**iOS Accessibility Overview**

**Tim:** [00:00:04] Hi there, Tim from Diversity and Ability here and in this video, I'm giving a brief overview of the built-in accessibility features on iOS devices. So that's iPads and iPhones and, uh, going through what they are briefly and, uh, where you can find them. Okay. So you can see I'm here on my iPad and I'm just going to jump into the settings, uh, application.

And then what I need to do is scroll down to find accessibility just here and when I go into that, you can see on the right-hand side, or if you're on an iPhone, your, your whole screen will switch across to this accessibility section. So you can see they've, uh, grouped it into vision features, physical and motor, hearing and general.

Uh, let's look at the vision features first of all. So if we go to the top, you can see here, we've got the voiceover setting. Now, if you want a more detailed exploration of this, my colleague, Chris has made a video showing you how to make use of it. But long story short, it essentially enables a visually impaired user to build, to be able to use their screen by reading aloud at whatever they've got their finger over on the, on the screen.

Moving on. We have the zoom functionality. This one essentially gives a couple of different ways or three different ways in fact of zooming in, on things on screen. So this can enable the user to, uh, either open up a small box that they can track around the screen takes up half of the screen showing you a zoomed in focus on that, uh, or actually zooms in the whole screen.

Um, with any of these it's, um, it's all about using three fingers on screen to be able to zoom in and out, uh, or track around. Moving on. We have the magnifier function that, that one essentially makes use of the camera on the device, uh, to enable the user, to be able to zoom in on anything that they've got in the physical world around them and making it more legible or more easy to see.

Um, it's worth mentioning, actually, there are also some filters on there that you can use to, to make it easier to see things as well as just being able to zoom. Next, we have display and text size, as you can see, there's quite a lot of settings here, but it's worth mentioning that, that these relate to a couple of, uh, um, k ey elements of being able to see things more easily on the colour

so you can see up at the top, we've got different settings for, for text. Uh, but then there's also things that, that will impact on how color is displayed on the screen. Particularly you can get it to filter out certain colours, uh, or you can use it to, uh, um, invert the contrast or, or raise or lower the contrast.

Uh, and then you can also adjust how bright whites are on the screen. Uh, next we have motion. Uh, you can use these settings to be able to reduce the amount of motion on screen, which can make it easier for certain users to, to, uh, focus on what's what's happening and be able to keep track of what's going on and not get overwhelmed.

Uh, next we have spoken content, uh, I've made other videos demonstrating how to make use of this, but long story short, it enables you to have things onscreen read aloud to you in a couple of different ways. Finally, uh, for vision, we have audio descriptions, which makes you solve, uh, any, uh, um, audio descriptions of, uh, video content, uh, so that, you know, somebody who is visually impaired could, uh, understand what is going on because they've got the actions described.

Uh, but that is only when, when there is, uh, um, audio descriptions available, but that will be, uh, that, that will. Okay. Let's move on from the vision accessibility features to the physical and motor and what I should say at the accent is some of these are based around making sure that your, um, interactions with the screen are definitely what you want to do.

It's, you know, avoiding, uh, accidental touches and things like that. Whereas others are based around using external resources to build, to interact with the, the, uh, iOS device, particularly, um, as you'll see there's some that require external objects or might require motion or even, uh, um, being able to use your voice.

So the first one touch is about making sure that the interactions that you have with the screen when you're touching it are definitely what you wanted to do. Moving on to switch control in here, you can see a range of different ways of being able to interact with the iPad, such as being able to do motions on screen that can have shortcuts in order to perform specific actions.

Just beneath that we have voice control. So this one you can, set it up to enable you, even without internet connection, to be able to verbally command your, your iOS device to, to do certain things, um, it does require a setup in the first instance. Um, but then it will enable you to, to use it even if you, as I say, don't have a, uh, an internet connection and so therefore cannot access Siri.

Next up, we have the home button functionality, and this one allows you to activate a home button on screen. You might have actually noticed on my videos, I've got it active just here. Uh, and this, the reason for this being is that I've broken the home button on my device. So therefore need some other way of being able to interact with that.

But it is worth mentioning. You can see, there are a few shortcuts for being able to do quick and easy things such as I can quickly take a screenshot and you can see that's now captured that, uh, and has saved that to my photos. Back to the settings. Uh, as you can see, the next one down is apple TV remote.

So if you do have an apple TV, remote control, you can actually connect it to your iOS device and then use the direction buttons on that yet again, giving you an alternative way of being able to interact with the device without actually needing to touch the screen. Next up, we have pointer control. This essentially gives you the equivalent of a mouse pointer on screen that you can use to go and interact with, uh, um, anything on there.

Uh, you know, essentially using the, the mouse pointer, like a finger on the touch screen. Finally, we have keyboards. And as you can see, if you've set up an external keyboard to connect to the device, you can use it for a variety of different things. You can see that full keyboard access will actually give you a, um, full ways of controlling the, the iOS device, uh, um, using shortcuts that you can use on the keyboard as well as being able to adjust how the keyboard works for when you're actually just looking to type.

Next up, we have the settings for hearing and you can see at the top here, we've got hearing devices. So if you have a compatible, uh, MFI hearing device, you can actually connect it to the, the, uh, iOS device and make sure that anything auditory is then played through that device. Uh, audibly and clearly. Next up, we have sound recognition.

So if I jump into that and turn that on and then go into sounds, you can see in here, there's a range of different auditory signals, but what will happen is if I turn any of these on and the iOS device, here's these things, it will then give a visual indicator to say that this thing is happening. And it can mean that a person with hearing difficulties will be given a visual signal

so they'd have more situational awareness about what's going on around. Moving on to audio visual, you can see here. We have a range of different functions that you can use to adjust, uh, the, the audio output, particularly related to headphone accommodations. So it should be mentioned that this is specific to apple or beats headphones, but also you can see, it has the ability to adjust to mono audio, meaning that the same sound is played out at both left and right speakers or headphones

if you've got those connected as well. Uh, there is also the ability to adjust the balance so that if hearing is better in one ear than the other, you can make sure that the, uh, device plays an audio more on, on the side, that with the weaker hearing than the other. And finally, we have these settings for subtitles and captioning, which essentially enables the user to make sure that any available, uh, captioning or subtitles will be, uh, played automatically and a few different, uh, ways of adjusting those settings.

Finally at the bottom here, we have the general settings. Uh, you can see at the top one is guided access and this enables the user to be able to, uh, temporarily lock in on a specific app and, uh, disable buttons on their, their device so that they don't accidentally exit it. It can also make sure that that, uh, certain touches on screen are not registered.

It means that, you know, certain, certain screens become certain parts of the screen become dead zones, uh, to, uh, to avoid any accidental presses. You can also use it to, uh, limit access to an application, um, to a, to a specific limited time as well. Uh, just beneath that we've got Siri and this gives you a range of different ways of customising how Siri works, uh, how, you know, what kind of things it's listening out for and how it will respond when you do access it.

Finally, we have the accessibility shortcut, which essentially enables you to be able to turn on and off at will any of these different settings here. Plus if you enable them in the other accessibility menus, you'll see them as options here too. And then you can, um, have them available through the control center.

Which, if you weren't aware of the control center is accessible by just a single finger dragging down from the top right corner of your screen. And you can see in here, we've got a range of different things. And if I tap on that accessibility shortcut, you can see that I've got the assistive touch active.

Uh, and then I can turn, reduce white point on and off at will. So I hope this has been a helpful overview of the various different accessibility features built into iOS devices do check out our other videos on the accessibility features of other tools. My name is Tim I'm fromDiversity and Ability. I'll catch you in the next video.