

Case Study

Remediation of Science Games and Simulations for Texas State Adoption

Magic
EdTech

The Client

The client is a US-based publisher for educational content, software, and services for students ranging from pre-kindergarten to postgraduate levels.

The Challenge

The client aimed to remediate the science games and simulations for 6-12 grade to comply with WCAG 2.1 AA and Section 508 standards, ensuring a successful Texas state submission.

Critical Success Parameters

- ✓ Develop a uniform approach for address accessibility concerns, streamlining fixes across all science games and simulations.
- ✓ Make sure all designs align with UDL guidelines, prioritizing usability and accessibility for an improved learning experience for all students.
- ✓ Integrate automated tools alongside manual testing to expedite remediation while ensuring thoroughness and compliance.

Our Approach

- ✓ Magic EdTech collaborated with client to grasp their specific needs for science games and simulations.
- ✓ Remediated 60+ science games and simulations for WCAG 2.1 AA and Section 508 compliance, employing templated solutions for complex issues efficiently.
- ✓ Conducted user testing with PwD (Persons with Disabilities) to ensure accessibility and usability both met requirements.
- ✓ Implemented a mix of automated tools and manual testing to optimize the remediation workflow.

For more details, visit: www.magicedtech.com



Key Result Highlights

Resolved **300+** WCAG 2.1 AA compliance issues, ensuring adherence to UDL, usability, and accessibility standards across web and mobile platforms.

Conducted extensive native user testing to validate enhancements and enhance user experience.

Achieved full compliance of the platform with accessibility standards.

Met compliance with Texas state accessibility standards on the first attempt.