

A man with dark hair and glasses, wearing a white button-down shirt, is shown in profile from the chest up. He is looking down at a laptop screen, with his hands on the keyboard. The background is a blurred cityscape with tall buildings under a bright sky. The overall tone is professional and focused.

# A11y Pattern Libraries?

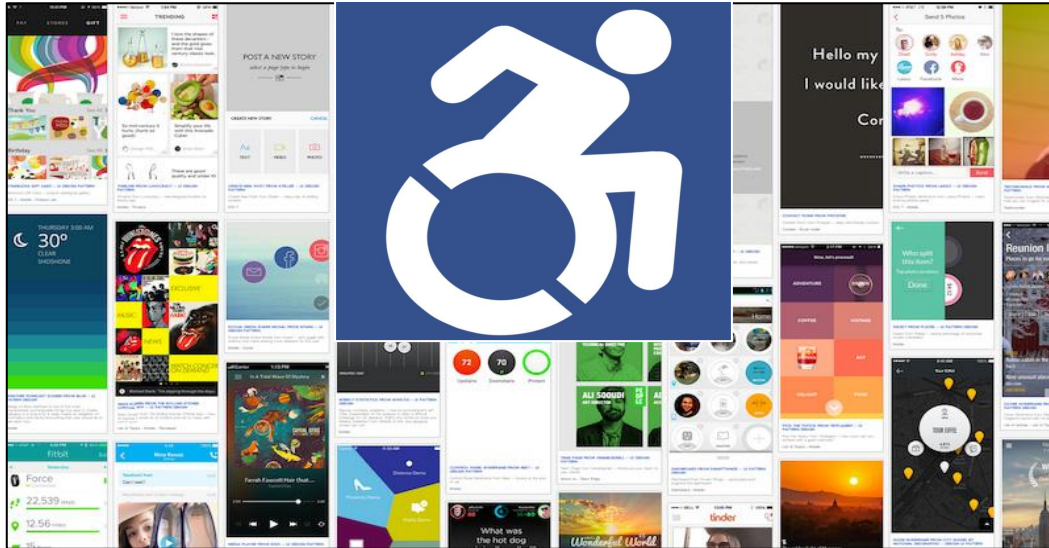
**Design Thinking  
outside the box**

What do IT Accessibility Resources, Accessibility Pattern libraries, and Brand Guidelines all have in common?\*

Dave Fleming, **Accessibility Governance & Strategy**

# Framing up the Business Problem

How do we provide **Accessibility Support** at the lowest cost and provide the most efficient solutions?



# Pattern Library Rationale



- **Do Pattern Libraries save money and time?**
  - Yes, profits will accrue from the reduction of time and cost of doing defects testing because our page models and components will improve over time, reducing the need for extensive testing.
  - Less time will be required to design, code and launch because they are developed using A11y Compliant patterns from the Pattern Library.
  - More consistency and more predictability ensue
  - One repository should be used to store and update the code
- **Who uses Pattern Libraries?**
  - Pattern Libraries are utilized extensively by the most successful corporations, governments and A11y Compliant Organizations
  - Apple, Google, Microsoft, US Gov, Canadian Gov, Best Buy, Starbucks and many more
- **Additional points that illustrate the value**
  - Design, development and implementation can be expedited using open source Pattern Library models and style guides.

# Example 1:

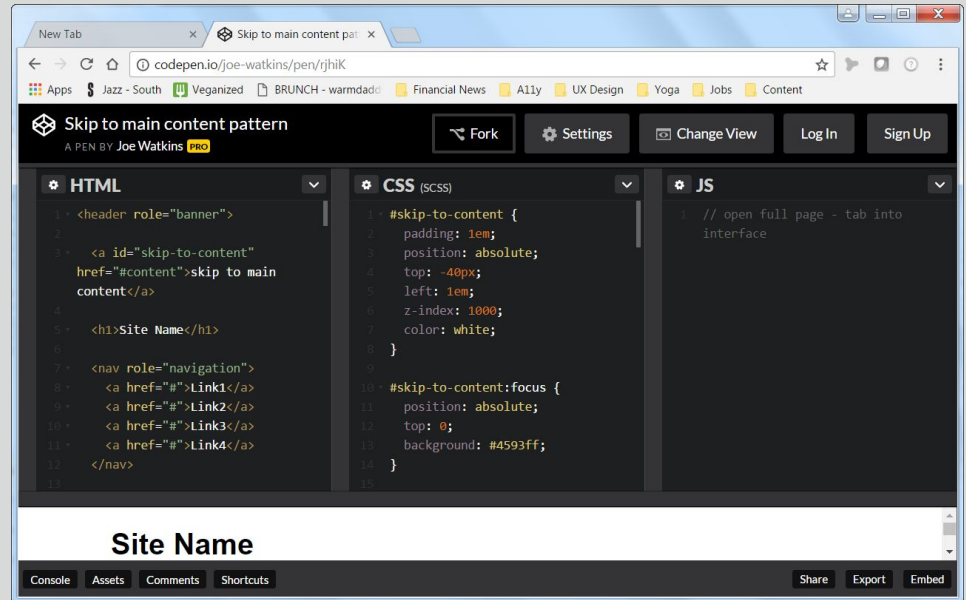
## The [A11y Project](#), an open source accessibility pattern library

The Accessibility Project is all about making web accessibility easier for designers to understand and for developers to implement. Their strategy follows these 3 principles:

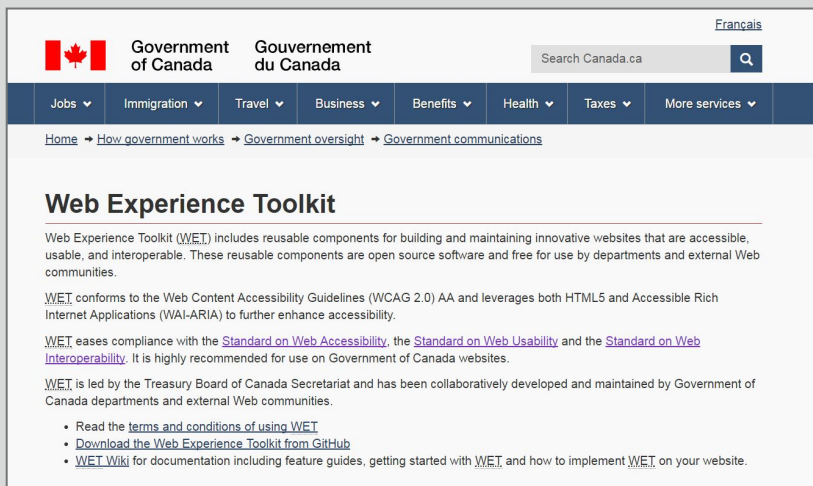
**“Digestible.** We strive to feature short, digestible pieces of content.

**Up-to-date.** The project is hosted on Github so information can be current with the latest standards.

**Forgiving.** People make mistakes and web accessibility is hard, so we seek to be encouraging.”



# Example 2: Government of Canada



The screenshot shows the Government of Canada website. At the top left is the Canadian flag and the text "Government of Canada" and "Gouvernement du Canada". To the right is a search bar with "Search Canada.ca" and a magnifying glass icon. Below the search bar is a navigation menu with items: Jobs, Immigration, Travel, Business, Benefits, Health, Taxes, and More services. Below the menu is a breadcrumb trail: Home → How government works → Government oversight → Government communications. The main heading is "Web Experience Toolkit". The text below the heading states: "Web Experience Toolkit (WET) includes reusable components for building and maintaining innovative websites that are accessible, usable, and interoperable. These reusable components are open source software and free for use by departments and external Web communities." It then lists three bullet points: "Read the terms and conditions of using WET", "Download the Web Experience Toolkit from GitHub", and "WET Wiki for documentation including feature guides, getting started with WET, and how to implement WET on your website."

One of the strongest arguments to be made for implementing A11y Pattern libraries, is found in the Canadian Government's Accessibility Support solution for all their websites.

The [Massachusetts State Government's IT had this](#) to say:

"Ever wish all federal government websites were run on common components that are accessible and secure? The Government of Canada has taken this unique approach to Web management and built a platform of standards-compliant (W3C and WCAG) components that its agencies use to build and maintain their sites. Each website can apply unique themes to control its look and feel, but the themes all run on top of these common components, ensuring their sites are accessible and secure. The reusable components of the [Web Experience Toolkit \(WET\)](#) are open source software and free for use by departments and external Web communities."

# Collaboration

## One unified Pattern Library

User Interface Solutions  
informed by Design Thinking

- Empathize
- Define
- Ideate
- Prototype
- Testing

The screenshot displays the Accessibility Pattern Library interface. The header is red with a white search bar and navigation links for Design, Brand, and IT Dev. The main content area is white with a red sidebar on the left containing a navigation menu. The main content area shows the 'Popovers' pattern page, which includes a description, usage examples, positioning options, and documentation. A tooltip is visible over the 'Edit Code' link.

**Accessibility Pattern Library** [Search] Design | Brand | IT Dev

PATTERNS

- > Core Elements
- > Components
- ✓ Modules
  - Calendar
  - Carousels (Panels)
  - Carousels (SKU)
  - Collapse
  - Collapse Extended
  - Modals
  - **Popover**
    - Product Availability
    - Messaging
    - Progress Indicators
    - Secondary Navigation
    - Transitions/Animation
- > Layouts

About  
Blog  
Resources  
Usability  
Accessibility  
New Patterns  
Team Members

Pattern Library > Modules > Popover

### Popovers

The Popover module (formerly known as a Tool Tip) is a dialog box that displays additional information about a specific element on a page. The content should be very brief and specific to the target content (interactive element) that is being explained. Please note that we are implementing the Popover Collapse module is used within Small View.  
To find the specifications, please see the [Popovers](#) wiki page.

Usage

With Title Without Title

Positioning

Automatic Popover on top Popover on right Popover on bottom Popover on left  
Expandable popover on bottom

Documentation

Popovers documentation is available through the Bootstrap site. However, the following options have been added:

Name	Type	Default	Description
Expand	boolean	false	Pushes content down

EDIT  
Edit Code  
Edit Demo

# The ROI of an **A11y** Pattern Library

Accessibility Patterns, Visual Design Patterns, IT Accessibility Resources and Accessibility Brand Standards.

## Advantages

- **A predictable cost reduction** in defects analysis occurs after the library is utilized enough to establish a secure and reliable foundation of Accessibility Models, Patterns and Requirements.
- **Ease of use** – a well organized library will make it easy for the Accessibility internal users to find what they want and do their work more easily
- A Pattern Library makes it **easier to onboard** new team members, reducing the overall time required to educate.
- A resource like this **enables Third Party Vendors to quickly ramp up** on projects that require A11y knowledge.
- **Cross Disciplinary efficiencies improve** when colleagues don't have to get help from others instead of becoming more self sufficient.
- **Pattern Libraries are used successfully in other organizations**, giving us some historical validation of the ROI models.

# A11y Pattern Library

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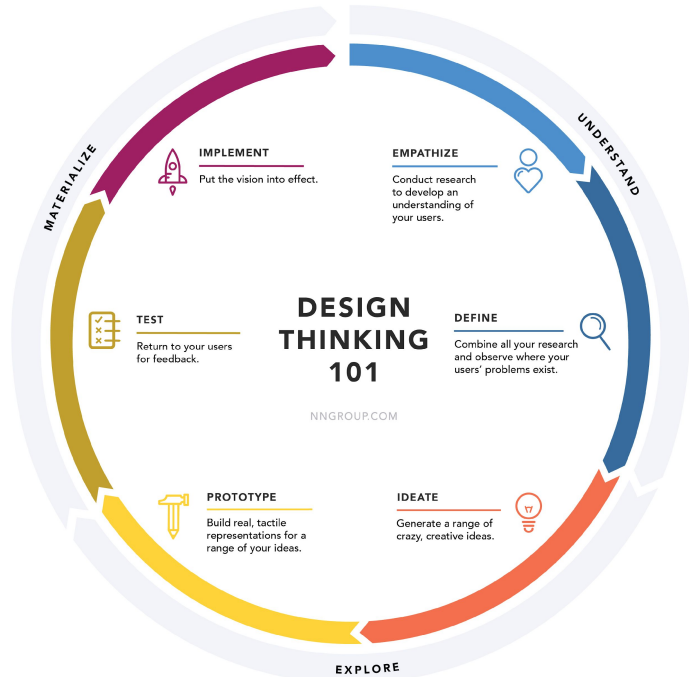
## Overview

### Consolidated A11y Resources

- Accessibility Patterns with Requirements Documentation
- IT Accessibility Resources provide code examples
- Brand Style Guides are aligned
- Usability Guidelines are documented
- Visual Design Patterns are included
- Provides a consolidated framework for Accessibility teams to communicate
- Establishes an adaptable and evolving format that can quickly change, keeping pace with technology
- JIRA integration will enhance the workflow
- A unified platform enables the organization to more efficiently govern web content operations overall.



# Collaboration



## Pattern Library Planning: Workshop?

### Brainstorming with an Agile User Story Map

Prepare a plan that uses screenshots of Kanban boards and JIRA Agile User Story workshops to do the initial user story brainstorming.

- To kick off the project the core team that will review the introduction, and then meet to collaborate on user stories that support the project and implementation.
- As part of the workshop sessions, include a business analyst to help define the financials.
- Using the Agile User Story Map feature, work inside JIRA and build out the project road map.
  - Begin the work with a core team of 3 team members who can do this in a 2-3 day workshop where they brainstorm on the Epics and User Stories.
  - Using JIRA enables us to manage, communicate and expedite the work as accountable and as responsibly as possible.

**EMPATHIZE > DEFINE > IDEATE > PROTOTYPE > TEST > IMPLEMENT**

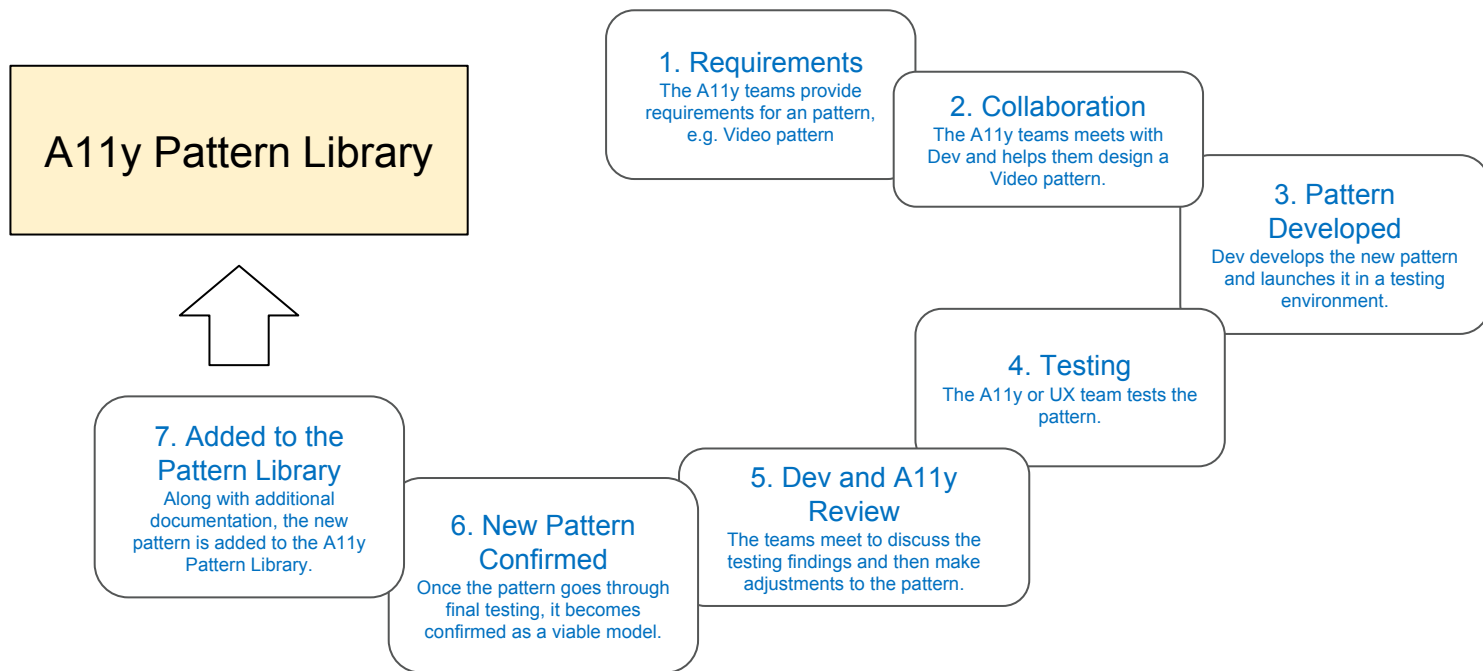
# Workshop for defining the User Stories

## Collaboration in developing a Agile User Story Map

[Agile User Story Map example:](#)

The screenshot displays the Jira Agile User Story Map interface for a project named "Sailing". The main area shows a grid of user stories organized into lanes. The top row contains stories for "Belts Cables + Hoses", "Electric System", "Flad Levels", "Propellers + Hulls", "Safety Gear", and "Fire Extinguishers". A story titled "SAIL-92" with the text "Drag and Drop" is currently being dragged over the "Propellers + Hulls" story. Below this, a "Backlog" lane contains several stories, including "SAIL-9" (about a worn belt), "SAIL-3" (about replacing components), "SAIL-14" (about charging a battery), "SAIL-22" (about propeller security), "SAIL-104" (about battery security), "SAIL-38" (about fire extinguishers), and "SAIL-35" (about serviceable units). The left sidebar shows filter options for "No Lane" and "Show at", and issue fields for "PROJECT", "EPIC LINK", "SPRINT", and "STORY POINTS".

# A11y Pattern Workflow?



# Q & A