

Accessibility Glossary

MAR*TEC

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A B C D E E G H I J K L M N O
R S T U V W X Y Z

Animation: movement given to otherwise still objects that forms a liquid transition state of movement to the next.

Assistive technology: Assistive technologies are special hardware and software students with disabilities to engage with technology. Examples include screen readers, magnifiers, special keyboards, joysticks, and switches.

Bitmap images: defines a color and place for a "bit" of space on the computer screen. A bitmap is a collection of "bits" of color located near each other to create an image. Software producers often use images to indicate specific actions within the software. Example bitmap images include big block arrows indicating that the user will advance or retreat through the software; printer buttons indicating that the information on the screen will be sent to the printer, file folders indicating the information will be saved, and/or exit buttons indicating that the student will quit the software. The standard refers only to bitmap images that indicate an action. An image used strictly for decoration is not covered by this definition.

Color setting: preferences for color of images and fonts on the screen can be set in the operating system.

Contrast setting: preferences set by a user in reference to the differences between light and dark areas on a display screen.

Cursor: is a position indicator on the display screen where a student can enter text.

Default: a pre-designed value or setting within an electronic form. For instance, a radio button can be set at "on" or "off." A checklist may have one choice highlighted, requiring the student to change the default if they want to indicate another choice. A pull-down list may pre-select a word for the student.

Electronic form: Electronic forms request the student to provide information either by typing text into a text box, clicking a radio button "on" or "off," or selecting an answer from a pull-down list.

Focus Point/Pointer: Students must know where they are in the software, even if they can't see the screen. The focus point indicates where the student is on the screen and helps him understand what he should do (select an icon to change screens, type text etc.).

Icon: is an image that identifies controls of the software, provides status indication, and is a pragmatic element of the software. Examples of icons include big block arrows indicating

the user will advance or retreat in a linear progression through the software; printer indicating that the information on the screen will be sent to the printer, file folders if the information will be saved, and/or exit signs indicating that the student will quit the software.

Magnifier: is a feature of Windows XP Operating System that allows students to enlarge and menus.

MouseKeys: is a feature of the Windows Operating system which allows students to use a numeric keypad to move the pointer, click, double click, and drag objects.

Operating System: The operating system is the "core" computer software that runs all the other programs in a computer. Windows 95, Windows 98, WindowsXP, Mac OS X, O.S. 10, and Linux are all examples of operating systems.

Radio buttons: onscreen buttons or check boxes that allow only one selection. If one is checked or button selected any subsequent selection will reject or deselect the original response.

Screen readers: software programs that are designed to read the text on a computer screen aloud.

Slow Keys: is a feature of the MAC Operating System which allows students to change the length of time it takes for keystrokes to be registered on the screen. This allows for keys to be pressed accidentally without effect.

Text attributes: a characteristic that changes the visual elements of a character. Examples include bold, italics, and font size.

User interface elements, controls or program functions: include buttons, checkboxes, menus, toolbars, scroll bars, and any other feature of a program that is used to allow the user to perform some function. This standard requires that text be associated with each element and its current state of condition (turned on/off, highlighting the element, etc.). For assistive technology to operate efficiently, it must have access to information about a program's controls to be able to inform the user of the existence, location, and status of all controls.

55 Hz: Hertz (Hz) is a unit of frequency of change that occurs at one cycle per second. Electrically powered equipment, even an incandescent light bulb, has a "flicker" due to alternating current. In ordinary lights, the electrical current changes direction 120 times per second or 60 cycles per second. (60 Hz in the U.S., 50 Hz in Europe). However, there does not appear to be any significant incidence of photosensitive seizures being induced by the frequency of ordinary lights. If a software image is cycling faster than 55hz you would not be able to discern movement in one second. The image would be moving too fast to detect.

2Hz: Hertz (Hz) is a unit of frequency of change that occurs at one cycle per second.

problem area for students with photosensitive epilepsy is with images moving faster than 55 cycles per second, but slower than 55 cycles per second. Tap your foot and count "one thousand, two one thousand, three one thousand." Now count the number of times the image flashes on the screen. Is the image flashing slower or faster than you were tapping? If the image flashes slower, it probably isn't a problem. If the image flashes faster, it may be a problem for a student with photosensitive epilepsy.