Accessibility Statement for It's an IDEA!:

(Inclusion, Diversity, Equity and Accessibility) VR Simulation

Our commitment

The authors, developers and institutions involved in creating this simulation were committed from the onset to create the most accessible simulation experience we could.

These are not simulations where a non-disabled person 'tries on' using a wheelchair or walker or other assistive device or where a non-disabled person experiences temporary 'fake' blindness or deafness or 'manufactured' confusion or sensory overload. Disability Studies research advises us that these types of experiences minimize the complexities of disabled lives and give a false sense of ease and tragedy, both of which are inaccurate and unhelpful as frames of reference for non-disabled allies and advocates. Rather, these scenarios offer interactive experiences with disabled characters who are negotiating the consequences of ableist assumptions in a variety of everyday encounters.

We took actions that worked to dismantle stereotypical approaches to marginalized groups by consulting with insiders in the construction of the scenarios, member checking the scenarios with insiders once we had them written and piloting the final products with insiders to ensure authentic representation of disabled lives. This allowed us to avoid reproducing relations of dominance and subordination in the scenarios themselves, and actively critiqued those practices in everyday life that continue to enact the micro-aggressions and habit based 'good intentions' that nevertheless reproduce ableist and colonial values.

Technology

Due to the nature of head mounted displays, there are intrinsic limitations that cannot be overcome; being that there is no accommodation available for users who are blind. We implemented a tool called SeeingVR which offers a set of tools to make virtual reality more accessible to a variety of people, including those with low vision. We also offer a PC version. Due to time and cost restraints the PC version is not screen reader friendly.

Documents

The documents created to support this project are fully accessible. Although they were not manually tested with a screen reader, the documents conform to accessibility in the following ways:

Accessibility Checker and More

All documents have passed the specified accessibility checks in the native programs (MS Word, MS PowerPoint and Adobe Acrobat). Recognizing the limitations presented by native accessibility checkers, each document has been manually checked by an Adaptive Technology Specialist.

Alt Text

All images, and tables that contain key information are tagged with alternative (alt) text.

Structure

Headings were used to create well-structured documents when authored with Microsoft Word. When using with Microsoft PowerPoint, the reading order structure was considered and there are no repeated slide titles.