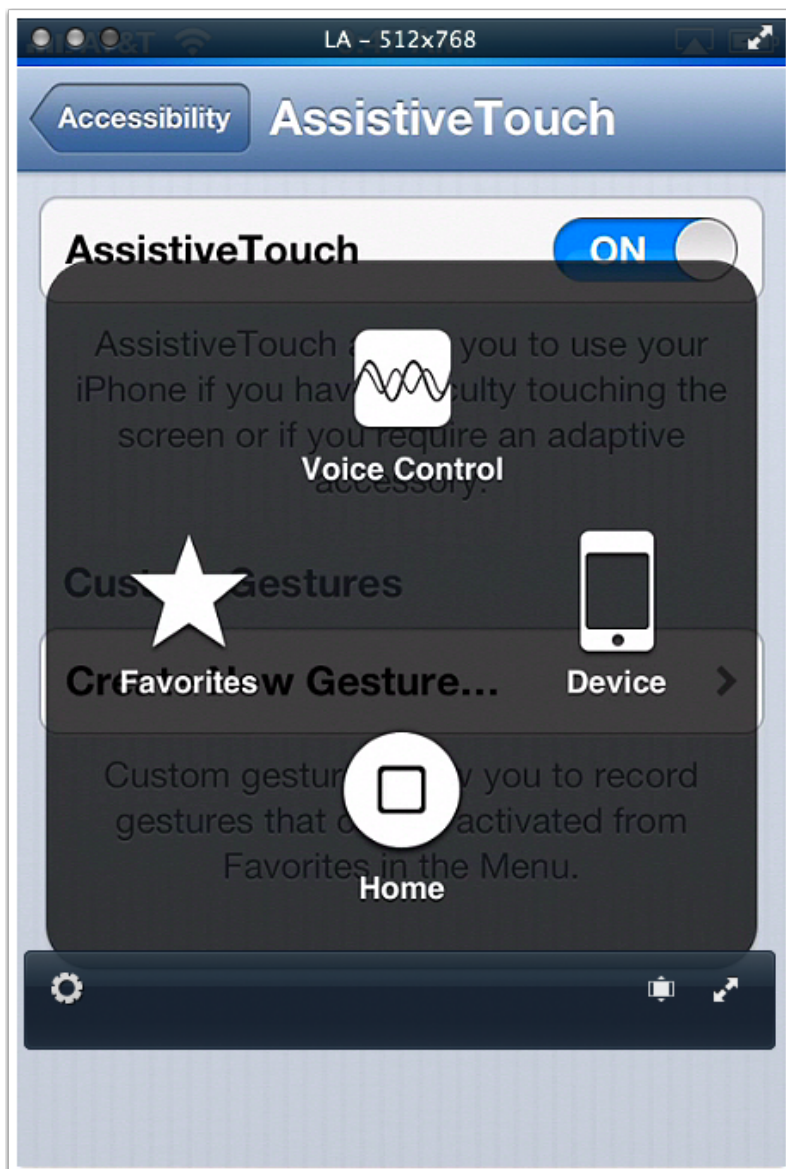


## What is Accessibility?

Apple(2013) defines accessibility to developers as, "An application is accessible when all user interface elements with which users can interact are accessible. A user interface element is accessible when it properly reports itself as an accessibility element."

## Know Your Device Capabilities.



On your iOS device go to Settings, General, Accessibility to know your device's features to utilize. The above image is an example of the Assistive Touch, when turned on, under Physical & Motor Accessibility.

## IOS Elements

An example of an element can be a button. How developers describe or label a button will determine the accessibility. For example, using the Hint code in IOS will help with VoiceOver.

## Buttons in IOS

```
    }  
    //init a UIButton (this is background color or image)  
    UIButton *thisButton = [UIButton buttonWithType:UIButtonTypeSystem];  
    [thisButton setAccessibilityHint:@"this buttons loads images"];
```



Most Buttons will already have a description: Play, Stop, Pause, or Rewind. If it a unique Button, then developers need assist a user with a disability by using the Accessibility Hint in development. When we look at the example above, David Book (2013) explains how to use the Hint to describe a button with a string. Look at the string "setAccessibilityHint:@"this buttons loads images". This Hint will assist VoiceOver in IOS in telling a person with visual impairment and a person who is blind what this particular button does. In this case it will load images. This particular Element corresponds with IOS definition, "A user interface element is accessible when it properly reports itself as an accessibility element." The Element which is the Button in this case, is reporting itself as an accessible Button, by description from using the Hint in IOS. Also don't forget the localization of the element such as: French, German, or English.

## Three Steps To Be Aware of in IOS:

1. UI looks a certain way.
2. UI describes a certain way to the Accessibility Engine in IOS.
3. Language for Localization.

## Interface Builder

IOS, in Interface Builder, has an Inspector Panel on the right. The Inspector Panel can make it easier to type in different text to describe each accessibility element.

## Credits

Apple. Retrieved from  
[http://developer.apple.com/library/ios/#documentation/UserExperience/Conceptual/iPhoneAccessibility/Accessibility\\_on\\_iPhone/Accessibility\\_on\\_iPhone.html](http://developer.apple.com/library/ios/#documentation/UserExperience/Conceptual/iPhoneAccessibility/Accessibility_on_iPhone/Accessibility_on_iPhone.html)  
on August 7, 2013.

Book, David (2013), BuzztouchAbility Training Meeting. [www.buzztouch.com](http://www.buzztouch.com)