ACCESSIBILITY GUIDELINES FOR MEDIA PLAYERS (Proposal)

- Provide different alternatives for audiovisual information (captions, audio description, sign language, etc).

YouTube’s screenshot that shows CC button

- Complete access to all the features: mouse, keyboard, assistive technology (screen readers).
- Provide help and documentation about the accessibility features of media player on the user interface.
- Provide a keyboard focus cursor and a text cursor. Restore the state when the state focus is recovered.

- Maintain accessibility features among sessions.
- Accessibility features controls have to be easy to find and operable.
- Provide information about keyboard shortcuts.
- Navigate through the content without enabling controls.
- Use combinations of keyboards and direct keyboards commands.
- Set preferences to configure the keyboard shortcuts.

- Others: Accessibility and usability

REQUIRED CONTROLS (Proposed classifications):

Basic
- Play or stop the video.
- Resize the viewports.
- Adjust the volume

Additional
- Enable/disable subtitles.
- Enable/disable audio description.
- Search within reproduction subtitles.
- Forward /relay seconds within a reproduction.
- Change the size font or color of the text.
- Access to help documentation which reports keyboard shortcuts.

CONCLUSIONS

- In view of the fact that the Web Accessibility growth is not accessible yet enough, it is very important that the media players on the Web are accessible.
- Our purpose with this work is to help Web professionals to create or decide what media player has to be included on their Website to guarantee the same access for all and accessible content.