Course : Campus Atlas - Developing and coding accessible websites

Practical course - 2d - 14h00 - Ref. SWC
Price : 1370 € E.T.

NEW

On completion of the course, participants will be able to develop sites that comply with the recommendations of digital accessibility guidelines (WCAG or RGAA). This training program is intended for employees of professional branches covered by OPCO Atlas.

◎ Teaching objectives

At the end of the training, the participant will be able to:

- ✓ Define digital accessibility and distinguish it from other related fields: ergonomics, quality, etc.
- ✓ Digital accessibility standards: international rules (WCAG) and general reference framework (RGAA)
- ✓ Designing a code that complies with accessibility rules
- ✓ Debugging non-accessible code
- ✓ Integrate accessibility rules into your development processes
- ✓ Be able to communicate with accessibility consultants in the event of an audit

Intended audience

For OPCO Atlas members: web developers, integrators...

Prerequisites

Have taken the [[Digital Accessibility Awareness]] training course[and have advanced knowledge of website development.

Practical details

Hands-on work

Case studies and practical exercises.

Teaching methods

60% pratique – 40% théorie. Pour optimiser le parcours d'apprentissage, des modules e-learning peuvent être fournis avant et après la session présentielle ou la classe virtuelle, sur simple demande du participant.

Course schedule

1 UX design and interface ergonomics - Pre-training digital learning content

- Analysis of user needs.

Digital activities

This online course teaches how to analyze user needs: conduct interviews and observations, create personas, map user paths and define challenges. Practical exercises will guide participants in identifying issues and selecting the best solutions.

2 Understanding digital accessibility

- Definitions: digital accessibility, ergonomics, quality, universal design.
- Human, legal, technical and ethical issues.
- Presentation of real-life cases of disability.

Hands-on work

Quiz interactif "accessibilité ou ergonomie ?". Tour de table : perception initiale de l'accessibilité. Brainstorming sur les enjeux métiers.

3 Overview of standards and guidelines

- WCAG (principles FOR - Perceptible, Usable, Understandable, Robust).
- RGAA: structure, link with WCAG, 13 themes, criteria, levels.
- Legal requirements in France (decree 2019, law 2005).
- Latest legislative developments (European Accessibility Act and Standard EN 301 549).

Hands-on work

Lecture commentée de critères WCAG/RGAA. Étude de cas : analyse d'une déclaration d'accessibilité.

4 Basics of accessible code (HTML/CSS)

- Titles, lists, structuring HTML tags (nav, main, section, article...).
- Alternative texts for images.
- Best practices in contrast, legibility and layout.

Hands-on work

Revue critique d'un code HTML non accessible. Correction en binôme d'un extrait de code (apport de structure sémantique).

5 Accessibility of interaction components

- Field labels, logical grouping, error messages.
- Accessibility of buttons, links and drop-down menus.
- Focus rules, keyboard navigation.

Hands-on work
Atelier pratique : audit d'un formulaire non accessible. Amélioration en direct via des snippets HTML et ARIA.

6 Debugging inaccessible code

- Inspection tools: Lighthouse, Wave, Firefox DevTools.
- Handicap simulators and screen readers (NVDA, JAWS).
- Manual verification: structure, ARIA, keyboard navigation.

Hands-on work
Guided practice: testing a web page with Lighthouse and Wave. Critical proofreading of an HTML excerpt with errors.

7 Accessibility in development habits

- Continuous integration and accessibility checklist.
- Documentation of code choices.
- Management of accessible reusable components.

Hands-on work
Mini-projet : créer un composant HTML réutilisable accessible. Échange de bonnes pratiques en groupe.

8 Working with accessibility consultants

- Read and understand an RGAA audit report.
- Interpretation of results, prioritization of corrections "quick wins".
- Collaborative posture and shared technical vocabulary.

Hands-on work
Jeu de rôle : lecture croisée d'un rapport + restitution en binôme. Simulation d'un échange Dev/Consultant accessibilité.

9 Synthesis workshop

- Reminder of common errors and tips for correcting them.
- Summary of tools, resources and reflexes to adopt.

Hands-on work
Audit rapide d'un mini site fourni par le formateur. Restitution collective : identification des erreurs + plan d'action. QCM final de validation. Auto-évaluation des compétences (comparatif pré/post). Échanges libres autour de projets ou besoins spécifiques. Questionnaire de satisfaction et remise des attestations.

(**10**) **UX design and interface ergonomics - Post-training digital learning content**

- Interface design.

Digital activities
This online training course teaches how to design interfaces to make it easier for users to use applications. Participants will discover how to put the user at the center of the experience and improve access to key resources.

Dates and locations

REMOTE CLASS
2026 : 31 Mar., 23 June, 6 Oct., 15 Dec.

PARIS LA DÉFENSE
2026 : 24 Mar., 16 June, 29 Sep., 8 Dec.

METZ
2026 : 6 Oct.

NANCY
2026 : 23 June, 15 Dec.