Accessibility checklist
UX Designers

Content Hyperlinks
Click on titles to jump to related content

Tools

- **WCAG 2.1 AA**
  Is the standard formalized under the law as the accessibility standard. The law requires compliance to a minimum of AA.

- **Silktide & Color Blindness Simulator**
  Silktide is a toolbar which simulates different kinds of disabilities, like dyslexia, color blindness, blurred and tunnel vision, and blindness.

- **Accessible Color Palette**
  Our color palette in Norsk tipping design system.

- **Bookmarklets by Paul.J Adam**
  highlight roles, states, and properties of accessibility elements on the page.

- **Color Contrast Analyzer**
  This is a tool that helps you determine whether your colors meet the minimum criteria for contrast in WCAG.

- Screenreaders
  VoiceOver (iOS), NVDA/JAWS Windows

  How to test with screen reader

Checklist

Layout

The interface can be used in all screen orientations (Portrait and Landscape mode). 1.3.4 Orientation

The layout is responsive and adapts to the viewport size. Should at a minimum to 320 x 568 size. 1.4.10 Reflow (AA)

No scrolling in more than one direction while browser zoom is at 400% (no both horizontal and vertical) 1.4.10 Reflow (AA)

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

Ensure contents can be presented without loss of information or functionality or that it affects the reading order when zooming to 200%. 1.4.10 Reflow (AA)

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)

Small text (up to 24px regular or less than 18,5px bold) have a contrast ratio of at least 4,5:1 against the adjacent color. 1.4.3 Contrast (Minimum) (AA)

Large text (at least 24px regular and 18,5px bold) have a contrast ratio of 3:1 against the adjacent color. 1.4.3 Contrast (Minimum) (AA)

Links and information in graphs are identified by something more than color. 1.4.1 Use of color (A)

Content

Headings, labels and buttons are informative. 2.4.6 Headings and Labels (AA)

The page has a visually clear headline that describes the main content of the page. 1.3.1 Info & relationships (A)

Instructions do not rely on sensory characteristics (e.g click on the right button etc.). 1.3.3 Sensory Characteristics (A)

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)

(i) **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.

There are no images of text. Logotypes are considered essential as long as they don't act as a heading. 1.4.5 Images of Text

Tables

Row or column headings are easily distinguishable and marked. 1.3.1 Info & Relationships (A)

Check if tables need descriptive title (mandatory). 1.3.1 Info & Relationships (A)

Media

Animations

Avoid moving, blinking and scrolling content like carousels and background videos that start automatically. If there are such elements it must be possible to pause them. Provide a way to pause or stop moving elements or animations if they last longer than 5 seconds. 2.2.2 Pause, Stop, Hide (A)

Navigation

Consistent Navigation

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)

Focus & order

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)

The tab order is logical. Focus should not go in an unexpected order. 2.4.3 Focus order (A)

Touch target & spacing of interactive objects

The size of an clickable object has a minimum target size of 44 x 44 px, or 48 x 48 dp. For iOS, at least 48 x 48 dp. 2.5.5 Target Size (AAA)

Complex gestures have alternate solutions

Provide an alternative to multi-touch gestures and gestures requiring the user to follow a specific path. 2.5.1 Pointer Gestures (A)

ⓘ **Example:** Examples of path-based gestures includes for example swiping, sliders and carousels.

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)

Provide important instructions or cues for input fields so that users know what input data is expected. 3.3.2 Labels or instructions (A)

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.

Verify that important forms let the user review, edit and confirm data before submitting.
3.3.4 Error prevention (AA)

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

Screen reader

It is just as important that screen reader users get an equivalent user experience of the service as a sighted user.

Verify that the order of the content (reading order) does not affect its meaning.
1.3.2 Meaningful sequence (A)

Verify if Instructions or references are needed to screen reader users (e.g search suggestions etc.) 4.1.2 Name, role, value (A)

Verify that all interactive elements work in expected ways. 4.1.2 Name, role, value (A)

(i) **Example:** Make sure that the screen reader announces a suitable semantic role, name and any visual states or properties such as "pressed", "selected", "expanded" for the element.

Check that status messages are conveyed to screen reader in an understandable and logical way 4.1.3 Status messages (AA)