1.sept 2021

Accessibility checklist

Native apps

These are the criteria especially important for mobile users and should be carefully checked. It should be noted that this should not be seen as the entire accessibility checklist.

NB! The criteria are continuously updated in accordance with changes in legislation. Ensure that this is checked and updated periodically.

Content Hyperlinks

Click on titles to jump to related content

Tools

- WCAG 2.1 AA & EN 301 549
  Is the standard formalized under the law as the accessibility standard. The law requires compliance to a minimum of AA in WCAG.
- Accessibility Scanner - Android
  Performs automated accessibility scans to particular screens or entire workflow and suggest accessibility improvements on all the items that can benefit from accessibility enhancement.
- Xcode Accessibility Inspector - iOS
  Is a testing tool that shows all of the properties, values, actions that appears from the screen. It also shows the focus order, contrast issues and other accessibility issues. Run an audit and it give results of common necessary adjustments.
- Color Contrast Analyzer
  This is a tool that helps you determine whether your colors meet the minimum criteria for contrast in WCAG.
- Android Developer Specs
  Development resources for accessibility in Android
- iOS Developer Specs
  Development resources for accessibility in iOS
- Test methods
  Android (designsystem)
  iOS (designsystem)
- Screenreaders
  VoiceOver (iOS), Talkback or VoiceAssistant Android
  Screen reader tutorial

Checklist

General

- [ ] If there is a biometric identification, alternatives are offered to identify the users. 5.3 EN
- [ ] The app does not block common user settings, such as colors (e.g dark vs light mode), contrast and font. 11.7 EN

  ⓘ **Exception:** If there is documentation that explains that the software is designed to be isolated from its underlying platform.

- [ ] If there are time limits, which are less than 20 hours for the app, then the time limit can be extended, paused or adapted. 2.2.1 Timing Adjustable (A)

Layout

- [ ] The app can be used in all screen orientations (Portrait and Landscape mode). 1.3.4 Orientation (AA)
- [ ] The layout is responsive and should at a minimum go to 320 x 568 size. 1.4.10 Reflow (AA)
- [ ] No scrolling in more than one direction (no both horizontal and vertical) 1.4.10 Reflow (AA)

  ⓘ **Exception:** where it is required two-dimensional layout or when a toolbar is manipulating another part of the content.

Content

- [ ] Headings, labels and buttons are informative. 2.4.6 Headings and Labels (AA)
- [ ] All pages have a unique and descriptive page/screen title. 2.4.2 Page title (A)

  ⓘ **Example:** It does not necessarily require a title in the navigation bar. The first heading on the page can also serve as a title.

- [ ] The order of the content (reading order) does not affects its meaning. 1.3.2 Meaningful sequence (A)

  ⓘ **Example:** if the order is important for understanding, the same order must also appear in the code.

- [ ] Content that acts and looks like lists, should be marked as such. 1.3.1 Info & Relationships (A)
- [ ] The status of all switches and similar components that are presented visually, is also reproduced through sound or touch (e .g vibration). 5.6.1 EN

Text

- [ ] Text that acts and looks like heading, should be marked as a heading element. 1.3.1 Info & Relationships (A)
- [ ] Text can be resized at least twice as much using Dynamic Type in the phone settings. This without loss of content or functionality. 1.4.4 Resize text (AA)

Non-text content

- [ ] All meaningsful images and graphical elements have a text alternative that gives equivalent information to a non-sighted user. 1.1.1 Non-text content (A)

Dynamic content

- [ ] Dynamic feedback is conveyed to screen reader (e. g success or results of an action, page loading, number of search results etc.). 4.1.3 Status messages (AA)
- [ ] Different states, roles and values on interactive objects is conveyed to screen reader (e.g expanded, selected, checked etc.). 4.1.2 Name, role, value (A)

Color & Contrasts

- [ ] UI components and graphical objects have a contrast ratio of at least 3:1 against the adjacent color. 1.4.11 Non-Text Contrast (AA)
- [ ] Text have a contrast ratio of at least 4,5:1 against the adjacent color. 1.4.3 Contrast (Minimum) (AA)

  ⓘ **Exception:** Large text can have a contrast ratio of minimum 3:1 against the adjacent color.

- [ ] Interactive elements and information are identified by something more than color. 1.4.1 Use of color (A)

Media

Audio-video control

- [ ] All automatic movies and animations that last longer than 5 seconds can be paused or stopped. 2.2.2 Pause, Stop, Hide (A)
- [ ] Reduced animation is not blocked in the phone system settings or it can be turned off in the actual page. 1.4.2 Audio control (A)

Navigation

- [ ] There are alternatives to multitouch-gestures or complex drag and drop interactions. 2.5.1 Pointer Gestures (A)
- [ ] Activation on a click event occur on the up-event and not down. 2.5.2 Pointer Cancellation (A)
- [ ] There are alternatives to actions requiring movements. 2.5.4 Motion Actuation (A)

  ⓘ **Example:** Actions is not triggered by moving a device, such as tilting or shaking, as long as the motion is essential for the funtion, such as a pedometer.

- [ ] Functions that requires simultaneous handling have alternate methods. 5.9 EN

  ⓘ **Example:** Zooming with two fingers can also be operated using two buttons.

Consistency

- [ ] Menu, list of links or functions that are repeated on several pages occur in the same place and relative order. 3.2.3 Consistent Navigation (AA)
- [ ] Components having the same functionality is used and identified consistently. In general, use the same terminology on the site. 3.2.4 Consistent Identification (AA)

  ⓘ **Example:** Do not use two different labels for the same function e.g Download and Share with the same graphical element, and make sure to use the same link text to the same destination.

Keyboard

- [ ] All interactive elements can be controlled by keyboard. 2.1.1 Keyboard (A)

  ⓘ **Best practice:** Make sure that all content can be reached with TAB and/or ARROW keys and not only using the command "SEARCH + TAB" to switch between toolbar and content areas.

- [ ] The tab order is logical. Focus should not go in an unexpected order. 2.4.3 Focus order (A)
- [ ] Keyboard users can tab through the page without unexpected changes or interruptions and without focus being moved unexpectedly. 3.2.1 On Focus (A)
- [ ] Keyboard users can tab through the whole interface without getting trapped in an area. 2.1.2 Keyboard trap (A)

  ⓘ **Attention:** Look carefully in modals or overlays.

- [ ] Visual focus marking must be visible for keyboard navigation and have at least a minimum contrast of 3:0,1. 2.4.7 Focus Visible (AA), 1.4.11 Non-Text Contrast (AA)

  ⓘ **Attention:** It is not certain that the operating system gives developers the oppotunity to control the visual focus marking.

Inserted content and modals

- [ ] Navigation behind modals is not possible. 1.3.2 Meaningful Sequence (A), 2.4.3 Focus order (A)
- [ ] The focus is placed in the new content being uploaded. 2.4.3 Focus order (A), 1.3.2 Meaningful Sequence (A)
- [ ] Screen reader are not able to reach content outside any modal or other overlapped area. 2.4.3 Focus order (A)

Links and buttons

- [ ] The size of an clickable object has a minimum target size of 48 x 48 dp. 2.5.5 Target Size (AAA)

- [ ] Make sure that all links are properly descriptive. 2.4.4 Link Purpose (In Context) (A)

  ⓘ **Best practice:** Best practice is that the link is self-descriptive. The user should be able to identify the purpose of the link without moving focus from the link.

- [ ] All buttons have an accessible name. 4.1.2 Name, Role, Value (A)

  ⓘ **Example:** An icon without any visual text requires a textual description in the code, e. g hamburger meny icon reads out ”menu” for screen reader users.

- [ ] Visible text on interactive element, should have the same description given to assistive technology. 2.5.3 Label in name (A)

  ⓘ **Example:** If there is a need for further description of an interactive object with visible label, the additional description must start with the same visible text.

Forms

- [ ] Required input field is marked up with color, text and programmatically associated. 1.4.1 Use of color (A)
- [ ] All interface elements requiring user input have a visible label. 3.3.2 Labels or instructions (A)
- [ ] Labels and instructions need to be linked to the input field and conveyed to screen reader. 1.3.1 Info & relationships (A)
- [ ] Provide important instructions or cues for input fields so that users know what input data is expected. 3.3.2 Labels or instructions (A)
- [ ] Input field with recurring information about the user requires autocomplete/autofill. 1.3.5 Identify Input Purpose (AA)

  ⓘ **Example:** The person's name, home address, telephone number and email address.

- [ ] All errors in forms are described in text, explaining what is wrong. 3.3.1 Error identification (A)
- [ ] Errors are described in text with information on how to correct the error (if possible). 3.3.3 Error suggestions (AA)

  ⓘ **Example:** 3.3.1 requires that the error message have a textual description, while 3.3.3 requires that the description also contains information on how to correct the error.

- [ ] Error messages need to be conveyed to screen reader. 1.3.1 Info & relationships (A), 4.1.2 Name, role, value (A)
- [ ] Important forms let the user review, edit and confirm data before submitting. 3.3.4 Error prevention (AA)

  ⓘ **Example:** This applies to all forms that involve a legal contract or financial transactions.