



OpenStax Accessibility Statement

Web View Version

Accessibility

At OpenStax, we're committed to ensuring that our websites and learning materials are as accessible as possible to the widest possible audience.

Web Accessibility

Our goal is to ensure that all OpenStax websites and the "Web View" versions of our learning materials follow accessible web design best practices, so that they will meet the W3C-WAI Web Content Accessibility Guidelines (WCAG) 2.0 at Level AA and Section 508 of the Rehabilitation Act.

Feedback

You can help us to meet our accessibility goals by letting us know about your experience using OpenStax by emailing us at info@openstax.org.

If you've encountered an accessibility problem with one of our websites or the "Web View" version of one of our learning materials, please provide the following information:

- A description of what happened.
- Links to the web pages or the name of the "Web View" material(s).
- The name of your browser (e.g. Firefox 37, Safari 7, Chrome 42, etc.). If possible, please also provide the version number.
- The name of your operating system (e.g. Windows 7, iOS 6, Android 4.4, etc.). If possible, please also provide the version number.
- Any assistive technology that you are using (e.g. JAWS, VoiceOver, Dragon, etc.).

Interactive Simulations

Some learning materials include links to interactive simulations (e.g. PhET physics simulations developed by the University of Colorado). While simulations are more difficult to make accessible than more conventional static textbook content, an effort to improve the accessibility of many PhET simulations is underway. As with any OpenStax feature, your feedback about the accessibility of the PhET simulations is welcome at: info@openstax.org.

User-Contributed Content

In some cases, OpenStax websites include third-party user-contributed content. In these cases, it is often not possible to ensure accessibility of the submitted content. However, our goal is to continuously improve the authoring tools provided by OpenStax for use by those third-parties, in order to increase the likelihood that accessible content will be produced.