

House of Inaccessible Horrors

Narrator: Woman with English accent narrates all informational text boxes

Text Boxes: Light orange with darker orange borders and black text (unless otherwise specified).

Scene 1 – House of Inaccessible Horrors

Background image

Black house with jack-o'-lanterns in front and a porch with a wooden door.

Sound

Spooky background soundtrack

Text Box 1 Appears

Welcome to the House of Inaccessible Horrors

Text Box 2 Appears

If you choose to enter, you will be faced with the reality of experiencing inaccessible content.

Text Box 3 Appears

So, what will it be? Select the door if you're brave enough to enter.

Action

When door is clicked, door creak sound plays and door disappears.

Text Box 4 Appears

"Come on in..." text box shrinks and disappears into the door.

Scene 2 – Interior room of doors

Background image

Interior room with 5 doors – one large door in the middle with 2 doors on each side.

Sound

Spooky interior house sounds background soundtrack

Text Box 1

Now that you're inside...

You must spend time in each room of the POUR acronym and discover how to create accessible content. Only then will you be given the key to leave.

Are you ready to enter the first room?

Action

Plaques fly in and land over each door reading "Perceivable", "Operable", "Understandable", "Robust".

Action

Orange arrow flies in from the right to point to the first door on the left, with the "Perceivable" plaque.

Action

When user clicks "Perceivable" door, slide changes.

Scene 3 – Perceivable Room

Background image

Dark wooden-walled room with antique rug, large cobwebs in front of a large window, and several lamps, pumpkins, and skulls.

Sound

Door slam upon entry

Text Box 1 Appears

Information and user interface components must be presented to users in perceivable ways. This means that the information being presented can't be invisible to any of their senses.

-Scene goes dark with a barely transparent black rectangle covering the background-

Text Box 2 Appears

Can you find the 2 skulls in this room? I will give you 8 seconds to try.

If user finds and selects skulls, text box reading “You have found a skull!” appears.

-Scene returns to original view-

Text box 3 appears

How did it feel trying to navigate this room in the dark?

Perceivable means that those with low or no vision can access your content.

Text box 4 appears

Please follow my verbal instructions to complete the next activity.

-Background music from opening scene begins, more loudly than before-

Narrators Speaks

“Please select all of the lamps in the room. I will give you 8 seconds” at a low, almost inaudible volume.

Text Box 5 appears

Were you able to hear my instructions?

Perceivable means those who are Hard of Hearing or Deaf can access all of your content.

Text Box 6 appears

Those were just two short examples to demonstrate content that is not perceivable to all senses.

Select each of the pumpkins below to read more about Perceivable content before leaving this room.

Action

Visible hotspots appear on 4 pumpkins. Light orange fill, light purple in hover state, dark orange when visited.

Pumpkin 1 Selected – Text Box Appears

All content should use a color contrast of 4.5:1 for body text, and 3:1 for large text. You can use an online color contrast checker to get started.

Pumpkin 2 Selected – Text Box Appears

Add alternative text to all visual media elements.

- **Be Descriptive:** Clearly describe the image content.
- **Keep it Concise:** Aim for 125 characters or less.
- **Use Keywords Wisely:** Incorporate relevant keywords without keyword stuffing.
- **Avoid Redundancy:** Don't repeat information already in the surrounding text.
- **Context Matters:** Tailor alt text to the image's purpose in the content.

Pumpkin 3 Selected - Text Box Appears

Include captions and transcripts for audio and video content. Captions provide a text representation of spoken dialogue and sound effects, while transcripts offer a complete text version of the audio or video. Use clear, concise language and ensure synchronization with the media.

Pumpkin 4 Selected - Text Box Appears

Use proper text and heading hierarchy. Headings should be structured logically, using H1 for main titles, followed by H2, H3, etc., to create a clear outline. This hierarchy helps screen readers navigate content effectively.

(Condition: All 4 pumpkins have been selected)

Text Box Appears

EXIT

Action

User selects EXIT, creaky door opening sound plays, and next slide begins

Scene 4 – Interior Room of Doors

Background image

Interior room with 5 doors – one large door in the middle with 2 doors on each side.

Sound

Spooky interior house sounds background soundtrack

Action

Orange arrow points to “Operable” door

When user selects door, the next scene opens.

Scene 5 – Operable Room

Background image

A dark room with black painted walls and one window with small lapms and 4 large portraits on the walls.

Sound

Door slam upon entry

Text Box 1

Not everyone uses a mouse or a trackpad. Click on the portraits to learn more about making content “Operable.”

Action

Visible hotspots appear on 4 portraits. Light orange fill, light purple in hover state, dark orange when visited.

Portrait 1 Selected – Text Box Appears

Imagine trying to read content that is completely out of order, with images near the wrong text. This is why creating operable content is important.

Portrait 2 Selected – Text Box Appears

All content designs should be entirely keyboard friendly, and navigable by using the tab key.

Portrait 3 Selected – Text Box Appears

When an element is tabbed and selected, a focus state should light up to provide a visual indicator.

Portrait 4 Selected – Text Box Appears

Set the reading order of your content carefully so a screen reader can follow the correct flow.

(Condition: All 4 portraits have been selected)

Text Box Appears

EXIT

Action

User selects EXIT, door opening sound plays, and next slide begins

Scene 6 – Interior Room of Doors

Background image

Interior room with 5 doors – one large door in the middle with 2 doors on each side.

Sound

Spooky interior house sounds background soundtrack

Action

Orange arrow points to “Understandable” door

When user selects door, the next scene opens.

Scene 7 – Operable Room

Background image

A dark room with black painted walls and one window with an antique rug on the floor, and four randomly placed identical wooden antique chairs.

Sound

Door slam upon entry

Text Box 1

Take a moment to sit in each of these chairs and experience text content in a different way. Think about which is most easy to understand.

Action

Visible hotspots appear on 4 chairs. Light orange fill, light purple in hover state, dark orange when visited.

Chair 1 Selected – Text Box Appears

(light purple “Lobster Two” italic font size 14 on light orange background)

Your designs should be easy to navigate and read. Read more about [WCAG Guidelines](#)

Chair 2 Selected – Text Box Appears

(black Open Sans size 18 font on light orange background)

Your designs should be easy to navigate and read. Read more about WCAG Guidelines at <https://www.w3.org/TR/WCAG21/>

Chair 3 Selected – Text Box Appears

(black Open Sans Bold size 18 font on light orange background)

Your designs should be easy to navigate and read. Read more about [WCAG Guidelines](#)

Chair 4 Selected – Text Box Appears

(black Bahnschrift italic size 9 font on light orange background)

Your designs should be easy to navigate and read. Read more about [WCAG Guidelines](#)

(Condition: All 4 chairs have been selected)

Text Box Appears

EXIT

Action

User selects EXIT, door opening sound plays, and next slide begins

Scene 8 – Interior Room of Doors

Background image

Interior room with 5 doors – one large door in the middle with 2 doors on each side.

Sound

Spooky interior house sounds background soundtrack

Action

Orange arrow points to “Robust door

When user selects door, the next scene opens.

Scene 9 – Robust Room

Background image

An antique wallpapered room with a large window and four dolls on top of an antique rug.

Sound

Door slam upon entry

Text Box 1

Designs need to be accessible across various interfaces. This approach guarantees that users can interact with content seamlessly, regardless of the device or platform they are using.

Text Box 2 Appears

If you are brave enough... select each doll below and they will tell you more about making content robust.

Action

Visible hotspots appear on 4 dolls. Light orange fill, light purple in hover state, dark orange when visited.

Doll 1 Selected – Text Box Appears

Make sure to use headings and subheadings for all elements, including lists and tables.

Doll 2 Selected – Text Box Appears

Label all interactive elements, like buttons, clearly with a description of the action.

Doll 3 Selected – Text Box Appears

Make sure to write valid html and ARIA for web content to ensure it displays properly and can be read by screen readers.

Doll 4 Selected – Text Box Appears

Always perform an accessibility check, and don't forget to include real people in checking your content for accessibility.

(Condition: All 4 dolls have been selected)

Text Box Appears

EXIT

Action

User selects EXIT, door opening sound plays, and next slide begins

Scene 10 – Interior Room of Doors

Background image

Interior room with 5 doors – one large door in the middle with 2 doors on each side. Orange check marks appear on the four smaller doors.

Sound

Spooky interior house sounds background soundtrack

Narrator Speaks

“Congratulations. You have survived all four rooms of the POUR acronym. Before leaving, take a moment to think about all of the elements of this experience that are not accessible. How can you make your next learning experience more accessible?” (5 transparent ghosts fly in and out of the scene) “You had better leave now... the ghosts are growing restless...”

(orange antique key appears in bottom right corner of screen) “Drag the key to the door to exit before they come back.”

Action

User drags key to the EXIT door.

Sound

Door Opening Sound

Final Scene – Interior Room of Doors

Background image

Black house with jack-o'-lanterns in front and a porch with a wooden door.

Sound

Creaky door slam

Text Box Appears (no narrator)

Congratulations on making it out alive!

Was it frustrating that you didn't have a menu to navigate?
How about that you had to listen to each text box being read out loud, and couldn't control the speed of the content, or take more or less time to read?

How would you drag the key to the door if you weren't a mouse/track pad user?

Did you notice that after reading not everyone uses a mouse or track pad, you were asked to “click” instead of “select” an item?

Start analyzing the content you consume for accessibility, and take small steps to begin making your content more accessible.

When content is more accessible, EVERYONE wins!