

# Initiative OW2 “Open Source Accessibility”

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You hereby represent and warrant to OW2 that You have the full right, power and authority to enter into and execute this Charter, and that You have taken all actions necessary to enter into and perform Your obligations under this Charter.

By clicking to accept where the option is made available to You, You acknowledge and agree to be bound by the terms of this Charter on your own behalf and/or on behalf of your company, organisation, or legal entity as its authorised legal representative.

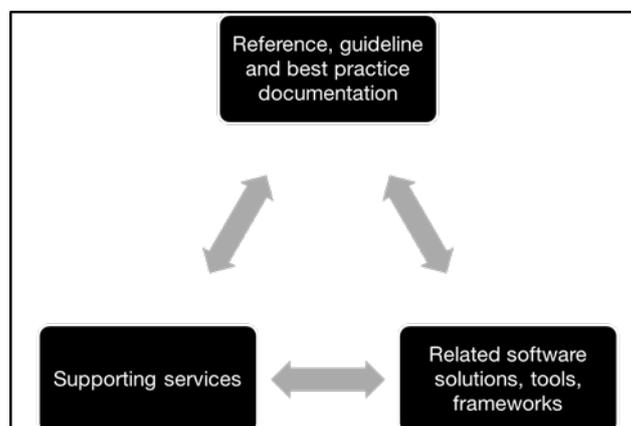
## 1 Initiative name

- OW2 Open Source Accessibility initiative
- Abbreviated to: OSAi

## 2 Short description

The world is turning digital. Think mobile applications, online shopping, social networks, government services, the cloud, smart cities, or connected objects. Access to this increasingly digital world is a basic requirement of professional and personal life. *Equality of access* is a social imperative, a fundamental right, often a legal obligation and certainly a business enabler.

This initiative sets out to provide a neutral and open space where participants can share knowledge, experience, solutions and tools concerning the domain of *digital accessibility*. Where participants can pool skills and resources, to collaborate on the development and promotion of quality, open source solutions for accessibility.



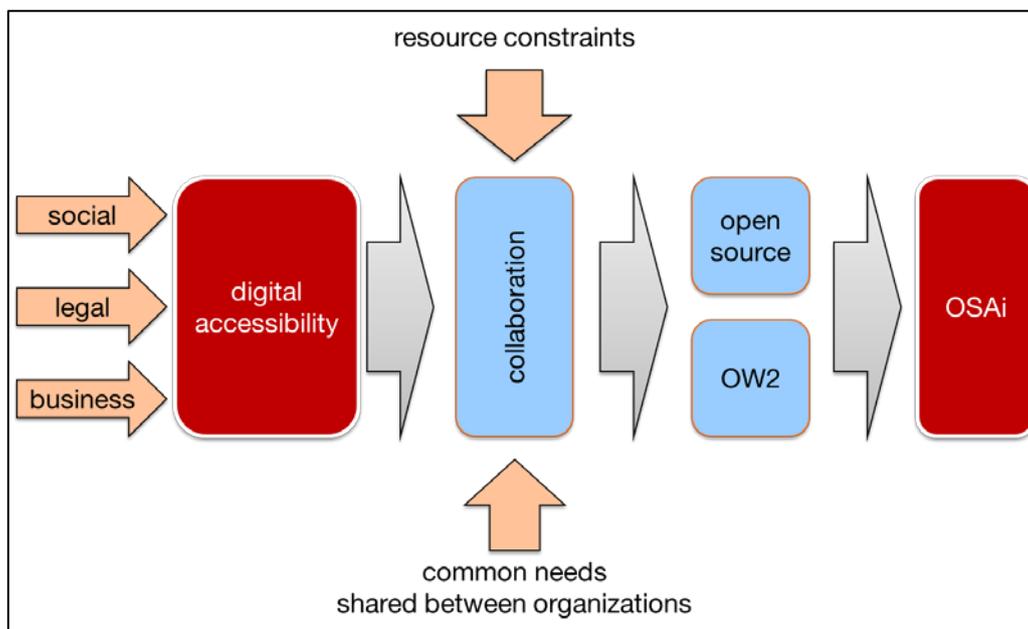
The initiative aims to bring together participants articulated around 3 axes:

- References and best practices.
- Related software solutions and development frameworks.
- Supporting services (for example training, integration or other accessibility related services that might be provided independently by initiative participants).

**To be noted:** OSAi is a non-commercial activity: no product or service sales are expected directly within the framework of the initiative. Products and services may be provided by, or through, initiative participants, but such commercial activity is beyond the scope of the initiative and its oversight. The initiative disclaims all responsibility of commercial activities by its participants.

### 3 Initiative background

There are several fundamental drivers behind the creation of this initiative within OW2. These drivers can be visualized as follows.



#### 3.1 Social responsibility

Accessibility and digital accessibility are enshrined within the United Nations *Convention on the Rights of Persons with Disabilities* (UNCRPD). Article 9 of the Convention requires that “appropriate measures be taken to ensure access for persons with disabilities, on equal basis with others, to inter alia information and communication technologies, including the Internet”.

#### 3.2 Legal obligation

Laws, policies and standards regarding accessibility in general and digital accessibility more specifically have been established worldwide. Some examples:

#### Commission European

*European Accessibility Act*, 2 December 2015.<sup>1</sup>

#### France

The law n° 2005-102 of 11 February, 2005 "*Equality of rights and opportunity, participation and citizenship of disabled persons*" stipulates in Article 47 for "the accessibility of online public communication services of the State and local authorities, and the public establishments that depend on them".

Part of the "*projet de loi pour une République numérique*", adopted on 28 September 2016, is dedicated to digital accessibility with focus on mobile coverage, access to digital public services, access of people with a disability to communication services and web sites.

#### Other European countries

- UK (*Disability Discrimination Act*, 1995; the *Equality Act*, 2010, and its associated *Code of Practice*, 2011, cover digital accessibility).
- Ireland (*Disability Act*, 1999).
- Germany (2002).
- Spain (2002).
- Greece (2003).

#### The United States

Digital accessibility has been in place since 1998, with the adoption by Congress of an amendment commonly known as "*Section 508*", which deals with the accessibility of federal sites and government electronic resources.

### 3.3 Business enablement

Several areas can be considered when looking at the potential business case for digital accessibility:

#### Demographic evolutions

People with impairments represent a population over 46 million (population aged 16 to 64) in Europe and between 600 and 900 million worldwide. And this is without counting the aging baby Boomers, over 75 million in Europe alone.<sup>2</sup>

#### Legal scope

As described before, digital accessibility is a fundamental right enshrined by the European Disability Strategy (2010) and in various laws worldwide. The evolution of public regulation paves the path for lawsuits against companies who do not make their services accessible to those with disabilities.

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<sup>1</sup> [http://europa.eu/rapid/press-release\\_IP-15-6147\\_en.htm](http://europa.eu/rapid/press-release_IP-15-6147_en.htm)

<sup>2</sup> [http://www.accessibletourism.org/resources/enat\\_igm\\_3eichhorn.pdf](http://www.accessibletourism.org/resources/enat_igm_3eichhorn.pdf)

## Ethics

The importance of social responsibility focused on digital accessibility is increasingly visible within the policies of companies and organizations. Digital accessibility encompasses all disabilities that affect access to the web, including visual, auditory, physical, speech, cognitive, and neurological disabilities.

## Technology changes

Digital accessibility enables all people, including those with disabilities, to access electronic resources (including web pages, software, mobile devices, e-readers, etc.) and communications. Digital accessibility also benefits others, including people with changing abilities due to aging.

Digital accessibility is essential for equal opportunity. It makes easier for people to access information: accessibility barriers to print, audio, and visual media are more easily overcome through web technologies than it was years ago when there was no access to it, be it because of remote location, inaccessible premises or inappropriate format. It can also help people participate in society: it increases employment options and expands opportunities for communication, social interaction, and community participation.

## Financial benefits

From an enterprise perspective, improved accessibility results in increased productivity including from nondisabled employees (Gartner) and from an e-business perspective, people with disabilities represent a huge group of consumers. Dealing with accessibility requirements is becoming a market opportunity. Gartner Inc., argues that people with disabilities (PWD) are an underserved market segment with one billion people worldwide and notes that additionally, businesses that create a workplace environment that is accessible for PWD can realize increased productivity from non-disabled employees.<sup>3</sup>

### 3.4 Resource constraints

Despite the social, legal and business advantages to be gained, accessibility is perceived generally as cost, rather than as a profit center. Efforts to develop and promote accessibility solutions are often dispersed and poorly funded within today's ICT ecosystem.

**Leveraging the open source model presents a significant opportunity to share efforts to minimize the cost** of developing and implementing compliant digital solutions for people with physical or cognitive difficulties.

### 3.5 Common needs

Accessibility imposes similar (if not identical) needs on organizations, regardless of type (enterprises, associations, public service organizations, universities, or other structures). And, most organizations

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<sup>3</sup> <http://www.gartner.com/newsroom/id/2638315>

must address these needs with the same constraints; small teams or even individuals, strong expertise but limited availability, limited resources.

This initiative stems from the realization that **efforts to develop and promote accessibility solutions could greatly benefit from a collaborative gathering of experience and resources** from like-minded teams and experts in multiple organizations and from diverse backgrounds.

### 3.6 Open source collaboration within a neutral framework

OW2 has been identified as an established and recognized neutral ground within which to develop an accessibility initiative based on the ideals of open source collaboration. The initiative aims to leverage OW2's proven management framework, out-reach support, development and quality assurance tools.

## 4 Initiative scope

At launch, the initiative is organized into seven domains:

1. **Guidelines and best practices:** design methodologies (development, implementation), accessibility criteria and evaluation methodologies for testing accessible digital products and services
2. **Measuring and auditing tools:** solutions to increase the accessibility of digital products, to ensure that web sites or software meet accessibility requirements and to measure it over time.
3. **Training:** solutions and materials to help education and awareness of accessibility, especially digital accessibility.
4. **Tools for communication:** solutions to improve accessibility in communication and telecommunication.
5. **Development tools:** solutions to give accessible frameworks to developers (to help them to take into account accessibility needs and criteria)
6. **Accessible user interfaces:** solutions to facilitate the use of digital software or hardware
7. **Positioning, navigating and mobility:** solutions to increase the ability to navigate in any environment, indoor or outdoor

The Steering Committee may decide to add or remove a domain.

### 4.1 List of domain leaders

At launch, the seven initiative domains are coordinated by the following participants:

First, Last Name	e-mail	Organization	Role in the management team
Antoine Cao	<a href="mailto:Antoine.CAO@moderation.gouv.fr">Antoine.CAO@moderation.gouv.fr</a>	DINSIC	<i>Domain Leader</i> <b>Guidelines and best practices</b>
Frederic Halna	<a href="mailto:fhalna@oceaniconsulting.com">fhalna@oceaniconsulting.com</a>	Oceane Consulting	<i>Domain Leader</i> <b>Measuring and auditing tools</b>
Nathalie Pican	<a href="mailto:nathalie.pican@orange.com">nathalie.pican@orange.com</a>	Orange	<i>Domain Leader</i> <b>Training</b>
TBD		TBD	<i>Domain Leader</i> <b>Tools for communication</b>

First, Last Name	e-mail	Organization	Role in the management team
TBD		TBD	<i>Domain Leader</i> <b>Development Tools</b>
Denis Chene	<a href="mailto:denis.chene@orange.com">denis.chene@orange.com</a>	Orange	<i>Domain Leader</i> <b>Accessible User Interfaces</b>
Gilles Zanolin	<a href="mailto:gilles.zanolin@orange.com">gilles.zanolin@orange.com</a>	Orange	<i>Domain Leader</i> <b>Positioning, navigating and mobility</b>

## 4.2 Project list (non OW2 at the time of writing)

Whilst participation to the initiative (as an individual or organization) does not oblige membership to the OW2 Consortium, membership allows access to the full range of OW2 services in relation to member projects (promotion, access to the OW2 AppStore, access to quality tools ...).

For a project to be accepted as part of the OW2 code base, Corporate or Strategic Membership is required for projects explicitly claimed by commercial companies, and Individual Membership is required for projects lead by independent or individual developers.

At launch, the following 17 projects have been identified to be part of the initiative (see table below). None of these projects are currently in the OW2 code base, nor have the status of "OW2 project". Several projects will be submitted to become "OW2 projects" so as to enhance their open source status and increase sharing and third party contributions.

Other Projects	Project Affiliation	Organization	Justification
AcceDeWeb	NA	Atalan	<i>Domain:</i> <b>Guidelines and best practices</b>
AcceDePDF	NA	Atalan	<i>Domain:</i> <b>Guidelines and best practices</b>
Accessibility guidelines	NA	Orange	<i>Domain:</i> <b>Guidelines and best practices</b>
Guide du développeur	NA	DINSIC	<i>Domain:</i> <b>Guidelines and best practices</b>
Observatoire	NA	Oceane Consulting / A plusB	<i>Domain:</i> <b>Measuring and auditing tools</b>
Pa11y Dashboard (*)	NA	Orange	<i>Domain:</i> <b>Measuring and auditing tools</b>
Tanaguru	NA	Oceane Consulting	<i>Domain:</i> <b>Measuring and auditing tools</b>
AcceDe online training	NA	Atalan	<i>Domain:</i> <b>Training</b>
mDan (*)	NA	Orange	<i>Domain:</i> <b>Training</b>
Signs@Work	NA	Orange	<i>Domain:</i> <b>Tools for communication</b>
Boosted (*)	NA	Orange	<i>Domain:</i> <b>Development Tools</b>
Kawa	NA	Worldline	<i>Domain:</i> <b>Development Tools</b>
Confort+ (*)	NA	Orange	<i>Domain:</i> <b>Accessible User Interfaces</b>
Universal access PC	NA	Hypra	<i>Domain:</i> <b>Accessible User Interfaces</b>

Other Projects	Project Affiliation	Organization	Justification
HMOVE	NA	Sogeti	<i>Domain:</i> <b>Positioning, navigating and mobility</b>
Ocara	NA	Orange	<i>Domain:</i> <b>Positioning, navigating and mobility</b>
Wegoto	NA	Wegoto	<i>Domain:</i> <b>Positioning, navigating and mobility</b>

(\*) Projects that will be submitted to become "OW2 projects".

## 5 Deliverables

Deliverables that are expected include: software applications and frameworks, software demonstrators, training materials and written recommendations / good practices.

The initiative will organize workshops for its members for experience and resource sharing and will take part in conference sessions for market outreach and the recruitment of new participants.

The initiative will organize events such as "hackfests" (developers, compliance managers and people with disabilities).

## 6 Organization

The initiative is organized on 3 levels:

- A steering committee
- Functional domains
- Projects (produce deliverables: software code, best practice documentation ...)

Individuals may hold the following roles within this organization.

1. Chairman
2. Sponsor
3. Domain Leader
4. Project Representative
5. Remarkable Individual

The 1<sup>st</sup> two roles (chairman and sponsor) are exclusive; a single individual may hold only one of these roles, but no other role.

The other 3 roles (domain leader, project representative, remarkable individual) are not exclusive; a single individual may hold one or several roles. For example, be a project representative and a domain leader, or lead more than 1 domain.

Both OW2 members and non-members may join the OSAi Initiative provided that each participant acknowledges and agrees with the terms of the present document.

### 6.1 Roles

The following roles are formalized within the initiative:

### 6.1.1 Chairman

- The Chairman is elected by majority vote of the Steering Committee.
- The Chairman must be a corporate or strategic member of OW2.
- The vote of the Chairman is decisive in the case of tie-breaks.

### 6.1.2 Sponsors

- An employee of a participating organization to the OSAi Initiative, fulfilling the acceptance criteria listed below.
- Invited at the request of the participating organization to join a single Steering Committee meeting. The invitation can be renewed, but is not implicitly recurrent.
- Does not vote within the Steering Committee, but may present projects, events, advice or directions (etc.) for the Steering Committee to take into consideration.
- Propositions arising from a Sponsor's intervention are put to Steering Committee vote.

The role of the Sponsor is as follows:

- Operational and/or political vision.
- Propose new directions, focus points, subjects, etc. for the initiative.
- Moral sponsorship and initiative promotion internally & externally to his/her organization.

The role of the sponsor is not a "validation" role over & above the initiative Steering Committee. The initiative Steering Committee remains the sole structure empowered with decision authority for the initiative.

#### 6.1.2.1 Acceptance criteria for Sponsors

Although without voting rights, the role of Sponsor is significant to the good governance and direction of the initiative. As such, Sponsors fulfil the following acceptance criteria:

1. Authorized signatory for his/her organization.
2. Engagement to the initiative at sponsorship level for two (2) years.

If an individual changes position/post to one that is no longer compatible with his/her role of sponsor for a given organization, the role of sponsor for that organization is passed to his/her replacement.

### 6.1.3 Domain Leaders

- Domain Leaders must be corporate or strategic members of the OW2 Consortium with the following exceptions:
  - Have provided the written intention of becoming a corporate or strategic member within the calendar year of taking office.
  - Directly represent a government agency.

### 6.1.4 Project Representatives

- Represents a project within the initiative; is the project's "single-point-of-contact".
- He/She is an empowered member of the project's team.
- He/She does not need to be a member of OW2, except if the project is within OW2's code base (see above, **4.2. Project list**).

### 6.1.5 Remarkable Individuals

- Elected by the participants of the initiative.
- Should have rare skills that will benefit the initiative (ex. accessibility evangelist, ICT industry “mover”, national/supranational lobbyist, out-reach or communications expert ...).
- Does not need to be a member of OW2.
- Does not need to be drawn from a participating organization.

## 6.2 Steering Committee

The Steering Committee is the *de facto* and highest decision making structure within the initiative.

The Steering Committee is charged to carry out the following activities:

- Enact governance of the initiative.
- Define the initiative’s governance model and associated documentation.
- Define the initiative’s global strategy and direction.
- Ensure that the initiative adheres to the initiative governance model and OW2 charter.
- Decide to create or delete Domains.
- Elect the Chairman.
- Veto (if necessary) Domain decisions.
- Remove from office (if necessary) Domain Leaders and Remarkable Individuals.
- Ensure transversal coordination between Projects across Domains where appropriate to foster capitalization and skills/experience sharing.
- Work with the OW2 organization to promote the initiative; within OW2 or within conferences and other public facing events. Including, co-authoring and/or validation of press-releases on behalf of the initiative.
- Animate activity in respect of EU (or other) collaborative projects.
- Animate lobbying activity towards national or supranational organizations where appropriate
- Decide to update or modify the present document

The Steering Committee is comprised of the following actors:

- 1 Chairman
- Domain Leaders (1 per domain)
- Up to 3 Remarkable Individuals
- Sponsors
- A representative of OW2

The Steering Committee operates in the following manner:

- It is animated by a Chairman elected for 1 year (12 months).
- Each Steering Committee member has 1 vote, including the Chairman, but excluding sponsors.
- Decisions are decided by majority vote of a committee with a quorum of 50% of voting Steering Committee members.
- A single participating organization may not hold more than 1/3<sup>rd</sup> of the Steering Committee votes.
- Meets at least twice a year.

### 6.3 Domain Management

Each domain encompasses several projects.

Participants of each domain elect a *Domain Leader* who will represent the domain within the Steering Committee. (To be able to vote, a participant must have endorsed the present document.)

At least once every third month (3), domain committees are organized by Domain Leaders. These committees comprise all *Project Representatives* within the given domain.

A domain committee's mission for its domain is:

- Decide whether to accept, refuse or archive a project in its domain;
- Animate the coordination and mutualization within the domain;
- Ensure the coherence of projects within the domain;
- Identify opportunities to participate in conferences, organize seminars, etc.

### 6.4 Project Management

Projects are grouped by domains, defined by the Steering Committee.

Each project is managed by a *Project Representative* who must have endorsed the present document.

The latest version of the project must be hosted within OW2: Initiative software projects will provide the latest version of the software (source code + binary + documentation) to the OW2 code base. Initiative documentation projects will provide the latest version of documentation to the initiative wiki.

The Project Representative's role is to:

- Manage the project and its evolutions (roadmap) with respect to OSAI;
- Include contributions and coordinate the community of users and developers;
- Put in place and use the necessary tools, documents and process to ensure a quality of code, a respect of licenses and regulations;
- Represent the project before OW2 to obtain the OW2 project qualification as needed;
- Inform the Domain Leader of advances in the project.

## 7 Associated standards

The most widely accepted functional specifications for web-accessibility are the Web Content Accessibility Guidelines (WCAG) from the World Wide Web Consortium (W3C). Since 1997, the W3C (World Wide Web Consortium), the web standards authority, has been engaged with issues of accessibility, creating the WAI (digital accessibility Initiative). The WAI has issued recommendations for making the web accessible, especially in relation to assistive technologies used by disabled persons. Most EU countries refer to the WCAG level AA. On this basis, national standards have been created. In France, RGAA V3 is the current national standard. In the UK, British Standard BS 8878 is a guide to good practice.

In other domains than digital accessibility, at the world level, ISO standardization has already done some work about the subject. ISO/IEC JTC1/SC35 standardizes in the field of user-system interfaces in information and communication technology (ICT) environments and support for these interfaces to serve all users, including people having accessibility or other specific needs, with a priority of meeting the JTC 1 requirements for cultural and linguistic adaptability. This includes user interface accessibility (requirements, needs, methods, techniques and enablers); cultural and linguistic adaptability and accessibility (such as evaluation of cultural and linguistic adaptability of ICT products, harmonized human language equivalents, localization parameters, voice messaging menus); user interface objects, actions and attributes; methods and technologies for controlling and navigating within systems, devices and applications in visual, auditory, tactile and other sensorial modalities (such as by voice, vision, movement, gestures); symbols, functionality and interactions of user interfaces (such as graphical, tactile and auditory icons, graphical symbols and other user interface elements); visual, auditory, tactile and other sensorial input and output devices and methods in ICT environments (for devices such as keyboards, displays, mice); user interfaces for mobile devices, hand-held devices and remote interactions.

ETSI and ITU have also done many standards in the field of telecommunication accessibility.

OSAI will strive to comply with open standards.

OSAI will work in coordination with standardization bodies to implement new accessibility focused standards and to improve existing accessibility standards.

## 8 Key efforts

As seen today the main efforts fall into the following categories:

- Developing a portfolio of best practices, guidelines and training materials
- Developing a portfolio of open source accessibility solutions tool software.
- Linking best practices, solutions and supporting services ; AppStore
- Promoting the resources developed by the initiative through public presentations, white papers, etc.

## 9 Known risks

Whilst there are no identified blocking or critical risks associated with this initiative, there are 2 areas of attention which may impact the initiative "success":

- Coordination between initiative participants, especially when interacting with participants not familiar with open source agile process.
- Making the initiative international: initiative participants must make an effort to facilitate international recruitment and participation.

## 10 License open source

### 10.1.1 Business Rationale

OSAI is a vehicle for sharing experience and digital resources in accessibility. The aim is to facilitate their development and deployment.

### 10.1.2 IPR Policy

Rules and principles stated in OW2 Intellectual Property Rights Policy, as described in Exhibit 1, shall apply to all participants as well as to all projects submitted to OSAI Initiative.

Only licenses accepted by the Open Source Initiative<sup>4</sup> will be accepted in the initiative. *Creative Commons* licenses will be applied to non-software deliverables.

Projects brought to the initiative may already have their own licenses provided that the said licenses are accepted by the Open Source Initiative.

## 11 Brand

Each participant to OSAI Initiative shall remain the owner, except otherwise agreed between such participant and OW2 Consortium, of any related trade name, trademarks or any other commercial indicia that are related to the name of participant's project(s) submitted to OSAI Initiative.

## 12 Effective Date

The present document and any amendments to this document shall become effective immediately upon its adoption by the Steering Committee.

## 13 Amendments

The Steering Committee of OSAI Initiative may amend the present document. The provisions in any such amended document will be binding upon all of the participants to OSAI Initiative.

## 14 Exhibits

Exhibit 1: [OW2 Consortium Intellectual Property Rights Policy](#)

([https://www.ow2.org/bin/download/Membership\\_Joining/Legal\\_Resources/OW2C-IPR.pdf](https://www.ow2.org/bin/download/Membership_Joining/Legal_Resources/OW2C-IPR.pdf))

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<sup>4</sup> <https://opensource.org/>