

4. Accessibility

4.1 TECHNOLOGICAL ACCESSIBILITY

	YES	NO	NOT APPLICABLE
1. Are the materials available in different versions or formats, allowing adaption of font and font size, colours, landscape/portrait format and provide a zoom function?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2. Does the material provide alternative texts and/or audio descriptions, if necessary for your students?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3. Are the digital materials usable with assistive technologies (e.g. screen readers, switches, keyboards)?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4. Images, Tables, Graphs: If the materials contain images, is the quality of the images appropriate (e.g. colour, size, resolution, contrast)?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5. Audio & Video: Are audios and videos of high quality (e.g. clear sound, pitch, duration, intensity, tone of voice, low background noise, good pronunciation of the used voice, etc.) and understandable for all students?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
6. Websites & Apps: Is it possible for students to check, confirm and, if necessary, correct their information (on websites or in apps)?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
7. Websites & Apps: Is the structure and appearance of the material coherent in all documents?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
8. Educational Games: Is it possible for students to track their progress or do students receive immediate feedback?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>