

NoleBarrier

Gamifying Accessibility Training through Agentic AI and Immersive Design

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Crossword Puzzle

Icebreaker

Can you find all 6 words
in under 60 seconds?

BARRIER

ALT

SCREEN

INCLUSIVE

CAPTION

UDL

Objectives

- Define accessibility and gamification
- Explore accessibility best practices and resources available
- Recognize WCAG standard requirements
- Apply the WCAG technical standards to scenarios based on different college/departments needs

What is Accessibility?

- Accessibility is the practice of making digital content usable by as many people as possible, *regardless* of physical, sensory, or cognitive limitations.
- This can mean doing things like ensuring videos have closed captions or that images posted online have alternative text.

Why Does it Matter?

- About 70% of disabilities are invisible, and more than 60% of college students with disabilities report having a non-visible disability.
- Only about 37% of college students with a disability disclose it to their institution.
 - Students can be having difficulty navigating our websites, social media posts, or course materials and we may not know.
- RISE 2030 framework on Innovation and Modernization

How is ODL Supporting Accessibility?

- Course Content Accessibility Liaison trainings
- Course Materials Accessibility Checklist
- Org: Course Content Accessibility
- Digital Accessibility website and guide
- Technology Tools: Ally, TidyUp, Kaltura
- NoleBarrier – Gamifying accessibility

NoleBarrier and Gamification

Gamification of Accessibility

- The principle of gamification is integrating game elements into existing content. For example, a point or badge system, or leaderboards to encourage participation in a task.
- NoleBarrier uses these principles to encourage the application of accessibility principles across a variety of disciplines and some friendly competition around campus!

What is Agentic AI?

- Generative AI (like ChatGPT or Gemini) will **create new content** based on a prompt – for example, write an email.
- Agentic AI focuses on decision making and complex tasks, **completing tasks** autonomously – for example, sending emails to specific contacts on your list.

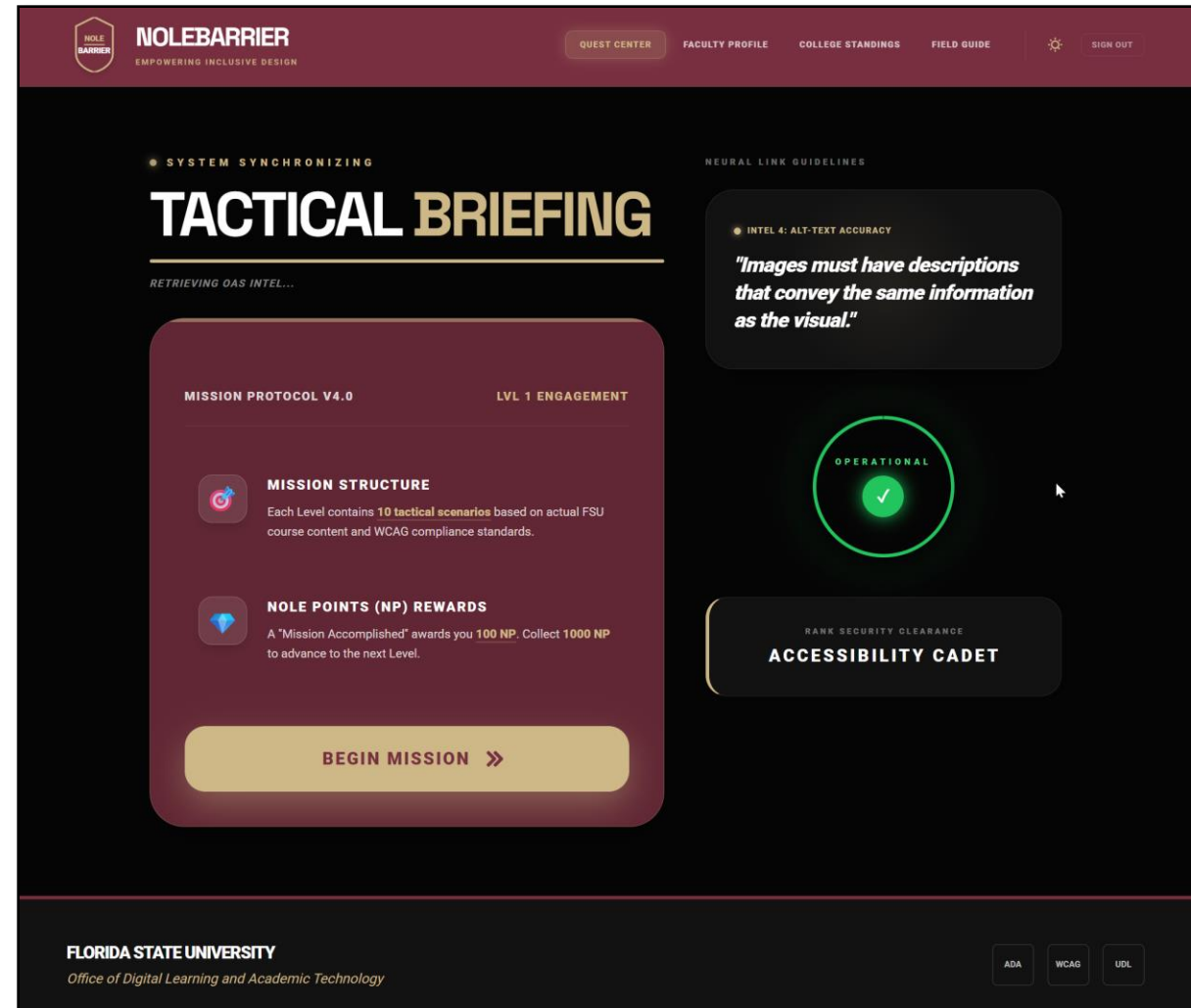
NoleBarrier and Agentic AI

Agentic AI

- NoleBarrier uses Agentic AI to create different scenarios unique to each college's accessibility needs.
- Using Agentic AI, NoleBarrier can adapt to the user's performance on each question as they progress.

NoleBarrier Platform

- Test your knowledge of WCAG Standards
- Apply accessibility to specific course design and content areas
- Tailored to each college across campus



Live Demo

<https://Nolebarrier.create.fsu.edu>

**Ready to Break Some
Accessibility Barriers?**



[Play NoleBarrier](#)

nolebarrier.create.fsu.edu

NoBarrier Field Guide Contents

- Tactical Guide: fixing errors for documents and webpages
- The User Perspective
- Document and Media tips
- Toolkit – resources and tools available
- AI Tactical Prompts – prompts for using AI to address accessibility issues

NoleBarrier Field Guide

The screenshot displays the NoleBarrier Field Guide website. At the top, there is a navigation bar with the NoleBarrier logo (a shield with 'NOLE BARRIER' and 'EMPOWERING INCLUSIVE DESIGN') on the left, and links for 'QUEST CENTER', 'FACULTY PROFILE', 'COLLEGE STANDINGS', 'FIELD GUIDE' (highlighted), and 'SIGN OUT' on the right. Below the navigation bar, the main heading is 'ACCESSIBILITY MANUAL' in large, bold, yellow letters. Underneath this heading is a subtitle: 'The Official FSU Blueprint for Digital Inclusion. Compliance with ADA and FSU Policy is mandatory effective April 2026.' Below the subtitle are four dark red buttons with white text and icons, each with a downward arrow: 'FSU ITS TACTICAL GUIDE' (with a shield icon), 'THE USER'S PERSPECTIVE' (with a person icon), 'DOCUMENT & MEDIA MASTERY' (with a document icon), and 'EVALUATION & TOOLS' (with a pencil icon). At the bottom of the page, there is a section titled 'AI TACTICAL PROMPTS' with a robot icon. This section contains two cards: 'SYLLABUS ACCESSIBILITY REVIEW' with the description 'Audit your syllabus for WCAG compliance and ADA-friendly language.' and 'ALT-TEXT SPECIALIST' with the description 'Generate meaningful alt-text for complex educational graphics and data visualizations.'

Questions?

- NoleBarrier is still in beta testing but will hopefully launch on campus soon.
- We welcome your feedback!
- Additional support for accessibility can be found at [Digital Accessibility FSU](#)
- Additional support for AI and teaching can be found at [Artificial Intelligence at FSU](#)



Thank you for coming!

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