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Michael Papp

Rehabilitation Technology Specialist III

Alabama Department of Rehabilitation Service

Outline of iOS Accessibility

Built in Apps

1. Safari
 - a. Reader button in Address Bar.
 - b. Use with "Speak" to read webpages outloud.
2. Camera
 - a. Can easily take photos to remember information.
 - b. Can use with apps like CamScanner, EyeNote, and ColorID.
3. VoiceMemos
 - a. Can record voice notes and import into iTunes.
4. Reminders
 - a. Daily checklist of things to do.
 - b. Can sync with Outlook or similar program.

Built In iOS 6 Accessibility Features

To access the Accessibility Settings

Select Settings

Select General

Scroll to the bottom

Select Accessibility

In iOS 6, Accessibility settings are divided out based on disability types:

Vision

Hearing

Learning

Physical & Motor

Vision

1. VoiceOver
 - a. Screen Reader for vision free access
 - b. Changes gestures needed to operate the phone
 - c. Will read the Screens and can read most apps (if the programmers wrote the app correctly)
 - d. Also controls settings for BlueTooth Braille displays
2. Zoom
 - a. Screen magnifier for people with low vision
 - b. Will enlarge entire screen, similar to ZoomText of SuperNova

- c. Can easily change zoom with finger gestures
- 3. Large Text
 - a. Helpful for those with light to moderate vision loss
 - b. Will adjust font size in Mail, Contacts, Calendars, Messages, and Notes
 - c. Does not adjust text size in other apps
- 4. Invert Colors
 - a. Single option to reverse colors on screen with their color compliment (color wheel)
- 5. Speak Selection
 - a. This option allows someone to select text on the screen and click and option to have it read out loud to them. Works in most apps. Great tool to use with Reader button in Safari.
 - b. Very helpful both for vision impairment and learning disabilities.
- 6. Speak Auto-Text
 - a. Automatically speaks when automatic spelling correction makes a change to your typing or capitalizes a word.
 - b. Helps people with vision and learning disabilities.

Hearing

- 1. Hearing Aid Mode
 - a. Will allow device to work better with some hearing aids
- 2. LED Flash for Alerts
 - a.
- 3. Mono Audio
 - a. Used by those who are deaf in one ear
 - b. Will route all sound in stereo headphones to just one ear
- 4. Left and Right audio channel balance
 - a. Allows those with some hearing loss in one ear to amplify headphone for that ear as needed.

Learning

- 1. Guided Access
 - a. For uses (such as children or people with autistic spectrum disorder) to limit access and keep them in the one app you want them to use.
 - b. Enable Guided Access, enter a Passcode, start the app you want to use, then click the Homebutton 3 times to start.
 - c. Can limit access to hardware buttons, such as volume control, home button, and sleep/off button
 - d. Can also disable parts of the screen.

Physical & Motor

1. AssistiveTouch
 - a. Allows users to make iOS gestures with single finger or mouthstick/stylus.
 - b. Touch AssistiveTouch button will bring up menu to access voice control, favorite gestures, Device buttons and motions, and the Home button.
 - i. Voice Control
 1. Dial or call a contact
 2. FaceTime
 3. Media Player (play song, artist, etc)
 - ii. Favorite Gestures
 1. Create gestures, such as pinch to zoom, that can be done with a single finger.
 - iii. Device
 1. Lock Screen
 2. Rotate Screen
 3. Volume Up and Down
 4. Mute/unMute
 - c. Can create new custom gestures as needed
2. Home-Click Speed
3. Incoming Calls

Triple Click

1. Triple Click Home
 - a. Setting allows three clicks of Home Button to select or start VoiceOver, Invert Colors, Zoom, or AssistiveTouch
 - b. If one is checked, triple click starts it, if more than one is checked, a menu of options will appear

Resources

<http://www.apple.com/accessibility>