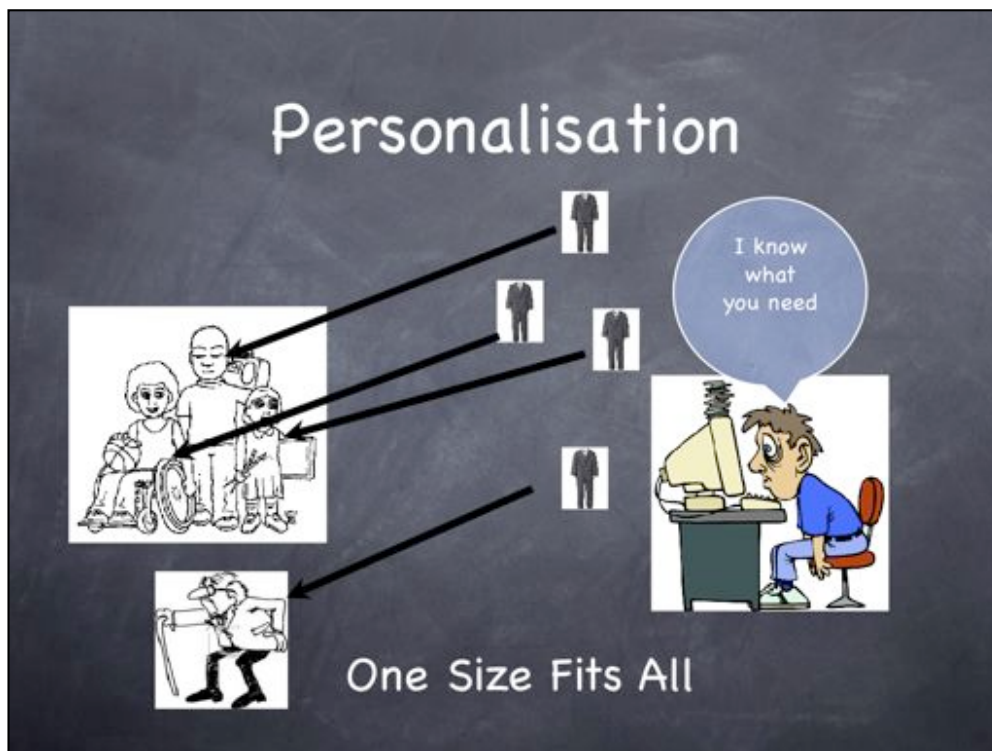
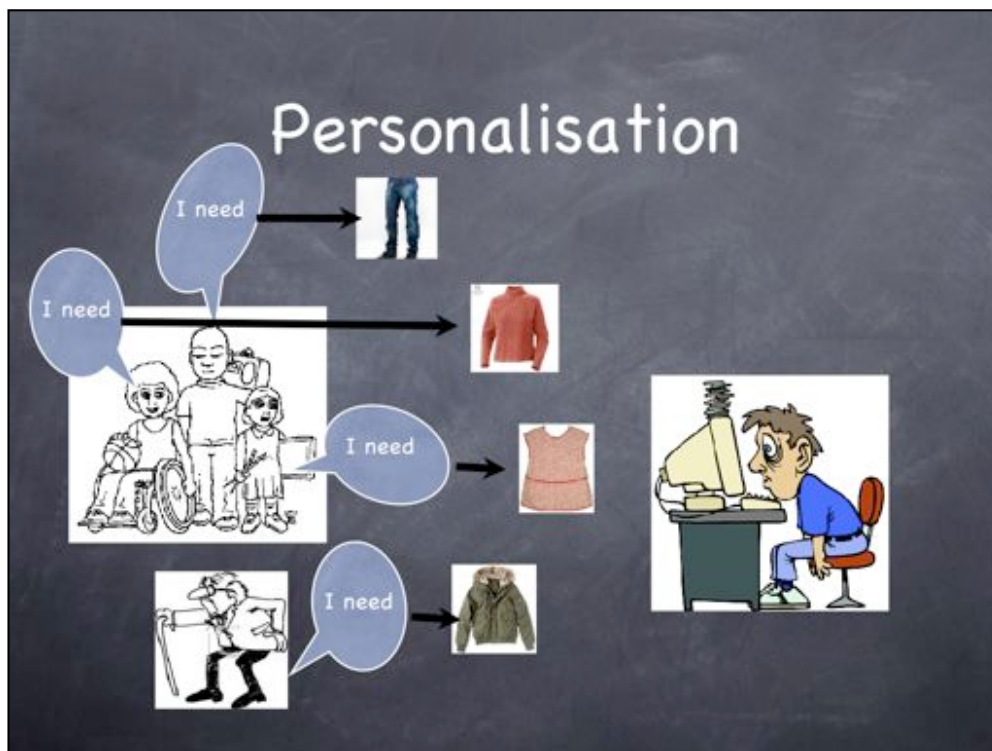


AccessForAll 3.0

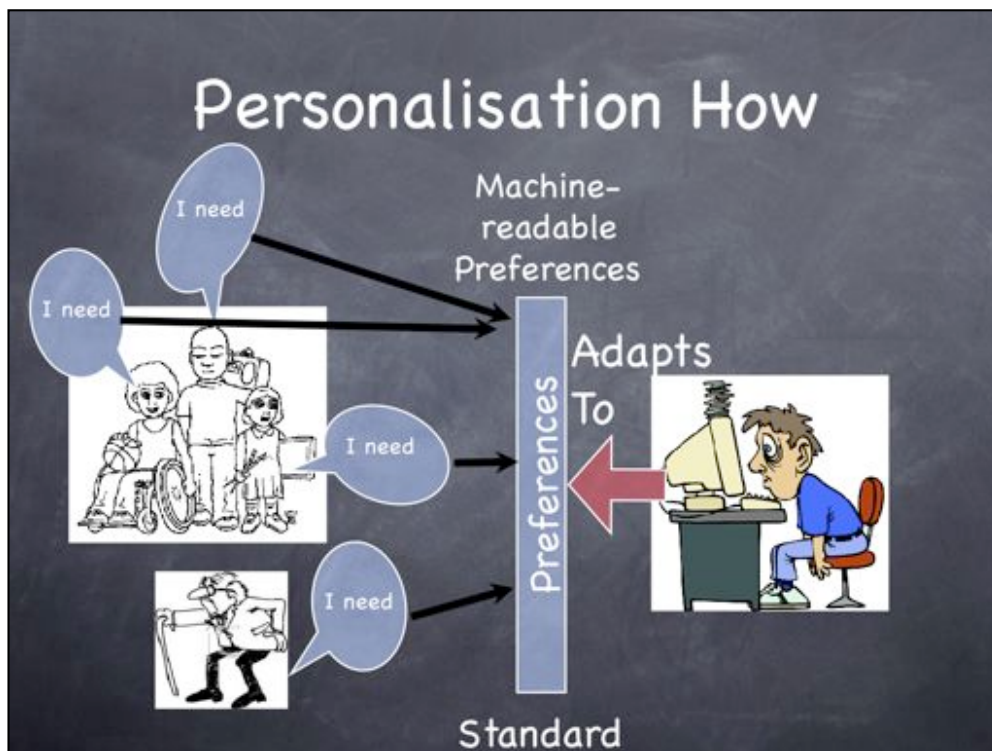
Andy Heath, Axelrod Access for All
28th February 2011
BSI House, Chiswick, London



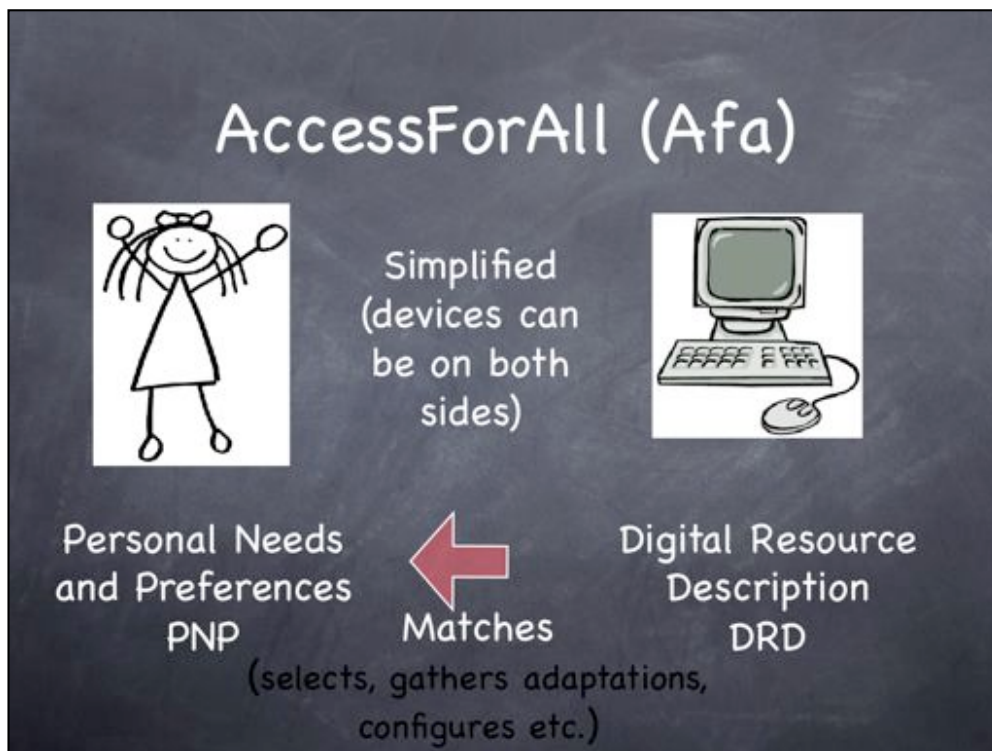
A depiction of “One Size Fits All” showing a computer system/content designer working at a computer imagining a four suits of clothes all identical being delivered to four different users – an old man with a walking stick, a teenage male with a music player to his ear, a female basket-ball player in a wheelchair and a child with art materials (paintbrushes and canvas) wearing a smock. Arrows show the suit being delivered to each user



The same computer users and designer as on the previous slide but with each user showing what they need – denims (the teenage male), a sports top (the sporting athlete in a wheelchair), a painting smock (the young artist) and a Park Coat (the old man)



The same diagram as on the previous slide but showing each users's preferences being expressed in a set and the computer system/content designer producing system/content that adapts to the preferences



Schematic diagram showing how a Digital Resource Description can describe properties that can match the content/system to a Personal Needs and Preferences instance

AccessForAll (Afa)

- UToronto ATRC, IMS Afa 1.0
- -> ISO Individualized Adaptability and Accessibility for eLearning, Education and Training (24751) [NOTE - NOT education-specific] - Free ISO standard (google 24751 finds it)
- -> IMS Afa 3.0 - Public Draft for comment at <http://tinyurl/afa3publicdraft>

Afa 3.0 goals

- Very simple model
- Easily modifiable
- XML and RDF bindings - maybe XML for tight control, RDF for modelling and modification
- Accessibility knowledge made explicit
- Core and Extended

How does it work

Properties and Terms:

- DRD AccessMode (visual, auditory, tactile, textual (also textOnImage, colour)), AccessModeAdapted
- DRD AdaptationType
- DRD HasAdaptation, IsAdaptationOf
- DRD AdaptationMediaType (experimental)
- PNP AccessModeRequired, AdaptationTypeRequired

For Example

- (visual, AccessModeRequired, textual)
 - For a visual AccessMode in a resource this user requires an AccessMode of textual (for example AudioDescription)
- (auditory, adaptationTypeRequired, captions)
 - For an auditory resource modality
- ([http://thisResource](#), hasAdaptation, [http://thatResource](#))
 - thisResource has an adaptation identified as thatResource

Relationships

AdaptationType	AccessMode	AccessModeAdapted	Notes
alternativeText	textual	visual	short text
audioDescription	auditory	visual	
captions	textual	auditory	when audio and visual are synchronized together

Etc..

AdaptationMediaTy pe	AdaptationTyp e	AccessMod e	AdaptationDeta il	Notes
Daisy	e-book	auditory and/or textual	recorded or synthesized	
NIMAS	e-book	textual		
MathML	e-book	textual	symbolic	

Etc..

Two tables of information:

The first three lines of a table relating Adaptation Type values, AccessModes, the AccessModes they adapt and notes on how to use each. The full table is in

Afa30BestPractices section 4.2 table 1 available in the Public Draft for comment at 28th February 2011.

The first three lines of a table relating AdaptationMediaType, AdaptationType, AccessMode, AdaptationDetail and Notes on the use of each. The full table and explanation of its use is in Afa30BestPractices Appendix B. Advanced Material section 2.3 Table 3 – AdaptationMediaType values – available in the Public Draft for comment at 28th February 2011.

Refinement

- An element or term can refine another (be a more-precise form of), similar to Dublin Core

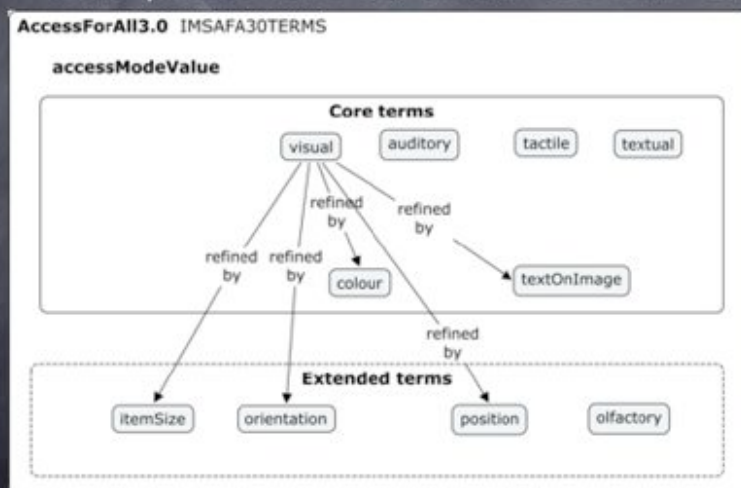


Diagram of relationships between properties from Section 3.3 of Afa30BestPracticesGuide.doc available in the Public Draft for comment at 28th February 2011. Diagram shows terms for visual refined by each of itemSize, orientation, position, colour and textOnImage and the terms auditory, tactile, textual and olfactory. Some terms are shown as being Core terms and some are shown as extended terms.

Terms and Properties

- Modelled in harmony with ISO Metadata for Learning Resources - a very new Metadata Standard - Framework document complete, other parts approaching FDIS
- You get a set of Properties and terms - freely use what you wish, add your own (but we recommend Core or Extended set (see the specification))

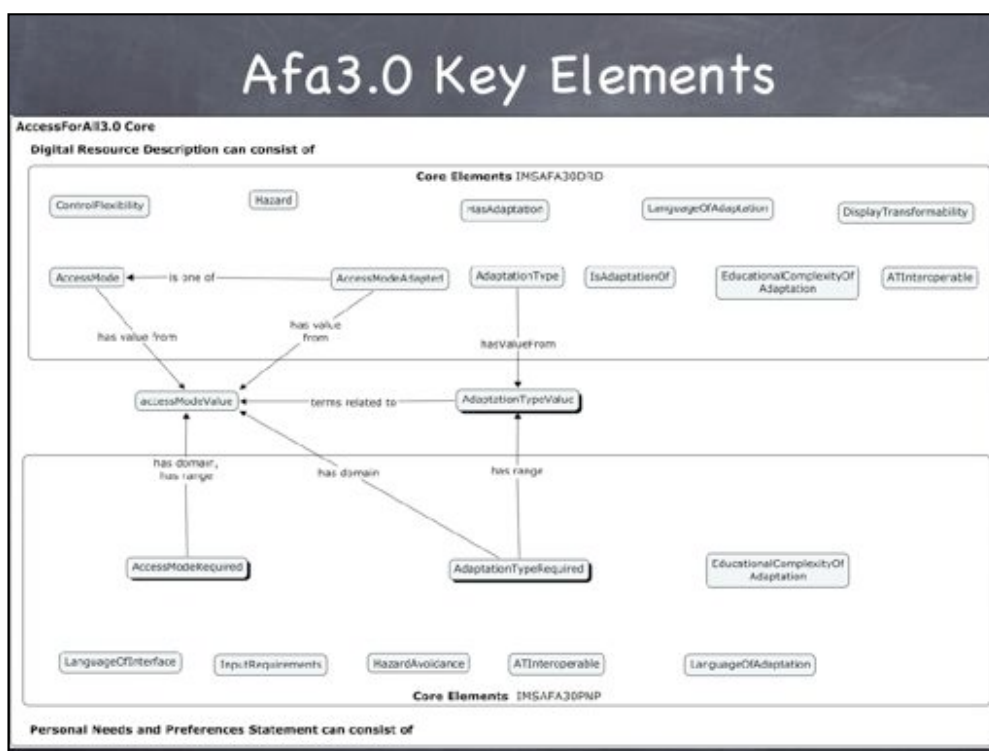


Diagram showing the Core elements from Digital Resource Description and Personal Needs and Preferences Statement and how each are related. A full description of the terms and relations in this diagram is given in the PNP30.doc and DRD30.doc available in the Public Draft for comment at 28.2.11. See the explanatory text accompanying each of DRD30.doc Figure 2.0 Digital Resource Description (DRD) and PNP30.doc Figure 2.0 Personal Needs and Preferences (PNP). The diagram on this slide is a simplified version of the Core Elements of those two diagrams showing how they have accessModeValue and AdaptationTypeValue in common.

Afa3.0 Key Elements

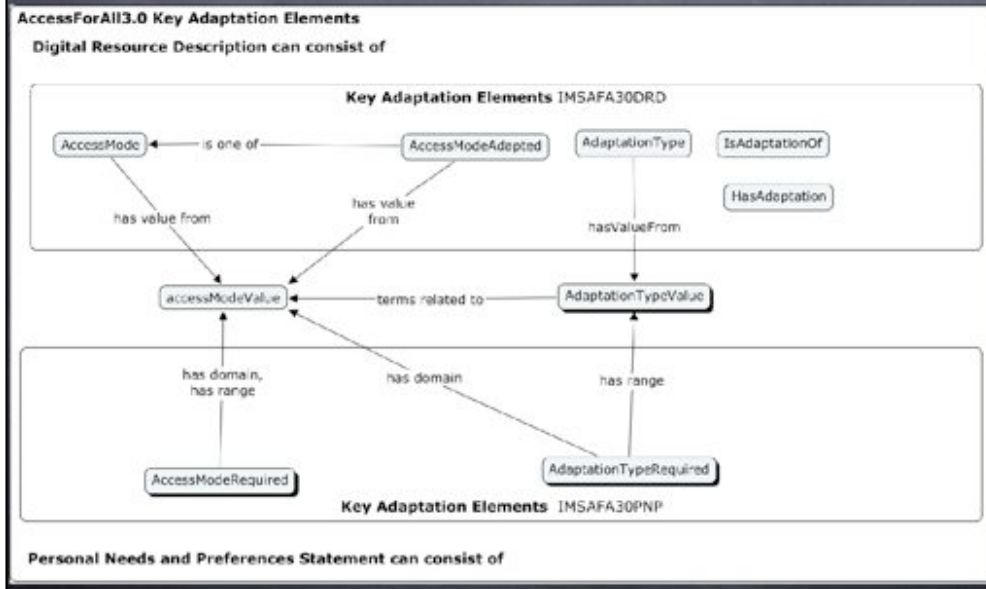


Diagram showing the Core elements from Digital Resource Description and Personal Needs and Preferences Statement and how each are related. A full description of the terms and relations in this diagram is given in the PNP30.doc and DRD30.doc available in the Public Draft for comment at 28.2.11. See the explanatory text accompanying each of DRD30.doc Figure 2.0 Digital Resource Description (DRD) and PNP30.doc Figure 2.0 Personal Needs and Preferences (PNP). The diagram on this slide is a simplified version of the key elements for adaptation drawn from the Core Elements of those two diagrams showing how they have accessModeValue and AdaptationTypeValue in common.

Please

- Look it over
- Try it out, implement it, check it works, tell us what doesn't work
- Think about modelling the relations between terms
 - Do we need community ontologies
 - What formalism(s) ?
- Accept our thanks
 - The IMS Accessibility SIG
 - <http://www.imsglobal.org/accessibility/>
 - Afa3.0 Public Draft for comment
 - <http://tinyurl.com/afa3publicdraft>