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Sign up

Android accessibility training

1 day (7 hours)

Presentation

Our Android accessibility training will pave the way for you to master the essential skills needed to develop inclusive Android applications.

This training course will take you to the heart of Android accessibility, exploring in detail the advanced features of the Android operating system.

You'll discover how to create inclusive user experiences by taking full advantage of Android's accessibility features, as well as design and development techniques specifically adapted for this purpose.

This training course is designed to give you the skills you need to implement accessible solutions.

You'll learn how to identify accessibility and correct them effectively, ensuring that your Android applications deliver an optimal experience for all users.

As with all our training courses, this one will introduce you to the latest resourcesAndroid .

Objectives

- Understanding the main challenges of Android accessibility
- Designing accessible Android user interfaces
- Master Android accessibility development techniques
- Carry out in-depth accessibility tests to ensure compliance of your applications

Target audience

- **Mobile Developer**
- Android developer

Prerequisites

- Understanding of mobile application development concepts (particularly on the Android platform)
- General familiarity with user interface design principles would be a plus

The training content will apply to both **Jetpack Compose** and UI Tool Kit Original (XML).

Our accessible Android applications training program

Introduction to mobile digital accessibility

- What is digital accessibility (a11y)?
- Different types of disability and their impact on the use of mobile digital tools
- The challenges of mobile digital accessibility
- Ethics and professional responsibility
- Legal obligations
- Support tools available
- Hands-on experience with Android's built-in accessibility features

Accessible development

- Roles and responsibilities in integrating accessibility into a project
- Accessibility APIs

Best practices

- General design
- Text design (size, contrast, alternative text)
- Using images
- Button and form design

Page layout and navigation

- Structuring the interface
- Accessible navigation
- Notifications and complex components
- Optimizing the user experience

Standards and compliance

- Overview of international standards (WCAG 2.0)
- Specific features of French (RGAA) and European standards

Companies concerned

This course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.