

## Accessibility in Technology

ICTC's WIL Digital Accessibility in Technology course is designed for students who are interested in developing fundamental skills on the Accessibility and Assistive Technology sector. This course serves as a source of knowledge of accessibility and their current impact for the workforce especially in Canada.

Modules		Lessons	Learning Objectives	
Module 1	<b>Fundamentals of Accessibility needs</b>	<ul style="list-style-type: none"> <li>• Introduction to Disability and accessibility in a Canadian context</li> <li>• Legislation at the federal and provincial levels</li> <li>• Accessible terminology and vocabulary</li> </ul>	<ul style="list-style-type: none"> <li>• Learning the history of accessibility in a Canadian context.</li> <li>• Acknowledging appropriate terminologies and vocabulary</li> </ul>	Padlet Discussion
Module 2	<b>Accessibility, Advocacy and Allyship</b>	<ul style="list-style-type: none"> <li>• Creating inclusive workplaces</li> <li>• Advocating for colleagues and self-allyship in the workplace</li> <li>• Making work events accessible</li> </ul>	<ul style="list-style-type: none"> <li>• Exploring the workplace under an inclusive and accessible lens including meeting methods and event planning.</li> </ul>	Padlet Discussion
Module 3	<b>Accessibility and Assistive Tools in Virtual Workplace</b>	<ul style="list-style-type: none"> <li>• Assistive and adaptive tools</li> <li>• Accessible software applications</li> <li>• Best practices in online workspaces</li> </ul>	<ul style="list-style-type: none"> <li>• Exploring assistive hardware, software and systems and discovering future tools of a virtual workplace.</li> <li>• Identifying the gaps of accessible and assistive technology in virtual workplace.</li> </ul>	Quiz
Module 4	<b>Accessible Online Play and Social Engagement</b>	<ul style="list-style-type: none"> <li>• Navigating social media</li> <li>• Navigating gaming spaces</li> <li>• Accessible gaming tools</li> <li>• Accessible job networking</li> </ul>	<ul style="list-style-type: none"> <li>• Learning accessibility within the scopes of social media and video gaming.</li> <li>• Exploring options for job searching and accessible employment</li> </ul>	Padlet Discussion
Module 5	<b>Career Opportunities in Accessibility and Assistive Tech</b>	<ul style="list-style-type: none"> <li>• Careers in accessible hardware</li> <li>• Careers in software applications</li> <li>• Accessibility in policy making</li> <li>• Human intervention and technology</li> </ul>	<ul style="list-style-type: none"> <li>• Discovering employment, skills development, and career sectors within the four main subcategories of accessibility in technology.</li> </ul>	Padlet Discussion
Module 6	<b>Emerging Technologies</b>	<ul style="list-style-type: none"> <li>• Changes in legislation</li> <li>• Tools for the virtual workplace</li> <li>• Innovative accessible and assistive technologies</li> </ul>	<ul style="list-style-type: none"> <li>• Learning upcoming legislative changes.</li> <li>• Understanding the next generation of accessibility in technology.</li> <li>• Exploring emerging tech and predictive needs.</li> </ul>	Padlet Discussion