



Designing RIA Accessibility: A Yahoo UI (YUI) Menu Case Study

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What's Happening?



Web 1.0 vs. Web 2.0

The screenshot shows the original Yahoo! homepage from 1997. It features a large 'Y!' logo, a search bar, and various navigation links. The page is organized into several categories:

- Need a Friend?** (with American Express and Flights! ads)
- Yellow Pages** - People Search - Maps - Classifieds - News - Stock Quotes - Sports Scores
- Arts and Humanities** (Architecture, Photography, Literature...)
- Business and Economy** (Companies, Investing, Employment...)
- Computers and Internet** (Internet, WWW, Software, Multimedia...)
- Education** (Universities, K-12, College Entrance...)
- Entertainment** (Cool Links, Movies, Music, Humor...)
- Government** (Military, Politics [Xtra!], Law, Taxes...)
- Health** (Medicine, Drugs, Diseases, Fitness...)
- News and Media** (Current Events, Magazines, TV, Newspapers...)
- Recreation and Sports** (Sports, Games, Travel, Autos, Outdoors...)
- Reference** (Libraries, Dictionaries, Phone Numbers...)
- Regional** (Countries, Regions, U.S. States...)
- Science** (CS, Biology, Astronomy, Engineering...)
- Social Science** (Anthropology, Sociology, Economics...)
- Society and Culture** (People, Environment, Religion...)

At the bottom, there are links for 'My Yahoo!', 'National Yahoos' (Canada, France, Germany, Japan, U.K. & Ireland), 'Yahoo! Metros' (Atlanta, Austin, Boston, Chicago, Dallas/Fort Worth, Los Angeles, Get Local, Minneapolis/St. Paul, New York, S.F. Bay, Seattle, Washington D.C.), and 'How to Include Your Site'.

The screenshot shows the Yahoo! Mail Beta interface. The top navigation bar includes 'Search Web', 'My Web', 'Bookmarks', 'My Yahoo!', 'Yahoo!', 'Finance', 'Mail', and 'News'. The main content area displays an inbox with 19 messages. The selected message is from Dave Bauer to Eric Miraglia, dated Wed Oct 5 12:24:40 2005, with attachments 'Lab Day.zip' and 'Sports Example.zip'.

Subject: f2e Core Concepts
From: Dave Bauer <bauerd@hotmail.com>
Date: Wed Oct 5 12:24:40 2005
To: EricMiraglia@yahoo.com
Attachments: Lab Day.zip; Sports Example.zip

Eric

Here we go. If this is successful I will send a subsequent message with the zipped ppts (Day #1 and #2) attached. Currently attached is a slightly modified Lab Day and the Yahoo Sports Example I discussed with you over the phone.

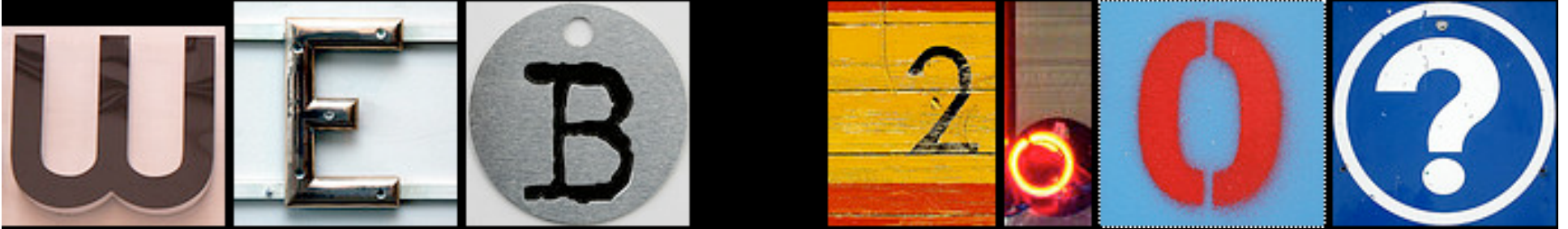
Dave

So, what do you *really* think?
Send feedback about
Yahoo! Mail Beta



Rich Internet Applications (RIAs)

- RIAs are:
 - Web apps with features and functionality of traditional desktop applications
 - Can be created in various languages:
Flash, JavaScript, Java
 - Today's talk is focused on JavaScript RIAs



Web 2.0 Design Philosophy

- **“Getting It Right The Second Time”** - Matt Sweeney
- <http://yuiblog.com/blog/2006/10/03/video-sweeney-hackday06/>



Getting It Right the Second Time

- Use technology as designed
 - Example: HTML is a small vocabulary, so choose the right tags to give the most meaning to your content.
- Do not corrupt layers of the stack
 - Examples of what not to do:
 - `class="red-button"`
 - `href="javascript:"`
- Create platforms. [Evolvability](#)
 - Encapsulation, Flexibility, Mashups, Services, Portability
- **Preserve opportunity & availability**

**Preserve opportunity &
availability**





Accessibility Defined

- Accessibility is:
 - “A general term used to describe the degree to which a system is usable by as many people as possible without modification” (cite: [Wikipedia](#))
- Often, our focus is on enabling screen-readers specifically
 - However, the resulting work is generally more far-reaching



So how can we move forward?



Three Techniques (Use Them All)

1. Standards-based Development
2. Redundant Interfaces
3. Faithful and Predictable Ports



Characteristics of Techniques

- Don't make things worse
- Provide alternatives
- Learn from other technologies
- Support improvement of a11y tech



Standards-Based Development

Don't miss the opportunity™



Approach 1:

Standards-Based Development

- Overview and Definition
 - Create and stand upon a strong markup foundation
 - Subsequent layers (CSS, JavaScript, etc.) enhance meaningful and structured markup
 - Progressive and unobtrusive enhancement
 - Don't contaminate the neighborhood
 - Be generous with markup to provide as much meaning as possible



Standards-Based Development

Example: Menu Structure

```
<div>
  <div>
    <ul>
      <li> Cut </li>
      <li> Copy </li>
      <li> Paste </li>
    </ul>
    <ul>
      <li> Select All </li>
    </ul>
    <ul>
      <li> Find (on This Page)... </li>
    </ul>
  </div>
</div>
```

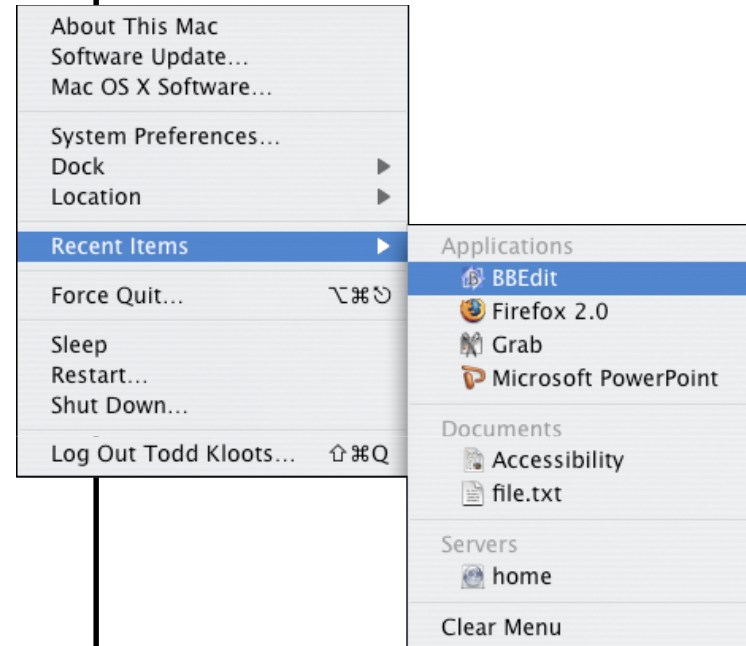
C <u>u</u> t	Ctrl+X
C <u>o</u> py	Ctrl+C
P <u>a</u> ste	Ctrl+V
Select <u>A</u> ll	Ctrl+A
F <u>i</u> nd (on This Page)...	Ctrl+F



Standards-Based Development

Example: Menu Heirarchy

```
<div>
  <div>
    <ul>
      <li> Item One
        <div>
          <div>
            <ul>
              <li> Item One </li>
              <li> Item Two </li>
              <li> Item Three </li>
            </ul>
          </div>
        </div>
      </li>
      <li> Item Two </li>
      <li> Item Three </li>
    </ul>
  </div>
</div>
```





Standards-Based Development

Example: Separators

```
<div>  
  <div>
```

```
    <ul>  
      <li> Cut </li>  
      <li> Copy </li>  
      <li> Paste </li>  
    </ul>
```

```
    <ul>  
      <li> Select All </li>  
    </ul>
```

```
    <ul>  
      <li> Find (on This Page)... </li>  
    </ul>
```

```
  </div>  
</div>
```

C <u>u</u> t	Ctrl+X
C <u>o</u> py	Ctrl+C
P <u>a</u> ste	Ctrl+V
Select <u>A</u> ll	Ctrl+A
F <u>i</u> nd (on This Page)...	Ctrl+F



Standards-Based Development

Example: Help Text

```
<div>
  <div>

    <ul>
      <li> Cut <em>Ctrl + X</em> </li>
      <li> Copy <em>Ctrl + C</em> </li>
      <li> Paste <em>Ctrl + V</em> </li>
    </ul>

    <ul>
      <li> Select All <em>Ctrl + A</em> </li>
    </ul>

    <ul>
      <li> Find (on This Page)... <em>Ctrl + F</em> </li>
    </ul>

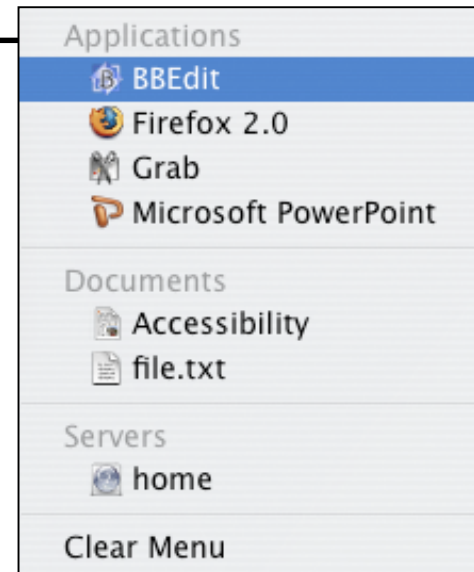
  </div>
</div>
```

C <u>u</u> t	Ctrl+X
C <u>o</u> py	Ctrl+C
P <u>a</u> ste	Ctrl+V
Se <u>l</u> ect <u>A</u> ll	Ctrl+A
F <u>i</u> nd (on This Page)...	Ctrl+F



Standards-Based Development Example: Titles

```
<div>
  <div>
    <h6> Applications </h6>
    <ul>
      <li> BEdit </li>
      <li> Firefox 2.0 </li>
      <li> Grab </li>
      <li> Microsoft PowerPoint </li>
    </ul>
    <h6> Documents </h6>
    <ul>
      <li> Accessibility </li>
      <li> file.txt </li>
    </ul>
  </div>
</div>
```





Standards-Based Development Example: Emphasis

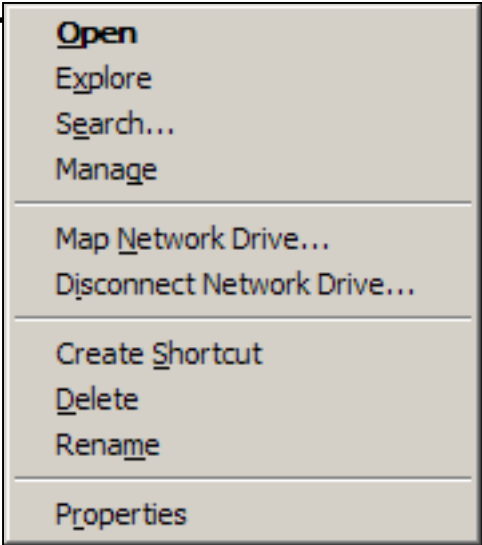
```
<div>
  <div>

    <ul>
      <li> <em>Open</em> </li>
      <li> Explore </li>
      <li> Search... </li>
      <li> Manage </li>
    </ul>

    <ul>
      <li> Map Network Drive.. </li>
      <li> Disconnect Network Drive.. </li>
    </ul>

    ...

  </div>
</div>
```



Open
Explore
Search...
Manage
Map Network Drive...
Disconnect Network Drive...
Create Shortcut
Delete
Rename
Properties



Standards-Based Development Benefits

- “With the grain” of web technologies
- Truly available to all
- Provides strong foundation
- A step toward a semantic web
- Long shelf life



Standards-Based Development Drawbacks

- Doesn't solve every problem
- *Perceived* overhead
 - Unobtrusive JavaScript, CSS-based layouts and Hixie are still less familiar techniques



Standards-Based Development Drawbacks Example

- “disabled” attribute can be applied to a limited number of elements in HTML 4:
 - `<button>`
 - `<input>`
 - `<optgroup>`
 - `<select>`
 - `<textarea>`
- This limitation makes it difficult to communicate that an element in a DHTML widget is disabled
- Existing limitation solved by [WAI-ARIA States and Properties](#)
 - Example: `<li role="wairole:menuitem" aaa:disabled="true">Copy`



Redundant Interfaces

Offer flexible interactions TM



Approach 2:

Redundant Interfaces

- Overview and Definition
 - Desktop offers multiple means of *input*
 - Choice of GUI input and command line
 - Direct movement of objects vs. configuration-based movement
 - Text fields with option of auto complete
 - Support for Tab and arrow keys
- *We must bring these redundancies to the web*



Approach 2:

Redundant Interfaces

- Overview and Definition
 - Desktop offers multiple means of *manipulation*
 - Keyboard and mouse
 - Example: Users can close a window by hitting “Esc” key or by using the close button
 - Drag-drop and form-based
- *We must bring these redundancies to the web*



Redundant Interfaces

Example: Progressive Enhancement

```
competitor.corp.yahoo.com - PuTTY
Application-style Menus Example

Application-style Menus Example

This example demonstrates how to use the Menu widget to create menus
with a look and feel similar to those of desktop applications. View
the source code of this page to see how this example comes together.

Yahoo!

* Products
  + Yahoo! Mail
  + Yahoo! Address Book
  + Yahoo! Calender
  + Yahoo! Notepad
  + Yahoo! Messenger
  + Yahoo! 360
  + Yahoo! Photos
  + Finance
  + Entertainment
    o Yahoo! Music
    o Yahoo! Movies
    o Yahoo! TV
* Search
  + Yahoo! Image Search
  + Yahoo! Directory
  + Yahoo! Local
  + Yahoo! News Search
  + Yahoo! People Search
  + Yahoo! Product Search
* Help

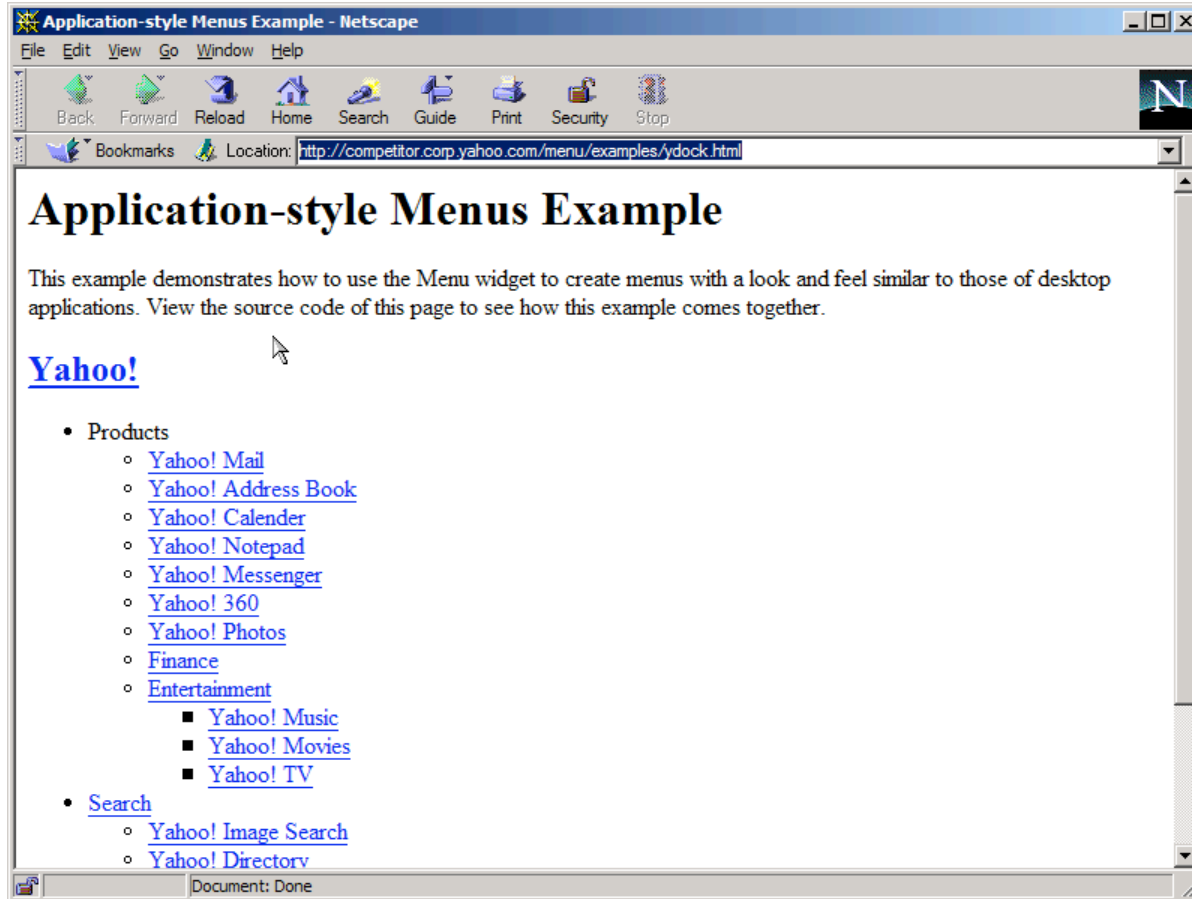
Commands: Use arrow keys to move, '?' for help, 'q' to quit, '<->' to go back.
Arrow keys: Up and Down to move. Right to follow a link; Left to go back.
H)elp O)ptions P)rint G)o M)ain screen Q)uit /=search [delete]=history list
```

- **Lynx**: text-only browser
- No JavaScript support
- No CSS support
- YUI Menu content is still meaningful and menu hierarchy is well represented because it is based on semantic markup



Redundant Interfaces

Example: Progressive Enhancement

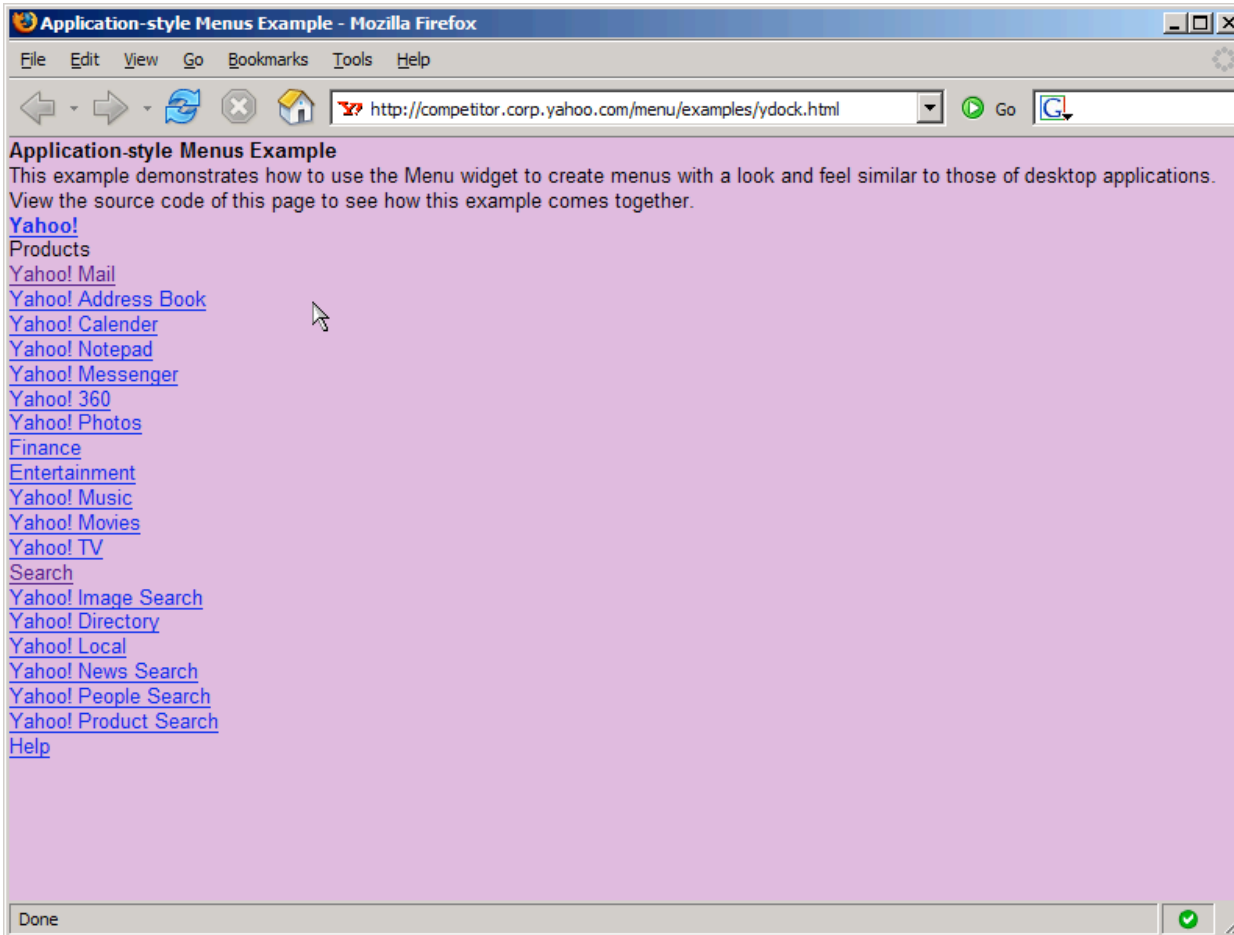


- **Netscape 4:** graphical browser with limited support for CSS and JavaScript
- YUI Menu content is still meaningful and menu hierarchy is well represented because it is based on semantic markup.



Redundant Interfaces

Example: Progressive Enhancement

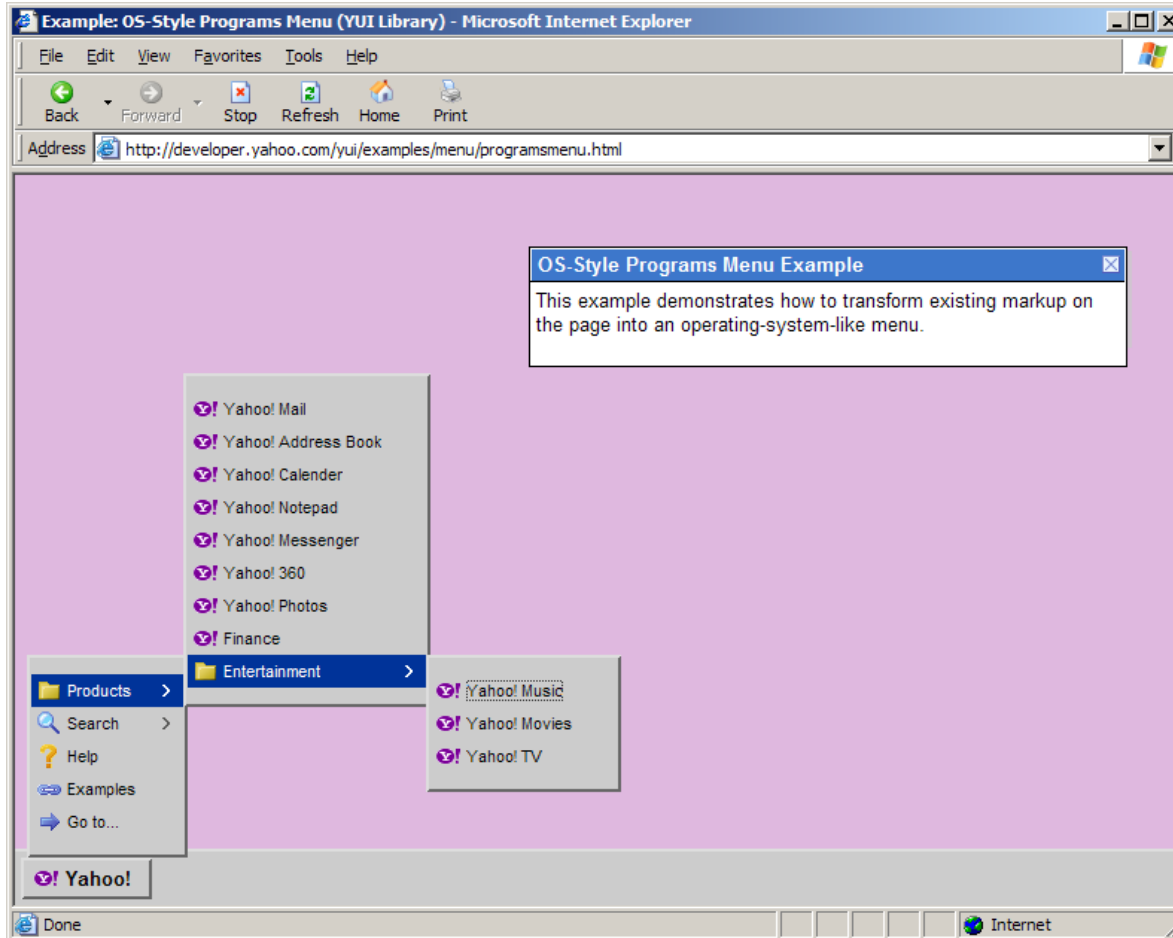


- Firefox has excellent support for CSS and JavaScript
- Paranoid users might disable JavaScript
- YUI Menu content is still meaningful and menu hierarchy is well represented because it is based on semantic markup



Redundant Interfaces

Example: Progressive Enhancement



- **IE** also has excellent support for CSS and JavaScript
- CSS and JavaScript can work together to transform the experience without sacrificing the content



Progressive Enhancement Summary

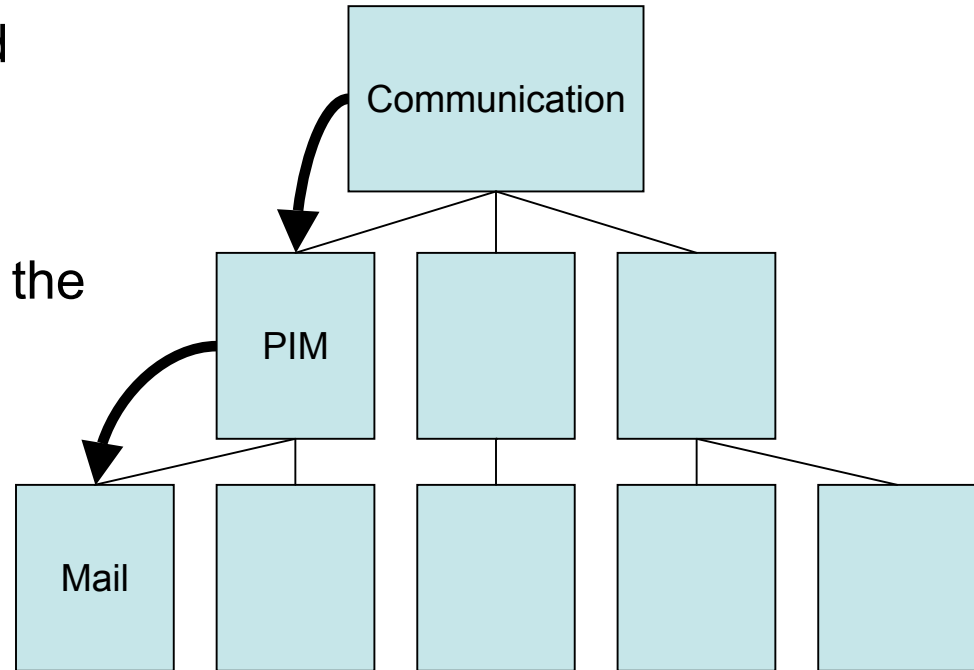
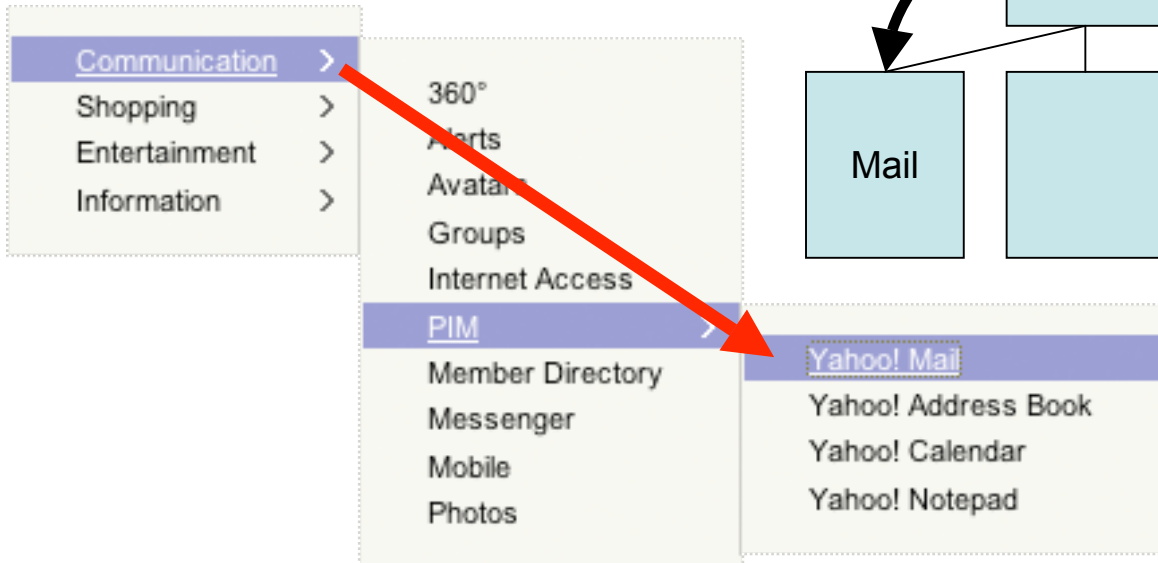
- Semantic markup makes content portable
- Progressive enhancement allow for the development of redundant interfaces that give users a choice
 - Text only interface: Lynx and Netscape 4
 - Rich, DHTML interface: Firefox and IE



Redundant Interfaces

Example: Multiple Task Flows

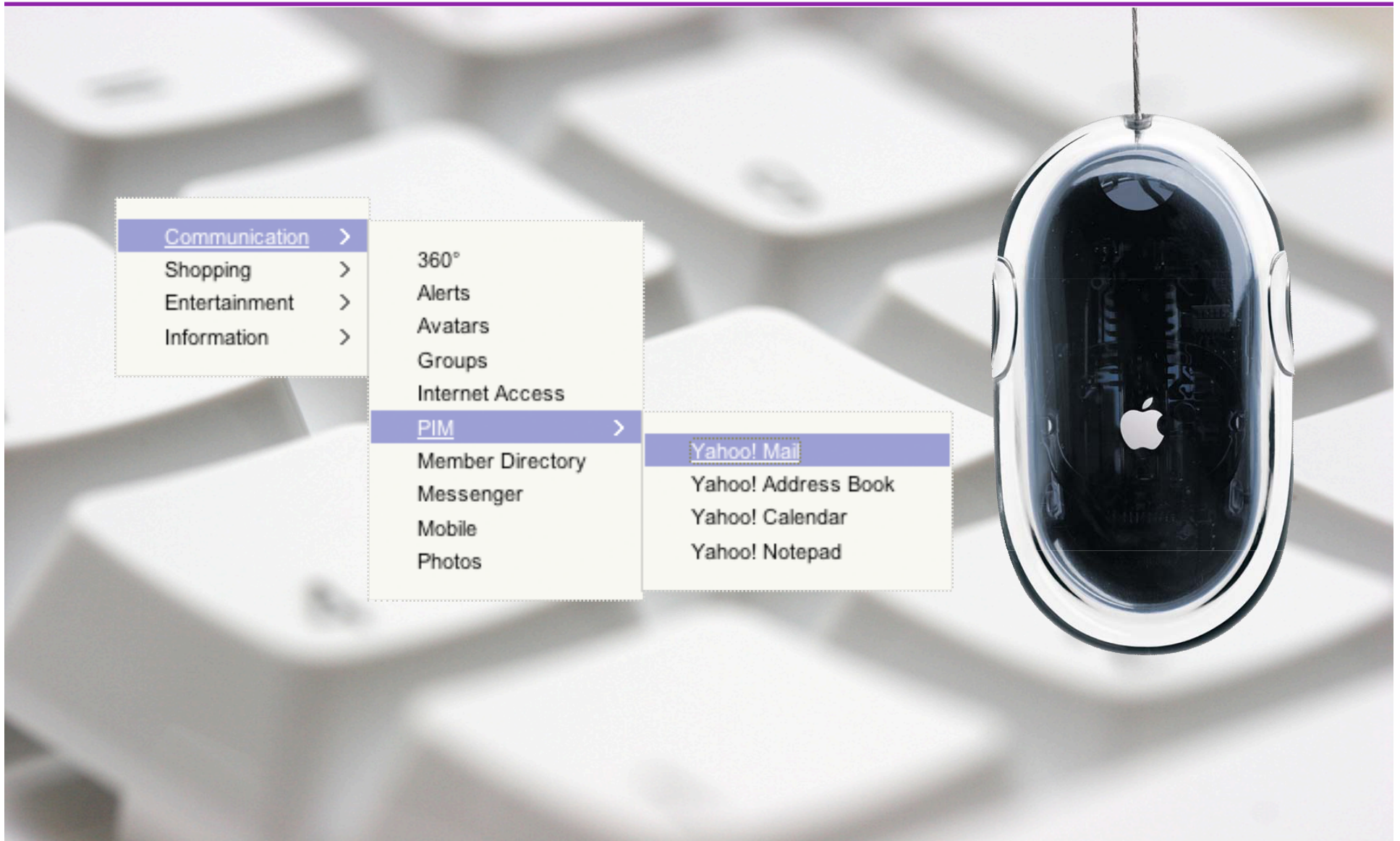
- Site should be to be navigated without DHTML
- Give users a choice
- DHTML menus gives the user the option of skipping steps





Redundant Interfaces

Example: Keyboard & Mouse Support





Keyboard & Mouse Support

Roaming tabindex="0" technique

- Start out with `tabindex="-1"` on all child items except for first, which gets `tabindex="0"`
- As user arrows around, reset previously focused item to `tabindex="-1"`
- Set newly focused item to `tabindex="0"`
- Works with Firefox and IE
- More at:
http://developer.mozilla.org/en/docs/Key-navigable_custom_DHTML_widgets



Redundant Interfaces

Example: Screen Reader Support

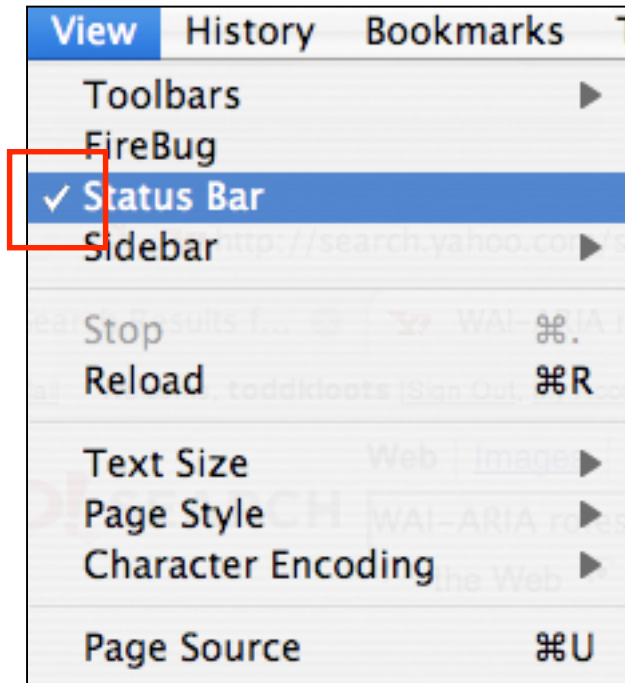


- Inline images with alt text: “Collapsed. Click to expand.”
- “click” event handler hides and shows submenu
- When submenu is made visible, content is focused and image alt text is updated: “Expanded. Click to collapse.”



Redundant Interfaces

Example: Screen Reader Support



- Inline image with alt text: “Checked.”
- Appended after the text node of the `` element
- Positioned via CSS for traditional look and feel

```
<li> Status Bar <img alt="Checked" /> </li>
```



- Learnings:
 - Use inline images over background images when appropriate
 - Screen readers respect CSS “visibility” and “display” properties
 - Set focus to new content that is made visible or appended to the page via DOM methods



Redundant Interfaces Benefits

- Better for everybody
 - Keyboard is important just as important as mouse
 - Let users choose from multiple task flows
- Transfer the complete set of expectations from the desktop to the browser



Redundant Interfaces Drawbacks

- Insufficient communication with accessibility APIs on the desktop
- Dual experiences/interfaces may pressure goals of parity
- Requires development of two experiences
 - But not 2x effort!
 - **Can actually benefit development process**



Faithful and Predictable Ports

Preserve the illusion



Approach 3:

Faithful and Predictable Ports

- Overview and Definition:
 - Mimic the desktop experience to provide:
 - Learnability
 - Discoverability
 - Completeness is critical
 - We must capture this moment in time



Example: Keyboard Access

- Hitting Esc hides a menu
- Arrow keys
 - Up and Down will go over the top
 - Right to expand submenu OR to move to the next item in the menu bar
 - Left to collapse a submenu OR to move to the next item in a menu bar
- Tabbing through items



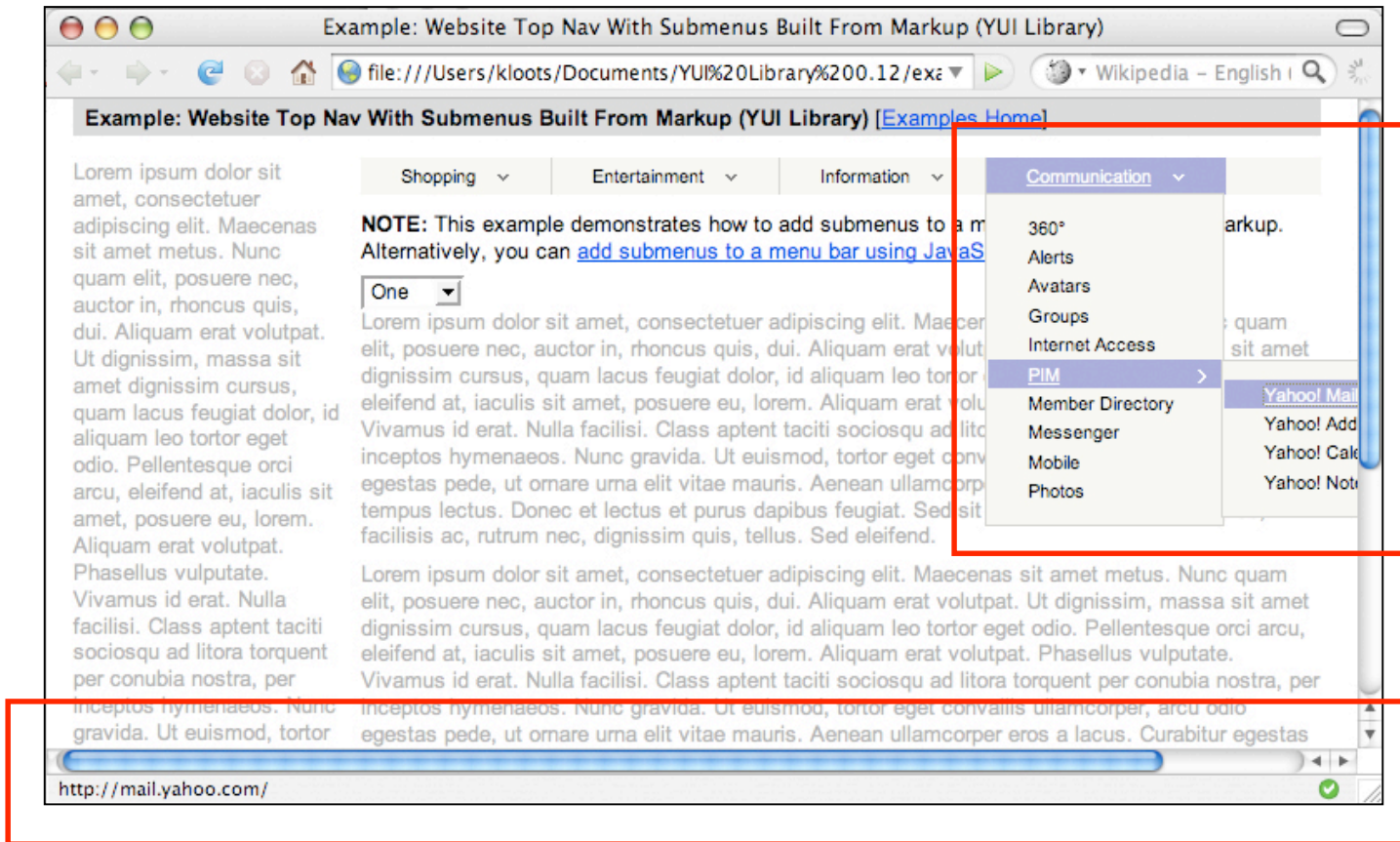
- Declare font size in relative units
- Use `<iframe>` to allow DHTML widgets to response to changes to the font size
 - Create and insert into the page via JavaScript
 - Height and width declared in EM units
 - Add a “resize” event listener



Faithful and Predictable Ports

Example: Viewport Positioning

Problem: Menus positioned outside the boundaries of the browser viewport require extra scrolling.

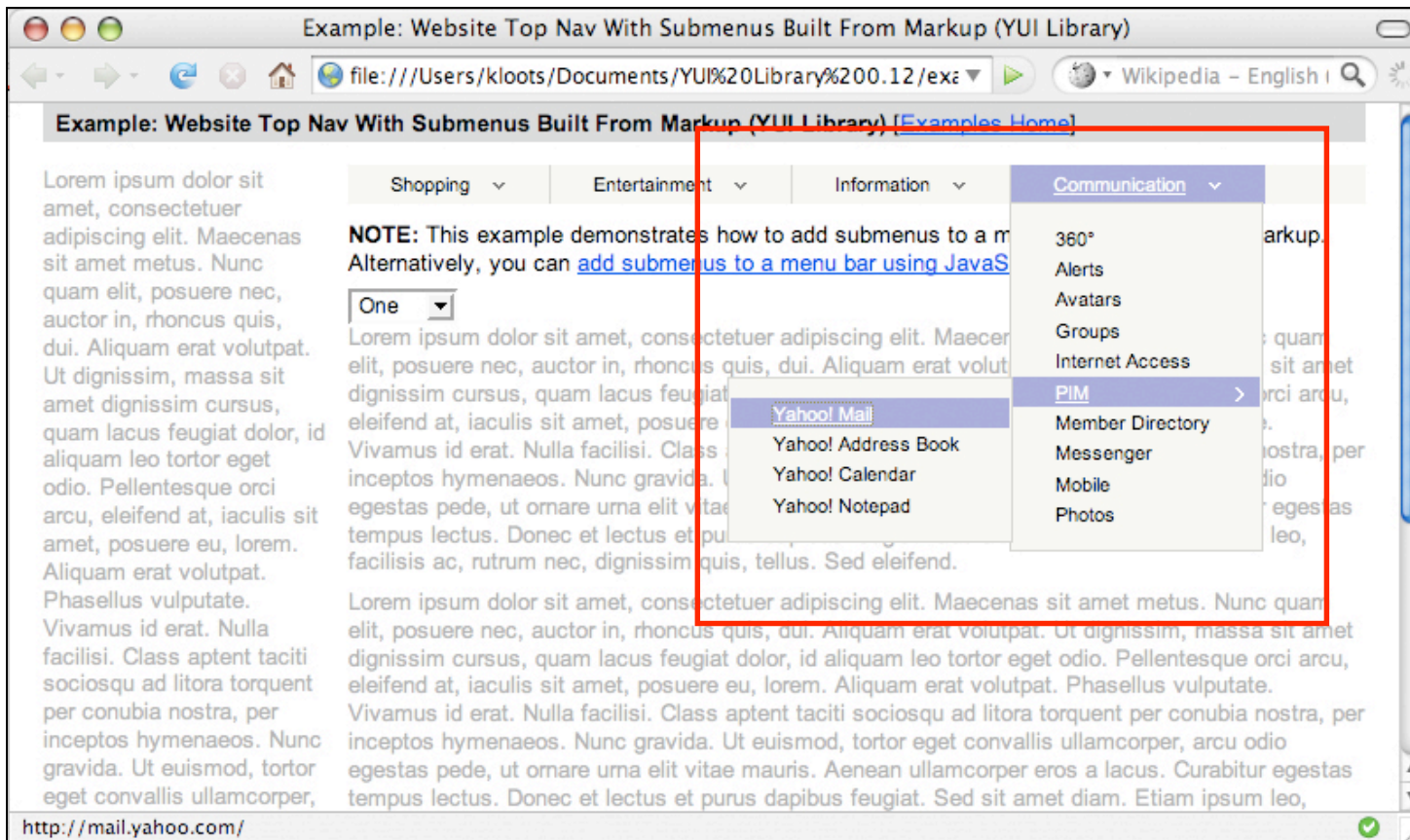




Faithful and Predictable Ports

Example: Viewport Positioning

Solution: Menus that automatically remain inside the browser viewport boundaries are more usable to all users.





Faithful and Predictable Ports

WAI-ARIA Roles & States

- Utilizes powerful and well-understood desktop API
- Map controls, events, roles and states directly to powerful and well-understood desktop accessibility APIs
- Standard and predictable enrichment of markup
- Allows ARIA on top of RIA



Faithful and Predictable Ports: Benefits

- More options for *everybody*
- Better discoverability
- Better usability
- Supports many working styles
- Establish the new platform



Faithful and Predictable Ports: Drawbacks

- Isn't always easy
- Seems heavier and/or more complex
- Not always the path of least resistance

