Using Voiceover/Accessibility with ObjectiveEd

There are multiple ways to use ObjectiveEd in an accessible way, this document will outline each of these methods as well as recommendations and steps to using those methods.

1). Using ObjectiveEd's Built In Accessibility

ObjectiveEd has a built in accessibility setting that allows the student to navigate through the app using swipes and double taps (similar to VoiceOver) but is only enabled for our application and operates independently of VoiceOver. To enable this,

-Select the Settings Menu Within the Application

-Enable The Accessibility Option

-The application will now function in an accessible way, where swipes and double taps can be used to navigate through the menus, listen to the options, and double tap will select the highlighted option.

Note: Students using ObjectiveEd's built in accessibility will need to disable VoiceOver when they open the application. This accessibility option will save, and does not need to be enabled each time they use the application

Why use ObjectiveEd's Built in Accessibility: While there are many other accessibility options (VoiceOver, TalkBack etc) those options are frequently changed and updated. ObjectiveEd's built in accessibility is a method that we can ensure will always work regardless of updates or changes, and it is also a great method for students who may need some assistance using the application independently but who are not comfortable operating VoiceOver.

2). Using VoiceOver

On Devices Using iOS 13 or Older

Students can use VoiceOver just as they would with any other application. They do not need to turn off voiceover when they use our application. It will work natively with no other steps required.

**On Devices Using iOS 14.4 or Newer

Apple fixed the Direct Touch issues that added additional steps to using VoiceOver. With iOS 14.4 VoiceOver will function just like any other application. If you receive a message saying "Direct Touch Area" and gestures are unresponsive make sure to go to the device's settings and confirm that under Accessibility �straightarrow VoiceOver �straightarrow Rotor Actions �straightarrow Direct Touch Apps, ObjectiveEd Games is listed as a "Direct Touch App" which is designated by a checkmark (✔) next to the app.

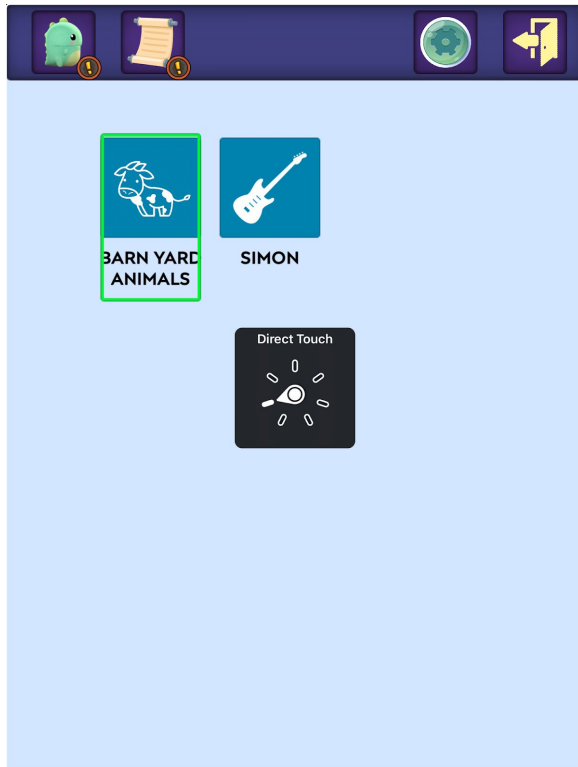**On Devices Using iOS 14 to iOS 14.3**

With iOS 14 Apple brought a change that added an additional step to using VoiceOver with our application. **We recommend updating to 14.4 if possible to avoid these changes!**

Students with devices running iOS 14 or later will need to enable Direct Touch within our application if they choose to use VoiceOver.

To Enable Direct Touch

-Students will need to use the VoiceOver rotor to select and enable Direct Touch

After enabling Direct Touch, the application will work with VoiceOver as intended.

*Unfortunately, minimizing the application and opening it again disables Direct Touch, and therefore Direct Touch will need to be re-enabled each time the app is opened.

This is an unfortunate change with the new iOS update, and because Apple does not provide any information to us about when Direct Touch is enabled, we are unable to programmatically turn these features on for you, or save the setting to the device.

While iOS 14 does bring some helpful changes and updates to VoiceOver and general accessibility, this change unfortunately added an additional step to using our app with VoiceOver. For students who are not comfortable or familiar with using the rotor, we recommend using ObjectiveEd's built in accessibility option or updating the device to use iOS 14.4 which automatically enables Direct Touch for you.