

in a Digital World

Thursday, October 27 | 10 AM - 1 PM Mass General Brigham at Assembly Row mass.gov/mod



Mary Mahon McCauley

Executive Director

Massachusetts Office on Disability

Julia O'Leary

General Counsel

Massachusetts Office on Disability

Sec. Michael J. Heffernan

Secretary

Executive Office for Administration and Finance

Sec. Curtis M. Wood

Secretary and Chief Information Officer
Executive Office of Technology Services and Security

Carla Carten

Interim Senior Vice President and Chief Diversity, Equity, and Inclusion Officer

Adam Landman, MD

Chief Information Officer and Emergency Physician Mass General Brigham



Accessibility in a Digital World

Adam Landman, MD

MOD Disability Summit October 27, 2022

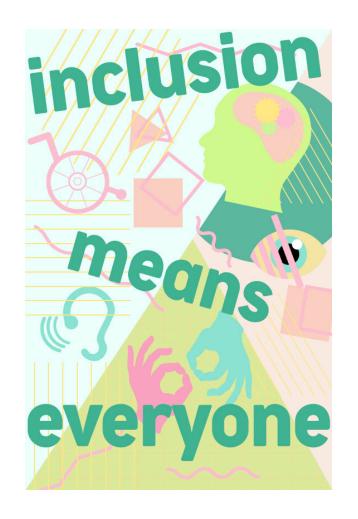


Mass General Brigham Digital Cares and is Committed to Making Improvements in Digital Accessibility

Mass General Brigham is committed to diversity, equity and inclusion which includes disability

Given increasing reliance on technology, especially in healthcare, inaccessible digital environments hinder the full participation of persons with disabilities

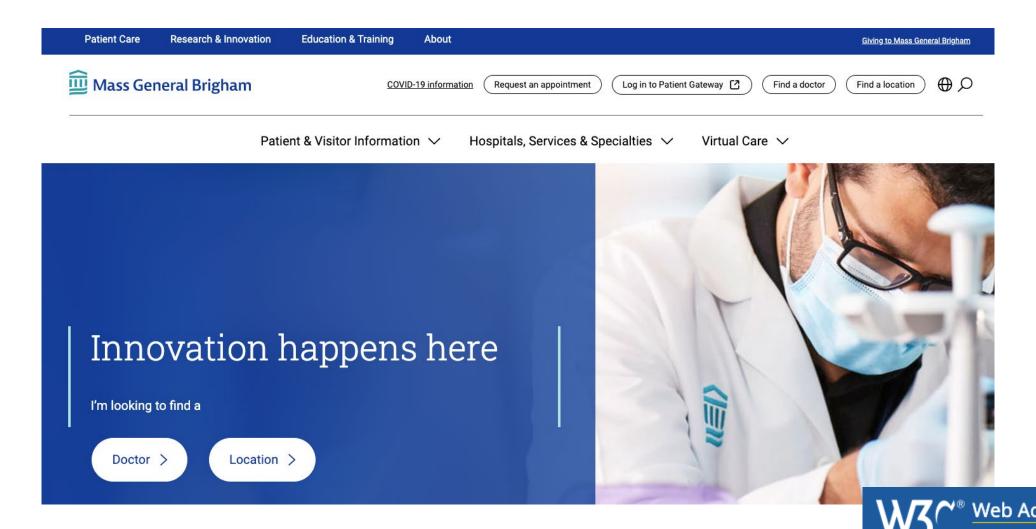
We are going to share highlights of the work we are doing to achieve greater digital accessibility for patients, community, and employees





WHO: https://www.who.int/health-topics/disability#tab=tab_1 Image: http://www.midisabilityhealth.org/about-us.aspx

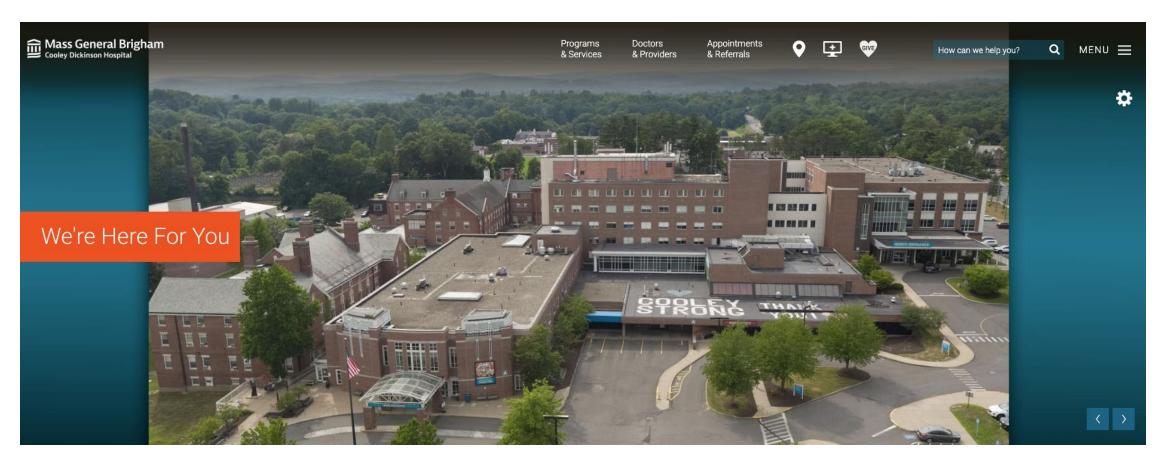
Mass General Brigham WCAG 2.0 AA Compliant Websites Building the new MassGeneralBrigham.org website to meet WCAG 2.0 standards





Mass General Brigham WCAG 2.0 AA Compliant Websites

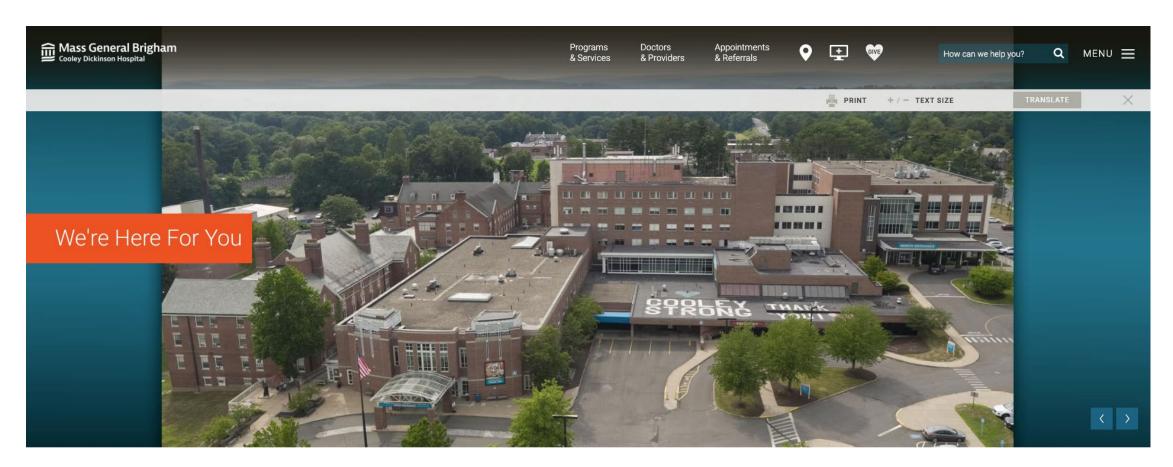
Cooley Dickinson Hospital website with settings wheel to change text size and translate text into 100 different languages





Mass General Brigham WCAG 2.0 AA Compliant Websites

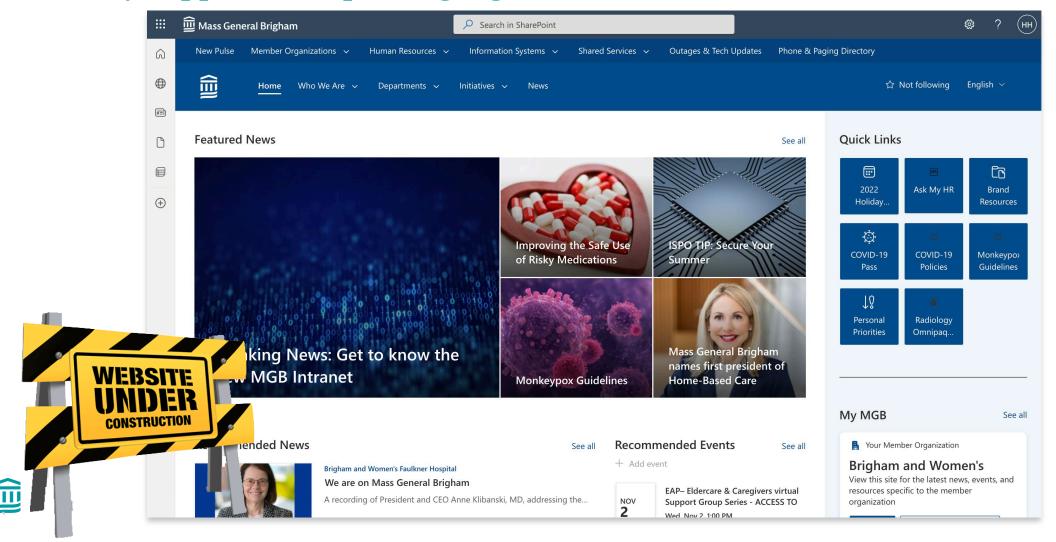
Cooley Dickinson Hospital website with settings wheel to change text size and translate text into 100 different languages





Mass General Brigham WCAG 2.0 AA Compliant Websites

Building a new corporate intranet that will be WCAG 2.0 AA compliant and eventually support multiple languages



Supporting Patients to Access Healthcare Services

Video interpretation available on iPads at the patient bedside





Supporting Patients to Access Digital Services

Bilingual Digital Access Coordinators available to help patients enroll in and use digital health tools



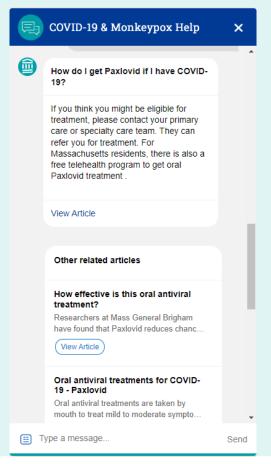
Mobile Community Health Vans to bring screening and education to patients





Novel Innovations to Support Patients

Using Chatbots to enable faster, more efficient ways to answer health questions



Mass Eye and Ear developed free, smart magnifier app for visual impairment





We are making great progress, but there is still a tremendous amount of work left to do

Boston has a long and illustrious history of work around disability, starting with Chapter 766, which served as a model for the Education for All Handicapped Children Act of 1975

As this work is centered around people, it's constantly evolving and changing

Mass General Brigham Digital is committed to leading at the intersection of technology and accessibility for all

We are grateful to be surrounded by this wonderful and engaged expert community to help make our collective efforts a success

Thank you for your dedication, partnership, and leadership





Mass General Brigham

KEYNOTE

Lainey Feingold

Disability Rights Lawyer and Author Law Office of Lainey Feingold

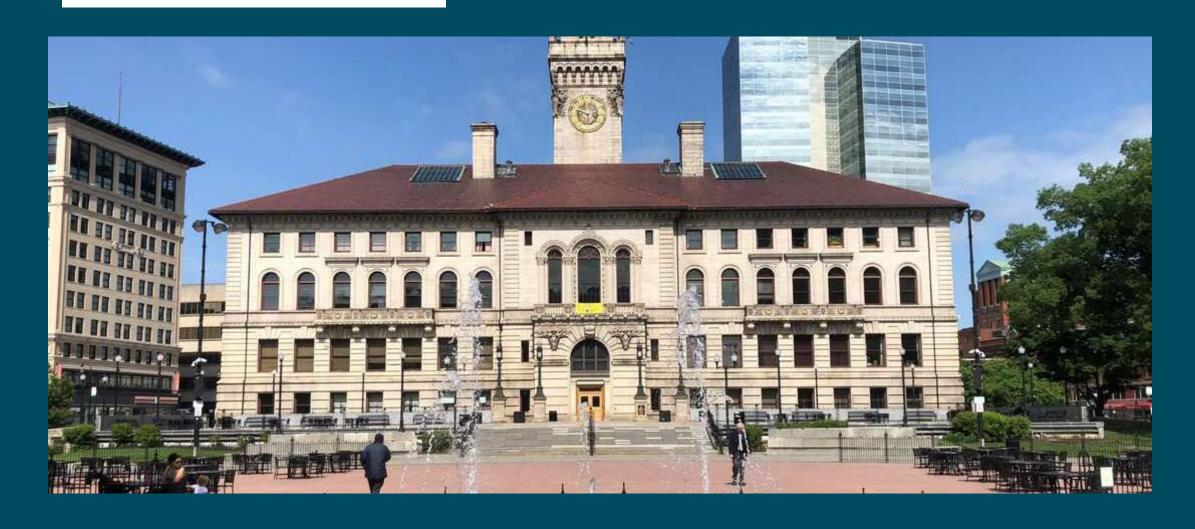
Massachusetts: A Digital Accessibility Leader

Lainey Feingold | LFLegal.com | @LFLegal Massachusetts Office on Disability

2022 Disability Summit: Accessibility in a Digital World

October 27, 2022

My Massachusetts roots



Today's roadmap



- What is digital accessibility
- Massachusetts' track record of digital accessibility advocacy + success
- Keys to Massachusetts digital accessibility leadership
- Looking to the future

What is accessibility in a digital world?

Digital Accessibility is . .



- A bridge connecting disabled people to technology
- All people with disabilities
- All technology

Digital Accessibility is also . .



- Privacy and security for disabled people
- Essential to Diversity, Equity and Inclusion
- A civil right of people with disabilities

And digital accessibility is inclusion



MA: A track record of digital accessibility advocacy + success

Talking ATMs + banking web sites









Other accessible websites

- Monster
- Peapod
- MLB



Point of Sale accessibility

- Staples
- CVS



Healthcare digital access

- Mass General+ Mass Eye and Ear
- Accessible medical records
- Accessible prescription info
- Health care kiosks



Audio Description

- Netflix
- Hulu
- HBO Max



Voting Access

Advocacy

- Lawsuits
- Leveraging results

Legislation

Landmark Votes Act



Education Access

- iTunesU
- Common app access
- Harvard + MIT captioning
- Harvard a11y commitment
 - Culture + tech



Government services and operation

- Accessibility and Unemployment Insurance digital overhaul
- MOD and Executive Office of Technology Services and Security (EOTSS) collaboration re digital accessibility governance program.
- MOD and crossgovernment team addressing digital accessibility within the Commonwealth



Accessibility Community

- A11yBoston
 - Brings people together within Boston area's digital accessibility and user communities.
 - Anyone interested in digital accessibility and creating a more inclusive digital user experience.



Keys to Massachusetts digital accessibility leadership

Centering People with Disabilities



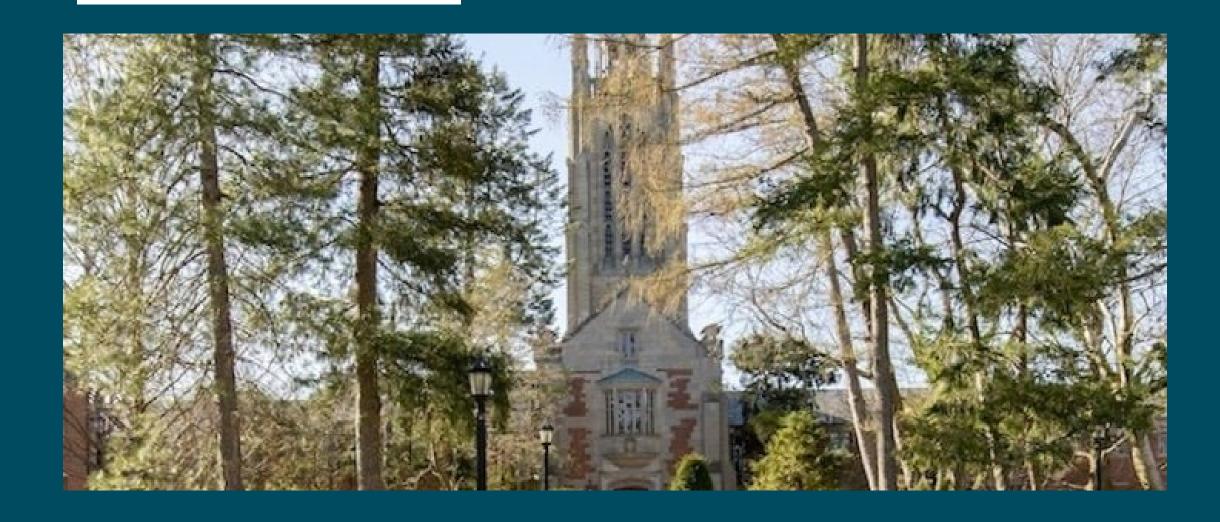
- In the room and at the table
- Decision makers
- Input and accountability
- Intersectionality

Collaboration

- Individual disabled people
- Non-profits
- State agencies / functions
- Corporate sector
- Higher ed



Celebration



Ethics

- Protect privacy and security
- Ethical legal strategies
- Implementation
- No short-cuts [OverlayFactsheet.com]



MA advocacy understands the accessibility cookie

- Hire disabled people
- Transparency
- Testing | Training
- Ethics
- Design
- Development
- Procurement
- HR | marketing | comms
- Collaboration



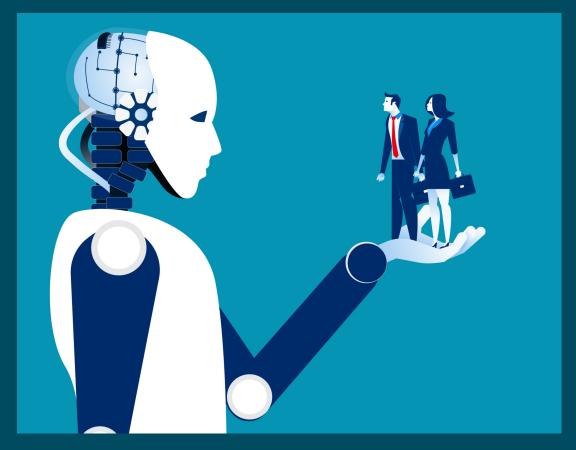
Looking to the Future

Accessibility is a journey



Emerging issues: healthcare + employment





Emerging issues: access to justice

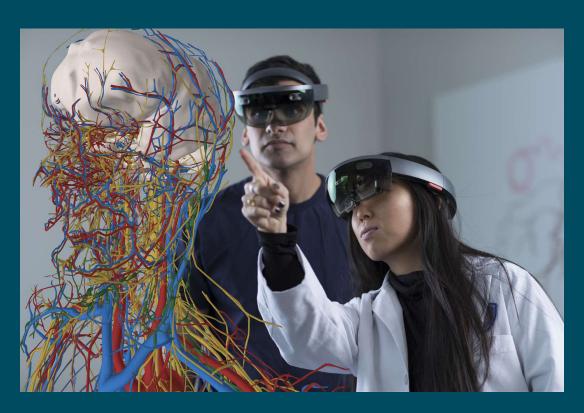
Online Dispute Resolution

- Courts
- Mediation
- Arbitration

Broadband expansion



Emerging issues: education and more



Resources

- XR Access
- PEAT
- A11yVR Meetup

Stay in touch!

Lainey Feingold @LFLegal LFLegal.com [Advocacy, Book, Speaking, Training, Consulting] LF@LFLegal.com



KEYNOTE

Lainey Feingold

Disability Rights Lawyer and Author Law Office of Lainey Feingold

Jeffrey L. Dougan

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Paul Parravano

Co-Chair, Arlington Disability Commission Town of Arlington

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Assistant Director for Community Services Massachusetts Office on Disability

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Sarah Bourne

Former Director of IT Accessibility
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Julia O'Leary

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Massachusetts Office on Disability

Andy J. Wu, PhD, OT

Senior Director of Peer Counseling
The AbleGamers Charity







/ AbleGamers



/ AbleGamers



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PRESENTATION AGENDA

1 About Us

Player Experiences

What we do / Adaptive Gaming

Q & A





Our MISSION

Create opportunities to enable play, in order to combat social isolation, foster inclusive communities, and improve the lives of people with disabilities.



PEER COUNSELING TEAM



Andy J. Wu Sr. Director of Peer Counseling



Jessie Hall
Director of
Engineering
Research
Sr. Peer Counselor



Aaron Price
Peer Counselor



Defining Player Experience

What are the key **experiences** players want to have in games?

What are the key experiences players with disabilities want to have in games?

PLAYER EXPERIENCES



Connection

Brings people together

Diversion

Distraction from everyday world

Escapism

Games are fun!

Beneficial

Develop skills or learning

Artistic

Brings intrinsic value in experiencing creativity



ENABLEMENT

Playing games is enabling for people with disabilities.





I believe that there is nothing more powerful for people with disabilities than the freedom that only videogames can provide. It is an art form that allows us to all run, jump, and be whatever we want to be

STEVEN SPOHN

Sr. Director of Development @ AbleGamers



PROFESSIONAL DEVELOPMENT



Training and Consulting with Game Developers to help them create accessible experiences in their games



PROFESSIONAL DEVELOPMENT



Using AbleGamers'
APX approach to equip developers to add accessibility options to games

Over 300 developers trained in APX from both AAA and Indie game studios



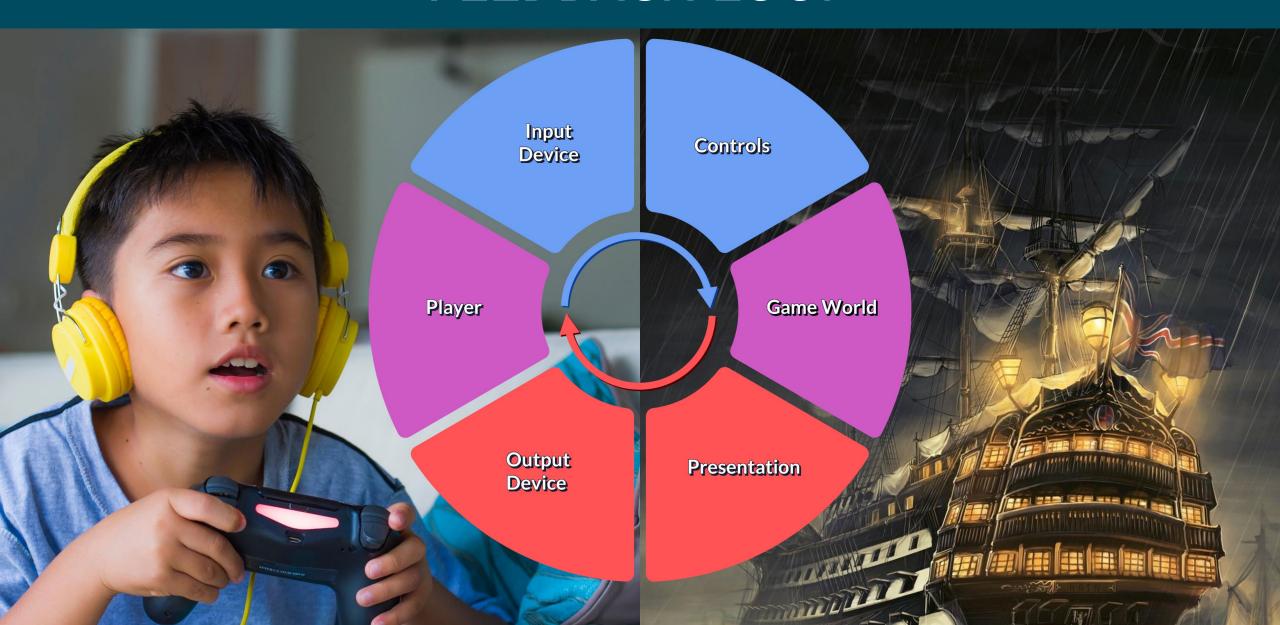
PEER COUNSELING



Providing 1-on-1 guidance to assess player needs in order to enable play



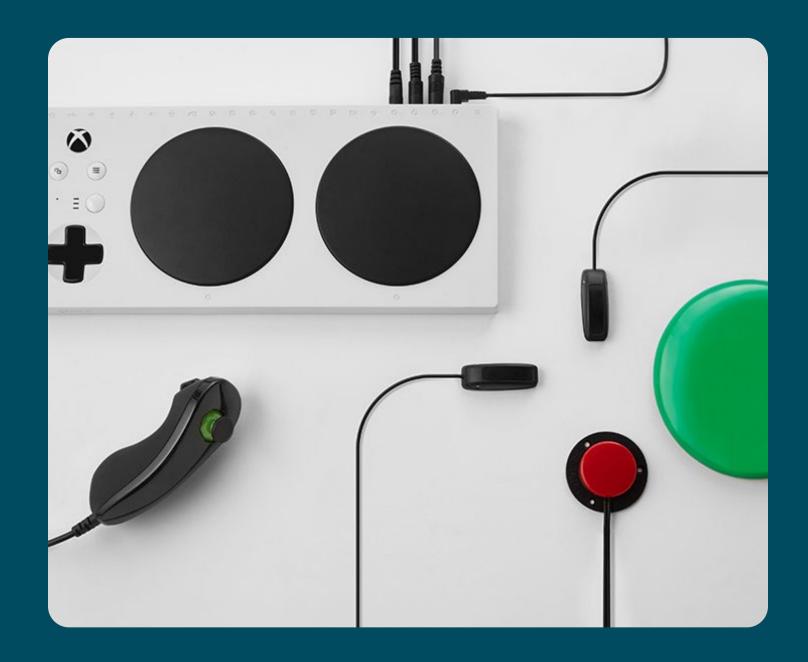
FEEDBACK LOOP





STANDARD CONTROLLERS





Xbox
Adaptive Controller





Custom setups



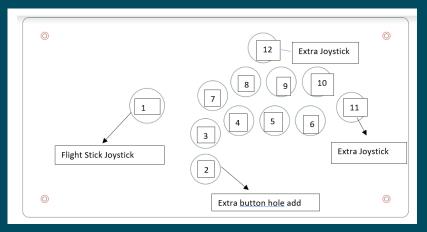




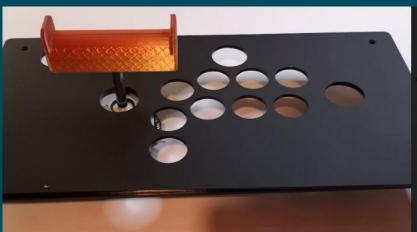




ENGINEERING RESEARCH









Prototypes and creates new controllers and devices, offering unique customized solutions for our players.















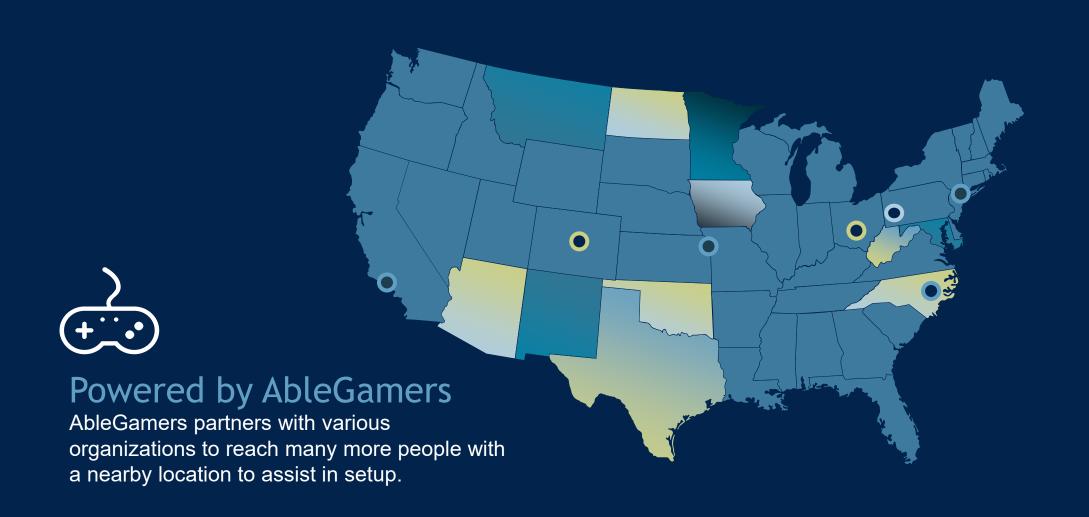


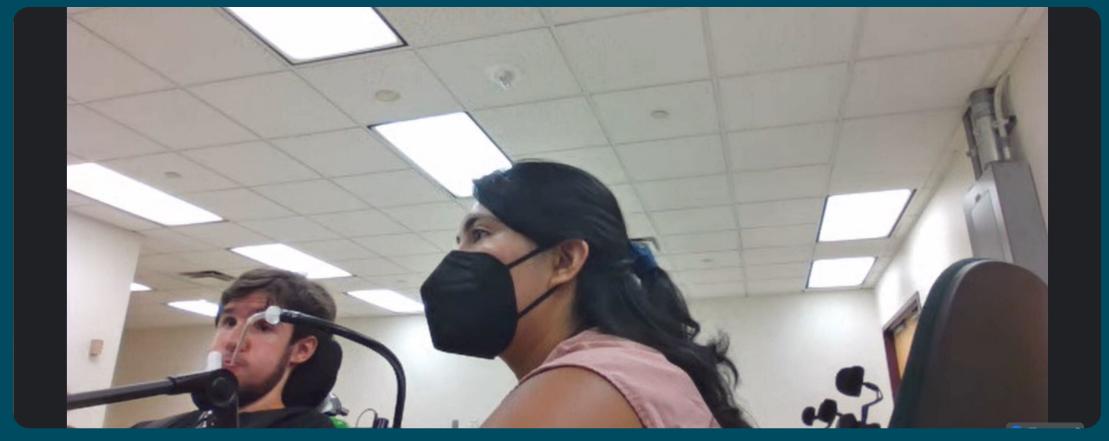








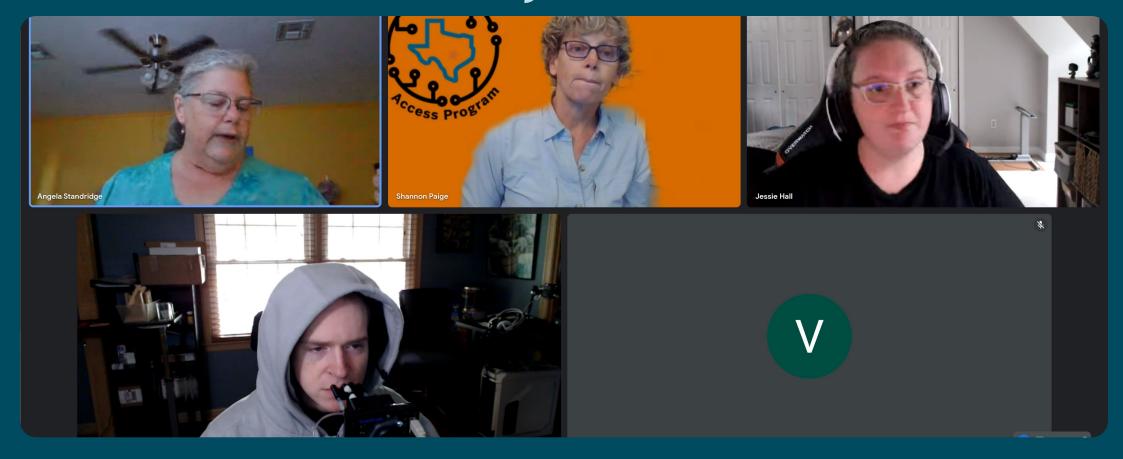




















#SoEveryoneCanGame

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Joshua Bonn

Customer Success Trainer

Will Schriever

Modern Work Customer Success Manager, State and Local Government Northeast

WEBEX:

Willette Harris

Engineering Product Manager

ZOOM:

Jon Davies

Account Executive,
New England State and Local Government
Head of Accessibility

Alex Mooc

THANK YOU for joining us!

Please return your nametag at the check-in table



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