

From Data to Impact: Using Agile Metrics to Drive Accessibility Conversations

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About me

- **Name:** Mi Ong Vang (pronunciation: [my awng vang])
- **Role:** Senior Accessibility Engineer Consultant
- **Accessibility passions:**

Advocating for accessibility in the Hmong community by partnering with local organizations

The intersectionality of ...



What if the data your Agile teams are already collecting the key to securing leadership buy-in for accessibility?

What data is already being collected?

- Velocity
- Backlog trends
- Defect rates
- Time
- Accessibility is often present, but invisible

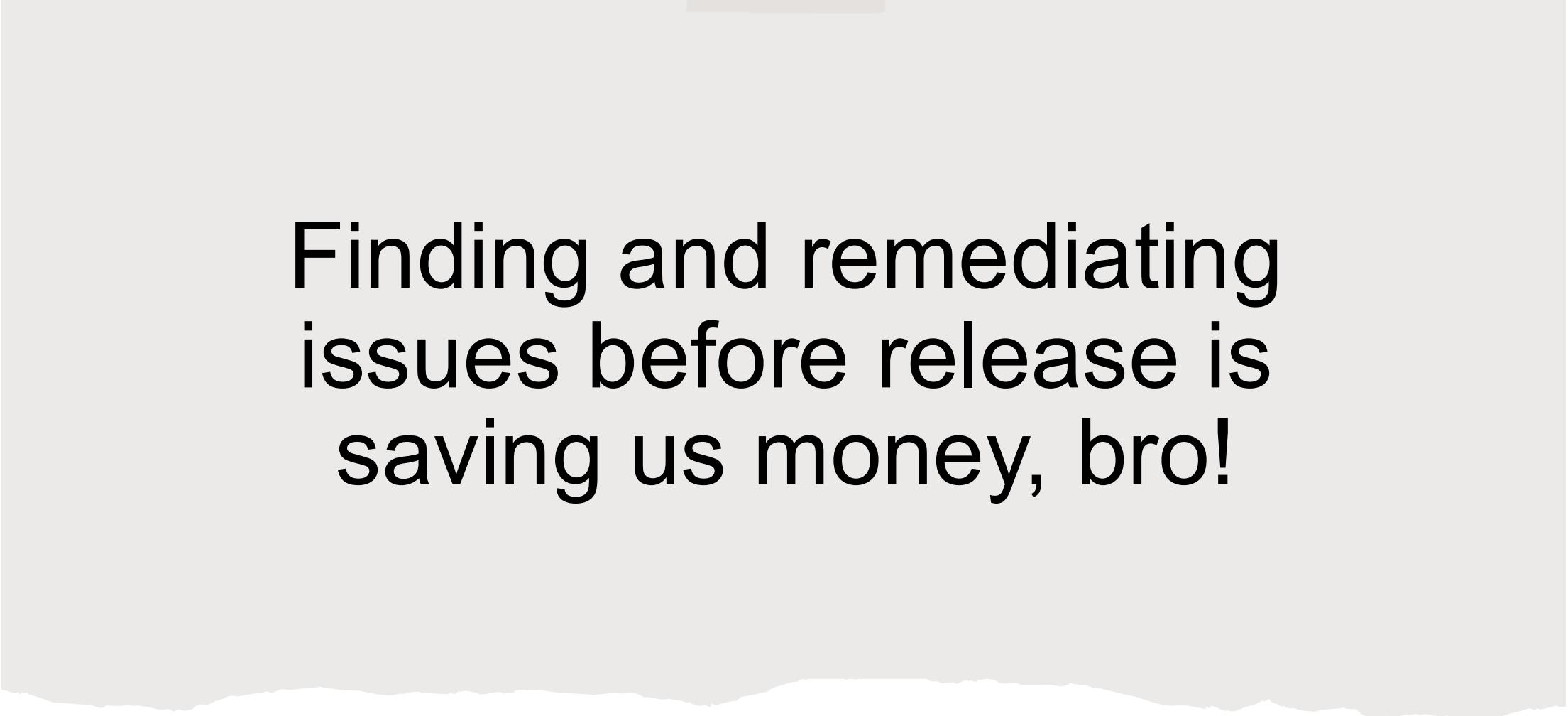
Presenting data that resonates with leadership

- **Positivity** engages leadership
 - **Effective:** We failed 30% of our accessibility checks
 - **Most effective:** We saw an increase of remediating accessibility findings during our QA phase, which saved us 100 hours of rework
- **Context** to understand what the data is saying
- **Why** – because impact drives decisions

Identify key metrics to strengthen your story

- Shift from “what to collect” to “what I may already have”
- How are you tracking accessibility issues?
- Examples of metrics:
 - Accessibility defects logged vs. fixed
 - Time/cost spent remediating issues
 - User-reported accessibility barriers
- Storytelling is important. Metrics are only powerful when framed as *impact*

What I want to say
vs.
How I should probably say
it



Finding and remediating
issues before release is
saving us money, bro!

We saved an estimated \$X by fixing NUM accessibility findings before release.

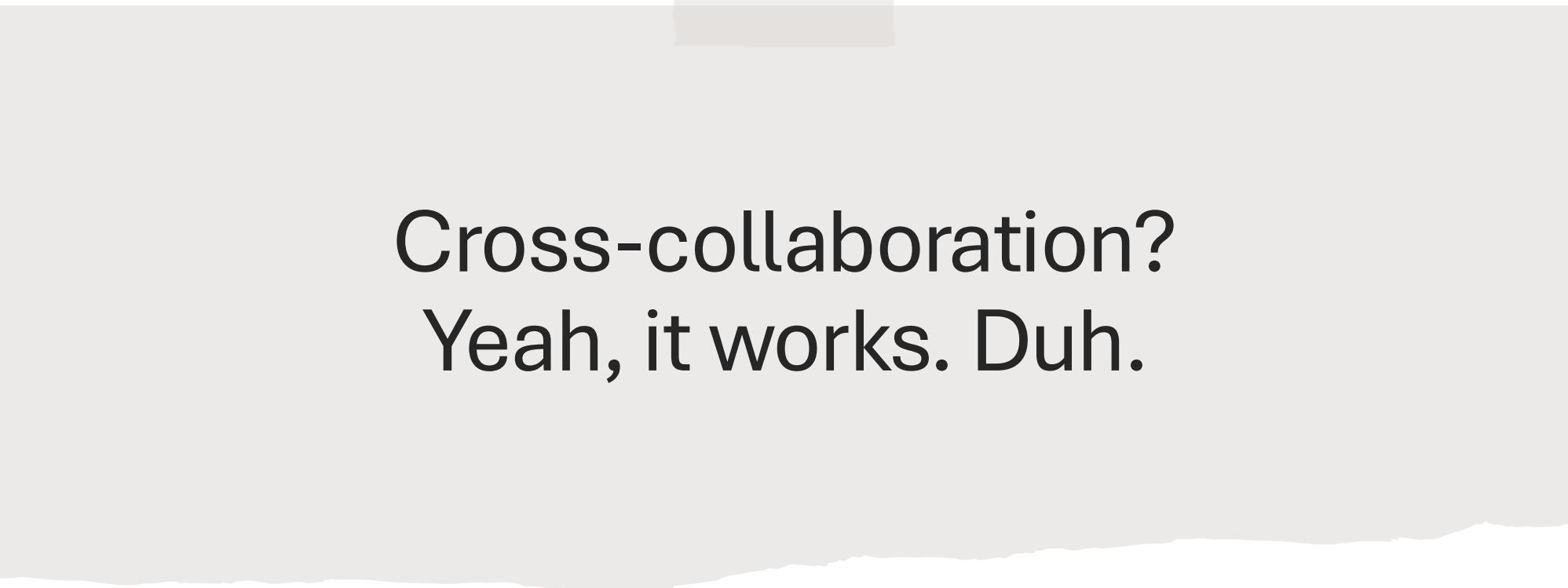
Key metrics:

- **Cost per issue found** – Estimated cost of fixing issues late versus early
- **Number of findings** – How many issues were found pre-release

What goes into calculating cost?

Cost of: Developer, QA, Product Owner, Scrum Master, Accessibility Engineer, UX/UI

Average of \$1,100 per issue post-release (on the low end)

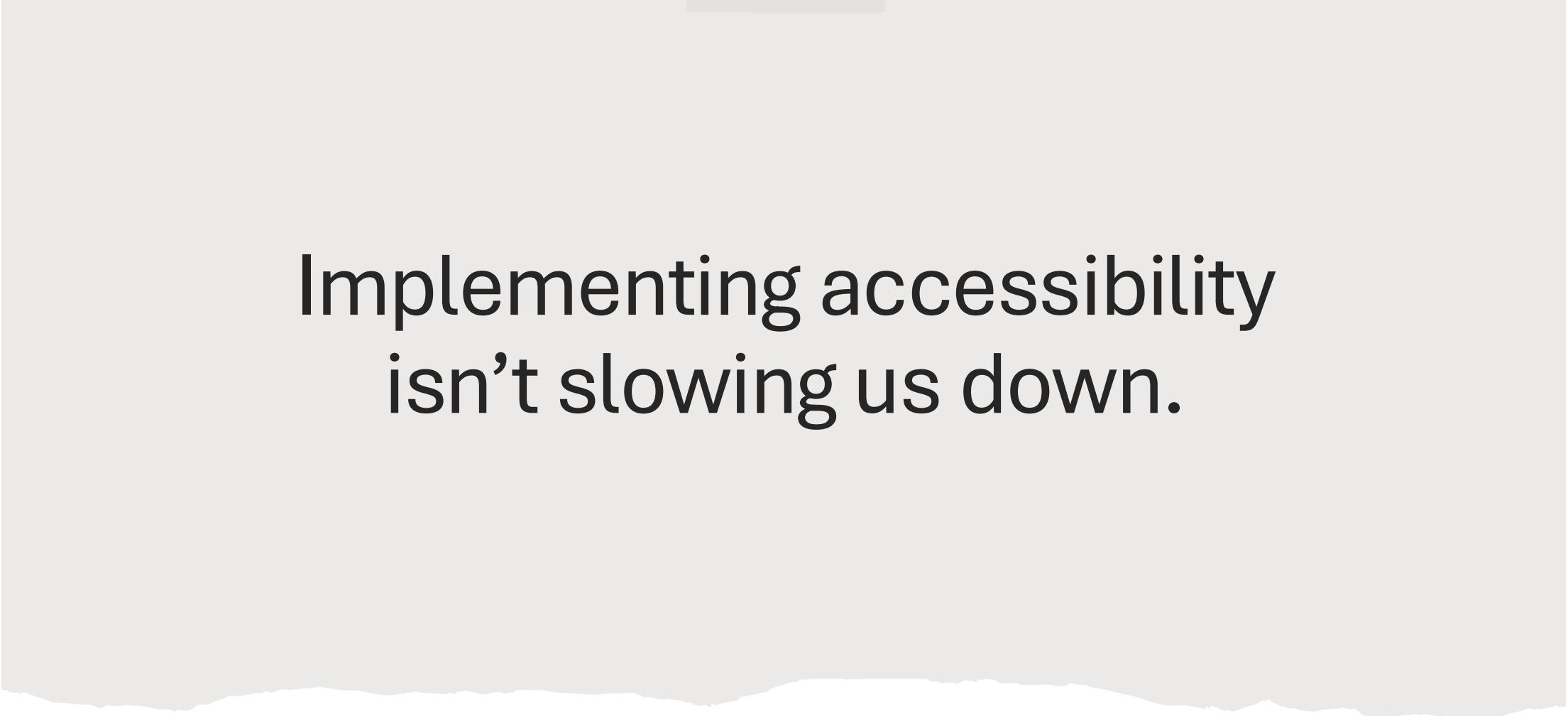


Cross-collaboration?
Yeah, it works. Duh.

**Working directly with the UX team has decreased our overall accessibility findings for Color Contrast by x%.
This has saved us NUM hours of rework.**

Key metrics:

- **Rework hours saved** – Comparing hours spent fixing defects post-release before vs. after
- **Regression prevention** – Number of repeat defects decreasing

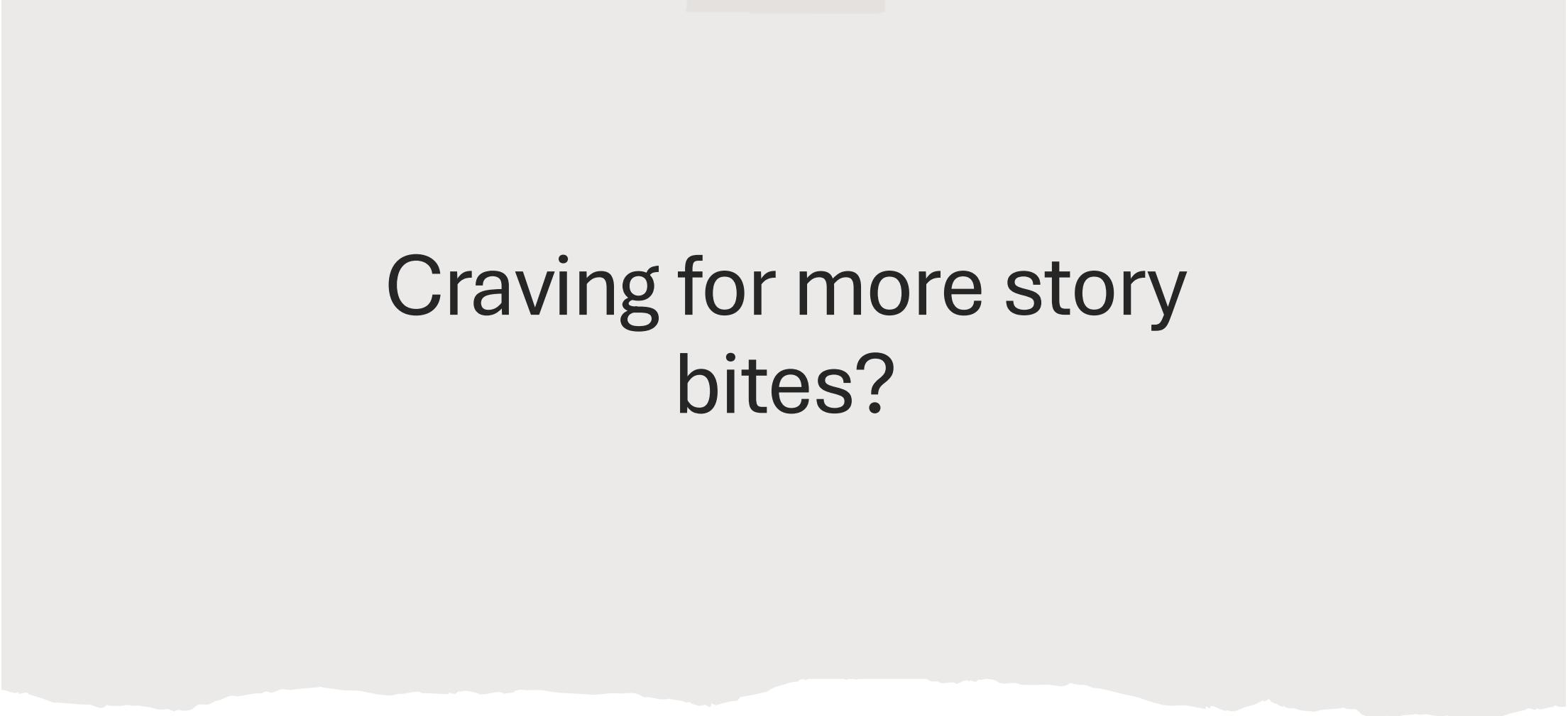


Implementing accessibility
isn't slowing us down.

After integrating accessibility into our workflow, velocity trends show fewer spikes or dips caused by unplanned rework.

Key metrics:

- **Rework rate** – % of story points spent on fixing issues after discovery post release; compare the before and after integrating accessibility into the workflow
- **Defect leakage** – Number of accessibility issues found post-release compared to issues caught earlier in the backlog
- **Velocity over time** – Story points completed per sprint, highlighting spikes or dips caused by unplanned accessibility rework vs. integration of accessibility



Craving for more story
bites?

Quick wins, for the win!

- **Early wins from accessibility integration** - Since embedding accessibility checks into sprint planning, we've seen a steady decline in new accessibility backlog items by x%.
- **Early detection saves money** – X% of our accessibility defects are being caught during development or QA rather than after release, saving us \$X
- **Impact of process change** - After introducing accessibility automated testing, we saw an initial backlog increase as findings were uncovered, but resolution trends now show steady improvement at a rate of x%.

Long-term impact and maturity

- **Increased predictability in delivery** – After incorporating accessibility tasks, velocity became more stable. Teams were able to better estimate work because accessibility became part of the definition of done.
- **Team maturity and capability growth** – Velocity trends highlight that the team is now completing more complex stories that include accessibility considerations. This shows growing skill sets and team maturity.
- **Defects as learning opportunities** – Tracking accessibility defect patterns helps us identify common pitfalls and provide targeted training.
- **Demonstrating investment** - Accessibility tickets now make up x% of backlog items completed each sprint.

Closing and call to action

- You already have the data. Now tell the story.
- Start with one metric. Reframe it. Share the story.

Thank you for your time!

Let's continue the conversation:

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