

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.

PARTICIPANTS

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TRAINER QUALIFICATIONS

The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

ASSESSMENT TERMS

The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more.

Participants also complete a placement test before and after the course to measure the skills they've developed.

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 - Perceivable, 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).

TEACHING AIDS AND TECHNICAL RESOURCES

• The main teaching aids and instructional methods used in the training are audiovisual aids, documentation and course material, hands-on application exercises and corrected exercises for practical training courses, case studies and coverage of real cases for training seminars.

• At the end of each course or seminar, ORSYS provides participants with a course evaluation questionnaire that is analysed by our instructional teams.

• A check-in sheet for each half-day of attendance is provided at the end of the training, along with a course completion certificate if the trainee attended the entire session.

TERMS AND DEADLINES

Registration must be completed 24 hours before the start of the training.

ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you need special accessibility accommodations? Contact Mrs. Fosse, Disability Manager, at psh-accueil@orsys.fr to review your request and its feasibility.

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.