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Sign up

iOS accessibility training with Swift

3 days (21 hours)

Presentation

Our iOS accessibility with Swift training course will help you master the essential skills needed to develop iOS applications.

During this training course, you'll gain expertise in iOS accessibility by exploring the advanced features of Apple's operating system.

You'll discover how to create [inclusive user experiences](#) using iOS accessibility features, as well as adapted design and development techniques.

This training course will enable you to understand user needs and implement solutions to meet those needs by identifying and correcting accessibility errors.

In this course, we'll explore best practices for ensuring your iOS apps are user-friendly and accessible.

As with all our training courses, this one will introduce you to the [latest iOS resources](#).

Objectives

- Understand the main challenges of iOS accessibility
- Design accessible user interfaces
- Master development techniques
- Be able to carry out in-depth accessibility tests

Target audience

- **Mobile Developer**
- iOS developer

Prerequisites

- Understanding of mobile application development concepts (particularly on the iOS platform)
- General familiarity with user interface design principles would be a plus

The content of this course will apply to both SwiftUI and UIKit.

Our accessible iOS applications training program

Introduction to iOS Accessibility

- Understanding accessibility issues
- The importance of accessibility in iOS development
- The benefits of creating accessible applications
- The legislative framework for accessibility
- Defining disabilities and special needs
 - The different types of disability

iOS basics and VoiceOver

- Discovering the iOS ecosystem
- Using VoiceOver for navigation
- Gesture commands and keyboard shortcuts for VoiceOver
- Customize your VoiceOver experience
- iOS simulators for accessibility testing
- Navigation within and between apps with VoiceOver
- Managing accessibility settings on an iOS device

Accessible user interface design

- Accessible design principles
- Adapting user interfaces to specific needs
- Color selection and contrast
- Accessible typography
- Touch interaction management
- Icon and button accessibility
- Creation of interfaces adapted to different types of disability

Accessible application development

- VoiceOver integration
- Correct labeling of interface elements
- Table and list management
- Accessibility of forms and input fields
- Notifications and sound indicators
- Integration of voice announcements and descriptions
- Using accessibility notifications

Testing and debugging

- Accessibility test methods
- Correction of accessibility problems
- Use of automated test tools
- User feedback and continuous improvement
- Integrating accessibility into the development process
- Test techniques
- Preparing and documenting accessibility tests

Using iOS features

- Using native accessibility features
- Create accessibility shortcuts
- Voice recognition integration
- Synchronization with assistance devices
- Gesture and movement control

Accessible multimedia content

- Making images and videos accessible
- Transcribing audio
- Subtitling for live video
- Audio description for visual elements
- Accessibility of PDF documents and eBooks
- Use of automatic transcription tools
- Converting inaccessible media into accessible formats

Advances in iOS accessibility

- Introduction to AR and VR app accessibility
- The latest trends in iOS accessibility
- Best practices
- Presentation of Apple's accessibility projects
- Accessibility training for development teams

Companies concerned

This course is aimed at both individuals and companies, large or small,

wishing to train its teams in a new advanced IT technology, or to acquire specific business knowledge or modern methods.

Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.