Updated on 16/01/2025

Sign up

iOS accessibility training with Swift

1 day (7 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 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 mobile digital accessibility

- What is digital accessibility (a11y)?
- Different types of disability and their impact on the use of mobile digital tools
- The challenges of mobile digital accessibility
- Ethics and professional responsibility
- Legal obligations
- Support tools available
- Hands-on experience with iOS' built-in accessibility features

Accessible development

- Roles and responsibilities in integrating accessibility into a project
- Accessibility APIs

Best practices

- General design
- Text design (size, contrast, alternative text)
- Using images
- Button and form design

Page layout and navigation

- Structuring the interface
- Accessible navigation
- Notifications and complex components
- Optimizing the user experience

Standards and compliance

- Overview of international standards (WCAG 2.0)
- Specific features of French (RGAA) and European standards

Companies concerned

This course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer 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, 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.