

Microsoft's Approach to Accessible Education

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Microsoft
Accessibility
Technology for Everyone

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What We've Learned

EDU PRIORITIES

Creating Jobs
and Growth

Enabling
Innovation

Transforming
Education

EDU GOALS

World class education to support
economic growth

(78%) **84%**

Quality education to the underserved

(81%)

91%

Youth and adult workforce training
resources

(79%) **82%**

Improving infrastructure of education
systems

(74%) **77%**

IT in classroom to improve
performance

(67%) **72%**

Attracting and developing skilled
educators

(69%) **69%**

At Microsoft We Believe

An **excellent education** is a basic right and a socioeconomic and workforce imperative

Technology can economically **accelerate insight** and impact at scale

Effective, immersive learning experiences inspire **improved outcomes**

Communities of committed, collaborative participants are essential to **advancing education**



Technology for Everyone



Traditional Disability

- Blindness
- Deafness or Hard of Hearing
- Mobility
- Language & Speech
- Learning

Temporary Condition

- Repetitive Stress Injury
- Eye Fatigue
- Injury or Surgery
- Environmental Factors
- Noise & Lighting

Customer Preference

- Simpler User Interface
- Color Adjustment
- Font Size
- Input Device
 - Mouse vs. Stylus
 - Keyboard vs. Speech

Accessibility: A Guide for Educators

Empowering students with accessible technology that enables personalized learning

Microsoft



Accessibility A Guide for Educators

Empower students with accessible technology
that enables personalized learning

- 3rd edition
- Purpose
 - Ensure equal access to technology & learning
 - Help educators worldwide
- How to use the Guide
 - Chapter 1 – Personalized Learning & Accessibility
 - Chapter 2 – Impairment types & technology solutions
 - Chapter 3 – Selecting accessible technology

<http://www.microsoft.com/enable/education/>

Guide for Educators – Chapter 1

What is accessible technology?

Accessible technology is computer technology which enables individuals to adjust a computer to meet their visual, hearing, dexterity, cognitive, and speech needs.

Accessible technology ecosystem encompasses three elements:

1. **Accessibility options built into products** such as options that change font size and color, magnifiers, etc.
2. **Assistive technology products** which are specialty hardware and software products such as a screen reader or alternate input devices, e.g. sip & puff systems, etc.
3. **Interoperability** between assistive technology products, the operating system, and software programs is critical for the assistive technology product to function properly

Guide for Educators – Chapter 1

Personalized Learning & Accessibility

- Every child learns in a unique way
- Technology is key
- There is a need for accessible technology in schools
- The Challenge: Inclusive classrooms with equal access for all students
- Providing accessible technology is a school responsibility
 - Enables all students to have the same educational opportunities

Guide for Educators – Chapter 2

Impairment Types & Technology Solutions

- Defining disability & impairments
 - Vision impairments
 - Learning impairments
 - Mobility & dexterity impairments
 - Hearing impairments & deafness
 - Language impairments
- Making the computer easier to see, hear & use
 - Built-in accessibility features
 - Assistive technology products

Guide for Educators – Chapter 3

Selecting Accessible Technology

- Identifying the right mix of accessibility solutions
 - Needs assessments
 - Accessibility consultants - globally
 - Online training
- Assistive Technology product starter guide
 - Purchasing assistive technology
- Assistive technology decision tree
 - By impairment

For more Information



Microsoft Accessibility Online

www.microsoft.com/enable/

Microsoft Accessibility Update e-Newsletter

www.microsoft.com/enable/news/subscribe/

Microsoft Corporate Citizenship Online

www.microsoft.com/citizenship

Microsoft Software Developer Network (MSDN) Accessibility

<http://msdn.microsoft.com/en-us/windows/bb735024.aspx>