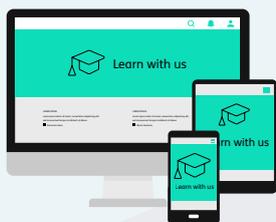


Creating e-learning that can be used by everyone

3 key groups who are involved in the delivery of e-learning need to think about digital accessibility:

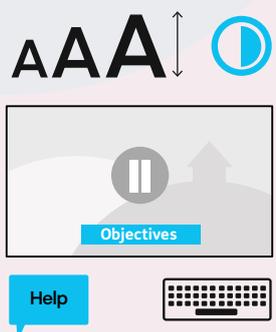


Platform creators



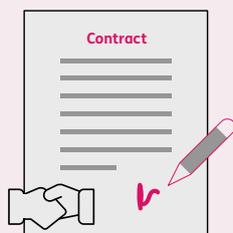
- Take a strategic approach to accessibility up-front. You may not be able to sell your platform to schools, universities or companies if you don't.
- Ensure the navigation journey to content within your platform's virtual learning environment is accessible. If it isn't, no matter how accessible the content is, some people won't be able to get to it.
- If your platform provides tools for creating e-learning content, make sure they allow creators to add accessibility hints (e.g. captions for videos, alt-text for images).

Content creators



- Consider the different learning needs and preferences of your learners. Provide alternative media formats to help all learners reach learning outcomes.
- Text should be brief, easy to understand and right for the reading age of your audience.
- Videos are great for people who are dyslexic, but need captions for people who are deaf, and audio-description for people who are blind.
- Animations make learning fun, but are distracting for people who are neurodiverse. Make sure they can be paused.
- Make sure all content and assessments are able to be navigated via keyboard, are accessible for screen reader users, and text is clear when viewed with a 200% bigger font.

Platform & content buyers



- Before buying a platform, ask its supplier for evidence of how accessible it is (via a VPAT). Check if the platform can be customised to make accessible learning experiences.
- Specify a consistent look and feel that all your content suppliers should adhere to.
- If your e-learning content comes from an external supplier, put accessibility in the contract. If it comes from an internal person or team, make sure they are trained in accessible content production.