# Introduction to ScreenReaders

High Tech Center Training Unit

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Foothill – De Anza Community College District California Community Colleges

### Introduction to ScreenReaders

Day 1

10:00 AM Introduction

Objectives

Introduction to ScreenReader Technology

11:45 AM Lunch

1:00 PM Activities with ScreenReaders

Using Windows with ScreenReaders

Introduction to:
WindowEyes
SuperNova

2:15 PM Break

2:30 PM Activities with Screen Readers

Introduction to JAWS Introduction to NVDA

4:30 PM End

### **Primary Goals**

Participant will be able to do the following:

- 1. Understand the functional skills necessary to use a ScreenReader
  - a. Perform a series of structured activities with each Screenreader
  - b. Describe each ScreenReader
- 2. Understand how Screen Readers work
- 3. Understand the necessary skill set for use of a ScreenReader
- 4. Understanding of how to create screen reader-friendly materials

### Introduction to Screen Readers

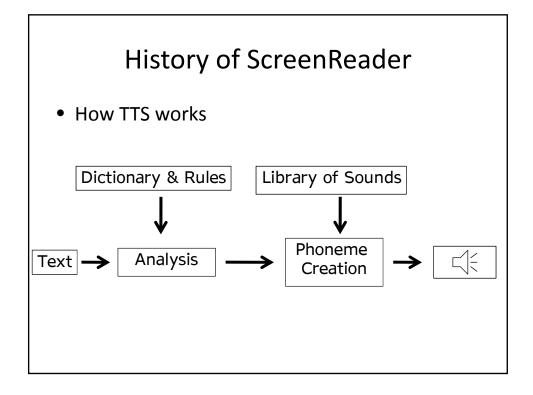
Ron Stewart Access Technology Instructor High Tech Center Training Unit

### Welcome

- Demonstrate four screen readers: JAWS, SuperNova, WindowEyes and NVDA
- Basics of how ScreenReader work, and considerations for evaluating them
- Hands-on experimentation
- Considerations for creating screen reader friendly materials
- Considerations for teaching screen readers skills to students

# History of ScreenReader

- TTS Overview
  - Synthetic rendering of textual information in an audible form.
  - 1. Dictionary and rules used for textual analysis
  - 2. Library of sounds used to create proper phonetic structures (phonemes)
  - 3. Final rendering of speech waveform



# History of ScreenReader

- Command Line Interface (CLI)
  - Text based
  - Specific command control
  - Linear Representation
- GUI Interface
  - Multiple synchronous operations
  - Visual symbology vs. abstract conceptualization
  - Issues of focus...

### History of ScreenReaders

- Mac
  - Voiceover
- Linux
  - Emacspeak, YASR, Speakup
  - Gnopernicus, Orca, LSR
- Dos
  - Provox, Model T Reader, Tiny Voice
  - JAWS, Hal, Vocal-Eyes

# History of Screen readers

Current brands we should be familiar with:

- JAWS
- WindowEyes
- Supernova/HAL
- NVDA
- VoiceOver

# History of Screen readers

JAWS (Job Access With Speech)

- First released in 1989
- Originally for DOS
- JFW released 1995
- JAWS 9 current version

# History of Screen readers

VocalEyes introduced in 1990 WindowEyes introduced in 1995

- Utilizes Windows keystrokes
- WindowEyes 7.5 current version

# History of Screen readers

Supernova Access

- HAL for DOS released 1986
- HAL for Windows 95 released 1996
- Supernova released in 1998
- Supernova 12 current version

# **Core Competencies**

- Basic OS Familiarity
- Application-Specific Knowledge
- Screen Reader-Specific Knowledge
- User Skills
- Knowledge of Focus
- Knowledge of Mode
- Knowledge or Content Type

### **Core Competencies**

- Basic Understanding of Interface
- GUI Interface Basics
  - Focus: awaiting your command
  - Selection : specify
  - Activation: perform
  - Mouse Actions: combine focus, selection, activation

# **Core Competencies**

- Knowledge of Application
  - Core features of application
  - Navigation style & potential
  - Keyboard commands
  - Basic understanding of interface layout

### **Core Competencies**

- Knowledge of Screen Reader Application
  - Inspection features of screen reader
  - Navigation features of screen reader
  - Keyboard commands

# **Core Competencies**

- User Skills
  - Touch typing
  - Auditory learning
  - Memory/Recall

### **Document Considerations**

- Audio Representation of Visual Information
  - Design dependent
  - Proper use of structural elements
  - Requires advance labeling of charts/graphics
- Linearization of Documents
  - Priority of information
  - Sidebars, figures, and tables

# **Application Considerations**

- Structure of Interface
  - Menu bars and Tool bars
  - Status and information displays
  - Application-specific keystrokes
- Competing Audio Feedback
- Accessible help files

### Screen Reader Navigation

- Understanding of Structure
- Reliable Points of Reference
- Keyboard vs. Mouse Control
- Discovering the Unknown

# Finding the Focus

- Interface Focus
- Screen Reader Focus
  - Document Object
  - Virtual Focus
- Home Base

### **Media Considerations**

- Screen Reader Friendly Media:
  - Logical design and layout
  - Use of headings
  - Proper tags in HTML & XML docs
  - Simple tables

# **Comparing Screen Readers**

- The Big Four
  - Window-EYES
  - SuperNova
  - JAWS
  - NVDA

#### **Screen Reader Day Activity Materials List**

#### **Activities**

- I. Where are you?
  - A. Windows Keyboard commands for navigation and interaction

#### **TASKS**

- 1. Bring up Desktop
- 2. Bring focus to task bar
- 3. Open the START menu
- 4. Open System Properties Dialogue
- 5. Find program in "Add/Remove Programs" Dialogue

#### **Materials**

- 1. Windows Keyboard Commands
- 2. Task List with specific commands (job aid)
- B. What's the time?

#### **Tasks**

- 1. Use screenreader key commands to read system time
- 2. Review Windows Keyboard commands

#### **Materials**

- 1. Windows Keyboard Commands
- 2. Task List with specific commands (job aid)
- C. What program are you using?

#### **Tasks**

- 1. Have students go to Start Menu (or special folder) and open the program or folder that corresponds to their computer number
- 2. Attempt to perform a basic function of the program
- 3. Everyone switch seats
- 4. Using keyboard commands and screen-reader specific commands, identify which program is now open

#### **Materials**

- 1. Windows Keyboard Commands
- 2. Task List with
  - a. Specific commands highlighted (job aid)
  - b. Specific program assignment

#### II. Read a Word Document

#### **Tasks**

- 1. Open Microsoft Word
- 2. Open document
- 3. Read document

#### **Materials**

- 1. Windows Keyboard Commands
- 2. Task List with specific commands (job aid)

#### III. Create/Edit a Word Document

#### **Tasks**

- 1. Open Microsoft Word
- 2. Open document or create new document
- 3. Edit/create document

#### **Materials**

- 1. Windows Keyboard Commands
- 2. Task List with specific commands (job aid)
- 3. Document to edit, or requirements for fresh document

#### IV. Read a PDF

#### **Tasks**

- 1. Open PDF document (multiple ways)
- 2. Read document

#### **Materials**

- 1. Windows Keyboard Commands
- 2. Sample document(s)

### Windows® Keyboard Commands

### **General keyboard-only commands**

deneral Reyboard only commands		
F1	Starts Windows Help	
F10	Activates menu bar options	
SHIFT+F10	Opens a shortcut menu for the selected item (this is the same as right-	
	clicking an object	
CTRL+ESC	Opens the <b>Start</b> menu (use the ARROW keys to select an item)	
CTRL+ESC or	Selects the <b>Start</b> button (press TAB to select the taskbar, or press	
ESC	SHIFT+F10 for a context menu)	
ALT+DOWN	Opens a drop-down list box	
ARROW		
ALT+TAB	Switch to another running program (hold down the ALT key and then press	
	the TAB key to view the task-switching window)	
SHIFT	Press and hold down the SHIFT key while you insert a CD-ROM to bypass	
	the automatic-run feature	
ALT+SPACE	Displays the main window's <b>System</b> menu (from the <b>System</b> menu, you can	
	restore, move, resize, minimize, maximize, or close the window)	
ALT+-	Displays the Multiple Document Interface (MDI) child window's <b>System</b>	
(ALT+hyphen)	menu (from the MDI child window's <b>System</b> menu, you can restore, move,	
	resize, minimize, maximize, or close the child window)	
CTRL+TAB	Switch to the next child window of a Multiple Document Interface (MDI)	
	program	
ALT+underlined	Opens the menu	
letter in menu:		
ALT+F4	Closes the current window	
CTRL+F4	Closes the current Multiple Document Interface (MDI) window	
ALT+F6	Switch between multiple windows in the same program (for example, when	
	the Notepad Find dialog box is displayed, ALT+F6 switches between the	
	Find dialog box and the main Notepad window)	

### **General folder/shortcut control**

F4	Selects the <b>Go To A Different Folder</b> box and moves down the entries
	in the box (if the toolbar is active in Windows Explorer)
F5	Refreshes the current window.
F6	Moves among panes in Windows Explorer
CTRL+G	Opens the Go To Folder tool (in Windows 95 Windows Explorer only)
CTRL+Z	Undo the last command
CTRL+A	Select all the items in the current window
BACKSPACE	Switch to the parent folder

### Windows Explorer tree control

Numeric Keypad *	Expands everything under the current selection
Numeric Keypad +	Expands the current selection
Numeric Keypad -	Collapses the current selection.
RIGHT ARROW	Expands the current selection if it is not expanded, otherwise goes to the
	first child
LEFT ARROW	Collapses the current selection if it is expanded, otherwise goes to the
	parent

### **Microsoft Natural Keyboard keys**

Windows Logo	Start menu
Windows Logo+R	Run dialog box
Windows Logo+M	Minimize all
SHIFT+Windows	Undo minimize all
Logo+M	
Windows	Help
Logo+F1	
Windows Logo+E	Windows Explorer
Windows Logo+F	Find files or folders
Windows Logo+D	Minimizes all open windows and displays the desktop
CTRL+Windows	Find computer
Logo+F	
CTRL+Windows	Moves focus from Start, to the Quick Launch toolbar, to the system tray
Logo+TAB	(use RIGHT ARROW or LEFT ARROW to move focus to items on the
	Quick Launch toolbar and the system tray)
Windows	Cycle through taskbar buttons
Logo+TAB	
Windows	System Properties dialog box
Logo+Break	
Application key	Displays a shortcut menu for the selected item