

WCAG 2.0 AA Guidelines

(This is an unofficial summary of the official guidelines. See the official guidelines for exact specifications.)

1 Perceivable

1.1 Provide text alternatives for any non-text content so that it can be changed into other forms people need, such as large print, braille, speech, symbols or simpler language.

- ALT text provided for images and other non-text media
- Controls are labeled
- Tests and CAPTCHAs are labeled and alternatives provided
- Pure decorations and formatting labeled to be ignored by assistive technology

1.2 Provide alternatives for time-based media.

- Audio track for video-only content ; transcript for audio-only content
- Captions for synchronized media (video with audio) (live or prerecorded)
- Descriptive narration for synchronized media (video with audio)

1.3 Create content that can be presented in different ways (for example simpler layout) without losing information or structure.

- Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text
- When sequence in which content is presented affects meaning, correct reading sequence can be programmatically determined
- Do not solely use sensory characteristics in instructions ("red button", "upper-right corner", etc.)

1.4 Make it easier for users to see and hear content including separating foreground from background.

- Do not solely use color in instructions ("red button", "grey toolbar", etc.)
- Allow audio to be paused, stopped, and volume controlled.
- Text on screen has contrast ratio of at least 4.5:1, except for large text (must have at least 3:1 ratio), incidental and logotype text
- Except for captions and allowable images of text (e.g. logos), text can be resized without assistive technology up to 200% without loss of content or functionality
- Regular text should be used in lieu of images of text except for essential text images (logotypes are considered essential)

2 Operable

2.1 Make all functionality available from a keyboard.

- All functionality not depending on the input of an actual path of movement must be keyboard operable (but should still work with other input methods)
- Anything that can receive keyboard focus can be moved away from using keyboard controls

2.2 Provide users enough time to read and use content.

- Anything controlled by a timer can be user controlled to turn off the timer and/or change the timer and/or extend the timer. Exceptions are allowed for real-time activity (e.g. an auction), essential time limits, or time limits of more than 20 hours.
- Moving, blinking, scrolling, and auto-updating information can be paused, stopped, and/or hidden, unless it is essential and/or effects all users equally (e.g. a progress bar while a file is uploading or downloading or other requested task is completing.)

2.3 Do not design content in a way that is known to cause seizures.

- Flashing elements minimized and nothing flashes more than three times per second

2.4 Provide ways to help users navigate, find content, and determine where they are.

- Bypass blocks before common page headers and menu bar sections
- All pages have a proper descriptive title
- Focus order of focusable components is meaningful
- Link purpose is clearly indicated in link text (or link context: same sentence, list, table cell, or table header cell associated with the cell)
- Multiple ways to locate a page (provide site map, table of contents, search function, etc. in addition to links from the home page) unless page is a step within a multi-page process
- Headings and labels describe topic or purpose
- Focus is visible on any keyboard focusable object on the page when object has focus

3 Understandable

3.1 Make text content readable and understandable.

- Human language of page can be programmatically determined
- Human language of each passage or phrase in content can be programmatically determined except for proper names, technical terms, words of indeterminate language, and words or phrases that have become part of the vernacular of the language of surrounding text

3.2 Make Web pages appear and operate in predictable ways.

- Do not change context (e.g. jump to a new page or change point of focus) when a page component receives focus (keyboard or otherwise)
- Do not change context (e.g. jump to a new page or change point of focus) when changing a setting on a component (e.g. marking a checkbox or radio box, or selecting an item in a select object)
- Navigational mechanisms repeated on multiple pages within a site operate the same on every page
- Component with the same functionality on multiple pages are identified consistently

3.3 Help users avoid and correct mistakes.

- When an input error is automatically detected, the item is clearly identified and the error described to the user in text
- Labels or instructions are provided for user input objects
- When possible, provide suggestions when an error in input is detected
- For pages that cause legal commitments, financial transactions, and/or delete or change stored data, either submissions are reversible, data entered is checked for errors and user has a chance to correct them, and/or a mechanism for reviewing, confirming, and correcting information is available before submission

4 Robust

4.1 Maximize compatibility with current and future user agents, including assistive technologies.

- Markup language elements have complete start and end tags, are nested correctly, do not contain duplicate attributes, use unique IDs, etc. (unless specifications allow for duplicates)
- All user interface components (forms, links, components generated by scripts, etc.) have name and role that can be programmatically determined. States, properties, and values that can be set by the user can be programmatically set. Notifications of changes is available to assistive technologies