

The web-site is now in readonly mode. Login and registration are disabled. (28 June 2019)

FRI: Including Everyone Project (Cathy McGovern)

☆ [Favourite](#) 374 views 2 favourites

A knowledge sharing series of How To guides to aid the production of accessible e-learning.

<https://sway.office.com/76MBI59G9Z2pmvqm?ref=Link>

Project Title – *IncludingEverybody; A project* .

A knowledge sharing series of How To guides to aid the production of accessible e-learning.

‘... the future is already here — it’s just not very evenly distributed’ (Gibson, 2018).

Developments in technology are evolving rapidly and increase the means to include a diverse range of people who would not traditionally have had access to knowledge capital. Moreover, developments in mainstream consumer technologies have reduced the gap between what was specialized assistive technologies and mainstream off-the-shelf products with built-in inclusive design (James & Draffan, 2018). These technologies could benefit many, if they have digital access, are aware of them, and have the digital literacies to utilise them (McGovern, 2018).

The UN Convention on the Rights of Persons with Disabilities (UN General Assembly, 2007) promotes, ‘the design, development, production and distribution of accessible information.’ This knowledge sharing project is prompted by a noted lack of awareness. Firstly, the World Health Organisation points out that, “unless professionals and people with disabilities are aware of their (assistive devices) existence, they will not benefit from them, so information sharing and awareness is vital” (2011, p. 188)

Critically engaging with the actual steps involved in reducing exclusion is significant to addressing the reality that meeting the learning needs of some may create barriers for others (Griful-Freixenet, et al., 2017). Doing this also important for people who experience exclusion from mismatched human interactions, from a temporary injury or context, or from a situation (Microsoft, 2016). Potentially us all, in fact.

The IncludingEverybody project will create and disseminate video tutorials of the step-by-step process involved in creating accessible and inclusive digital artefacts in popular medias. An associated blog will provide the same information in textual and liner form, offering a different

Cloud created by:



Cathy McGovern

7 January 2019

Search

Log in

Sign up

Username:

Password:

[Forgotten password](#)

Tags

[Accessibility](#) [Disability](#) [How To](#)
[Inclusion](#) [YouTube](#)

+ Add a tag

but equivalent representation of the same information. The blog will also function as a live e-curation resource with hyperlinks and multimedia resources embedded, a reference list, and a comments section to allow interaction and user generated content. Each shared artefact will carry a CC-BY-SA licence with attribution to IncludingEveryone@hotmail.com.

The first phase of the IncludingEveryone project and conference presentation focuses on what content creators need to know about inclusive design and accessibility in various medias. This is an important area as knowing 'how to' increase usability and accessibility of digital resources may have a significant impact on how effectively they convey the intended information.

Extra content

Text content of H818 Conference presentation 15Feb19:

IncludingEveryone Resources

For slides, alternative formats, and other resources:

- Click to go to IncludingEveryone Project repository on Cloudworks or
- Scan the QR code on the right.
- Or type <https://cloudworks.ac.uk/cloud/view/11924> into your browser.

Can you hear and see?

- Please click on the down arrow beside the Set Status icon.
- Chose an icon that represents what you'd like me to know.

IncludingEveryone

An implementation of a 'How To' knowledge sharing project on Inclusive practices

by

Cathy McGovern.

In Cloudscapes

 OU H818 'The Networked Practitioner' Online Conference 2019

[+ Add to a Cloudscape](#)

Improve this cloud

[+ Add a tag](#)

[+ Add extra content](#)

[+ Add embedded content](#)

[+ Add link](#)

[+ Add reference](#)

Why the Including Everyone Project?

'... the future is already here — it's just not very evenly distributed' (Gibson, 2018).

What is the project about?

- Creating digital 'How To' open education resources (OER) which both illustrate and embody inclusive design elements.
- An accompanying blog which details and explores the process.
- The use of networking and social medias to highlight and disseminate useful digital practices.

What is good now

- Growing awareness of diversity of learners needs, context, preferences.
- Built in accessibility E.g. Microsoft, Apple, Android.
- Universal Design for Learning.
- Inclusive Design.
- Social media as voice for those previously voiceless.

But

- Accessibility, usability, and inclusive design considerations are complicated
- Users need to be involved.
- Standards do not address all issues.
- Legislative compliance problematic.

- Any solution for one may cause difficulties for others.

What could be

- Inclusive practices as habit.
- Accessibility and user choice the norm.
- Content creators create digital artefacts that use good practices.
- Easily accessible, up to date information.

#IncludingEveryone

Social Media to

Create and curate engagement and support just in time learning.

Disseminate, critique, amplify and support inclusive practices.

Will you join me in working towards IncludingEveryone?

@IncludingEvery1 on Twitter.

YouTube Channel at <https://www.youtube.com/channel/UCT30jTowWwF9XNaawBtTqIQ>.

Or email IncludingEveryone@Hotmail.com.



17:12 on 14 February 2019

[+ Add extra content](#)

Embedded Content

Powerpoint file of IncludingEveryone Presentation

[Powerpoint file of IncludingEveryone Presentation](#)

[Accessible Alternative](#)

added by [Cathy McGovern](#)

[+ Add embedded content](#)

Contribute

Discussion (14)

Links (1)

Academic References (0)



[Munir Moosa Sadruddin](#)

7:42pm 21 January 2019 [Permalink](#)

Hello

It is really good to learn that you are working for the inclusion of the excluded ones. Your project seems to guide content creators. I also liked the idea of e-curation! This collaborative activity will help to gather a lot, hopefully!

Which platform are you thinking to prepare a blog? Will it be an open access blog? What approaches are you thinking to network and approach the content creators?

Munir



[patrick shearer](#)

9:27pm 23 January 2019 [Permalink](#)

I like your theme Cathy, and you seem to have had a bit more success with your Sway poster :)

The future is indeed here but as well as distribution we have these kind of problems. <https://www.scottishhousingnews.com/article/scottish-areas-among-uk-s-worst-for-broadband-speeds>

However, i always get some consolation from the fact that many of 'my' teachers who used to 'hoard' knowledge to themselves as a way of showing authority are now struggling to keep up. I had the 'pleasure' recently of doing some 'supply' teaching in my old secondary school. As a pupil there was one very 'closed' teacher in the Technical Dept. (woodwork) - he was never slow at making you feel 'stupid' if you didnt know something. This particular

teacher was still at the school, close to retiral, but still there. He didnt remember me but i very much enjoyed showing him that there was more than one kind of web browser when he was in the staff room and asked generally why he couldnt access a particular programme. He was very grateful to me when i sopened showed him Google Chrome :). The point is that sharing is good and the more evenly the distribution the better in my opinion. I am looking forward to your presentation.



[Cathy McGovern](#)

1:55pm 28 January 2019 (Edited 1:57pm 1 February 2019) [Permalink](#)

References

CAST, 2018. Universal design for learning guidelines version 2.2 [graphic organizer]. [Online] [Accessed 10 October 2018]. Gibson, W., 2018. The Science in Science Fiction [Interview] (22 October 2018).

Griful-Freixenet, J., Karen, S., Meggie, V. & Caroline, A., 2017. Higher education students with disabilities speaking out: perceived barriers and opportunities of the Universal Design for Learning framework. *Disability & Society*, 32(10), pp. 1627-1649.

James, A. & Draffan, E. A., 2018. Creating Re-purposable, Accessible Open Education Resources to enhance Inclusive Learning Practices. [Online] Available at: <https://slidewiki.org/presentation/108624/oer18:-creating-re-purposable-accessible-open-education-resources/108624/#/slide-710395-6> [Accessed 12 December 2018].

McGovern, C., 2018. H818 TMA 01, submitted to The Open University as part of H818 assessment.. s.l.:s.n. Microsoft, 2016. Inclusive Design. [Online] Available at: <https://www.microsoft.com/design/> [Accessed 16 December 2018].

OpenLearn, 2018. 1.4 Usability and accessibility. [Online] Available at: <https://www.open.edu/openlearn/education-development/education-careers/accessibility-elearning/content-section-1.4> [Accessed 18 November 2018].

Seale, J. K., 2014. E-LEARNING AND DISABILITY IN HIGHER EDUCATION ACCESSIBLE RESEARCH ADN PRACTICE. 2ND ed. Oxon: Routledge.

United Nations Department of Economic and Social Affairs, 2016. The Report on the World Social Situation 2016: Leaving no one Behind: The Imperative of Inclusive Development, s.l.: United Nations.

World Health Organization, 2011. WORLD REPORT ON DISABILITY. [Online] Available at: https://www.who.int/disabilities/world_report/2011/report.pdf [Accessed 02 May 2018].



[Bernadette Laffey](#)

2:12pm 29 January 2019 (Edited 2:30pm 29 January 2019) [Permalink](#)

An ambitious and worthwhile project. Do you have a target audience in mind? I can see that this would be very useful for university lecturers. I think it is an excellent idea to have a blog and user-generated content as well, because I would imagine that new content

creation tools come on the scene all the time. Or perhaps this is less of an issue if content generators are following a set of accessibility principles?

After writing this post I have just viewed the SWAY poster which makes things very clear. I like the optional resources you have included. The Inclusive Practice Pyramid is an extremely helpful model. In my university all tutors have to upload their tutorial and lecture content in advance. Universal design principles in action, benefitting all students.



[Cathy McGovern](#)

12:43pm 1 February 2019 [Permalink](#)

Hi Munir,

Thank you for your feedback. Congratulations on being able to decipher what I wrote when it was one large block of text! I've just learnt how to format paragraphs, thanks Bina!

Thank you for the very relevant questions about networking practices and a platform for the blog.

My consideration of the networking for the project was informed by the Economic and Social Research Council's Impact toolkit (the Economic and Social Research Council, 2019). Although developed for social researchers, it proved useful for me in developing the project's communication and networking strategy.

The Economic and Social Research Council, (2019) Impact toolkit. [Online] Available at: <https://esrc.ukri.org/research/impact-toolkit/> [Accessed 19 December 2018].

Regarding Platforms, hoisting etc, I've no experience in this so it has been a huge learning curve. I should ask Simon for a chat while I have access to such a font of experience and expertise...Right now I'm stuck in the complexity of finding a platform and all associated that has good accessibility features as being fully accessibility is a guiding principle of this project. I'm considering Wordpress with a template which meets their 'Accessibility Ready' criteria. I haven't yet settled on a host. Any advice which takes those pre requests into consideration is welcome.



[Cathy McGovern](#)

1:21pm 1 February 2019 [Permalink](#)

Hi Patrick,

Thank you for your feedback. Ireland too has a huge digital divide of who can and can't get decent internet access. I'll do a 'How To' resource on creating versions of resources which work even for those with limited data allowances or/and bandwidth.

I completely agree that sharing is good. I absolutely love that moment when a person such as your former teacher learn something useful and they realise that they now know a way of doing something they couldn't before. Maybe there is hope, even for him? Never Say No, right?

I'm delighted that H818 is structured in a way that allows me to get better at sharing well. I haven't been learning to amass an amount of knowledge. I use what I learn but at the moment it only has limited local impact on students like the NEET students you have

focused on.

I'm hopeful that sharing through IncludingEveryone will be a lifelong project that saves my sanity and reduce the risk that I burn out or give up. I'm also aware that I have very little to lose by giving away my knowledge, others may have.

I too am looking forward to your presentation, I'll comment in your cloud shortly.



[Cathy McGovern](#)

1:52pm 1 February 2019 (Edited 1:53pm 1 February 2019) [Permalink](#)

Hi Bernadette,

Thanks so much for your enthusiasm for my project. It is very ambitious, but I do have the rest of my life to work on it. I always aim for where I want to get to, the idea being that I may fail but at least I'll be closer to my goal and have learnt along the way.

This phase is targeting content creators in general but with a particular intention of being tested on my campus's lecturing staff. It will be focused on their needs, and preferred resource types. I'm providing staff training in accessibility in June so I'm building up a bank of resources and need to have the infrastructure of the blog developed by then. I'll take feedback and then disseminate iterations on Twitter and through professional group mailing lists etc.

I believe that what is needed is that, as you suggest, content generators follow a set of accessibility principles. Hopefully, as time goes on, I'll be showcasing less 'How-To-Fix-it-To be Accessible' and more, 'Look How Easy it is to make it Accessible' type resources

You're very perceptive, yes, the almost constant development of new tools and even updates will require new resources. I want to design the IncludingEveryone blog so it can become a hub of shared experiences, resources and advice. A parallel stream is learner 'How to' resources.



[Kenneth Simpson](#)

6:09am 2 February 2019 [Permalink](#)

Just wanted to add how important this subject is Cathy. How often do you come across barriers to accessibility for your students, it seems there are a lot of considerations for different disability types. I had to scan some textbooks for a blind student and my inbuilt urge to make it look good was in effect, pointless, as the scan only needed to be suitable for screen reading software.

I ran into accessibility problems with my poster design also as Simon pointed out that embedded video in pdfs was going to cause problems for some screen readers so I reformatted as a video poster.

I think your idea of using Wordpress initially is probably a good one as it is easy to quickly set-up and get your ideas down whilst researching if there is another platform that you can migrate it to later.

[Phill Grimes](#)



9:27am 2 February 2019 [Permalink](#)

Very interested in this project as I openly admit that accessibility is a weakness of mine. I also, feel it is potentially a weakness in Further Education, bar the few that do it well. It seems that it needs a driver, a passionate individual to lead. Without that I wonder if accessibility just tags along as and when.

I hope to gain some great tips.



[Claire Sellwood](#)

6:19pm 14 February 2019 [Permalink](#)

This is a great topic, well done for tackling it.

I think that there is so much more that we all could be doing to improve accessibility. "It takes too much time" or "It's too difficult" seem to be common excuses that I get for not making accessible content so anything which can help to eliminate these excuses is great. I really like the idea of using social media to promote and share content.



[Bina Howard](#)

12:15am 15 February 2019 [Permalink](#)

Hi Cathy,

I agree as someone who has carpal tunnel I consider information sharing on this topic crucial and often find there is not enough awareness of various artefacts that are available. Any tips? A very exciting project and look forward to seeing how this develops.

Good luck for tomorrow.

Bina



[Dr Simon Ball](#)

2:07pm 18 February 2019 [Permalink](#)

Hi Cathy

Well done on a great presentation! Here is a summary of the comments and questions you received following your presentation (including those you may have addressed verbally). Please respond in whatever way you choose.

Best wishes

Simon

- ▶ I've been using Word read-aloud for #H818...loving it.
- ▶ Can you talk a little bit more about Just in time learning -- and how this can be subject to quality assurance?

▶ How can we include those who lack access to technology?



[Cathy McGovern](#)

9:49am 25 February 2019 [Permalink](#)

Great questions, I'm going to take each one at a time. I'm delighted that Wendy has been using Microsoft's Read aloud. This is a great example of how Microsoft's move towards built-in accessibility can be useful to many, as well as necessary for some. Read Aloud seems to be improving every update as they add features to the immersive reading toolbar such as line focus.



[Cathy McGovern](#)

9:49am 25 February 2019 [Permalink](#)

Great questions, I'm going to take each one at a time. I'm delighted that Wendy has been using Microsoft's Read aloud. This is a great example of how Microsoft's move towards built-in accessibility can be useful to many, as well as necessary for some. Read Aloud seems to be improving every update as they add features to the immersive reading toolbar such as line focus.

Contribute to the discussion

Please [log in](#) to post a comment. [Register here](#) if you haven't signed up yet.