

Alive Studios, LLC Accessibility Conformance Report

Revised Section 508 Edition

(Based on VPAT® Version 2.5Rev)

Name of Product/Version: Learning alive™

Report Date: June 2026

Product Description: Includes Letters alive®, Math alive®, and Interactive Stories™.

- Supplemental early literacy and mathematics software utilizing patented augmented reality zoo animals.
- Runs locally on Windows and Mac computers.
- Internet connection is not required for operation after installation.

Contact Information:

Cynthia Kaye

1461 Harbins Rd.

Dacula, GA 30019

678-484-7473

cynthia@alivestudiosco.com

Notes: Table 3: Success Criteria, Level AAA Removed: Learning alive™ was evaluated for conformance with the applicable WCAG 2.0 Level A and Level AA Success Criteria incorporated into Revised Section 508. WCAG 2.0 Level AAA Success Criteria are not required by Revised Section 508 and were not evaluated as part of this Accessibility Conformance Report.

Evaluation Methods Used: Evaluation included review of software functionality, user interface components, instructional activities, multimedia content, navigation controls, and implementation practices. Evaluation was conducted through product review and internal assessment of software features and accompanying instructional materials. Formal third-party accessibility testing has not been completed.

Applicable Standards/Guidelines

This report covers the degree of conformance for the following accessibility standards/guidelines

Standard/Guideline	Included In Report
Web Content Accessibility Guidelines 2.0	Level A Yes Level AA Yes Level AAA NO
Revised Section 508 standards published January 18, 2017 and corrected January 22, 2018	Yes

Terms

The terms used in the Conformance Level information are defined as follows:

- **Supports:** The functionality of the product has at least one method that meets the criterion without known defects or meets with equivalent facilitation.
- **Partially Supports:** Some functionality of the product does not meet the criterion.
- **Does Not Support:** The majority of product functionality does not meet the criterion.
- **Not Applicable:** The criterion is not relevant to the product.
- **Not Evaluated:** The product has not been evaluated against the criterion. This can only be used in WCAG Level AAA criteria.

WCAG 2.0 Report

Tables 1 and 2 also document conformance with Revised Section 508:

- Chapter 5 – 501.1 Scope, 504.2 Content Creation or Editing
- Chapter 6 – 602.3 Electronic Support Documentation

Note: When reporting on conformance with the WCAG 2.0 Success Criteria, they are scoped for full pages, complete processes, and accessibility-supported ways of using technology as documented in the [WCAG 2.0 Conformance Requirements](#).

Table 1: Success Criteria, Level A

Notes: Learning alive™ is supplemental educational software designed for early literacy and mathematics instruction. The software operates locally on computers and does not require internet access after installation. Evaluation was based on internal review of software functionality, multimedia content, navigation controls, instructional activities, and accompanying instructional materials. Formal third-party accessibility testing has not been completed. Where accessibility support has not been formally evaluated, responses reflect known product functionality and implementation practices.

Criteria	Conformance Level	Remarks and Explanations
<u>1.1.1 Non-text Content</u> (Level A) Also applies to: Revised Section 508 • 501 (Web)(Software) • 504.2 (Authoring Tool) • 602.3 (Support Docs)	Software: Partially Supports	Software: Learning alive™ incorporates non-text content including photographs, illustrations, icons, animations, habitat videos, and augmented reality animals. Non-text content is used to support instruction and is frequently accompanied by text, audio, vocabulary development, teacher-guided discussion, and instructional activities. Interactive stories provide synchronized audio narration and highlighted text. Some non-text elements, including augmented reality content and multimedia experiences, have not been formally evaluated for accessibility alternatives across all assistive technologies.
<u>1.2.1 Audio-only and Video-only (Prerecorded)</u> (Level A) Also applies to: Revised Section 508 • 501 (Web)(Software) • 504.2 (Authoring Tool) • 602.3 (Support Docs)	Software: Partially Supports	Software: Interactive stories include synchronized visual and audio presentation. Story text is displayed on screen and individual words are highlighted as they are read aloud. Audio and text presentation options

Criteria	Conformance Level	Remarks and Explanations
		may be enabled or disabled by the user. Some multimedia content may include audio components that do not have equivalent captions or transcripts.
<u>1.2.2 Captions (Prerecorded)</u> (Level A) Also applies to: Revised Section 508 • 501 (Web)(Software) • 504.2 (Authoring Tool) • 602.3 (Support Docs)	Software: Partially Supports	Software: Interactive stories display on-screen text synchronized with narrated content. Words are highlighted as they are read aloud, providing visual reinforcement of spoken language. Other prerecorded multimedia content, including habitat videos, may not include captions.
<u>1.2.3 Audio Description or Media Alternative (Prerecorded)</u> (Level A) Also applies to: Revised Section 508 • 501 (Web)(Software) • 504.2 (Authoring Tool) • 602.3 (Support Docs)	Software: Partially Supports	Software: Learning alive™ includes prerecorded habitat videos and multimedia content that support instruction. Multimedia content is supplemented through vocabulary instruction, teacher-guided discussion, interactive software activities, and multisensory thematic lessons that correspond with the learning objectives. Interactive stories include synchronized text highlighting and narration. Formal evaluation of audio descriptions and equivalent alternatives for all prerecorded multimedia content has not been completed.
<u>1.3.1 Info and Relationships</u> (Level A) Also applies to: Revised Section 508 • 501 (Web)(Software) • 504.2 (Authoring Tool) • 602.3 (Support Docs)	Software: Supports	Software: Learning alive™ uses descriptive text labels, module titles, navigation controls, icons, and instructional prompts to communicate the organization and purpose of content. Color coding is used as a supplemental

Criteria	Conformance Level	Remarks and Explanations
		organizational feature and is not the sole method of conveying information. Software activities are supported by corresponding multisensory thematic lessons and activities that reinforce learning concepts.
1.3.2 Meaningful Sequence (Level A) Also applies to: Revised Section 508 • 501 (Web)(Software) • 504.2 (Authoring Tool) • 602.3 (Support Docs)	Software: Supports	Software: Learning alive™ presents instructional content in a structured and meaningful sequence. Interactive stories display and highlight words in synchronization with narration. Literacy and mathematics activities are organized in an instructional progression and are reinforced through corresponding multisensory thematic lessons and activities designed to support learning objectives.
1.3.3 Sensory Characteristics (Level A) Also applies to: Revised Section 508 • 501 (Web)(Software) • 504.2 (Authoring Tool) • 602.3 (Support Docs)	Software: Partially Supports	Software: Math alive® provides instructions that often identify interactive objects by name or function in addition to using spatial cues. For example, directions may instruct the user to drag numbers to the bar below, identifying the target as a bar while also providing location information. Some activities may still rely on visual positioning or spatial relationships to understand or complete the interaction. Interactive Stories™ provide read-aloud narration with enlarged text and synchronized highlighting as the text is read. In some interactive activities, oral directions identify the objects the user should select, such as

Criteria	Conformance Level	Remarks and Explanations
		weeds or flies, while movement, highlighting, or changes in brightness provide additional visual cues. Some controls or activities may still rely on visual or spatial cues without equivalent nonvisual instructions.
<u>1.4.1 Use of Color</u> (Level A) Also applies to: Revised Section 508 • 501 (Web)(Software) • 504.2 (Authoring Tool) • 602.3 (Support Docs)	Software: Supports	Software: Learning alive™ uses color as an additional organizational and instructional feature. Module titles are displayed as text, and instructional materials are identified through text labels, images, and other visual indicators in addition to color coding. Interactive stories provide spoken narration with synchronized text highlighting, and some interactive activities provide oral directions that identify the objects the user should select while movement, highlighting, or changes in brightness provide additional visual cues. Color is not the sole means of conveying instructional information or identifying required actions.
<u>1.4.2 Audio Control</u> (Level A) Also applies to: Revised Section 508 • 501 (Web)(Software) • 504.2 (Authoring Tool) • 602.3 (Support Docs)	Software: Supports	Software: Learning alive™ provides mechanisms for controlling audio during instructional activities. In Math alive® games, audio can be turned off within the software. Audio associated with content activated through physical cards and the document camera stops when the card is removed from the camera view. Audio output can also be adjusted or muted using the controls

Criteria	Conformance Level	Remarks and Explanations
		available on the hardware device running the software.
2.1.1 Keyboard (Level A) Also applies to: Revised Section 508 501 (Web)(Software) 504.2 (Authoring Tool) 602.3 (Support Docs)	Software: Does Not Support	Learning alive™ does not require keyboard input for instructional activities. Users interact with the software through physical cards recognized by a document camera and through direct selection, touch, and drag interactions with on-screen content. Some on-screen functionality that requires direct manipulation or drag interactions may not be operable through a keyboard interface.
2.1.2 No Keyboard Trap (Level A) Also applies to: Revised Section 508 501 (Web)(Software) 504.2 (Authoring Tool) 602.3 (Support Docs)	Software: N/A	Software: Learning alive™ instructional activities are not operated through a keyboard interface; therefore, keyboard focus cannot become trapped within an instructional component.
2.2.1 Timing Adjustable (Level A) Also applies to: Revised Section 508 501 (Web)(Software) 504.2 (Authoring Tool) 602.3 (Support Docs)	Software: Supports	Software: Learning alive™ does not impose time limits for completing instructional activities or responding to interactive content. Users can engage with lessons, stories, and interactive activities at their own pace.
2.2.2 Pause, Stop, Hide (Level A) Also applies to: Revised Section 508 501 (Web)(Software) 504.2 (Authoring Tool) 602.3 (Support Docs)	Software: Partially Supports	Software: Learning alive™ includes moving and animated content as part of instructional activities. Three-dimensional animal animations activated through physical cards and a document camera can be stopped by removing the card from the camera view. Some interactive activities use movement, highlighting, or changes in

Criteria	Conformance Level	Remarks and Explanations
		brightness to identify objects the user is expected to select as part of completing the activity. These visual effects are integrated into the instructional interaction. Some moving or animated content may not provide a separate mechanism to pause, stop, or hide the movement.
<u>2.3.1 Three Flashes or Below Threshold</u> (Level A) Also applies to: Revised Section 508 • 501 (Web)(Software) • 504.2 (Authoring Tool) • 602.3 (Support Docs)	Software: Partially Supports - Has not been formally tested.	Software: Learning alive™ uses visual highlighting and changes in brightness during some interactive instructional activities to draw attention to objects the user is expected to select. The software is not known to intentionally include content that flashes more than three times in any one-second period. Formal testing has not been completed to verify that all visual effects remain below the general flash and red flash thresholds.
<u>2.4.1 Bypass Blocks</u> (Level A) Also applies to: Revised Section 508 • 501 (Web)(Software) – Does not apply to non-web software • 504.2 (Authoring Tool) • 602.3 (Support Docs) – Does not apply to non-web docs	Not Applicable (N/A)	Software: Learning alive™ is non-web software, and this Success Criterion does not apply to non-web software under Revised Section 508.
<u>2.4.2 Page Titled</u> (Level A) Also applies to: Revised Section 508 • 501 (Web)(Software) • 504.2 (Authoring Tool) • 602.3 (Support Docs)	Not Applicable (N/A)	Software: Learning alive™ is non-web software and does not contain web pages that require descriptive page titles.
<u>2.4.3 Focus Order</u> (Level A) Also applies to: Revised Section 508 • 501 (Web)(Software)	Not Applicable (N/A)	Software: Learning alive™ instructional activities are not operated through keyboard

Criteria	Conformance Level	Remarks and Explanations
504.2 (Authoring Tool) 602.3 (Support Docs)		navigation and do not provide a sequential keyboard focus order.
<u>2.4.4 Link Purpose (In Context)</u> (Level A) Also applies to: Revised Section 508 501 (Web)(Software) 504.2 (Authoring Tool) 602.3 (Support Docs)	Not Applicable (N/A)	Software: Learning alive™ instructional software does not contain hyperlinks that require users to determine link purpose from the link text or its surrounding context.
<u>3.1.1 Language of Page</u> (Level A) Also applies to: Revised Section 508 501 (Web)(Software) 504.2 (Authoring Tool) 602.3 (Support Docs)	Software: Supports	Software: Learning alive™ software and instructional content are presented in English, providing a consistent human language for users.
<u>3.2.1 On Focus</u> (Level A) Also applies to: Revised Section 508 501 (Web)(Software) 504.2 (Authoring Tool) 602.3 (Support Docs)	Not Applicable (N/A)	Software: Learning alive™ instructional activities are not operated through keyboard focus navigation; therefore, components do not initiate a change of context when receiving keyboard focus.
<u>3.2.2 On Input</u> (Level A) Also applies to: Revised Section 508 501 (Web)(Software) 504.2 (Authoring Tool) 602.3 (Support Docs)	Software: Supports	Software: User interactions with instructional content, including selecting, touching, dragging, and presenting or removing physical cards from document camera view, do not unexpectedly initiate a change of context. Changes in content occur as part of the expected instructional interaction.
<u>3.3.1 Error Identification</u> (Level A) Also applies to: Revised Section 508 501 (Web)(Software) 504.2 (Authoring Tool) 602.3 (Support Docs)	Software: Partially Supports	Software: Learning alive™ provides visual and audible feedback for incorrect responses in Math alive® games and number sentence activities. In Letters alive®, some incorrect responses are indicated through visual behavior, such

Criteria	Conformance Level	Remarks and Explanations
		as an animal not moving, or by the absence of required punctuation, which prevents the sentence from being read aloud. Interactive Stories™ provide verbal cues during activities and return users to the story after the interactive portion is completed. Error identification methods vary by activity, and some errors are not identified through text or an equivalent nonvisual description.
<u>3.3.2 Labels or Instructions</u> (Level A) Also applies to: Revised Section 508 ● 501 (Web)(Software) ● 504.2 (Authoring Tool) ● 602.3 (Support Docs)	Software: Partially Supports	Software: Learning alive™ provides visual and oral instructions for many instructional activities. Interactive stories may provide spoken directions identifying objects the user should select, while other activities use text, images, highlighting, movement, or other visual cues to guide interaction. Some controls or activities may not provide equivalent labels or instructions accessible to all users.
<u>4.1.1 Parsing</u> (Level A) Also applies to: WCAG 2.0 – Always answer ‘Supports’ Revised Section 508 ● 501 (Web)(Software) ● 504.2 (Authoring Tool) ● 602.3 (Support Docs)	Software: Supports	For WCAG 2.0 and the 508 standards, the September 2023 errata update indicates this criterion is always supported. See the WCAG 2.0 Editorial Errata .
<u>4.1.2 Name, Role, Value</u> (Level A) Also applies to: Revised Section 508 ● 501 (Web)(Software) ● 504.2 (Authoring Tool) ● 602.3 (Support Docs)	Software: Partially Supports	Software: Learning alive™ provides labeled navigation controls, buttons, icons, and instructional activities. Formal evaluation of software compatibility with assistive technologies and

Criteria	Conformance Level	Remarks and Explanations
		accessibility APIs has not been completed.

Table 2: Success Criteria, Level AA

Notes:

Criteria	Conformance Level	Remarks and Explanations
1.2.4 Captions (Live) (Level AA) Also applies to: Revised Section 508 501 (Web)(Software) 504.2 (Authoring Tool) 602.3 (Support Docs)	Not Applicable (N/A)	Software: Learning alive™ does not provide live audio broadcasts, live video streaming, or real-time multimedia presentations requiring live captioning.
1.2.5 Audio Description (Prerecorded) (Level AA) Also applies to: Revised Section 508 501 (Web)(Software) 504.2 (Authoring Tool) 602.3 (Support Docs)	Software: Partially Supports	Software: Learning alive™ includes short prerecorded video clips of real animals in their natural habitats. These videos incorporate authentic habitat sounds that are intended to support instruction and background knowledge development. The videos do not contain spoken narration. Visual animal footage and environmental sounds are presented together to support learning. Audio descriptions and equivalent alternatives for all prerecorded multimedia content have not been formally evaluated.
1.4.3 Contrast (Minimum) (Level AA) Also applies to: Revised Section 508 501 (Web)(Software) 504.2 (Authoring Tool) 602.3 (Support Docs)	Software: Partially Supports	Software: Learning alive™ uses text, graphics, icons, photographs, and augmented reality content throughout the software. Text and instructional content are generally presented with visual contrast intended to support readability. Formal evaluation of color

Criteria	Conformance Level	Remarks and Explanations
		contrast ratios against WCAG 2.0 Level AA requirements has not been completed.
1.4.4 Resize text (Level AA) Also applies to: Revised Section 508 501 (Web)(Software) 504.2 (Authoring Tool) 602.3 (Support Docs)	Software: Partially Supports	Software: Learning alive™ may be used with operating system display scaling and magnification tools. Augmented reality animal images may be enlarged by adjusting the position of the animal card relative to the document camera. Formal evaluation of text resizing functionality against WCAG 2.0 Level AA requirements has not been completed.
1.4.5 Images of Text (Level AA) Also applies to: Revised Section 508 501 (Web)(Software) 504.2 (Authoring Tool) 602.3 (Support Docs)	Software: Supports	Software: Learning alive™ uses software-rendered text for module titles, activity names, instructions, and instructional content. Module titles are displayed as text and are additionally color-coded to support navigation and identification of corresponding instructional materials. Color is used as a supplemental cue and not as the sole means of conveying information.
2.4.5 Multiple Ways (Level AA) Also applies to: Revised Section 508 501 (Web)(Software) – Does not apply to non-web software 504.2 (Authoring Tool) 602.3 (Support Docs) – Does not apply to non-web docs	Not Applicable (N/A)	Software: Learning alive™ is non-web software, and this Success Criterion does not apply to non-web software under Revised Section 508.
2.4.6 Headings and Labels (Level AA) Also applies to: Revised Section 508 501 (Web)(Software) 504.2 (Authoring Tool) 602.3 (Support Docs)	Software: Supports	Software: Learning alive™ uses clear and descriptive headings, labels, icons, and navigation controls throughout the software. Instructional modules are identified with descriptive titles such as Letters & Building Sentences and Building Words. Navigation buttons are labeled with text and/or graphical representations that convey their purpose. Common visual conventions are used, including a house icon to indicate the

Criteria	Conformance Level	Remarks and Explanations
		home screen and a red "X" icon to close windows or activities. Labels and icons are designed to help users understand available actions and navigate instructional content.
<u>2.4.7 Focus Visible</u> (Level AA) Also applies to: Revised Section 508 501 (Web)(Software) 504.2 (Authoring Tool) 602.3 (Support Docs)	Software: Partially Supports	Software: Learning alive™ provides visual indication of interactive controls. Navigation buttons enlarge when the user hovers over them with a mouse, helping users identify selectable elements. Keyboard-only focus indicators have not been formally evaluated.
<u>3.1.2 Language of Parts</u> (Level AA) Also applies to: Revised Section 508 501 (Web)(Software) 504.2 (Authoring Tool) 602.3 (Support Docs)	Software: Supports	Software: Learning alive™ content is presented in English and does not include language changes within the software that require identification for assistive technologies.
<u>3.2.3 Consistent Navigation</u> (Level AA) Also applies to: Revised Section 508 501 (Web)(Software) – Does not apply to non-web software 504.2 (Authoring Tool) 602.3 (Support Docs) – Does not apply to non-web docs	Not Applicable (N/A)	Software: Learning alive™ is non-web software, and this Success Criterion does not apply to non-web software under Revised Section 508.
<u>3.2.4 Consistent Identification</u> (Level AA) Also applies to: Revised Section 508 501 (Web)(Software) – Does not apply to non-web software 504.2 (Authoring Tool) 602.3 (Support Docs) – Does not apply to non-web docs	Not Applicable (N/A)	Software: Learning alive™ is non-web software, and this Success Criterion does not apply to non-web software under Revised Section 508.
<u>3.3.3 Error Suggestion</u> (Level AA) Also applies to: Revised Section 508 501 (Web)(Software) 504.2 (Authoring Tool) 602.3 (Support Docs)	Software: Partially Supports	Software: Learning alive™ provides instructional feedback during word-building and sentence-building activities. When an incorrect word or sentence sequence is entered, the expected positive response does not occur. For example, words do not join and read aloud, positive audio feedback is not provided, and animated actions associated

Criteria	Conformance Level	Remarks and Explanations
		with correct responses do not occur. Learners may revise their response and try again. The software is designed for use in teacher-guided instructional settings where educators may provide additional support and correction.
3.3.4 Error Prevention (Legal, Financial, Data) (Level AA) Also applies to: Revised Section 508 • 501 (Web)(Software) • 504.2 (Authoring Tool) • 602.3 (Support Docs)	Not Applicable (N/A)	Software: Learning alive™ is an instructional software application for early literacy and mathematics learning. The software does not collect legal, financial, contractual, or high-stakes user data and does not require users to submit information that could result in legal or financial consequences.