

Accessibility Commitments

One-page summary for district procurement, special-education, and AT teams

Effective date: April 30, 2026 Version: 1.0 Operator: Chaz Landry, WiseBoard

Contact: info@mywiseboardclassroom.com

OUR STANDARD

WiseBoard targets WCAG 2.2 Level AA, Section 508 (2018 ICT Refresh), and the relevant clauses of EN 301 549 v3.2.1. Every new feature is designed against these standards by default; existing surfaces are audited on a rolling 12-month cycle.

PUBLISHED DOCUMENTATION

- Accessibility Statement — HTML at /accessibility (W3C-template format).
- VPAT 2.4 — Main product (PDF) covering Dashboard, Lessons, Performance Tracker, and public surfaces.
- VPAT 2.4 — Pip's Arcade companion covering the student game suite.
- Arcade Keyboard Reference — per-game keyboard map for AT trainers.
- April 2026 Audit Report — methodology, per-page findings, fixes shipped.

APRIL 30, 2026 — ARCADE AUDIT PASS

The Pip's Arcade companion VPAT closed its remaining Medium and High backlog items. Four WCAG criteria were promoted from "Partially Supports" to "Supports" in this pass: 1.1.1 Non-text Content, 1.4.3 Contrast (Minimum), 1.4.11 Non-text Contrast, and 4.1.3 Status Messages — building on 2.3.3 Animation from Interactions promoted in the April 28 pass. No Medium or High items remain open in either the main product VPAT or the Arcade companion VPAT.

SPECIFIC COMMITMENTS

- Conformance audits — internal audit + third-party-format VPAT update at least every 12 months, plus an out-of-cycle audit on any major UI refactor.
- Continuous regression guard — classroom-a11y-lint (jsx-a11y promoted to error for image alt and anchor validity) and classroom-a11y-axe (jest-axe asserts zero serious / critical violations on all 3 public pages and all 15 audited authenticated teacher pages) run on every change.
- AT compatibility — NVDA, VoiceOver, TalkBack, JAWS; Voice Control on macOS / iPadOS, Voice Access on Android; Apple Switch Control with single- and two-switch scanning.
- Reduced-motion support — the OS prefers-reduced-motion preference is honored on every animated UI surface, including all 3D arcade canvases (Boss Battle, Jeopardy board / cinematic, Quest 3D preview, Survivor tribal council / cinematic) and the eight shared game-3d/* components they compose.
- Keyboard operability — every primary teacher workflow is fully keyboard-operable; the 3D Jeopardy board ships a DOM accessibility overlay so a keyboard-only / screen-reader teacher can run a full game without seeing the screen.
- Screen-reader status messaging — SR-only aria-live="polite" regions announce gameplay events that students with low vision would otherwise miss (race leader, touchdown, escape, buzz-in, adjudication, first-hit, crit, boss defeated, tribal-council elimination).

REPORTING A BARRIER

Email info@mywiseboardclassroom.com with subject line "Accessibility". Include the page URL, a description of the barrier, the assistive technology and browser you are using, and (if comfortable) a screenshot or screen recording.

- Acknowledgement SLA: 2 business days.
- Remediation plan SLA: 10 business days.
- P1 SLA: any barrier preventing a teacher from completing a core workflow is resolved on the standard production-incident SLA.

PROCUREMENT ADD-ONS AVAILABLE ON REQUEST

- Signed letter of accessibility commitment for the district vendor file.
 - Demonstration call with assistive-technology testing.
 - State-specific exhibit language (CA Gov. Code § 11135, NYS-P08-005, PA SIS accessibility expectations, etc.).
-

Informational only — does not modify the signed Data Privacy Agreement or any executed contract. The authoritative conformance documents are the published VPATs.

— Chaz Landry, Operator, WiseBoard