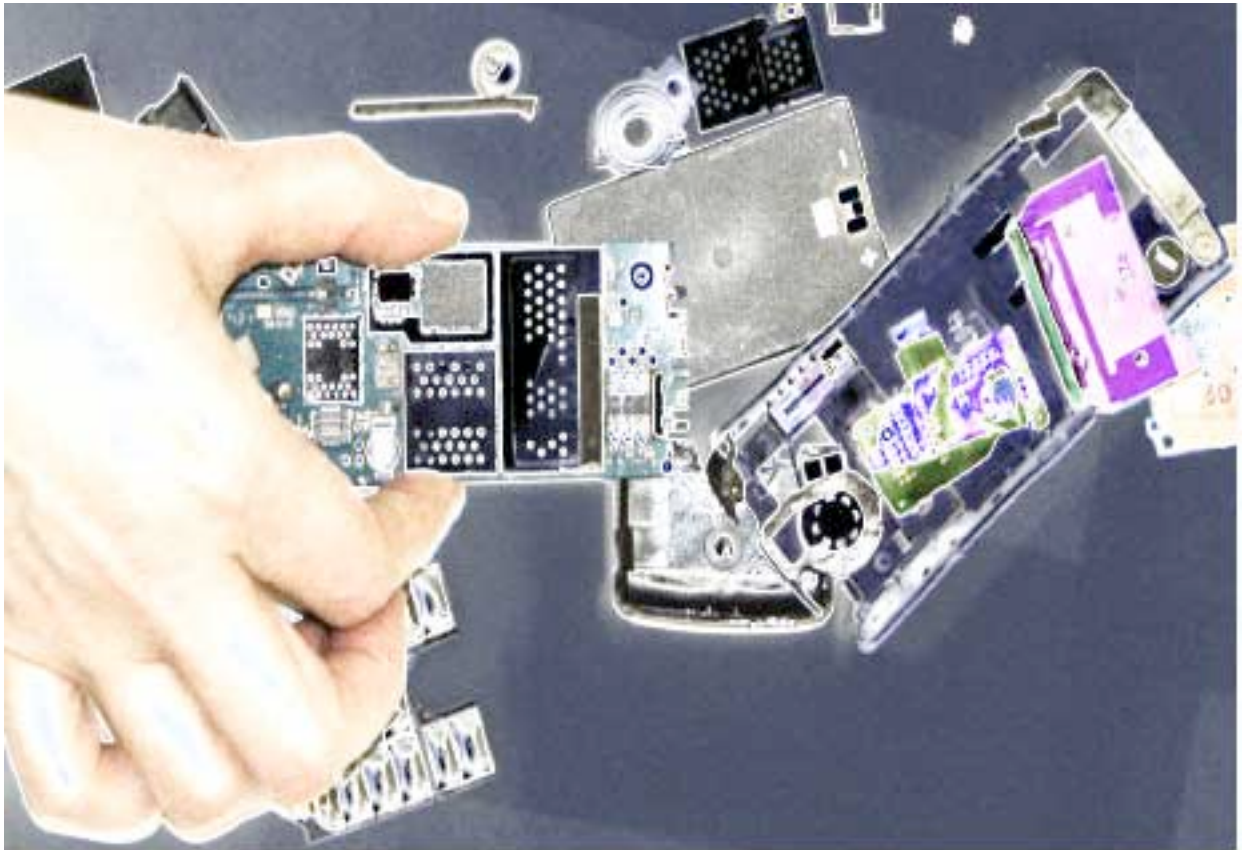


# Building the Mobile Web: Rediscovering Accessibility?



May 22, 2006  
at the World Wide Web Conference (WWW2006)  
Edinburgh, UK



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# Forward

After the launch of the Mobile Web Initiative at the World Wide Web Conference 2005 we are beginning to realise that, today, mobile Web access suffers from interoperability and usability problems that make the Web difficult to use. With the move to small screen size, low bandwidth, and different operating modalities, technology is in effect simulating the sensory and cognitive impairments experienced by disabled users within the wider population of mobile device users. In this our third workshop we ask the question "Is engineering, designing, and building for the mobile Web just a rehash of the same old Web accessibility problems?"

These proceedings bring together a cross section of the Web design, accessibility and mobile Web communities. The papers included here report on developments, discuss the issues, and suggest cross-pollinated solutions.

Conventional workshops on accessibility tend to be single disciplinary in nature. However, we are concerned that this focus on a single participant group prevents the cross-pollination of ideas, needs, and technologies from other related but separate fields. As with the first, this second workshop is decidedly cross disciplinary in nature and brings together users, accessibility experts, graphic designers, and technologists from academia and industry to discuss how accessibility can be supported. We also encourage the participation of users and other interested parties as an additional balance to the discussion. Our aim is to focus on accessibility by encouraging participation from many disciplines. Views often bridge academia, commerce, and industry and arguments encompass a range of beliefs across the design-accessibility spectrum.

Many people contributed to the success of the program. We would like to thank the programme committee for their exceptional work and dedication in the review process. We would also like to thank the authors for their excellent work and delegates for their participation. Finally, we would like to thank our supporters: ACM SIGACCESS; ACM SIGWEB; IBM Research; SIGMOBILE and the Zakon Group.

It's our sincere hope that the W4A will continue to provide an excellent forum for researchers and practitioners of the accessibility and design communities to exchange ideas and to help grow this community together. We hope you all find this workshop useful, memorable, and above all, good fun!

**Simon Harper**  
**Yeliz Yesilada**  
**Carole Goble**

May 2006



# Workshop Chairs

The International Cross-Disciplinary Workshop on Web Accessibility 2006 (W4A) was organised as a workshop within the Fifteenth International World Wide Web Conference (WWW2006). It was held on the 22<sup>nd</sup> May 2006 in Edinburgh, UK.

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## **ACM SIGACCESS**

ACM's Special Interest Group on Accessible Computing, SIGACCESS, promotes the interests of professionals working on research and development of computing and information technology to help persons with disabilities. The SIG membership (from both academia and industry) focuses on the application of technologies to serve the needs of persons with vision, motor, hearing, and speech impairments; cognitive limitations, including learning disabilities; and issues of ageing. Topics on advanced technologies, assistive technologies, and design form the core of the research topics. The SIG also strives to educate the public to support careers for disabled persons.



## **IBM Research Labs**

IBM Research Labs work in all areas of information technology, from physics and cognitive science to leading-edge application research. They invent innovative materials and structures and use them to create exciting machine designs and architectures. Creating tools and technologies that will enable the continued evolution of computing and computing services over the network. Their work across many disciplines is often done in concert with colleagues in academic and government research centres, as well as "in the marketplace" with customers who provide them with challenging research problems.



## **Zakon Group**

Zakon Group is a technology consultancy and solutions provider that brings together the right mix of technology, experience, knowledge, and innovation for clients ranging from small businesses to multinational organizations. Our projects are quite diverse and include: Design and integration of the highest WiFi network in the eastern United States; Rent-a-CTO management services to non-profit organizations; Hosting and management of 10M+ hits/month Web sites; Development of the OpenConf conference management system in use by conferences worldwide. We pride ourselves in delivering services and solutions that are not only customer-centric, on-time, reliable, creative, and effective, but also accessible.



## **ACM SIGMOBILE**

The purpose of ACM SIGMOBILE is to promote research and development by bringing together researchers and practitioners and fostering interest in the mobility of systems, users, data, and computing. SIGMOBILE addresses the above spectrum of topics, sharing one common theme-mobility. The group's technical scope reflects the emerging symbiosis of portable computers and wireless networks, addressing the convergence of mobility, computing and information organization, its access, services, management, related technologies and mobile user services, alongside more 'classical' topics in wireless and mobile technology. The SIGMOBILE Newsletter, MC2R is published on a quarterly basis.



## **ACM SIGWEB**

SIGWEB supports the multi-disciplinary field of hypertext and hypermedia, facilitating its application both on the World-Wide Web and also in independent, distributed and stand-alone environments. It provides a forum for the promotion, dissemination, and exchange of ideas concerning research and applications among scientists, systems designers and end-users. In addition to the established Web and Hypertext themes, the SIG is actively exploring ideas at the intersection of hypermedia and Digital Libraries, Software Engineering and the Humanities.



# Table of Contents

## Session 1: Designing for Accessibility

<b>Designing Beneath the Surface of the Web?</b>	<b>1</b>
Sarah Horton	
<b>Opening up Access to Online Documents using Essentiality Tracks</b>	<b>6</b>
Matthew T. Atkinson, Jatinder Dhiensa, and Colin H. C. Machin	
<b>Transforming Web Pages to be Standard-Compliant through Reverse Engineering</b>	<b>14</b>
Benfeng Chen and Vincent Y. Shen	
<b>Personalizable Edge Services for Web Accessibility</b>	<b>23</b>
Gennaro Iaccarino, Delfina Malandrino, and Vittorio Scarano	

## Session 2: Client-Side Accessibility

<b>Structure Benefits All</b>	<b>33</b>
Aaron Leventhal	
<b>Capability Survey of Japanese User Agents and Its Impact on Web Accessibility</b>	<b>38</b>
Takayuki Watanabe and Masahiro Umegaki	
<b>Dialog Generation for Voice Browsing</b>	<b>49</b>
Zan Sun, Amanda Stent, and I.V. Ramakrishnan	
<b>GraSSML: Accessible Smart Schematic Diagrams for All</b>	<b>57</b>
Z. Ben Fredj and D.A. Duce	

## Session 3: Mobile Web / Accessibility Overlaps

<b>The Meaning of 'Life': Capturing Intent from Web Authors</b>	<b>61</b>
Rhys Lewis	
<b>Evaluating Interfaces for Intelligent Mobile Search</b>	<b>69</b>
Karen Church, Barry Smyth, and Mark. T. Keane	
<b>Use of RSS feeds for Content Adaptation in Mobile Web Browsing</b>	<b>79</b>
Alexander Blekas, John Garofalakis, and Vasilios Stefanis	
<b>A Web Browsing System based on Adaptive Presentation of Web Contents for Cellular Phones</b>	<b>86</b>
Yuki Arase, Takuya Maekawa, Takahiro Hara, Toshiaki Uemukai, and Shojiro Nishio	

## Session 4: Understanding Accessibility

<b>Web Accessibility: is it just a 'Merry-go-round'?</b>	<b>90</b>
Donna Smillie	
<b>Automatically Producing IMS AccessForAll Metadata</b>	<b>92</b>
Matteo Boni, Sara Cenni, and Silvia Mirri, Ludovico Antonio Muratori, and Paola Salomoni	



<b>A Semantic-Web based Framework for Developing Applications to Improve Accessibility in the WWW</b>	<b>98</b>
Christos Kouroupetroglou, Michail Salampasis, and Athanasios Manitsaris	

<b>Physical Usability and the Mobile Web</b>	<b>109</b>
Shari Trewin	

## Session 5: Practice Related

<b>How People use Presentation to Search for a Link: Expanding the Understanding of Accessibility on the Web</b>	<b>113</b>
Caroline Jay, Robert Stevens, Mashhuda Glencross, and Alan Chalmers	

<b>Contextual Web Accessibility - Maximizing the benefit of Accessibility Guidelines</b>	<b>121</b>
David Sloan, Andy Heath, Fraser Hamilton, Brian Kelly, Helen Petrie, and Lawrie Phipps	

<b>2005 Accessibility Diagnosis on the Government Web Sites in Taiwan, R.O.C.</b>	<b>132</b>
Yui-Liang Chen, Yen-Yu Chen, and Monica Shao	

<b>Mobile Phones may be the Right Devices for Supporting Developing World Accessibility, but is the WWW the Right Service Delivery Model?</b>	<b>143</b>
Tapan S. Parikh	