


ACCESSIBLE	Programme: FP7 ICT	 www.accessible-project.eu www.research.softeco.it/accessible.aspx Contacts Gianni Viano Phone: +39 010 6026 338 Fax: +39 010 6026 350 Email: gianni.viano@softeco.it Stefano Bianchi Phone: +39 010 6026 368 Fax: +39 010 6026 350 Email: stefano.bianchi@softeco.it
	Start date: September 2008	
	Coordinator: Centre for Research and Technology Hellas / Informatics and Telematics Institute and Hellenic Institute of Transport (GR)	
	Partners: Foundation for Research and Technology Hellas, Institute of Computer Science (GR) Sun Microsystems (CZ) University of Stuttgart, Institute for Human Factors and Technology Management (DE) Fundação da Faculdade de Ciências da Universidade de Lisboa (PT) Softeco Sismat SpA (IT) Netscouts gGmbH (DE) Marie Curie Association (BG) SOLINET GmbH (DE)	
Keywords: accessibility, assessment, simulation, eInclusion, web application, web service, mobile application, description language, toolkit		

OVERVIEW

Accessibility is an urgent issue nowadays.

Authorities and experts are putting a lot of effort on pushing forward accessibility of software applications but, despite this fact, ICT applications and systems are not fully accessible yet.

The triggering idea behind ACCESSIBLE is to **contribute for better accessibility for all citizens, to increase the use of standards, and to develop an assessment simulation environment** (including a suite of accessibility analysing tools as well as developer-aid tools) to assess efficiently, easily and rapidly the accessibility and viability of software applications for all user groups.



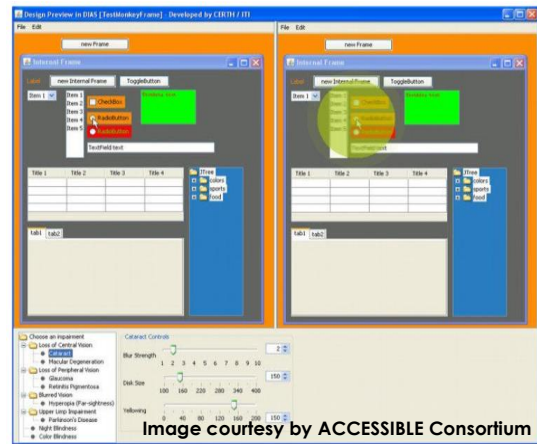
ACCESSIBLE exploits the technologies behind the recent expansion of **accessibility tools and standardisation methodologies**, in order to provide an **integrated simulation assessment environment** for supporting the production of accessible software applications.



ACCESSIBLE enables large organisations, SMEs or individuals (developers, designers, etc.) to produce software products of superior accessibility and quality, accompanied with appropriate measures and proposals for best practices

OBJECTIVES

- To research and develop an **Assessment Simulation module** by collating and merging different methodological tools, checking the coherence with the W3C and other main standardisation works, in order to fully support and incorporate accessibility approaches for the design and development of accessible new applications
- To research and develop **reliable and harmonised methodological approaches** and tools for **large-scale assessment accessibility of applications and services** - Harmonised Accessibility Methodological framework (HAM) to be incorporated to a multilayer ontology based knowledge resource and provide designers / developers / testers with appropriate designer-aid and accessibility assessment tools to drive design for people with disabilities and to develop accessible software applications
- To implement a **developer/designer-aid framework** including accessibility standards and methodologies for software development
- To present the **accessibility evaluation results** as EARL based reports
- To construct **prototype tests and full demonstrations**, in order to evaluate the proposed system by using four specific pilot applications a) accessibility assessment of **Web applications** and services, b) accessibility assessment of **mobile applications**, c) accessibility assessment of **web services** and d) accessibility assessment of standard **description languages** (e.g UML, SDL, etc.).



IMPACT



ACCESSIBLE empowers the research community on effective accessibility standards and technologies helping to create and improve the understanding of these aspects.

ACCESSIBLE supports the software development of future applications that will be more accessible and designed for all.

Overall, by providing software developers and organisations with accessibility assessment systems and ubiquitous and personalised design and development aid tools, **ACCESSIBLE benefits the EC Information Society** in terms of economics and improved services reaching its customers, users, suppliers and citizens, thus generally **improving European software developers', designers' and products' competitiveness.**

*ACCESSIBLE is related to the **eEurope 2010 strategy**, helping to overcome the fragmented approaches that are currently taking place in **accessibility issues** and contributing to inspire innovation and thus stimulating **ICT and digital content markets in Europe.***

ACCESSIBLE VISION

to develop ICT applications and services allowing people with disabilities to live more independently