Agile ORLANDO
JULY 24-28 2023
PRESENTED BY Agile Alliance
JOIN US TODAY!
#AGILE2023
Agile transformation: Day 1

- The ability to customise the space for the need of Scrum Team
- Supporting verbal communication
- Cellular office arrangements
- Support collective mind
- Support informal information exchange
- Presentation of information
- Multiple team cooperation
- Work environment
- Neighbourhood window or artificial window
Agile transformation: Day 2

Post copies of the "Agile Manifesto" on all the team whiteboards
Agile transformation: Day 3

Think about the next great idea to improve company productivity and morale while waiting for the group in front of you to finish putting on the 8th green.
WHO WANTS CHANGE?

WHO WANTS TO CHANGE?
5 Transformation Practices

1. Create a central team to manage the transformation.
2. Make high-quality learning resources available and integrate these into onboarding.
3. Form a team of accessibility coaches to coach agile teams.
4. Create an accessibility dashboard to measure progress.
5. Execute an ongoing awareness program to drive motivation.
Meet Lucy (as an inclusive persona)

Goals
- Figure out what her ideal steps-per-day goal should be
- Find more ways to be motivated to be healthy, using the tracker
- Find a tracker that has really good audio and haptic feedback

Frustrations
- Sometimes too busy to remember to charge it and loses steps
- The wristbands come loose over time and don’t feel as nice
- When she wants to see her tracker data, she HAS to use the app

“I want to still be able to access my tracker data when I don’t have my phone on me.”

Particularity
Lucy was born blind and relies on screen readers and haptic and audio feedback.

Age
33

Occupation
Event organizer

Family
Long-term relationship (no kids)

Location
Chicago, IL

deque
Design Communication
Interaction for role=button
Keyboard: SPACE or ENTER equals click
Disabled buttons cannot receive focus
Disabled buttons do not respond to a click/touch

Interaction for the entire component
When on first track: disable “previous track” button
When on last track: disable “next track” button
When playing, display the “pause” button and hide the “play” button
When not playing: display the “play” button and hide the “pause” button
After clicking “play”, place focus on the “pause” button
After clicking “pause” place focus on the “play” button

Focused state for a button
Background color: rgb(201,201,201)
Foreground color: rgb(54,64,77)
Design Communication

2: interaction annotations

Interaction for role=button
- Keyboard: SPACE or ENTER equals click
- Disabled buttons cannot receive focus
- Disabled buttons do not respond to a click/touch

Interaction for the entire component
- When on first track: disable "previous track" button
- When on last track: disable "next track" button
- When playing, display the "pause" button and hide the "play" button
- When not playing: display the "play" button and hide the "pause" button
- After clicking "play", place focus on the "pause" button
- After clicking "pause" place focus on the "play" button

Focused state for a button
- Background color: rgb(201,201,201)
- Foreground color: rgb(54,64,77)
3: alternative state annotations

Interaction for role=button
Keyboard: SPACE or ENTER equals click
Disabled buttons cannot receive focus
Disabled buttons do not respond to a click/touch

Interaction for the entire component
When on first track: disable “previous track” button
When on last track: disable “next track” button
When playing, display the “pause” button and hide the “play” button
When not playing: display the “play” button and hide the “pause” button
After clicking “play”, place focus on the “pause” button
After clicking “pause” place focus on the “play” button

Focused state for a button
Background color: rgb(201,201,201)
Foreground color: rgb(54,64,77)
**Design Communication**

4: minimum control size annotations

Interaction for role=button
- Keyboard: SPACE or ENTER equals click
- Disabled buttons cannot receive focus
- Disabled buttons do not respond to a click/touch

Interaction for the entire component
- When on first track: disable “previous track” button
- When on last track: disable “next track” button
- When playing, display the “pause” button and hide the “play” button
- When not playing: display the “play” button and hide the “pause” button
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Focused state for a button
- Background color: rgb(201,201,201)
- Foreground color: rgb(54,64,77)
Other Myths

- Accessibility testing cannot be automated
- Accessibility testing is usability testing
Accessibility automation

powered by Deque
No code merges until #axeClean!
Shift Left Manual Testing

- Test with keyboard/assistive technology
- Fix issues that are found
- Write unit and/or end-to-end tests for regression testing
Semi-automated tools like axe DevTools Pro’s Intelligent Guided Tests can find up to 80% of the most common accessibility problems without requiring any accessibility specialist knowledge.

- Start a test
- Answer questions about your application
- Uses heuristics and AI to find issues
- Captures all information with screenshots for easy fixing or sharing
// Check the Deque Logo

cy.get('img[src="logo.png"]')
  .should('exist')
  .and('have.attr', 'alt', 'Deque Logo')
Testing complex device interactions

// Test ARIA menu keyboard wraparound
// when on first menu item, left arrow wraps to last menu item
cy.focused().type('{leftarrow}')
cy.focused().should('have.attr', 'id', 'last-element')

// when on last menu item, right arrow wraps to first menu item
cy.focused().type('{arrowright}')
cy.focused().should('have.attr', 'id', 'first-element')
1. Work with the team on achievable improvement milestones
   a. milestone 1: all new UI code will be axe clean before merge
   b. milestone 2: all new UI code will also have automated tests for keyboard
   c. …
2. Help team create a dashboard to measure progress
3. Perform spot checks on new work
4. Attend sprint retrospectives
5. Identify and execute on skills improvement opportunities
Team Practices

1. Participate in empathy (awareness) events
2. Include users with disabilities in UX design
3. Communicate design intent
4. Create a pattern library
5. Leverage an accessibility automation library
6. Automate device and assistive technology testing
7. Manage accessibility defects systematically
8. Measure progress
9. Include accessibility in retrospectives
Transformation Practices

1. Create a central team to manage the transformation
2. Obtain executive buy-in
3. Create and enforce an accessibility policy
4. Report on your accessibility transformation progress
5. Form a team of accessibility coaches to coach agile teams
6. Execute an empathy program to drive motivation
7. Make high-quality learning resources available and integrate these into onboarding
The Agile Accessibility Handbook

● available in the Agile book store
● nine team practices
● seven organizational practices
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