3rd Party Learning Technologies

Summary

3rd party learning technologies include any web-based or software application required for instructional use, such as McGraw-Hill/Cengage MindTap, Pearson's MyMathLab, Turnitin.com, library databases, and similar products.

Accessibility Problems

- no two learning products are the same, so the burden rests on the faculty assigning these products to ascertain their level of accessibility.

Accessibility Features

- most subscription/paid service learning products take accessibility standards seriously and actively maintain compliance. Relevant product info is posted on the ADA Resource page as it is identified.