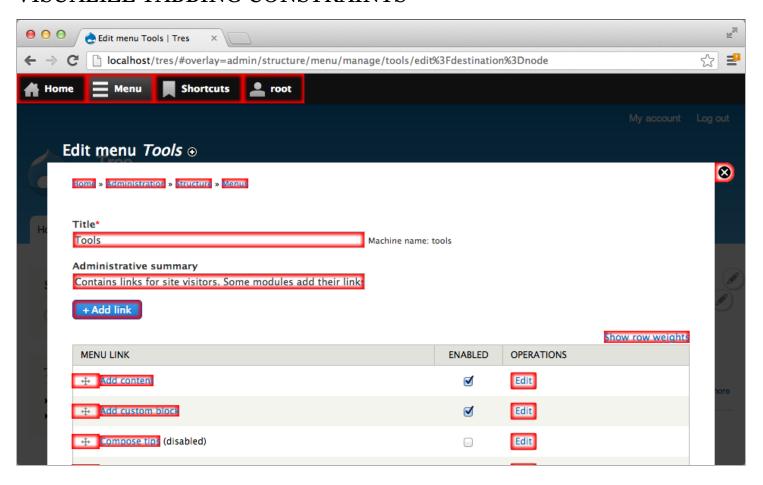
# DEVEL ACCESSIBILITY

## NOT FAMILIAR WITH USING A SCREEN READER?

## CONSOLE.LOG ANNOUNCEMENTS

polite Drupal announcement: "Tabbing is no longer constrained by the Contextual module"	announce.log.js:11
polite Drupal announcement: "The overlay has been opened to Configure Search block in Bartik (default theme	e)" announce.log.js:11
polite Drupal announcement: "Tabbing is constrained to items in the administrative toolbar and the overlay.	" announce.log.js:11
>	

#### VISUALIZE TABBING CONSTRAINTS



http://drupal.org/project/devel\_a11y

# A UI IS SIGHT, AND SOUND AND TOUCH

# DRUPAL 8 WILL COMMUNICATE WITH EACH SENSE

# USING SHARED TOOLS AND A STRUCTURED FRAMEWORK

# AND YOUR MODULE?

# REFERENCES

- Screen Reader User Survey #4. 2013. http://webaim.org/projects/screenreadersurvey4/
   http://kiranb.scripts.mit.edu/backbone-slides/#compenents-diagram

# RESOURCES

- http://previousnext.com.au/blog/so-you-want-be-accessible
   http://squizlabs.github.io/HTML\_CodeSniffer/
   http://webaim.org/projects/screenreadersurvey4/
   Pillow fight

#### HOW DO WE MAKE AURAL UIS INFORMATIVE WITHOUT BEING ANNOYING?

Listening to long instruction sentences gets annoying if they don't introduce more info and just repeat the same thing on every page. Eventually, one might want to turn off these audio announcements.

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