PhET Tasking

Late May Milestone

High Priority

- Keyboard and screen reader accessibility integration with PhET Scenery module (John Travoltage)
- Sonification designs (John Travoltage)
- Design documentation and early designs (Energy Skate Park)

Medium Priority

- Early sonification implementation (John Travoltage)
- Early sound effects implementation (John Travoltage)

Low Priority

- Text and controls options early design (John Travoltage)

John Travoltage HTML Markup

Task	Estimate	Person	Notes
Come up with a new way to report electrons (not using Progress)			Try using role=status.

John Travoltage PhET Scenery Integration

Task	Estimate	Person	Notes
Learn scenery	5d	JO	It's an ongoing process. Learning things as I need them.
Integrate HTML demo with Scenery Model	10d	JO	https://github.com/jobara/john-travoltage/tree/jt-a11y-89 - Added sliders for the arm and leg - Linked the sliders to the model - Adjusted the arm so the centre position pointed at the doorknob - Added value-text to sliders - Added discharge alert - Alert works in most browser/platform combinations Issues: - VoiceOver is reading the "aria-valuetext" twice - Can we not clip the accessible content so that it is discoverable by dragging over the screen in VoiceOver on iOS? - need to still be invisible so that they won't interfere with the sim - VoiceOver on iOS prevents sound effects. Will play after VoiceOver is disabled. - can scene descriptions be dynamic?
Figure out how to calculate the closest position of the arm to the doorknob. Currently we are using a hard-coded number.			
Figure out how to transition the foot between points if jump keys are pressed (Pgup/Dn, Home/End)			
Figure out how to transition the hand between points if jump keys are pressed (Pgup/Dn, Home/End)			

John Travoltage Sonification + Sound Effects

Sonification: A audio representation of data.

Sound effects: An identifiable sound accompanying an event.

Task	Estimate	Person	Notes
Determine what needs to be sonified	2d	JH	**IN PROGRESS**
Design sonification with collaborators	8d	JH	

Design and implement sound effects	5d	JH / JO	
Implement sonification	10d	JO	Includes learning what PhET does currently.

Energy Skate Park

Task	Estimate	Person	Notes
Document design issues	4d	JH	
Early design	5d	JH	

John Travoltage Text and Controls Options

Description: A feature which allows the user to display text descriptions and slider controls for John Travoltage. The user would be able to interact with both the graphical sim and the slider controls simultaneously.

Task	Estimate	Person	Notes
Create use case	3d	JH	
Early design	2d	JH	
High fidelity design		JH	

Older Tasking Notes

PhET John Travoltage Tasking - Archive