



FAST

Facilitating Accessibility
in Support of Tourism



C1. Short-term joint staff training activity methodologies

1. Short-term joint staff training activity methodologies

1.1 Module IV – ICT (Accessibility of Digital Content for People With Disabilities)


Title	Understanding hearing barriers
Activity associated with module	Module IV – ICT (Accessibility of Digital Content for People With Disabilities)
Aim	The aim of this activity is to explore, discuss and come to an understanding as of how people with hearing loss experience videos, and what it means to them if a video is with or without accessibility elements such as Closed Captions.
Duration	20 minutes
Group size	15 people, divided in groups of 3 (the number of participants can be higher or lower if needed)
Preparation and resources	<p>The trainer should make sure that there is an internet connection and that each group has at least 1 mobile device (preferably computer with a keyboard) to work on.</p> <p>Materials needed: computer, keyboard, blackboard</p>
Steps description	<p>The trainer should start the activity by dividing the participants in small groups of 3 and explain the task.</p> <p>He/she should invite participants to open their digital devices and follow the instructions:</p> <ol style="list-style-type: none"> 1. Turn off the speakers on your computer and watch the video here: https://vimeo.com/127940467. Discuss what you understood from the video. 2. Then watch the same video again at this link: https://youtu.be/8lk_LHmZx8Y. The speakers should still be turned off, but this time turn on Closed Caption (CC button) in case they don't turn on already. 3. After watching both videos, discuss again in a group how much you understood and compare your experience with the first time you watched the video. <p>This task should take around 10 minutes.</p> <p>After seeing the videos and discussing them in the group, the trainer invites participants to share their experience and findings. First, the answers will be noted down on a blackboard. After this is completed, the trainer will go through the responses that were given by the groups and start a discussion. (This part of the activity should take around 10 additional minutes.)</p>
Risks and recommendation	No risks are foreseen for the implementation of the activity.

1.2 Module IV – ICT (Accessibility of Digital Content for People With Disabilities)


Title	Understanding visual barriers
Activity associated with module	Module IV – ICT (Accessibility of Digital Content for People With Disabilities)
Aim	The aim of this activity is to explore, discuss and come to an understanding the ways that people with visual loss use the web and what types of barriers they face when navigating the websites in search for the needed information online.
Duration	30 minutes
Group size	15 people, divided in groups of 3 (the number of participants can be higher or lower if needed)
Preparation and resources	<p>The trainer should make sure that there is an internet connection and that each group has at least 1 mobile device (preferably computer with a keyboard) to work on.</p> <p>Materials needed: computer, keyboard, blackboard</p>
Steps description	<p>The trainer should start the activity by dividing the participants in small groups of 3 and explain the task.</p> <p>He/she should invite participants to open their digital devices and follow the instructions:</p> <ol style="list-style-type: none"> 1. Download and install on the computer Web Disability Simulator (a Google Chrome Extension; link: shorturl.at/fBDFS) 2. Open the website of your choice, click on the Web Disability Simulator icon  and try out the different disability simulations in the »Sight« category. 3. Try out the simulator on different websites (for example, the websites of your organisations, tourism organisations in your area, or different tourism information websites). 4. Discuss how each website could be improved to make it more accessible. Consider also the advice given in the Web Disability Simulator. 5. You can also download and install on the computer Skilltde Disability Simulator for web that includes also Screen Reader simulation (a Google Chrome Extension; link: shorturl.at/egq18). 6. After installation, explore different websites also with Screen reader simulator to better understand the way and the barriers blind people face when navigating the websites in search for the needed information online. 7. For starting click on the Skilltde Disability Simulator icon  and select »Blindness« category on the top of the frame. 8. Try out the screen reader simulator on different websites and discuss the experience in the group. <p>This task should take around 20 minutes.</p>

	After completing the task, the trainer invites participants to share their experience and findings. First, the answers will be noted down on a blackboard. After this is completed, the trainer will go through the responses that were given by the groups and start a discussion. (This part of the activity should take around 10 additional minutes.)
Risks and recommendation	No risks are foreseen for the implementation of the activity.

1.3 Module IV – ICT (Accessibility of Digital Content for People With Disabilities)

Title	Understanding cognitive barriers
Activity associated with module	Module IV – ICT (Accessibility of Digital Content for People With Disabilities)
Aim	The aim of this activity is to explore, discuss and come to an understanding as of how people with cognitive impairment use the web and what kind of barriers they face when navigating the websites in search for the needed information online.
Duration	20 minutes
Group size	15 people, divided in groups of 3 (the number of participants can be higher or lower if needed)
Preparation and resources	<p>The trainer should make sure that there is an internet connection and that each group has at least 1 mobile device (preferably computer with a keyboard) to work on.</p> <p>Materials needed: computer, keyboard, blackboard</p>
Steps description	<p>The trainer should start the activity by dividing the participants in small groups of 3 and explain the task.</p> <p>He/she should invite participants to open their digital devices and follow the instructions:</p> <ol style="list-style-type: none"> 1. Download and install on the computer Web Disability Simulator (a Google Chrome Extension; link: shorturl.at/fBDFS) 2. Open the website of your choice, click on the Web Disability Simulator icon  and try out the different disability simulations in the »Read and Write« and »Concentration« categories. 3. Try out the simulator on different websites (for example, the websites of your organisations, tourism organisations in your area, or different tourism information websites). 4. Discuss how each website could be improved to make it more accessible. Consider also the advice given in the Web Disability Simulator. <p>This task should take around 10 minutes.</p> <p>After completing the task, the trainer invites participants to share their experience and findings. First, the answers will be noted down on a blackboard. After this is completed, the trainer will go through the responses that were given by the groups and start a discussion. (This part of the activity should take around 10 additional minutes.)</p>
Risks and recommendation	No risks are foreseen for the implementation of the activity.

1.4 Module IV – ICT (Accessibility of Digital Content for People With Disabilities)

Title	Understanding physical barriers
Activity associated with module	Module IV – ICT (Accessibility of Digital Content for People With Disabilities)
Aim	The aim of this activity is to explore, discuss and come to an understanding as of how people with physical impairment use the web and
Duration	30 minutes
Group size	15 people, divided in groups of 3 (the number of participants can be higher or lower if needed)
Preparation and resources	<p>The trainer should make sure that there is an internet connection and that each group has at least 1 mobile device (preferably computer) to work on.</p> <p>Materials needed: computer, keyboard, blackboard</p>
Steps description	<p>The trainer should start the activity by dividing the participants in small groups of 3 and explain the task.</p> <p>He/she should invite participants to open their digital devices and follow the instructions:</p> <ol style="list-style-type: none"> 1. Open the website of your choice, click on the Web Disability Simulator icon  and try out the disability simulations in the »Mobility« category. 2. Try out the simulator on different websites (for example, the websites of your organisations, tourism organisations in your area, or different tourism information websites). 3. Discuss how each website could be improved to make it more accessible. Consider also the advice given in the Web Disability Simulator. 4. Think about which elements of the web pages you accessed in the simulator were the most difficult to access. 5. Next, try to navigate the same web pages without a mouse, using only the keyboard (TAB, SPACE, up, down, left and right arrows). 6. Discuss your findings based on your exploration with the keyboard navigation. Which websites were the most accessible? Were there any areas where you had access problems and were unable to reach a particular item? Consider also how you could improve the accessibility of individual pages. <p>This task should take around 15 minutes.</p> <p>After completing the task, the trainer invites participants to share their experience and findings. First, the answers will be noted down on a</p>

	blackboard. After this is completed, the trainer will go through the responses that were given by the groups and start a discussion. (This part of the activity should take around 15 minutes.
Risks and recommendation	No risks are foreseen for the implementation of the activity.



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