

# Barrier-fasting

Getting a little bit better day by day

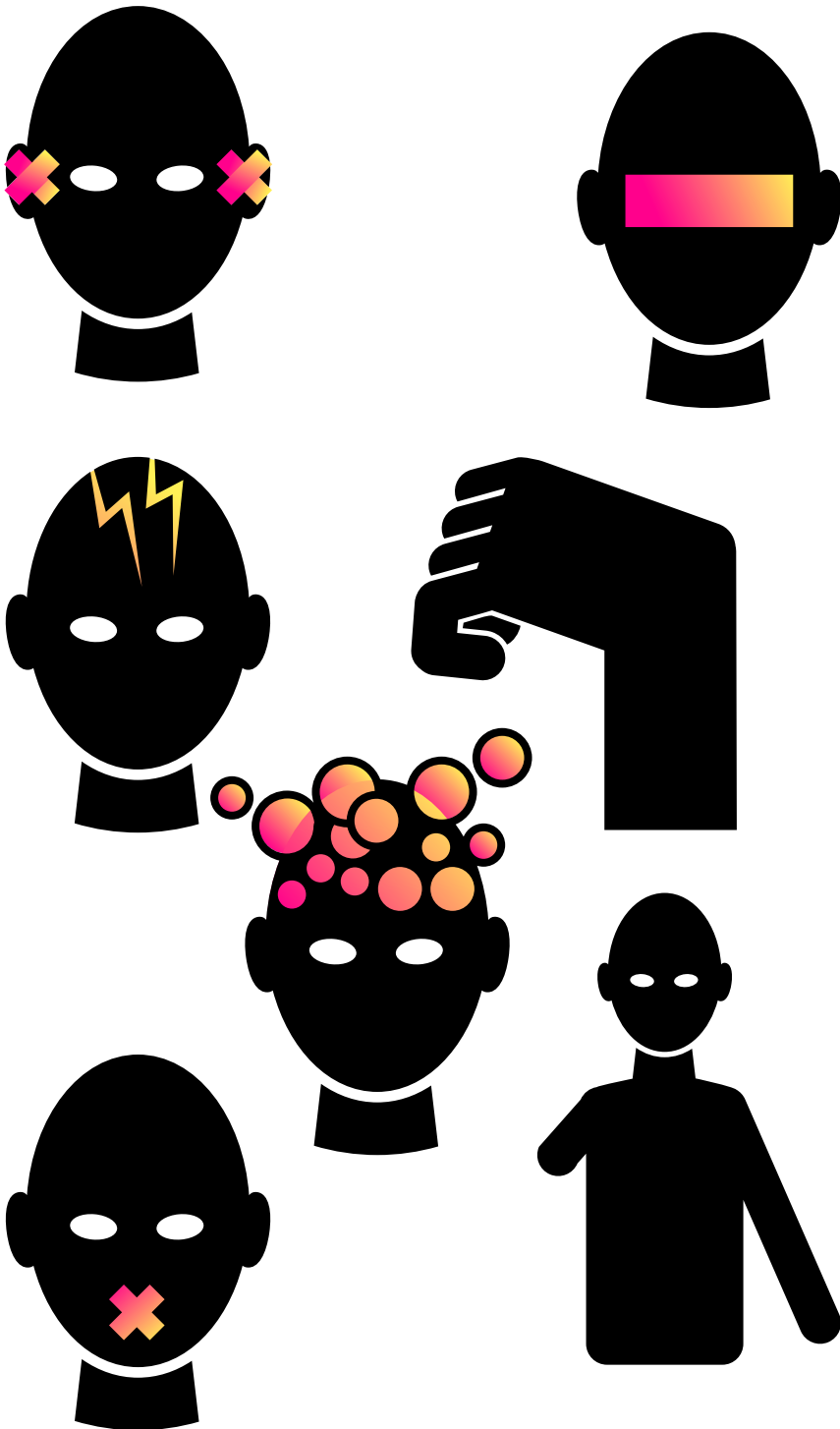
A programme by  
**Annika Brinkmann**

# Less barriers on the internet

The internet is at the moment a space in which barriers that exist in the real world often get transferred into the virtual space.

We don't want this to continue!

Contrary to the real world, in which physical ramps must be planned, permitted and built, the virtual world only often needs small changes to make a website which has been not accessible before into an accessible information resource.



```
<!Doctype html>
<html lang="de">
  <head>
    <title>Website</title>
  </head>
  <body>
    <header>
      <h1>Hallo Welt!</h1>
    </header>
    <main>
      <p>
        Machen wir zusammen
        das Web besser?
        <a href="#ja">Ja!</a>
      </p>
    </main>
  </body>
</html>
```

# HTML and CSS

HTML offers as a semantic page description languages many different possibilities to display content in different ways.

## **Adaptations to hardware/media**

- Screen widths „responsive design“
- read aloud options with screen reader or Braille display
- Screen display or print

## **Adaptations via CSS**

- font sizes
- color schemes
- sizes and appearance of all elements

# Adaptation options for websites

## **Website HTML/CSS (optimum)**

- Adaptation to corporate design
- ... to settings in software (Browser, OS)
- ... to hardware

## **Browser**

- Font size (Font)
- Page-Zoom
- Tab-Navigation activated

## **Operating system**

- Light/Dark mode
- Less movement
- Changing contrast settings

## **Hardware**

- Screen size (320–3000px width)
- Method of entry (finger vs. mouse)

# In reality, there's only adaptation to displays

## **Website HTML/CSS**

- Adaptation to corporate design
- ... partially to hardware

## **Browser**

## **Operating system**

## **Hardware**

- Screen size (320–3000px width)

**browser wars**

**audio**

**vendor prefixes**

**fixed pixel-layouts**

**video**

**jQuery**

**Unobstrusive JavaScript**

**Flash**

**modernizr**

**links used as buttons**

**Polyfills**

**Bootstrap/Tailwind**

**Aria roles**

**React, Angular JS**

## Technical reasons

Browsers tolerate many errors. They have been further developed at different speeds over the last years, but standards have not always been kept while doing so.

To counter this many different tools have been developed to make web development easier. Many of them are no longer useful but are still used.

Often this happened at the cost of accessibility. It was more important to be compatible with hardware and browsers than to adapt to the people using the sites.

It „only“ takes clean HTML coding and well placed CSS-code to achieve a big difference in the final result.

**Bachelor degrees:  
More to learn in less time**

**Late specialization on a  
dedicated technology  
while studying**

**Pressure of time and  
money management in  
projects**

**Prioritizing SEO over users  
Long lasting tradition of  
non-accessibility through  
politics**

**Lack of awareness on  
many levels**

## Human reasons

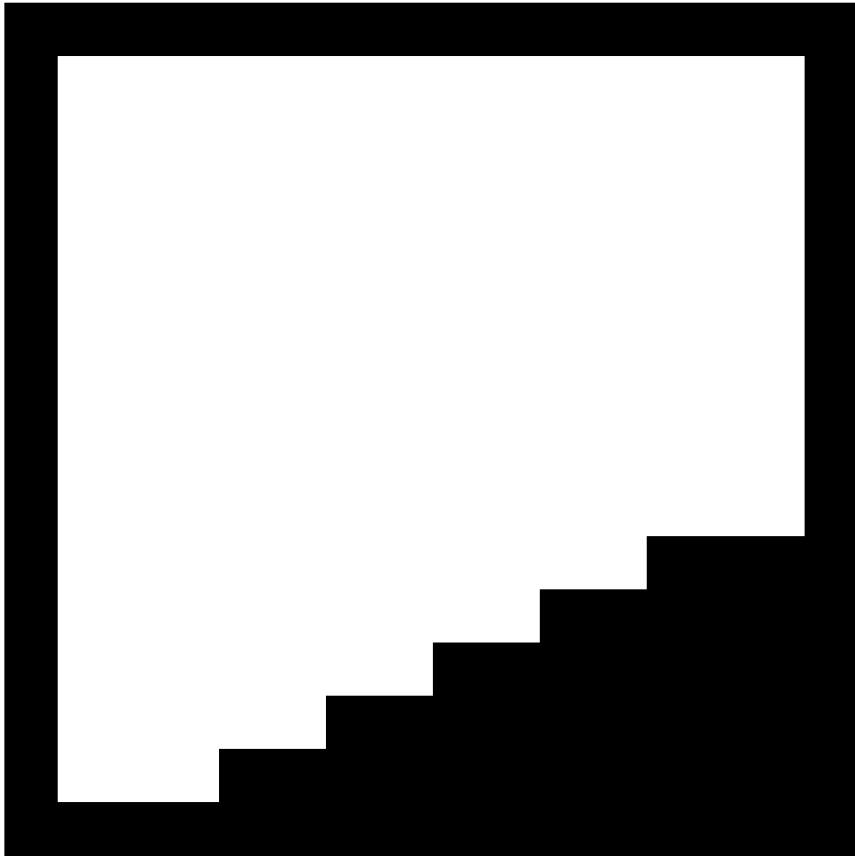
Ableism and a lack of political and economic will for inclusion are the most visible social reasons.

Additionally, the conversion of diploma to shorter bachelor's degree programs exasperated the problem.

Quickly, the basics of semantic HTML structures and best practice were no longer taught, but increasingly only the application of frameworks.

Brand design and marketing put the emphasis on the good design of the website with default settings.

Designers are still struggling with the loss of format control that has been established with responsive web since 2010.



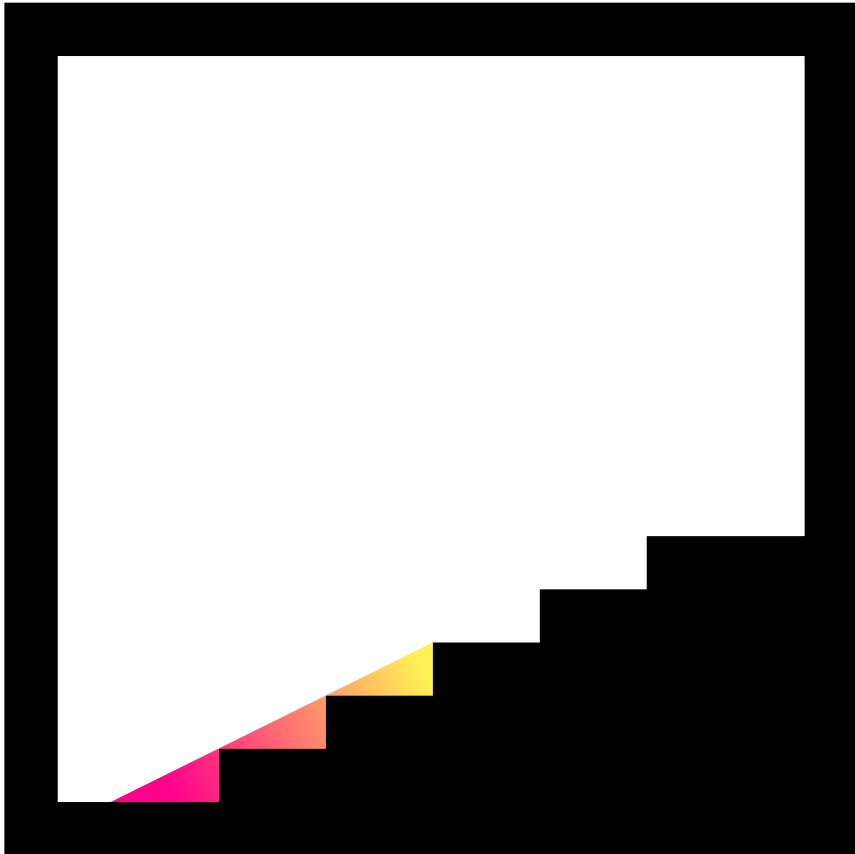
# The hurdles are high

Developers are facing new requirements again and again.

Keeping up with new technological developments and the many different adaptations for different needs of people is not easy.

Additionally, many do not quite know what accessibility really means. Standards like WCAG and BiTV are not a guarantee for accessibility of an app or website.





# Every day a little bit more

The **course** „Barrier fasting“ wants to decrease the hurdles for developers and add reliable relief in tasking accessibility.

Each day teams are asked to go over a piece of code and change it, if needed, to add accessibility.

The following topics are part of the **course**:

**1) HTML-Head**

**2) HTML-Body**

**3) CSS**



# Schedule and duration

„Barrier-fasting“ starts off for the first time in fasting period 2023.

**Start: 22.02. – ash wednesday**

**Finish: 06.04. – maundy thursday**

**Daily duration:**

**between 5–30 minutes!**

**32 work days – 32 improvements!**



## Fee

„Barrier-fasting“ is a self-funded project by Annika Brinkmann. For this fasting period it is free for participants.

Donations are welcome.

There will be other concepts to refinance this program during the course of this year.



# Benefits

Even if you cannot see changes as a standard user, for users with accessibility needs will recognize the difference.

The best benefits for participants will be achieved if you inventory before taking the course and test after finishing and approximately 3 months later after going online again.

Compare the worked page before/ afterwards:

- Can it be navigated by keyboard?
- Can it be adapted to different colour schemes?
- How many mistakes can be found by validator before and after?
- Did the ranking improve or was it better before?

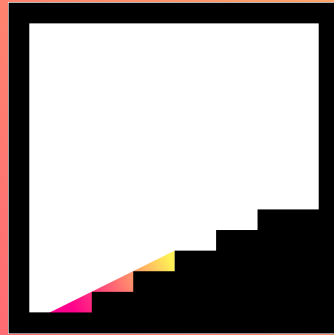


# The goal

„Barrier-fasting“ is not the absolute solution to accessibility. This is only a part of the overall need to integrate accessibility measures in the editorial part as well after putting down the technological framework.

„Barrier-fasting“ is a start however, because without the basic framework any other measures will be meaningless.

„Barrier-fasting“ sensitizes stakeholder, product owners and developers to the topic of digital accessibility and builds first ramps to the year 2025, in which the EAA takes effect.



# Barrier-fasting

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[www.barrieren-fasten.de](http://www.barrieren-fasten.de)

A programme by

**Annika Brinkmann**

**+49 15678 855831**

**[abrinkmann@absichtbar.de](mailto:abrinkmann@absichtbar.de)**