

## Case Study

# Enhancing Accessibility of a K-12 Educational Program for Chromebooks

Magic  
EdTech

## The Client

The client is a US-based K-12 publisher with their key programs consisting of multiple interactive games to support student learning, motivation, and engagement through integration.

## The Challenge

There was a need for their existing program to be designed for use on Chromebooks and make the interactives accessible.

## Critical Success Parameters

- ✓ Meet a steep 'Back To School' timeline.
- ✓ Ensure that the transformed product meets the strict quality benchmarks set forth by the client.
- ✓ Conduct thorough testing to accommodate the vast user base seamlessly.
- ✓ Assemble a proficient team with proven expertise in Chromebook app development.

## Our Approach

- ✓ Magic EdTech created a project plan that included feasibility analysis, thorough audit and working with the existing code to remediate the interactives for accessibility.
- ✓ The instructional design & editorial teams collaborated closely with the development and accessibility teams to ensure tasks such as closed captioning and alt text writing and learning effectiveness are well taken care of.
- ✓ Our accessibility team engaged users with disabilities in thorough testing and certification processes to ensure interactives met Accessibility standards.
- ✓ Established a device farm for rigorous testing across a spectrum of devices and assistive technologies, including Jaws, Chromevox, Narrator, and VoiceOver.



## Key Result Highlights

Achieved rapid team scaling with **100** members onboarded within **8-9** weeks to meet Back To School timelines efficiently.

Secured California bid for the client by successfully addressing key Accessibility requirements.

Implemented tools and processes ensuring all future interactivities are developed with inherent Accessibility features, in addition to remediating existing content.