Accessible Interface for Multimedia Presentation in Inclusive Education

ABSTRACT
Among the technological solutions to achieve an inclusive education, the educative electronic accessible resources providing content adaptability is an alternative which reduces discrimination. It also favors the inclusion with right equalities which can be used by students regardless of their specific need and use contexts. Following this line of adaptability of contents on the web, a practical case has been launched: an accessible interface of a multimedia resource with caption and audio description that offers the user the control over the decision of which sound and/or visual alternatives he wants to be introduced to. This resource has been designed with Universal Design criteria which are found in the Inclusive Design methodological framework.

Categories and Subject Descriptors
H.5.2 User Interfaces, H.5.1 Multimedia Information Systems.

General Terms
Experimentation, Human Factors, Standardization.

Keywords
Inclusion, accessibility, special needs, multimedia. Interface.

1. PRACTICAL CASE. ACCESSIBLE INTERFACE WITH MULTIMEDIA CONTENTS
The approach presented here is the use of tools in the education that provides adaptation to each student according to the access and learning characteristics that they possess. The multi-modal interaction makes possible the access to multimedia educational resources by students with disabilities. A User Centered-Design has been followed in design and development, i.e. the framework of Inclusive Design that considers all types of users and special needs.

The resource was done for The Spanish Centre of Captioning and Audio description (CESyA) [1] that works towards the accessibility in audiovisual media using captioning and audio description services.

CONCLUSIONS
Here is presented an accessible interface implemented with XML technologies, as SMIL, to reproduce multimedia educational contents with a universal design which favors the inclusion, interactively offering personalization of the alternative contents such as caption and audio description.

2. REFERENCES