

# Shift Left, and Up



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# Three Parts



Shift Left



Necessary Support



Leadership from  
Leadership

Systems are not well informed about accessibility.

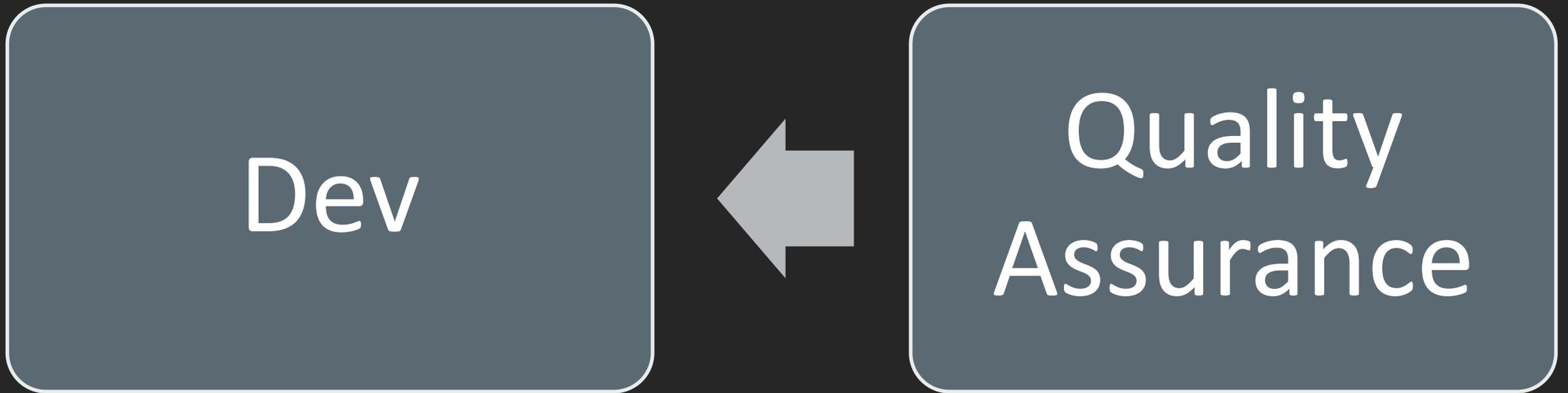
# Shift Left

- In general, account for requirements earlier in projects
  - Things like security, functionality, and appearance
- For accessibility: lots of possible shifts

# Why?

- Better inform the system
- Increase efficiency
- Increase the speed of delivery
- Establish accessibility as a requirement
- Lower tension
- Deliver better experiences

# The First Shift



# First Shift Benefits



More brains



Less tension



More knowledge

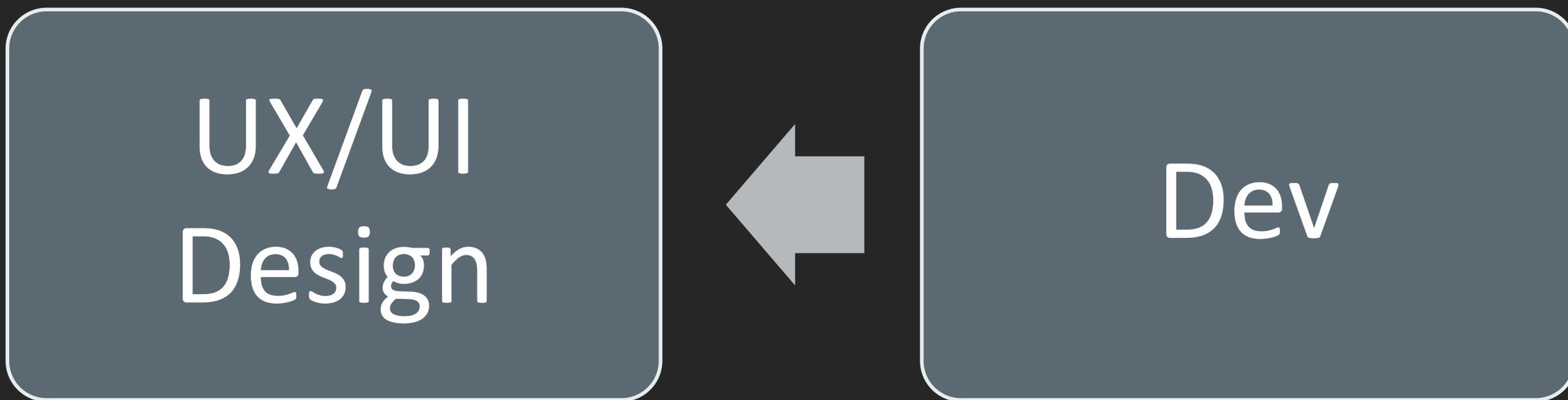


More integration

# First Shift Impacts

- Reduction in accessibility barriers
- Begin documenting accessibility
- Begin to normalize accessibility
- But, troublesome interactions still ship

# The Second Shift



# Second Shift Benefits



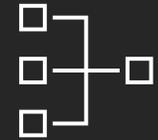
More brains



Less tension



More knowledge



Efficiency gains

# Second Shift Impact

- Reduction in accessibility barriers
- Begin documenting accessibility in wireframes, mockups, etc.
- Catch visual barriers before they're loved
- Catch functional barriers before they're loved

# The Third Shift

UX/UI  
Research



UX/UI  
Design

# Third Shift Benefits



More brains



Less tension



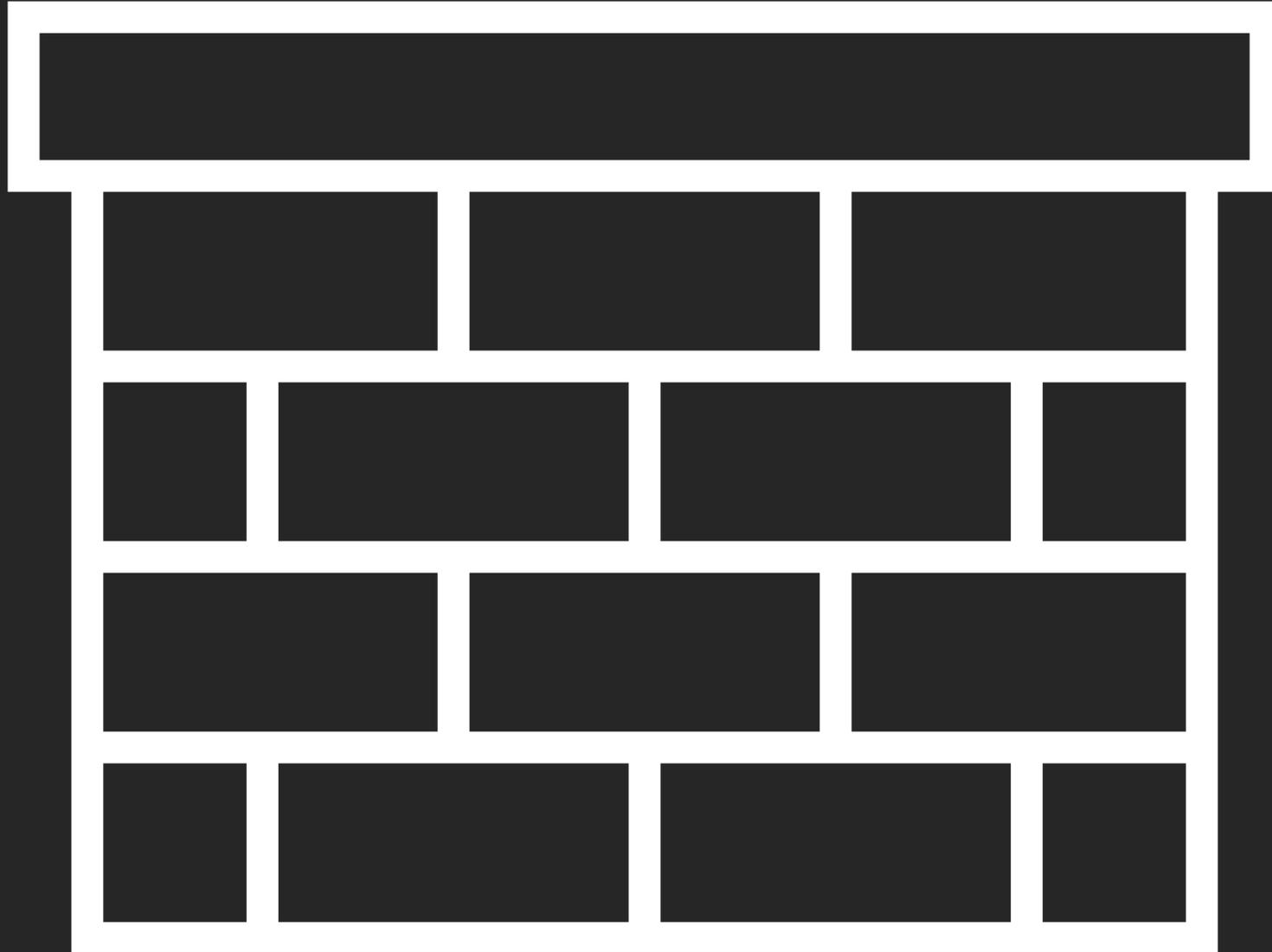
More knowledge



Anchor  
accessibility

# Third Shift Impact

- Reduction in accessibility barriers
- Inform the rest of the system
- Gain critical perspectives from people with disabilities
- Build evidence to make the case internally



Well, really, supporting people.

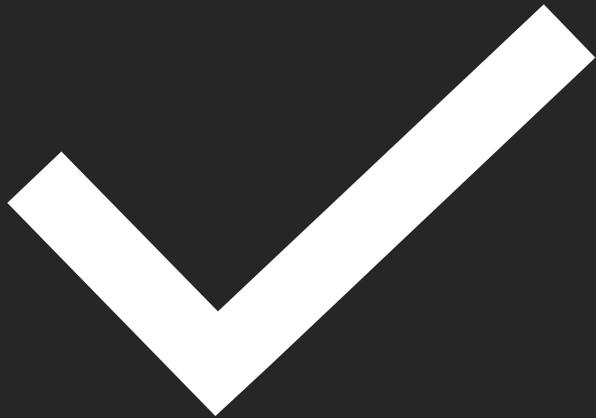
# SUPPORTING SHIFT LEFT

# Structural Support



# Acceptable Slowing Down

**New CMS**



**Implementing accessibility**



# Accessibility Skills are New Skills



# Making Time

- Need more when tools and skills are brand new
- Project managers need to facilitate project teams
- Product managers need to facilitate project managers
- Senior leadership needs to facilitate product managers

# Inclusive Personas

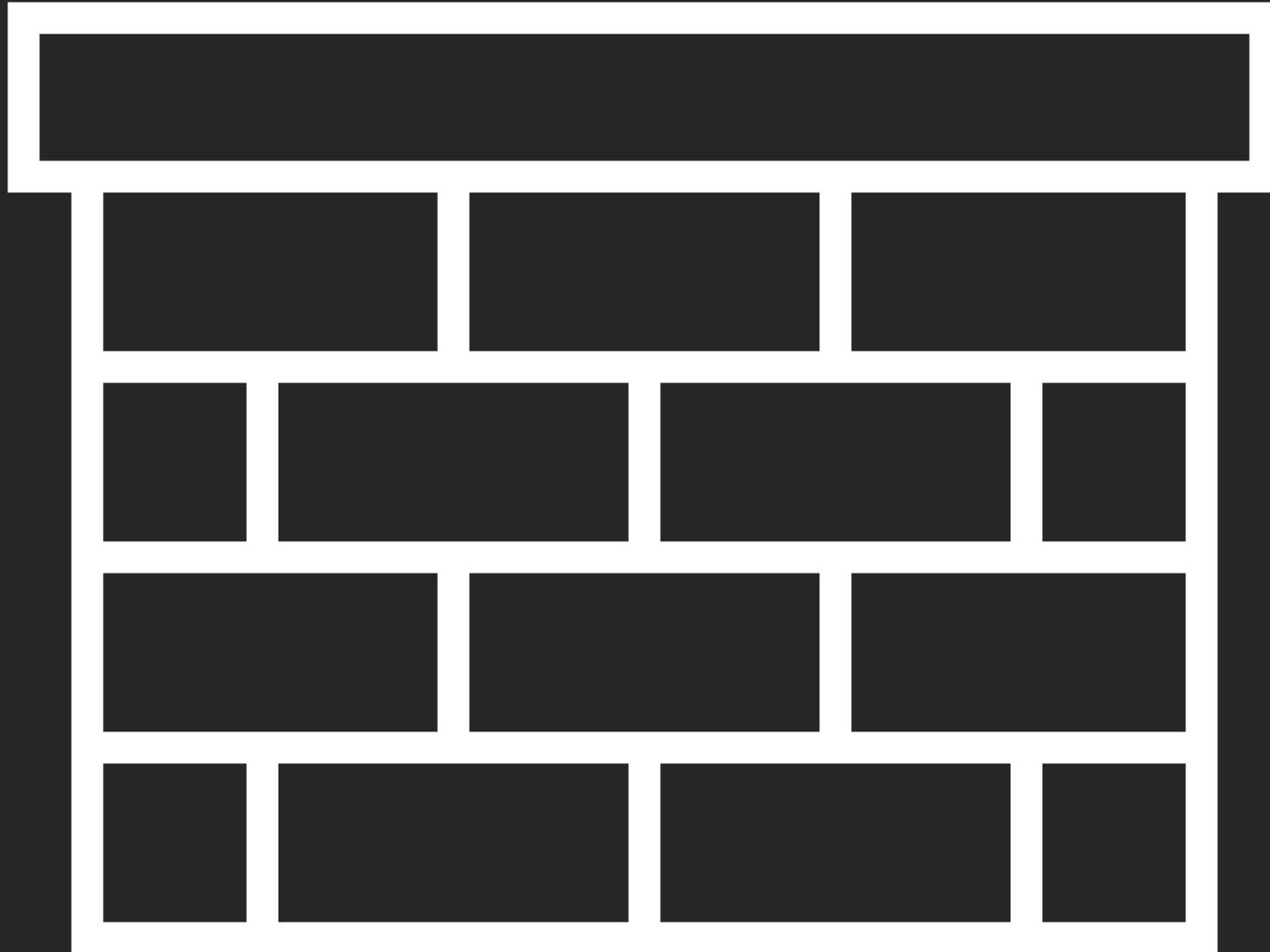
- Derive from UX/UI research
- Focus on humans
- Increase awareness of what's needed and possible
- Example
  - [Stanford University inclusive personas](#)
- Make accessibility a norm

# Accessibility in Design Artifacts

- Wireframes
- Mockups
- Prototypes
- Make accessibility a norm
- [Figma demo](#)

# Accessibility in Design Systems

- Provides accessible components and patterns
- Can be a cross reference for artifact annotations
  - Scaffolding for sustainable, scalable practice
- Makes accessibility a norm
- Examples
  - [U.S. Web Design System](#)
  - [ARIA Authoring Practices Guide](#)



Thoughts and Advice

# SHIFT UP

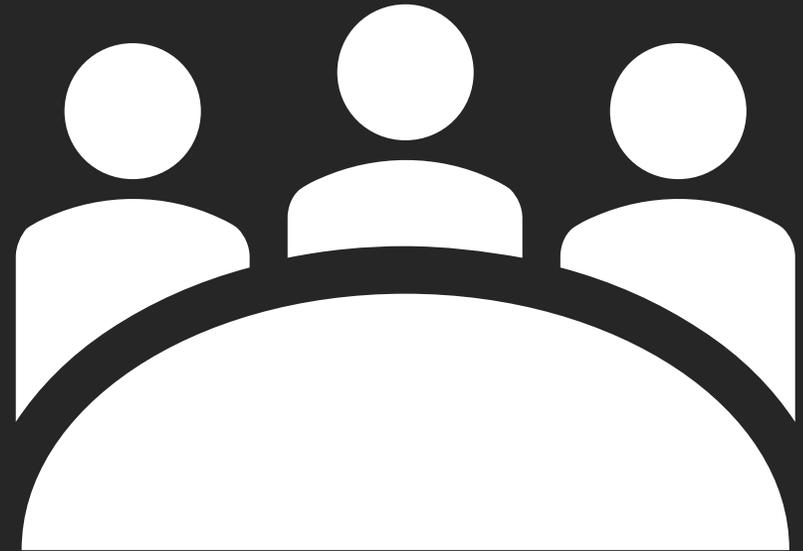
It's time to speak directly to the challenges posed by  
leadership "support."

# A Brief Word about Leadership

- Senior leadership (VP and higher) is critical
- Need more than buy-in, support
- Need facilitators, champions
- Establish accessibility as a cultural norm

# Have to Sell Accessibility

- Push it to where it's not
- Asking for spending
- Juggling interests
- Scarce resources
- Relationships are key
- Messaging is critical



# Learn, Don't Guess

- Look to other initiatives and roles
- User research
  - Goal: discover motivations, concerns, etc. in leadership
  - Audience: insightful people
- Literature review
  - Policies, documented workflows, existing messaging

# A/B Testing (Sort of)



- Brainstorm pros and cons of messages:
  - Return on Investment
  - Wider reach
  - Competitive advantage
  - Quality of product/experience
  - Mission, vision, values
  - Risk management
  - Human rights
  - Practical need



# Avoid Traps

- Some justifications won't be well received
- Know what to avoid
- Recovery can take time



# When it Doesn't Work



- Pause the push
- Objectively reflect on the effort/approach
- Don't be Icarus
- Set boundaries
  - Take a lunch break, for example
- It's (probably) not your fault

# Thank You!

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