

## Glossary

### **Accessibility**

The extent that people with the widest range of needs, characteristics and capabilities can use products, services, and facilities to achieve their goals.

### **Adaptive gaming**

Gaming set ups that utilize assistive devices for customizable more accessible gaming experiences.

### **Adaptive toy**

Toys or devices which have been adapted so that their original switches are redirected to a larger external switch that is easier for the user to interact with.

### **Alternate formats**

Alternate formats show information in a different way but they do not change the information.

Examples are:

- large print
- Braille
- recorded audio
- American Standard Code for Information Interchange (ASCII) text
- and other electronic formats that are compatible with assistive technology

### **Alternative text (text alternative, alt. text)**

Text that is associated with non-text content, such as images, so a screen reader can describe it. We do not use alternative text for images that are purely decorative.

### **Assistive device and/or assistive technology (AT)**

Technology that works with user agents, like a web browser, to make content more accessible for persons with disabilities.

### **Assistive switch**

Switches are used to create access for users with mobility difficulties for devices such as **toys, environmental control units, computers/ tablets, and communication devices**.

Switches may either be simple and mechanical, closing a circuit or more complex, containing a sensor to trigger the switch activation.

### **Augmentative and alternative communication (AAC) devices**

Used by people who have difficulty speaking or writing; AAC devices can be used to generate speech, type text, or use symbols to communicate.

### **Barrier**

Anything that hinders the full and equal participation in society of persons with disabilities.

**Closed captions**

Closed captions are a text version of the soundtrack of a television, movie or computer presentation. The soundtrack includes the spoken dialogue and also important background noises and audio cues, like a telephone ringing.

**Disability**

Any impairment or functional limitation that, with a barrier, hinders a person's full and equal participation in society.

**High-tech AT**

More complex and expensive, high-tech AT includes physical items such as power wheelchairs, and hardware- or software-based tools such as screen readers, voice recognition software, and accessibility overlays.

**Inclusive design**

Design that considers the full range of human diversity, including:

- ability
- language
- culture
- gender
- age, and
- other forms of human difference

**Low-tech AT**

Typically inexpensive and easy to use, examples of low-tech AT include large-print books, talking calculators, and wheelchair ramps.

**Web content accessibility guidelines (WCAG)**

Accessibility guidelines established by the World Wide Web Consortium (W3C) under their Web Accessibility Initiative (WAI). WCAG explains how to make web content more accessible to persons with disabilities.

[Employment and Social Development Canada](#)

[Top5Accessibility](#)

[Test Lab Dev](#)