MOOCA

Welcome Note

Did you know that 69% of programmers are (at least partially) self-taught? And that 25.5% have attended online courses? These are some of the outcomes of a survey on StackOverflow earlier this year. In StackOverflow's 2015 survey, 42% of respondents had said they were self-taught, and 18% that they had attended online classes. For Peter Wayner, this is one of the reasons why just-in-time education is "hot", while "four years up front" is "not". MOOCs fit the just-in-time education concept, but they have not (or not yet?) changed the learning habits of StackOverflow users.

However, two UK universities recently announced that they plan to offer MOOCs that will earn students credits that will count towards a final degree (see The Guardian, 26 May 2016). In the USA, the University of the People already started doing this in 2014 (see The Guardian, 12 June 2014). This step brings just-in-time education into the world of "just-in-case education" (where you learn many things that you might not need later). Whether a degree based on MOOCs will have the same value as one based on traditional courses will ultimately be decided by employers.

In the mean time, the MOOCA partners are finalising the content for the general course on accessibility. Much of the content for this MOOC has been made available as open educational resources.

MOOCAP OERs

In the past few months, MOOCAP has released much of the content of its upcoming introductory course as open educational resources (OERs). Open educational resources are freely available documents, presentations, videos and other materials for teaching or learning that are published under an open licence (such as Creative Commons). The MOOCAP project's open educational resources are available under the CC-BY 4.0 licence, which allows a very liberal use of the materials.

What Is Digital Accessibility?

The first OER we released is an introduction to digital accessibility. It covers questions such as: What is accessibility? How does it relate to inclusive design (or universal design)? Whom does it benefit? The OER **What Is Digital Accessibility?** is available on Google Drive in the Microsoft DOCX format.

How Does Conformance Testing Work?

Our second OER is about conformance testing. This new resource consists of a short text in Microsoft Word format and a video on YouTube. The focus is on testing conformance against the Web Content Accessibility Guidelines (WCAG) 2.0, which is the de facto

standard for [web accessibility](). Both the text document and the video are available under a Creative Commons licence.

Multiple Ways to Represent Images

The OER "Multiple Ways to Represent Images" is about text alternatives for images. Providing text alternatives for images is such a basic accessibility requirement that the Web Content Accessibility Guidelines (WCAG) 2.0 made it their [very first Success Criterion](). The OER takes the form of a quiz with 18 questions that cover various types of images that require different types of text alternatives. It is [available on Google Drive (Microsoft Word format)]().

Learners and educators who want to find out more about text alternatives can refer to many other resources, for example:

• WCAG's support document [Understanding SC 1.1.1](),

• WCAG's support document [How to Meet SC 1.1.1]() (which lists techniques and failures),

• The [Requirements for providing text to act as an alternative for images]() in the HTML5.1 specification.

Life Is Full of Challenges

Do you know what kinds of challenges people with disabilities face? In the OER "Life Is Full of Challenges", Neal Ewers talks about the challenges he faces as a blind person. This OER consists of several files:

• a [Microsoft Word document]() that introduces the video and contains links to the resources listed below;

• a [YouTube video with the interview]();

• the [same video, but now with Audio Description]();

• downloadable versions of the videos and a [captions]() file (all on Google Drive; the links are in the Word document).

Before and After Example: Web Forms

This OER contains a "before and after" example of a web form: the "before" example has several accessibility issues, which are fixed in the "after" example. The OER explains what the accessibility issues are and how to fix them (including source code). In addition to a [Microsoft Word document](), the OER also provides some [other resources](): screenshots of both examples, the output of the screen reader VoiceOver for both examples, and transcript of the screen reader output (for the hard of hearing).

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ICT Accessibility Glossary

The ICT world uses many abbreviations, acronyms and technical terms. The domain of ICT accessibility is no exception to this. In addition, accessibility experts use many terms that are not well known in other ICT domains. For this reason, MOOCAP has made its glossary available as an OER. The MOOCAP glossary is available as a Word document on Google Drive. It contains the same definitions as the website's glossary.

What Is Web Accessibility and Why Is It Important?

One of our first blog posts about the MOOCAP OERs was about digital accessibility in general. We also have an OER about the more specific topic of web accessibility: what it is, why it is important (in Germany) and how it is evaluated.
This OER consists of a video (on YouTube, with captions) and an accompanying Word document on Google Drive.

Specialised Courses

While we are still working on our introductory MOOC on accessibility, we have already decided which specialised courses we will create for learners who want to delve deeper into the topic of accessibility. These specialised courses will not necessarily be hosted on the same platform as our introductory course, so we will keep you up to date about the release dates and the platforms through our website and the newsletter. The choice of topics is based on a survey that we ran in March and April of this year. Below are the short descriptions of the specialised courses.

Design Innovation: Inclusive Approaches

The purpose of this course is to show how design innovation can be encouraged by thinking about accessibility. Examples will be drawn from innovative areas like smart homes and 'ambient assisted living', as well as everyday encounters with ubiquitous self-service kiosks. The course will also cover some foundational tenets of inclusive approaches, such as the social model of disability, legislation and standards, ergonomic and business aspects.

Accessible Mobile Apps

In the last few years, sales of mobile devices have surpassed PC sales. Mobile devices can be extremely useful for people with special needs: they provide great computing memory capacities associated with permanent digital network access and minimal space and weight. This course will show the principles that ensure that mobile applications are not restricted to mainstream users, but can also fulfil the requirements that make them accessible to everyone. Practical exercises that can be done on the main mobile operating systems will be proposed and explained.

Accessible Web

In the course "Accessible Web" you will learn how to develop accessible HTML5 web pages. In particular, we will explain the basics concerning structure and design and we will dive into the details of accessible input elements and dynamic content.

User-Centred Design for Accessibility

This course will focus on involving users in the design and development of accessible ICT systems. It will cover what user-centred design is, why it is important, and how to use it to ensure accessibility of your ICT systems.

User Interface Personalisation

This course teaches how user interfaces can be made adaptable and adaptive to a user's individual needs and preferences. Code examples will cover various platforms and build upon the Global Public Inclusive Infrastructure (GPII) framework.

Assistive Technologies

Assistive technologies (AT) are technologies which help people with special needs to live independently, to learn and work, be active and participate in society. The course "Introduction to AT" will describe the various kinds of AT that are currently available will be described, what can be expected from them and how they can be used to enable what used to be impossible for centuries. Particular attention will be given to the connection between AT on the one hand, and mainstream technology and the practical requirements on the environment on the other, i.e. requirements that need to be fulfilled so that AT can work in these contexts. These requirements are usually grouped under the heading "accessibility".

Accessible Learning and Teaching

This course will cover aspects of digital accessibility related to the learning and teaching environments experienced by students, teachers and support staff in the post-16 educational setting. It will explore the barriers experienced by those with disabilities, and strategies for creating, communicating and collaborating to make these environments more inclusive.

Intellectual Disability and Inclusion

This course looks at the accessibility challenges those with intellectual disability face. It will consider Assistive Technology for people with Intellectual Disability. It will particularly focus on assistive ICT and how this is properly developed in a user-centred design partnership.

Accessible Documents

In the course "Accessible Documents" you will learn the basics of creating accessible Word and PowerPoint documents. Moreover, we will dive into the details of creating good image descriptions and the creation of forms, and we will introduce special document formats and contents such digital talking books (DAISY), accessible music, math and plain language.

Accessible Gamification

The course will start with an introduction to well-known gamification patterns and approaches. This will lead us to an interesting challenge: combining accessibility and gamification. To solve this, we will take one step back and look at digital games to find patterns that make them fun and entertaining. The course will guide you through a series of games, were we derive game design patterns to serve as basic building blocks for an accessible gamification approach.

Our Special Session at ICCHP

MOOCAP ran a special session "Accessible eLearning - eLearning for Accessibility/AT" at the ICCHP conference in Linz on 15 July. For a report — which is too long to reproduce here — and links to downloadable slideshows, please see our blog post at http://gpii.eu/moocap/?p=607.

Subscribe to Our Newsletter

You can subscribe to our newsletter by entering your e-mail address in the form at http://gpii.eu/moocap/?page_id=260. Optionally, you can also indicate which of our specialised courses would interest you most.

Acknowledgements