Interação Imersão Inclusão

Reinaldo Ferraz

Conferência Web.br – 25 de outubro de 2017

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slideshare.com/CentroWeb


accessibility
content
web
disabilities
people
Link
provide
understand
organization
implement
standards
important
initiative
documents
guidelines
audio
printouts
technical
reader
transcripts
Community
flexibility
options
device
principles
fear
internet
screen
technologies
navigation
assistive
experiences
students
perspective
Opportunities
multimedia
graphics
Design
users
person
create
structure
soon
non
complete
support
movements
basics
information
online
commitment
helpful
adaptations
express
browser
text
awareness
obstacles
colorblind
Services
interactive
significant
Hearing
necessity
convey
professionals
administrators
blind
sites
captioned
entities
software
Training
live
Braille
feel
developers
conceive
alternative
elements
population
color
Oliveira
video
vision

Pessoas com deficiências no Brasil

24%

45.623.910 pessoas

Fonte: Censo 2010

Interação

World Wide Web

The WorldWideWeb (W3) is a wide-area hypermedia information retrieval initiative aiming to give universal access to a large universe of documents.

Everything there is online about W3 is linked directly or indirectly to this document, including an executive summary of the project, Mailing lists , Policy , November's W3 news , Frequently Asked Questions .

What's out there?
: Pointers to the world's online information, subjects , W3 servers, etc.

Help
: on the browser you are using

Software Products
: A list of W3 project components and their current state. (e.g. Line Mode ,X11 Viola , NeXTStep , Servers , Tools , Mail robot , Library)

Technical
: Details of protocols, formats, program internals etc

Bibliography
: Paper documentation on W3 and references.

People
: A list of some people involved in the project.

History
: A summary of the history of the project.

How can I help ?
: If you would like to support the web..

Getting code
: Getting the code by anonymous FTP , etc.

Interface

HyperText is a way to link and access information of various kinds as a web of nodes in which the user can browse at will. It provides a single user-interface to large classes of information (reports, notes, data-bases, computer documentation and on-line help). We propose a simple scheme incorporating servers already available at CERN.

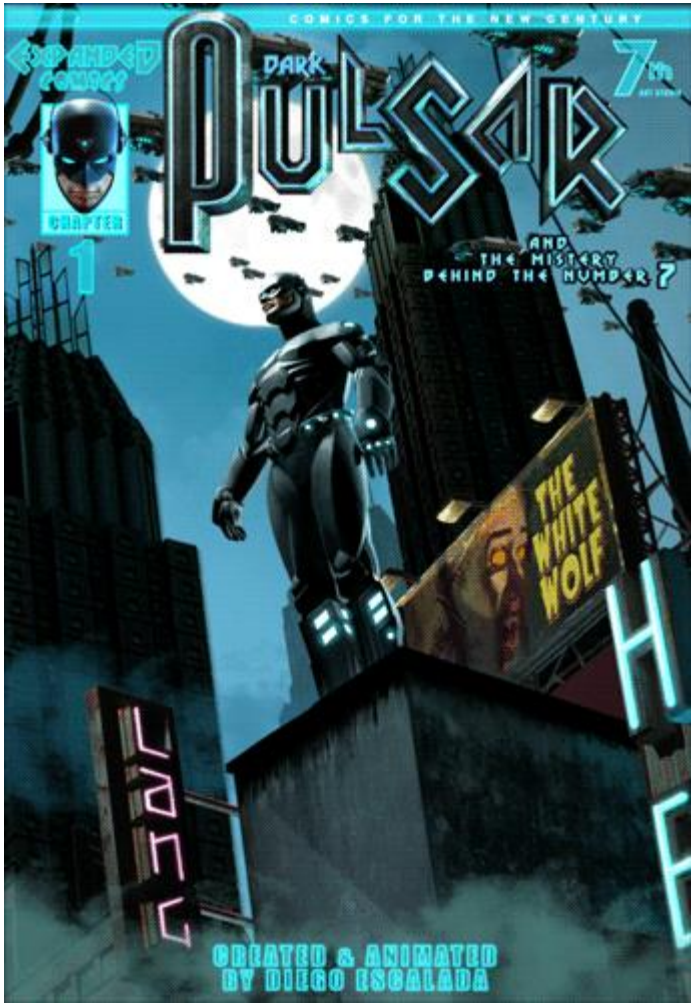
Tim Berners-Lee, 12 de Novembro de 1990
WorldWideWeb: Proposal for a HyperText Project
https://www.w3.org/Proposal.html

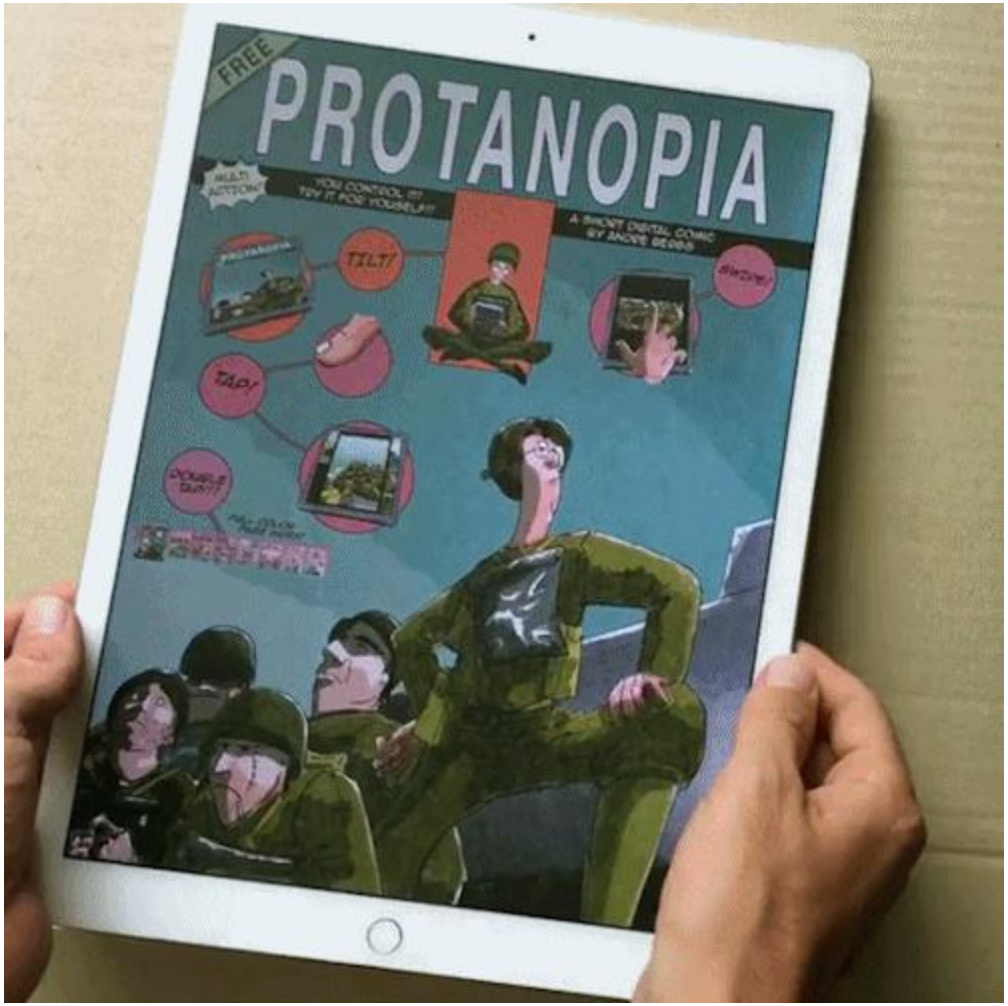
Dispositivos de interação computacional (input)

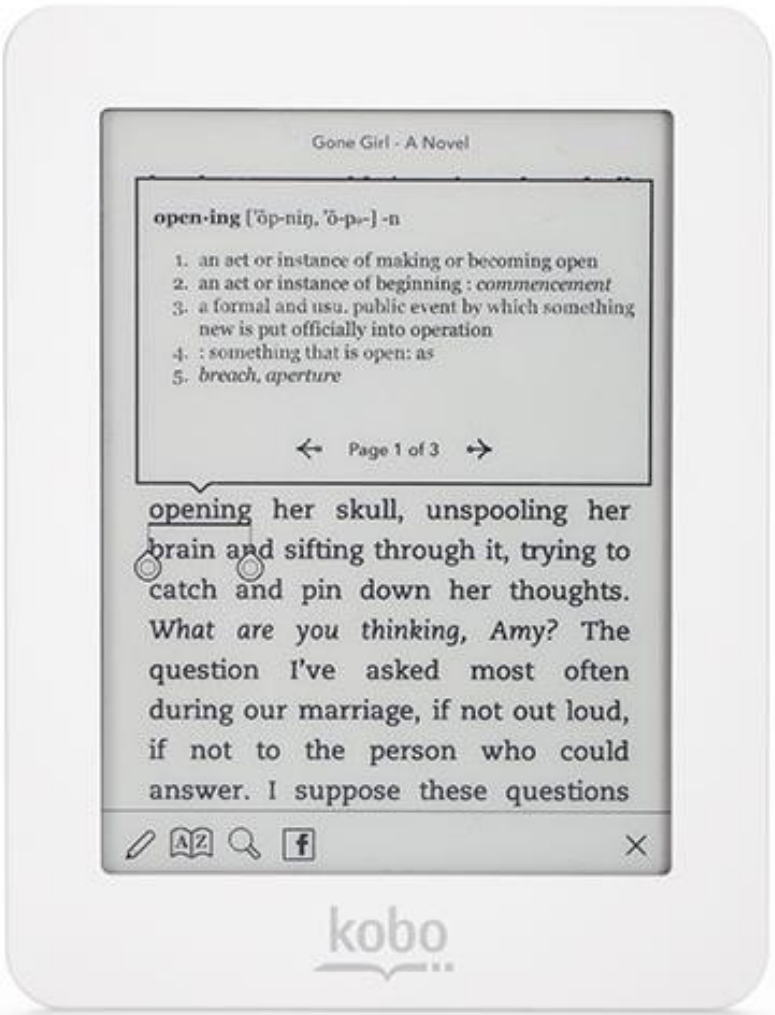
Tecnologia Assistiva de interação (hardware)

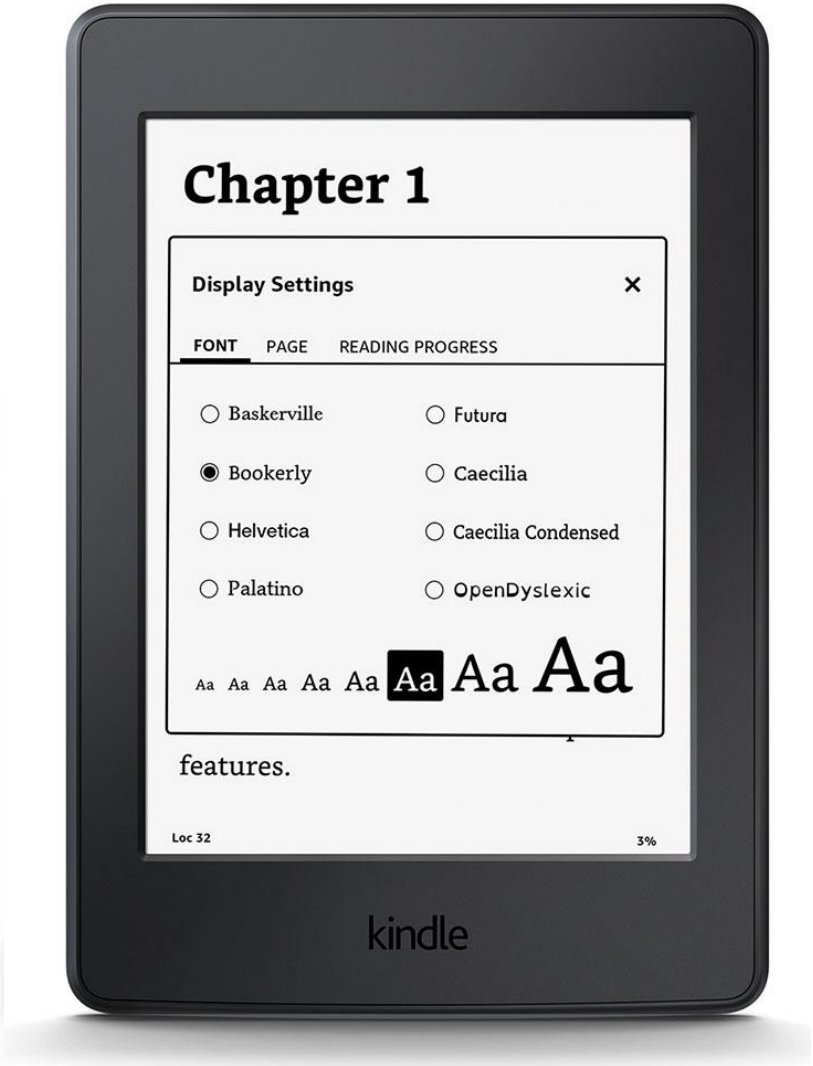
Tecnologia Assistiva de interação (software)

Além do browser




FREE
PROTANOPIA
A SMART DIGITAL COMIC
BY ANDRE BERNS
TILT!
TAP!


Gone Girl - A Novel
open·ing ['ō-pniŋ, 'ō-pə-] -n
1. an act or instance of making or becoming open
2. an act or instance of beginning : commencement
3. a formal and usu. public event by which something new is put officially into operation
4. : something that is open: as
5. breach, aperture
Page 1 of 3
opening her skull, unspooling her brain and sifting through it, trying to catch and pin down her thoughts. What are you thinking, Amy? The question I've asked most often during our marriage, if not out loud, if not to the person who could answer. I suppose these questions
kobo


Chapter 1
Display Settings
FONT
PAGE
READING PROGRESS
Baskerville
Bookerly
Helvetica
Palatino
Futura
Caecilia
Caecilia Condensed
OpenDyslexic
Aa Aa Aa Aa Aa Aa Aa Aa
features.
Loc 32
3%
kindle

- Handheld media player for the blind and visually impaired.
- Plays DAISY books, MP3, MP4, EPUB, and many other media formats.
- Records voice and media with built-in microphone or line-in.
- Two built-in, human-sounding voices for a pleasant text-to-speech experience.
- Built-in wireless networking capability.
- Weighs less than 4 ounces (110 grams).
- Available in the following languages: English, Arabic, Croatian, Danish, Dutch, Estonian, Faroese, French, Finnish, German, Icelandic, Italian, Lithuanian, Norwegian, Polish, Portuguese, Russian, Spanish, Slovenian, Swedish, Turkish

Dispositivos sem telas

Need help? Contact the Chromecast Support Team for assistance.

Google Home app accessibility for Android phones and tablets

The Google Home app for Android works with the following accessibility features to make it easier to use your Android device with your Chromecast or Chromecast Audio if you have physical impairments:

- **TalkBack** is a pre-installed screen reader service provided by Google that you can use if you have visual impairments. It uses spoken feedback to describe the results of actions, such as opening an app, and events, such as notifications.
- **Magnification Gestures** is an accessibility feature that temporarily magnifies what's on your screen or uses magnification mode to easily zoom and pan your screen. Large text increases the text size on your device. (If you have low vision.)
- **BrailleBack** is an add-on accessibility service that helps blind users make use of braille devices. It works together with the TalkBack app to give a combined braille and speech experience. This app lets you connect a supported refreshable braille display to your device via Bluetooth. Screen content appears on the braille display, and you can navigate and interact with your device using the keys on the display. You can also input text using the braille keyboard

https://support.google.com/chromecast/answer/6279437?hl=en

medium, to long touch and hold delay option, it gives you sufficient time to navigate the features of an app.

- **Switch Access** is an accessibility feature that helps you control your devices by allowing you to focus on and select

Help & Customer Service

Search Help | Go

‹ All Help Topics

Alexa Support

Accessibility Features for Alexa
Differences Between Amazon Alexa Devices
Supported Alexa Features
Change the Wake Word
Personalize Your Alexa Device
Talk to Your Alexa Device
Using Multiple Alexa Devices
Alexa Notifications
About the Alexa Voice Remote for Echo
Pair the Alexa Voice Remote for Echo
Differences Between Alexa Voice Remote for Echo and Fire TV
Use Your Alexa Device to Control
Devices
About Alexa on Other Alexa-Enabled Products

Accessibility Features for Alexa

The Alexa app and Alexa-enabled products include several features for customers with accessibility needs related to vision, hearing, mobility, and speech.

Vision

- Support for the large text setting on Android (not available on iOS).
- Audio instructions for various steps of the setup on Amazon Alexa devices.
- Use the Alexa app with supported screen readers:
  - iPad and iPhones with VoiceOver (iOS 8 and above).
  - Mac OS X with VoiceOver.
  - Android devices (5.0+) with TalkBack.
  - FireOS with VoiceView.
  - PCs with JAWS and NVDA at https://alexa.amazon.com.
  - For more information about support for Alexa Communications, go to About Alexa-to-Alexa Calling and Messaging.
- Customizable device settings to enable 'wake up' and 'end of request' sounds on compatible devices, in the Alexa app. In the menu, select **Settings**, your device, and then select **Sounds**.
- Adjustable volume with voice or touch on Amazon Alexa devices.
- High contrast in the Alexa app for better visibility.

https://www.amazon.com/gp/help/customer/display.html?nodeId=202158280

Hearing

- Echo devices can be paired with supported Bluetooth speakers (sold separately).
- Adjustable volume for timers, alarms, and media playback on compatible Amazon Alexa devices.

WARM SERIES

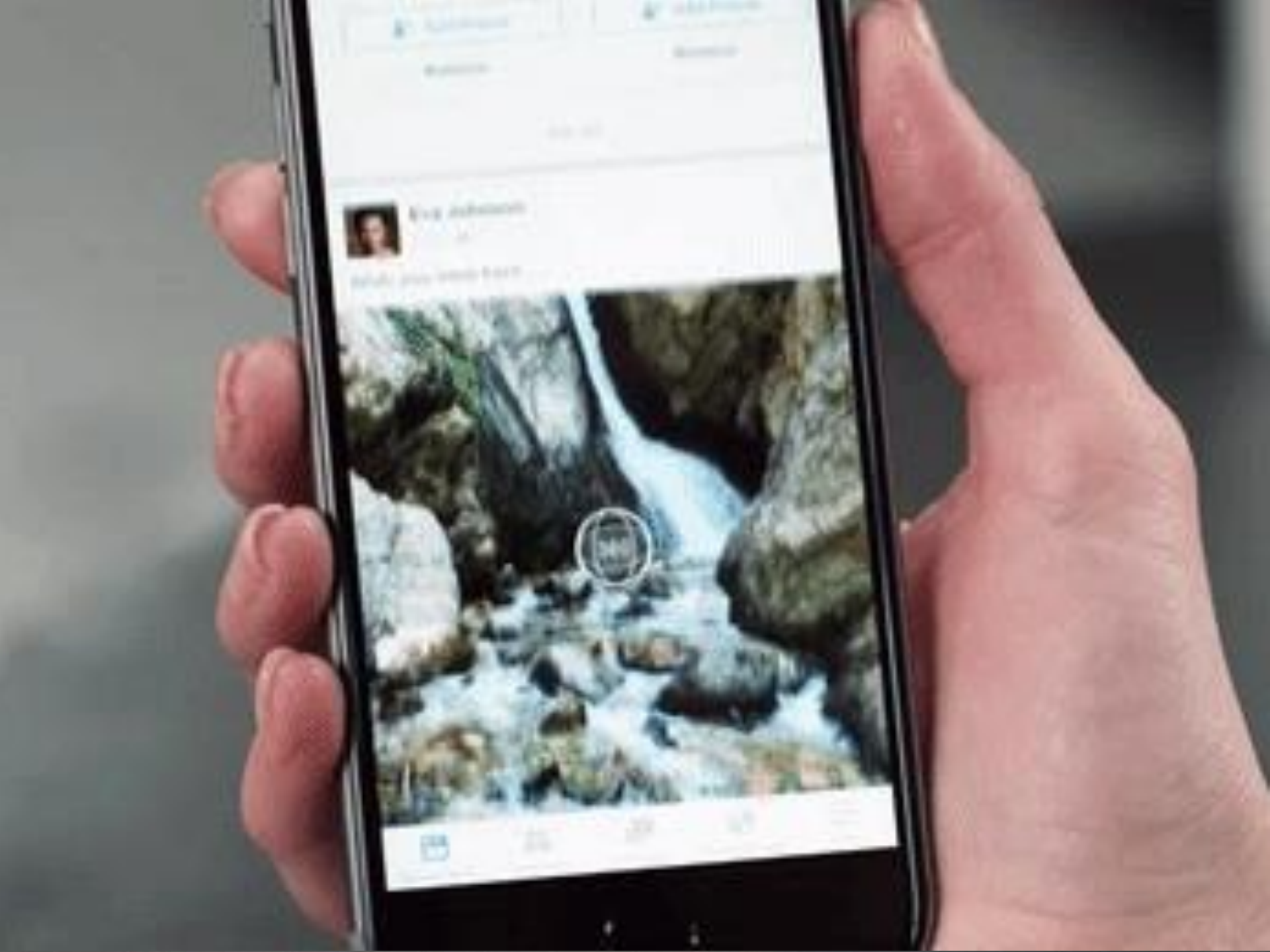
NEVER HAVE COLD FEET AGAIN!


DIGITSOLE
FOOTWEAR, REINVENTED.
ZHOR


12:45


HTML
5
One Web W3C for All


DIGITSOLE




Lisa
Alyssa
Mike

Imersão

GAMES

Virtual Reality Gaming Isn't so Great if You're Disabled

BY TONY POLANCO 10.24.2016 :: 12:00PM EDT @ROMUDETH

252 SHARES

https://www.geek.com/games/virtual-reality-gaming-isnt-so-great-if-youre-disabled-1676273/

"Agora a realidade virtual está sendo testada como uma forma de ajudar as pessoas com deficiência a explorar o mundo que pode ser difícil ou impossível na vida real. E está acontecendo a um preço bem ao alcance ".

http://www.npr.org/sections/health-shots/2015/10/22/450573400/affordable-virtual-reality-opens-new-worlds-for-people-with-disabilities

GOOD NEWS

Incredible Video Shows How A Boy With Disabilities Played A Piano With Just His Eyes

16/01/2015 12:09 -02 | **Atualizado** 16/01/2015 12:59 -02

Dominique Mosbergen
The Huffington Post

http://www.huffpostbrasil.com/entry/play-piano-with-eyes-virtual-reality_n_6480500

SOMBRILLA
THE UTSA MAGAZINE

UTSA's use of virtual environments is creating real-world solutions for heart surgeons, autistic children, multiple sclerosis patients, and more

http://www.utsa.edu/sombrilla/fall2016/story/feature-virtual-reality.html

Serious game based dysphonic rehabilitation tool

4 Author(s)
Zhihan Lv ; Chantal Esteve ; Javier Chirivella ; Pablo Gagliardo
View All Authors

Abstract:
The purpose of this work is designing and implementing a rehabilitation software for dysphonic patients. Constant training is a key factor for this type of therapy. The patient can play the game as well as conduct the voice training simultaneously guided by therapists at clinic or exercise independently at home. The voice information can be recorded and extracted for evaluating the long-time rehabilitation progress.

PulmonaReality: transforming pediatric pulmonary function experience using virtual reality

Full Text: PDF Get this Article

see source materials below for more options

Authors: Andrew Jacobson Texas A&M University
Jinsil Hwaryoung Seo Texas A&M University

Published in:
· Proceeding
SIGGRAPH '16 ACM SIGGRAPH 2016 Posters
Article No. 86

Anaheim, California — July 24 - 28, 2016
ACM New York, NY, USA ©2016
table of contents ISBN: 978-1-4503-4371-8 doi>10.1145/2945078.2945164

2016 Article

Bibliometrics
· Citation Count: 0
· Downloads (cumulative): 86
· Downloads (12 Months): 48
· Downloads (6 Weeks): 2

This paper presents PulmonaReality, an interactive virtual reality game aimed at young patients to help immerse them into a world that makes pulmonary function tests more enjoyable for the user while providing more reliable results for the examiner. Computer games designed to work with medical tests have been shown to have potential. While there are existing games out there, they are beginning to show their age in comparison to many games played by modern-day patients. The design of our project focuses on usability and enjoyme for young children. In our preliminary user studies, children reported that the system was easy to use with minimal instruction and evoke sense of wonder when they experienced our different interactive 3D environments

Computer Methods and Programs in Biomedicine

Volume 80, Supplement 1, December 2005, Pages S61-S70

Building interactive virtual environments for simulated training in medicine using VRML and Java/JavaScript

D. Koročsec, A. Holobar, M. Divjak, D. Zazula

Show more

https://doi.org/10.1016/S0169-2607(05)80007-0

Summary

Medicine is a difficult thing to learn. Experimenting with real patients should not be the only option; simulation deserves a special attention here. Virtual Reality Modelling Language (VRML) as a tool for building virtual objects and scenes has a good record of educational applications in medicine, especially for static and animated visualisations of body parts and organs.

achieve.

WebVR meets WebRTC: Towards 360-degree social VR experiences

4 Author(s)

Simon Gunkel ; Martin Prins ; Hans Stokking ; Omar Niamut

View All Authors

Abstract:

emerging. VR is evermore becoming a hot topic in research and industry and many new and exciting interactive VR content and experiences are emerging. The biggest gap we see in these experiences are social and shared aspects of VR. In this demo we present our ongoing efforts towards

USABILITY STUDY OF DATA VISUALIZATION IN WEBVR

Title	Usability Study of Data Visualization in WebVR
Author(s)	Shivaraman, Raghu
Advisor(s)	Finamore, Troy W.
Keywords	Digital media; Information technology; Virtual reality; Visualization--Data processing
Date	2017-06
Publisher	Drexel University
Thesis	M.S., Digital Media -- Drexel University, 2017
Abstract	Virtual reality (VR) is one of the technologies that has slowly and steadily gained popularity in the recent years. Many companies such as Facebook, HTC and Samsung have invested billions of dollars in the production of VR headsets. The analyst team of the multinational finance giant Goldman Sachs predicts that VR/AR technology will have an estimated market value of 80 billion dollars by the year 2025. Most of the applications concerned with virtual reality is related to the entertainment industry. However, some recent works have shown us that VR can be used as an

experience. This project used the Samsung Galaxy S8 as the visualization device and VR Box along with Bluetooth controller as the equipment for viewing and interaction mechanism. The implementation was majorly carried out by collecting the data-set from an online repository called

Fatores técnicos

- Velocidade e boa conexão
- Conteúdo carregado/instalado previamente
- Espaço físico adequado
- Sem distrações

Fatores Humanos

- Nível de educação do usuário
- Idioma
- Habilidades físicas
- Atenção

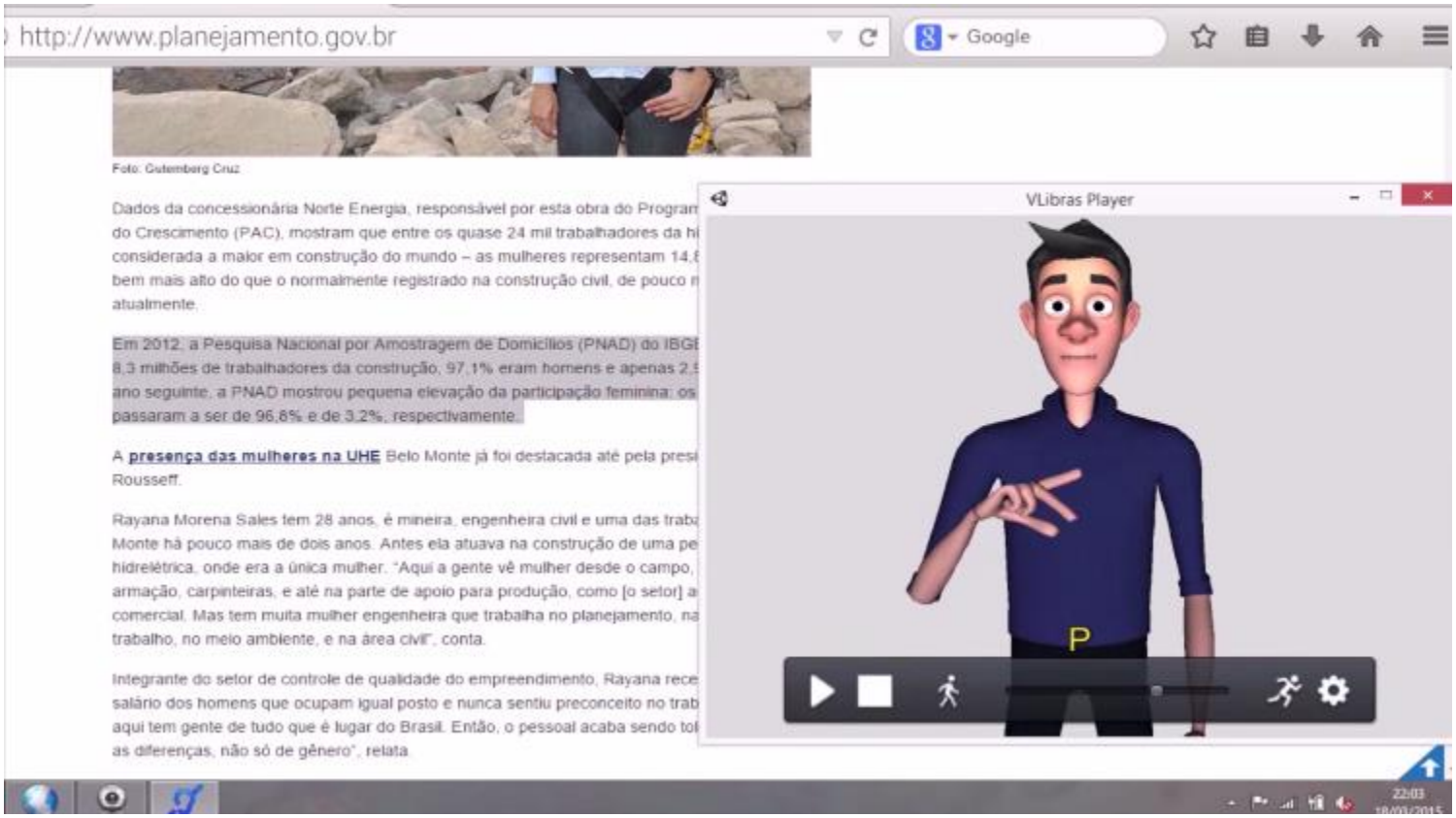
Brian Chirls - WebVR: Accessibility, Democratization and the Future of the Immersive Web

https://www.youtube.com/watch?v=Uw2H4sm8Mds

Significado


Elements
Console
Sources
Network
Performance
alt="A imagem pode conter: 1 pessoa, sorrindo, em pé, céu, atividades ao ar livre, água e natureza"
Styles
Filter
element.st
width:
height:


Quem sou
Bacharel e mestranda em Ciência da Computação.
Pesquisadora em Interação Humano-Computador (IHC) e Acessibilidade Web.
Professora.
Membro do Grupo de
mas eu sempre traball
de interface foi de inte
Autoplay
Annotations
Speed
Normal
Subtitles/CC (1)
Portuguese (auto-generated)
Quality
Auto 360p
2:31 / 47:06
CC


http://www.planejamento.gov.br
Google
Foto: Gutemberg Cruz
Dados da concessionária Norte Energia, responsável por esta obra do Program
do Crescimento (PAC), mostram que entre os quase 24 mil trabalhadores da hi
considerada a maior em construção do mundo – as mulheres representam 14,8
bem mais alto do que o normalmente registrado na construção civil, de pouco m
atualmente.
Em 2012, a Pesquisa Nacional por Amostragem de Domicílios (PNAD) do IBGE
8,3 milhões de trabalhadores da construção, 97,1% eram homens e apenas 2,9
ano seguinte, a PNAD mostrou pequena elevação da participação feminina: os
passaram a ser de 96,8% e de 3,2%, respectivamente.
A presença das mulheres na UHE Belo Monte já foi destacada até pela presi
Rousseff.
Rayana Morena Sales tem 28 anos, é mineira, engenheira civil e uma das traba
Monte há pouco mais de dois anos. Antes ela atuava na construção de uma pe
hidrelétrica, onde era a única mulher. "Aqui a gente vê mulher desde o campo,
armação, carpinteiras, e até na parte de apoio para produção, como [o setor] a
comercial. Mas tem muita mulher engenheira que trabalha no planejamento, na
trabalho, no meio ambiente, e na área civil", conta.
Integrante do setor de controle de qualidade do empreendimento, Rayana rece
salário dos homens que ocupam igual posto e nunca sentiu preconceito no trab
aqui tem gente de tudo que é lugar do Brasil. Então, o pessoal acaba sendo tol
as diferenças, não só de gênero", relata.
VLibras Player
P
22:03

Dicionário

Categoria selecionada: meios de comunicação Voltar para Categorias - LIBRAS

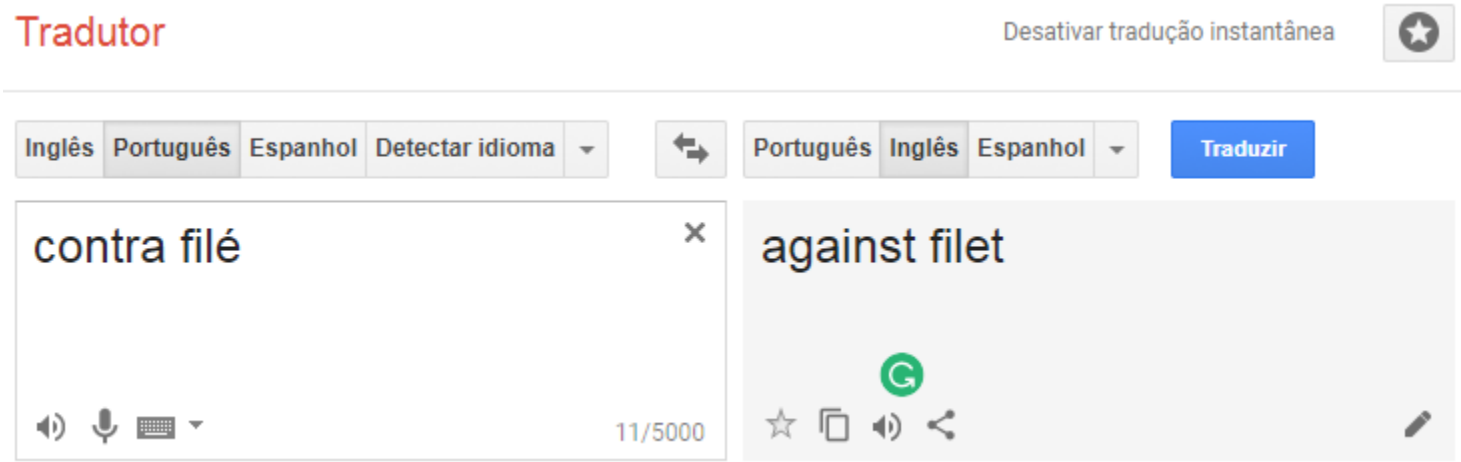
Clique em uma palavra abaixo:

imprimir	informação	Internet	interpretar
jornal	legenda	legenda	ler
LIBRAS	ligar	língua	lista
listar	livro	marketing	mímica
mostrar	movimento	mudar	nota
notícia	Oi	opinião	palestra
parabéns	pedir	perguntar	programa
proposta	publicar	recado	receber
reclamar	rede	relatório	repetir
responder	resposta	resumo	reunião
revista	sinal	sugestão	TDD

língua

Categoria:
corpo humano educação meios de comunicação

Contexto:
formas de comunicação



TRADUÇÕES E EXEMPLOS

contra-filé {masculino}

1. gastronomia

contra-filé	sirloin steak {subst.} [gastr.]
contra-filé	New York strip {subst.} [gastr.]
contra-filé	strip steak {subst.} [gastr.] [Ing. Amer.]

SOUTH AFRICAN SIGN LANGUAGE ASSISTIVE TRANSLATION

Lynette van Zijl
Department of Computer Science
University of Stellenbosch
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Guillaume Olivrin
Meraka Institute
Pretoria, South Africa
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ABSTRACT
We describe a novel approach and practical solution to an interactive sign language machine translation system from English to South African Sign Language. We interface the system with the GNApp application, which is an augmentative and alternative communication front-end, in order to resolve word sense ambiguities. This enhances the correctness of the rule-based translation system. We also argue that the GNApp interface can be applied to assist the South African Sign Language to English translation, without the need for a visual sign language recognition component.

KEY WORDS
Human-computer interface, machine translation, natural language processing, sign language.

1 Introduction

Advances in assistive technologies can bring benefits to daily communication of hearing and Deaf people. Such technologies include voice recognition, voice synthetization, signing avatars and machine translation (MT) [1, 2]. One of the most challenging aspects for assistive sign language tools is to interactively input signs into a computer, as sign languages are visual-spatial languages with no simple textual representation. Sign language recognition sys-

Figure 1. The GNApp AAC interface to compose English sentences annotated with POS.

- the AAC interface presents an opportunity to capture sign languages when *word-signs* are associated with

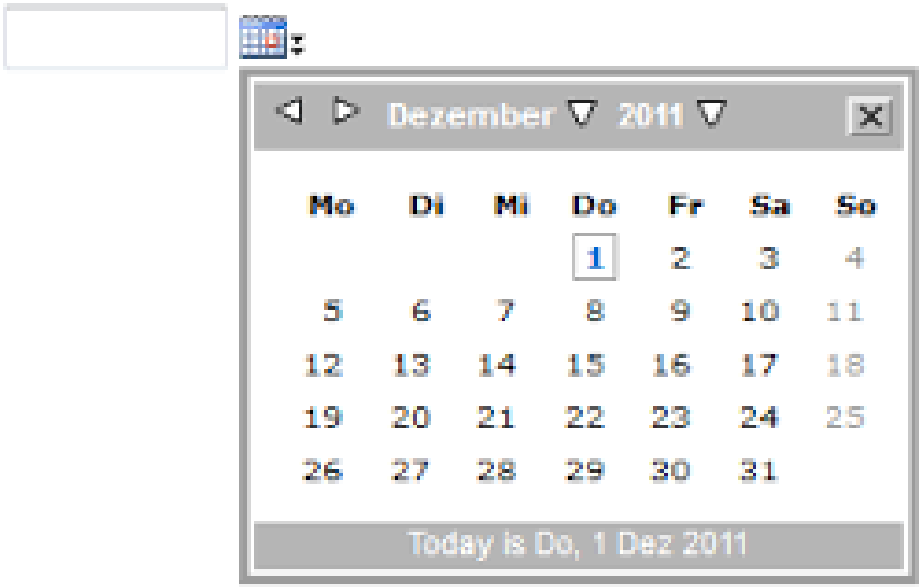
Inclusão

Empatia Respeito


PORTO ALEGRE
UNIBUS
TREINAMENTO
Respeite o Ciclista
TREINAMENTO
Respeite o Ciclista

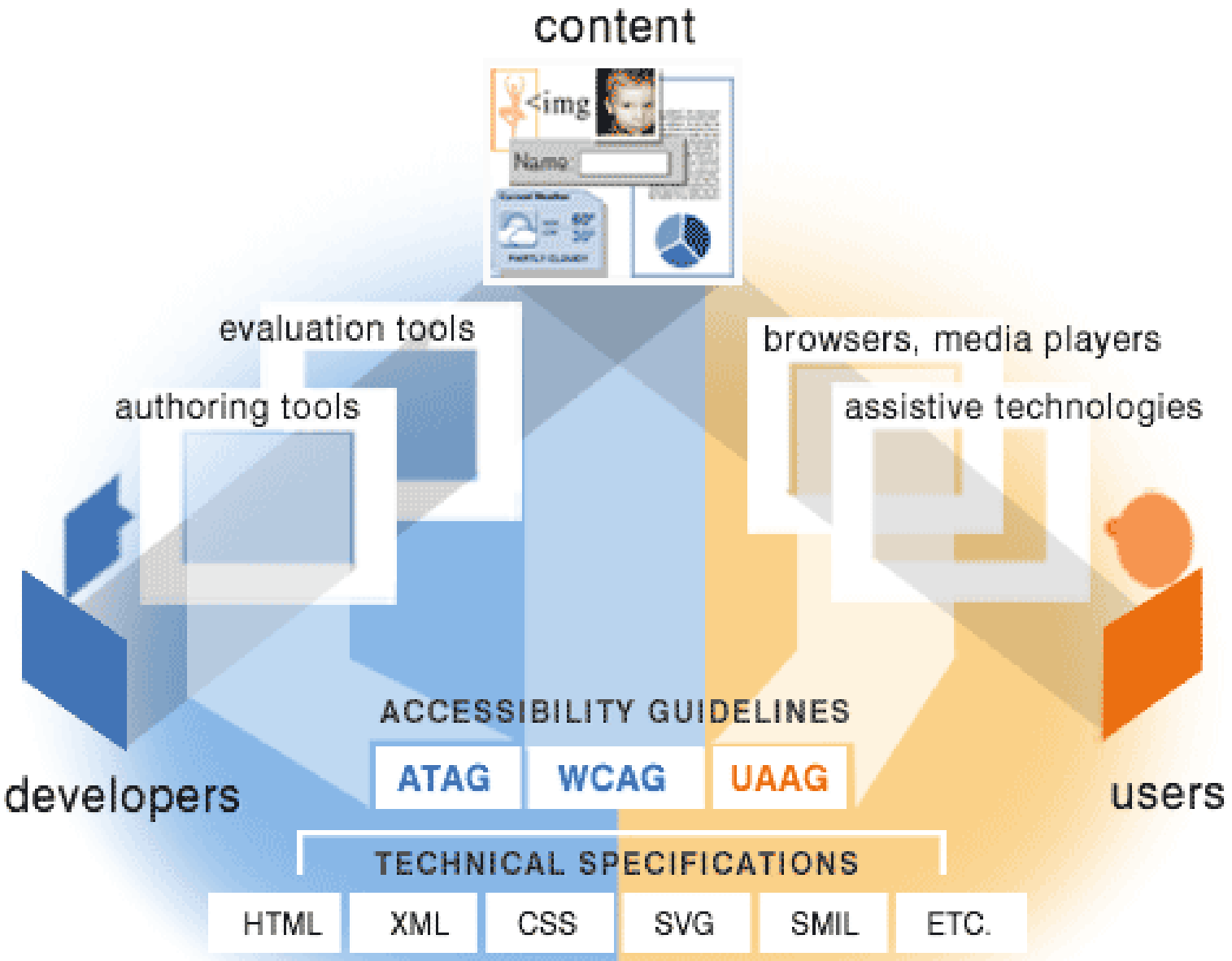
Foto: Flickr - Quinn Dombrowski

Foto: Flickr - Violette79

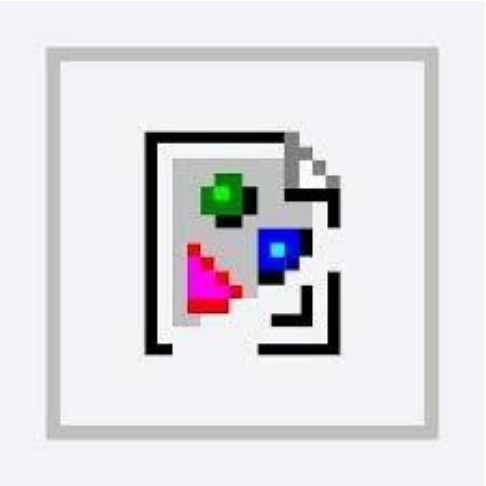

Dezember
2011
Mo Di Mi Do Fr Sa So
1 2 3 4
5 6 7 8 9 10 11
12 13 14 15 16 17 18
19 20 21 22 23 24 25
26 27 28 29 30 31
Today is Do, 1 Dez 2011

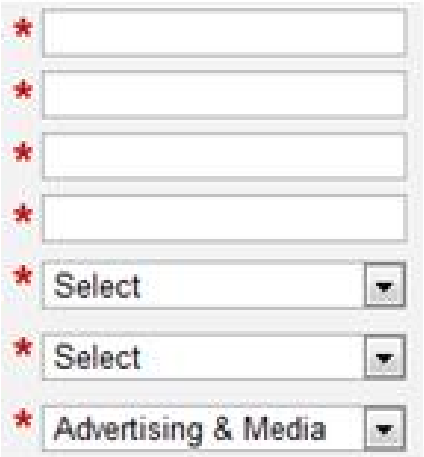
WCAG

https://www.w3.org/TR/WCAG/
https://www.w3.org/Translations/WCAG20-pt-br/


content
<img
Name:
evaluation tools
authoring tools
browsers, media players
assistive technologies
developers
users
ACCESSIBILITY GUIDELINES
ATAG
WCAG
UAAG
TECHNICAL SPECIFICATIONS
HTML
XML
CSS
SVG
SMIL
ETC.

Fornecer alternativas





Apresentação em diferentes maneiras

Facilitar audição e a visualização

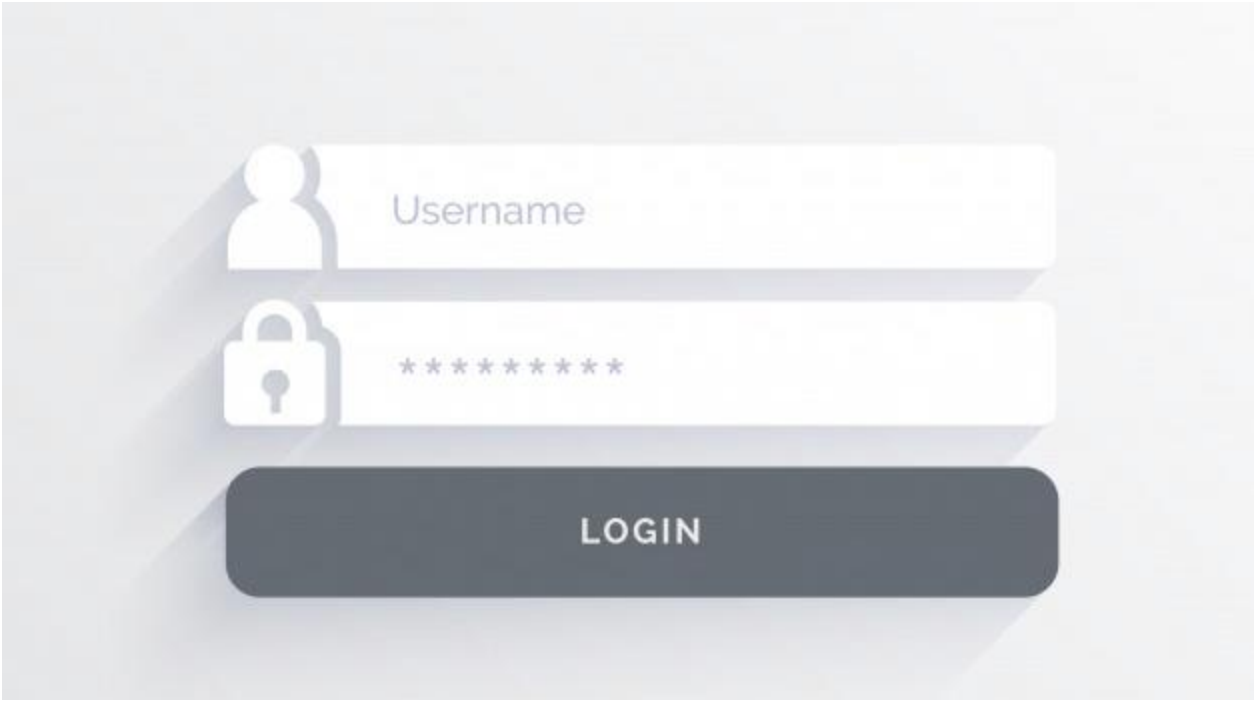
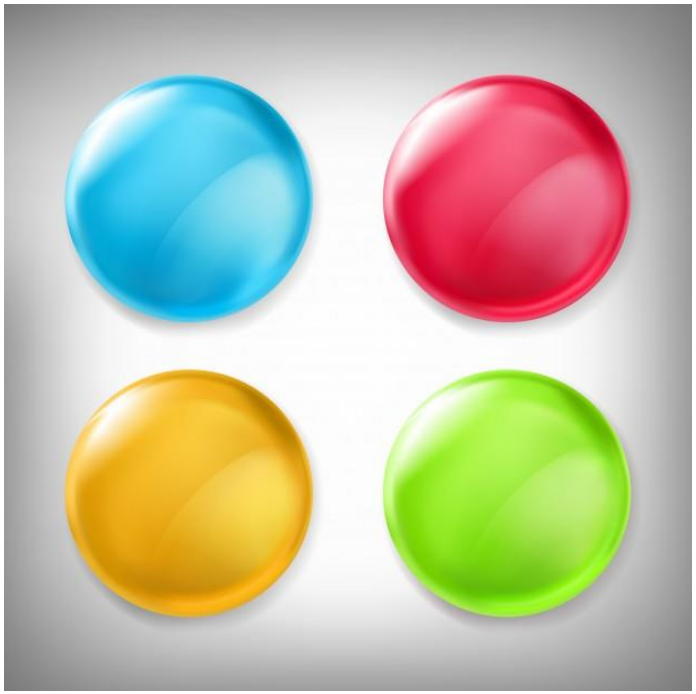


Imagem por Starline - Freepik.com

Facilitar audição e a visualização



Protanopia

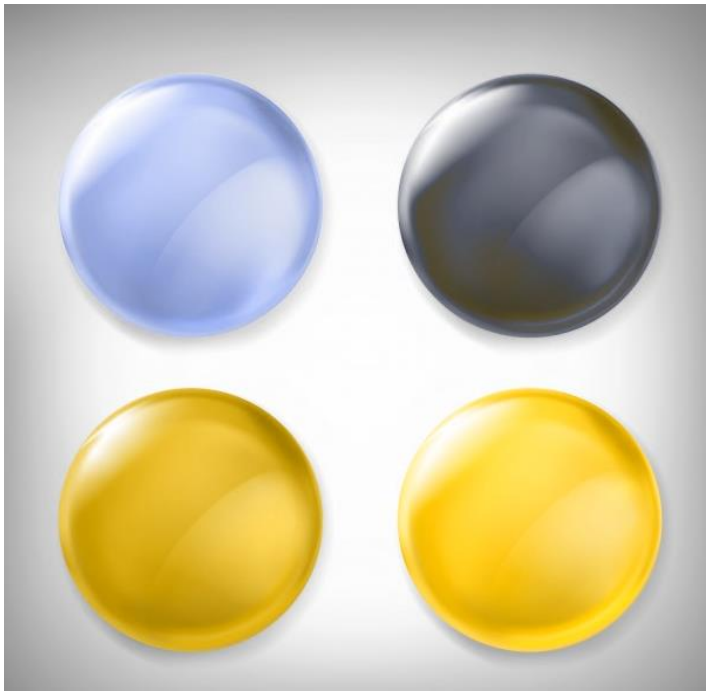
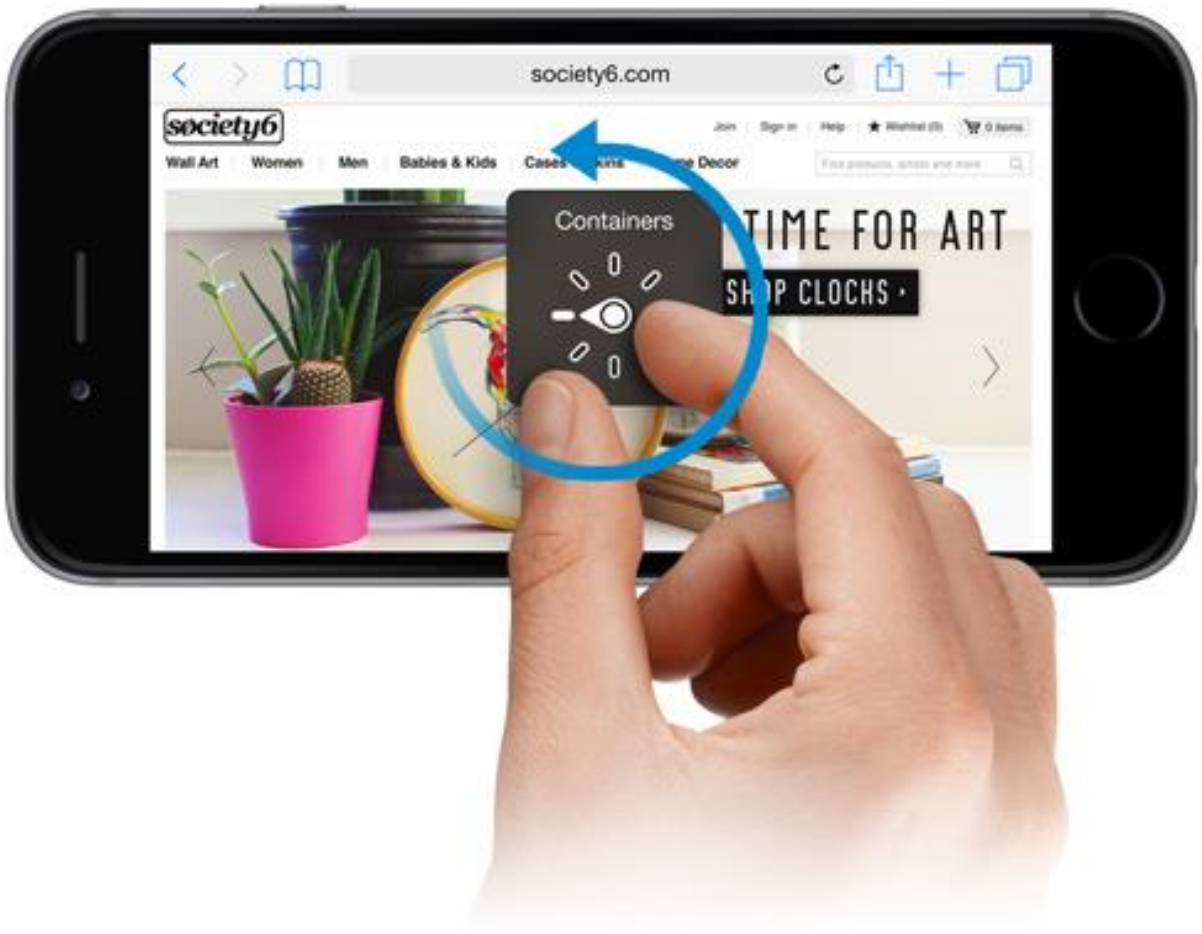


Imagem por Vectorpocket - Freepik.com

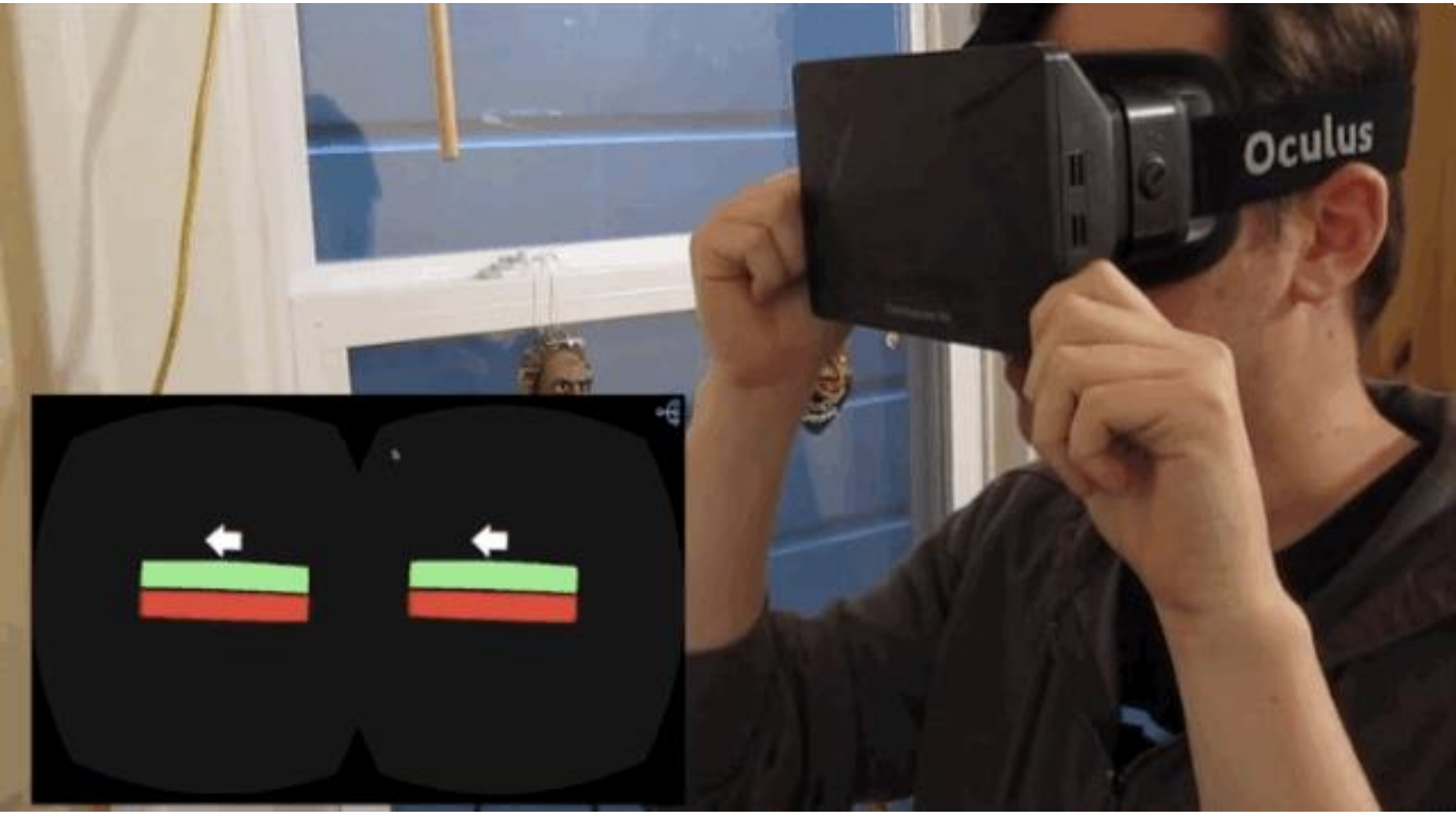
Funcionalidade disponível por teclado

Imagem por Freepik.com

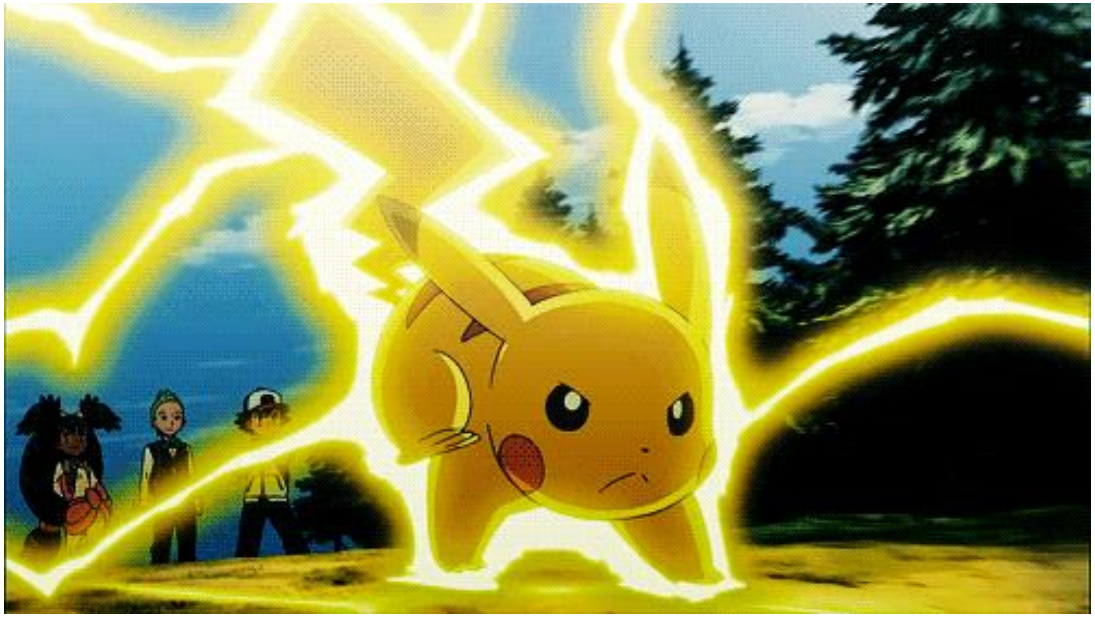
Funcionalidade disponível por teclado



Funcionalidade disponível por teclado



Não criar conteúdo que cause convulsões



“O poder da web está em sua universalidade. Acesso para todos, independente de deficiência, é um aspecto essencial”

Tim Berners-Lee

Obrigado

www.ceweb.br

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17 de fevereiro de 2017

nic.br cgi.br

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