REVEL Dragon Naturally Speaking Accessibility Documentation for Students REVEL 3.0

Prepared by BarrierBreak Solutions Website: http://www.barrierbreak.com
Email: info@barrierbreak.com

Contents

REVEL Dragon Naturally Speaking Accessibility Documentation for Students			
	1. Ge	neral Introduction	3
	2. Pro	oduct Overview	3
	2.1.	General Interface	3
	3. My	y courses Homepage	3
	4. Ba	nner and Navigation	3
	4.1.	Pearson logo	4
	4.2.	Search	4
	4.3.	The Profile Menu	4
	4.4.	Left Navigation Menu	4
	5. 5 A	Assignments Screen	4
	5.1.	Get Started, Continue & View buttons	5
	5.2.	More details	5
	5.3.	Message from Instructor	5
	5.4.	Calendar carousel	5
	6. Co	ntent Player	5
	6.1.	Listen to the Audio	5
	6.2.	Text Resize	5
	6.3.	Scrubber	6
	6.4.	Assignment List Drawer	6
	6.5.	Content Navigation	6
	6.6.	Multitasking Panel	6
	7. Qu	ıiz Drawer	6
	8. Pe	rformance	6
	9. Hig	ghlights & Notes	7
	10.	Table of Contents	7
	11.	Glossary	7

1. General Introduction

Below is a list of pointers and guides to the accessibility of the student features of REVEL using Dragon Naturally Speaking. It is broken into sections which map to the parts of the REVEL interface. First, general information about that section is provided then accessing the REVEL interface using the Firefox browser with Dragon on the Windows platform is provided.

This version was tested with Firefox 38.0.1 and Dragon Naturally Speaking 12.0.

*Note that load time and performance may be slow on windows at times.

2. Product Overview

The REVEL platform provides ways to access and organize course content. This document describes the different features of REVEL for students and how students can accessed them using Dragon. For the purposes of this document, general knowledge of how to browse the web using Dragon is assumed.

2.1. General Interface

The console has two menu buttons, the Help Menu and the Profile Menu.

The Help Menu provides students with the option to view the Popular Resources, find out about the Trial Period and Contact Support information.

The Profile Menu allows students to add/modify their account details, access the Pearson Technical Support information* and sign out of the REVEL platform entirely.

* Note: The Pearson Technical Support information is displayed in a new browser tab and users need to either close the tab or use the "Switch to previous tab" command to move back to the first screen.

3. My courses Homepage

Use the Pearson console to login. After logging in the student will be presented with a screen listing different courses in the "My Courses" section.

Information about Course Dates and Educators is provided for each course and the course title is provided as a link.

Identical link text "Go to My Course" is used on the page. When the student gives the command "Click Go to My Course", it shows numbers such as "1", "2" and "3" next to each link with the text "Go to My Course". If the student gives the command "Choose 2", it moves to the first link instead. This makes it difficult to activate these links.

To access course content, students should activate the course title links instead.

When students use the "tab" command to navigate between links focus moves onto hidden content after the profile link under the student's name. If student continues tabbing, they will eventually return to the visible content.

4. Banner and Navigation

The first screen of the course presents the student with several menu buttons and the assignments screen. In this section we will discuss the areas in the banner of the screen and the navigation menu which are available from anywhere in the course. Specifics about the Assignments page will be discussed in the following section.

Prepared by BarrierBreak Solutions Website: http://www.barrierbreak.com

Email: info@barrierbreak.com Page 3 of 7

4.1. Pearson logo

The Pearson logo is a link that takes students to the My Courses Homepage. Students using Dragon can click on it by using the "mouse grid" command. They cannot activate it by using the command "Click Pearson".

4.2. Search

The Search feature is provided in the header section of the page. It allows the student to search for words or phrases that may occur anywhere in the course.* Links are provided to sections of the course text where the word or phrase appears.

After performing a search, suggestions are available in a drop-down list format. Both the search field and the list of linked items can be accessed with the keyboard.

*Note: Search functionality may not always work correctly.

4.3. The Profile Menu

The Profile Menu button is located in the banner at the top right corner of the page. Students using Dragon can activate the Profile menu by using the command "Click [the name shown]". If the student's name is Lisa, they would say "Click Lisa".

The Profile contains the following options:

- My Courses: Points students to the list of courses screen.
- About REVEL: Displays current version and build information for the REVEL platform as well as supplementary links of the Pearson Support portal.
- Sign Out: allows students to sign out of the REVEL platform.

All the profile menu options behave as expected for students interacting with the REVEL platform using Dragon.

4.4. Left Navigation Menu

The left navigation Menu button expands and collapses the navigation menu. This menu provides access to the following options:

- Assignments: To explore the list of assignments for a course and to move directly to the content for a particular due date;
- Performance: To review points earned for the assignments that have been completed;
- Highlights and Notes: To review sections that have been highlighted for review;*
- Table of Contents: To review the full table of contents for the course material;
- Glossary: To look up the definitions of terms in the course;

Students can activate the Left Navigation Menu by using the command "Click Navigation".

They cannot activate the menu options using the standard "Click ..." commands but should use the "mouse grid" or "tab" commands to reach the desired link, then give the "Click" command to activate it.

5. 5 Assignments Screen

The Assignments screen will be the first REVEL screen presented each time the student opens the course. From this screen, a student can check the status and due dates of current assignments, read an overview of what is in the current assignment and other notes from the instructor. The student can also move directly to items that are currently due, or navigate to previous or future assignments.

Prepared by BarrierBreak Solutions Website: http://www.barrierbreak.com

Email: <u>info@barrierbreak.com</u> Page 4 of 7

5.1. Get Started, Continue & View buttons

After the date of the currently shown assignment, the student will be presented with a button that will take them to that assignment. Which button is available depends on the status of the assignment.

If the student has not started the assignment, the "Get Started" button will be available.

If the student has completed some of the assignment, the "Continue" button will be available.

If the assignment is past due, or has already been completed, the "View" button will be available.

All of these buttons behave as expected when using Dragon.

5.2. More details

After the "View" button, the chapter is listed with a "More Details" link. This link will expand a list of linked topics and quizzes for the assignment.

The default is that the "More Details" link is expanded and the topics are displayed.

The topics are presented as links and the links can be activated using Dragon.

5.3. Message from Instructor

The Message from Instructor is presented using an expand/collapse link. Students using Dragon can use the "Click message" command to expand the link and read the message. After reading the message, students can use the same command to collapse the message.

5.4. Calendar carousel

Below the main content section is a calendar listing all assignment dates. The student can choose a different date by using the "Next" or "Previous" buttons.

Students can choose a specific date from the calendar by giving the standard "Click" command. For example, use "click October 21" to choose the assignment for October 21.

Alternatively, by saying "click assignment" the student can also access assignments related to a particular date. When a student says, "Click Assignments", numbers for each date will be displayed. Students can then choose a number related to the desired date.

6. Content Player

The content player screen displays the course text and other course content. Along with the course content, the REVEL platform provides different features across content screens, such as "Text Resize", "Scrubber", and "Assignment List Drawer". Details for these features are discussed in this section.

6.1. Listen to the Audio

A "Listen to the Audio" feature is available at the beginning of the chapter's contents which provides a human narration of the course text.

Students can access the "Listen to the Audio" feature as expected.

6.2. Text Resize

The "Text Resize" button is available at the lower right corner of the screen. Activating the button will present students with options to increase text size to 32 point or decrease it to 12 point.

Prepared by BarrierBreak Solutions Website: http://www.barrierbreak.com

Email: info@barrierbreak.com Page 5 of 7

Students using Dragon can access the increase or decrease text size feature by giving standard Dragon commands. They can first give the command "Click Font size" to activate the menu and then "Click Increase Font Size" or "Click Decrease Font size" commands to activate the buttons.

6.3. Scrubber

The Scrubber is located at the lower middle part of the screen. Students can use the Scrubber to move forward or backward through the content.

Students using Dragon may find it difficult to interact with the Scrubber. It may be difficult to drag the scrubber in order to navigate between screens. Students should use the Previous (Left Arrow) or Next (Right Arrow) buttons to navigate through the screens instead.

6.4. Assignment List Drawer

The Assignment List Drawer is located at the lower left of the screen. Students can access the list of assignments for a date as well as find out the points earned by using the Assignment List Drawer.

Students using Dragon can interact with the Assignment List Drawer and open it. They can also navigate to the list of assignments links and activate them using standard commands.

6.5. Content Navigation

Left and Right Arrows are available on the screen to help users navigate to the previous and next screens. The arrows work as expected.

6.6. Multitasking Panel

Students can use the Multitasking Panel to access contents of two screens at a given time. Within the course text, links are available to open new information in the multitasking panel.

The Multitasking Panel functionality works as expected.

7. Quiz Drawer

Quizzes in the REVEL platform contain different sections.

The Quiz screen indicates the number of points earned out of the total points. The number of questions drop-down contains all the quiz questions.

Students using Dragon can navigate to the question selection drop-down.

An info icon appears next to "Points Earned" on the quiz main screen which cannot be accessed using Dragon's standard commands. However, it can be reached using "mouse grid" commands. When activated, it will display information such as, ""Initially, each question is worth 5 points. You get 3 attempts to answer the question correctly. Each time you submit an incorrect answer, the question value drops by 1 points"

Students can review questions and submit the answers as expected. They can move to the next question by activating the Next button.

8. Performance

Students can review their progress and performance in a course by choosing "Performance" from the Left Navigation Menu.

Under the Performance heading is a table listing all assignments and the points earned for each of them.

Prepared by BarrierBreak Solutions Website: http://www.barrierbreak.com

Email: info@barrierbreak.com Page 6 of 7

Both Assignments and Points Earned are buttons that can sort the table in ascending or descending order. The buttons will not indicate how items are sorted by default until the student presses one to sort again.

Students using standard Dragon commands can interact with the bar graph and select a date. Dates can be selected by first saying "move mouse up" or "move mouse down" to move the mouse pointer onto the graph section. Then use the command "Mouse Click" to activate it.

An Information icon appears on the main screen. It provides information such as, "Total points if late submissions are accepted: ..." Students can access this text by using "mouse grid" commands.

9. Highlights & Notes

The Highlights and Notes section presents pieces of text that have been highlighted for further review or attention.

At present, there is no way to create these notes and highlights without a mouse, but it is possible to review notes and highlights that have already been created.

Whether sorted by chapter or by color, the sorted items will follow text indicators.

Students using the "Click list box" Dragon command may find it difficult to access the "By Chapter" and "By color" drop-down list. They can access the drop-down list by using the "mouse grid". After activating the drop-down list students can use "Click by chapter" or "Click by color" to activate the options.

10. Table of Contents

The Table of Contents feature presents the full Table of Contents for the course text. After the student chooses the Table of Contents from the Navigation Menu, the book title will appear as a heading, followed by the author(s), and a list of all the chapters in the text.

Activating a link opens a sub-list of the chapter sections which can be reached with the tab command. Giving the "Click" command a second time for the chapter link collapses the list of chapter sections.

Activating one of the chapter section links will take the student to that part of the course.

Students using "scroll down" or "page down" commands may find it difficult to scroll the entire page. Instead students will have to use the "Tab" command to access all the page content.

11. Glossary

When the Glossary feature is selected from the Navigation Menu, the student is presented with a search field and a sortable table of phrases from the course and their definitions. The student can filter the table by entering letters in a search box. As the student types, the number of items in the table changes to include only terms or definitions that contain the letters the student has entered.

If no terms match the text in the search field, a note will appear before the table. The table itself will contain only its first row.

All the functionality of the Glossary including "Search" and "Sorting" works as expected for the student interacting with the REVEL platform using Dragon.

Prepared by BarrierBreak Solutions Website: http://www.barrierbreak.com

Email: info@barrierbreak.com Page 7 of 7