



PHARMACOLOGY FRIDAY MARCH 27, 2026

Accessibility Deadline Approaching: Action Required for Spring 2026

New federal rules require all digital course materials to be accessible by April 24, 2026. UW courses are expected to meet these standards beginning Spring 2026.

Faculty should prioritize high-impact updates: use accessible formats (HTML in Canvas instead of PDFs), caption all videos, add alternative text for images, and structure content clearly with headings and descriptive links. Accessibility can be checked using tools like Canvas Accessibility Checker, Ally, UDOIT, and Microsoft or Google accessibility checkers.

For step-by-step guidance and resources, visit:

- [Making Course Materials Accessible](#)
- [UW Digital Accessibility](#)

Making these updates supports compliance and improves learning for all students.

Seminar Room Access – Don't Forget Your Husky Card

Card readers are now active in the 6th and 7th floor lecture halls of the T Wing. Our Spring Quarter seminars will be held in T-739. Please bring your Husky Card for access.

Tip: The first time you use a new card reader, your entry may be denied on the first tap. Wait 5–10 seconds, then tap your card again.

If you experience any issues with card readers or building access, contact [HS Building Management](#).

Upcoming Events

March 30, 2026: First Day of Class

March 31, 2026: Rotation Talks @ 2:30, Room T-739

April 2, 2026: Pharmacology Coffee & Donuts @10:30, HSB K-321

April 7, 2026: Seminar @ 2:30, Room T-739 - Seminar Speaker: Dr. Kris Wood

April 7, 2026: SOM Federal Townhall @4:00, Zoom link to follow.

[Link to Spring Quarter Seminars](#)

Final Spring Quarter Registration Reminder

Please don't forget to register for Spring Quarter today to ensure early U-PASS activation.
10 Credits MIN/18 Credits MAX.

Late Registration Fee begins on Monday, March 30th (\$25).

If you would like to contribute any news or announcements to future newsletters, please email phcolnew@uw.edu and use the subject line: Pharmacology Friday.

