# Accessibility

#### WAI

WAI is a **Web Accessibility Iniciative** that was created by W3C comand.

This iniciative provede a few standarts and specification that allow make web application more accessible for whole peoples.

The **W3C Web Accessibility Initiative** (WAI) provides a set of guidelines that are internationally recognized as the standard for web accessibility. These include:

- Web Content Accessibility Guidelines (WCAG)
- User Agent Accessibility Guidelines (UAAG)
- Authoring Tool Accessibility Guidelines (ATAG)

### WAI guidelines grouped for four principles:

- perceivable information must be perceivable for users in ways that it can perceive
- operable interfaces must be operatable (navigation, inputs, buttons)
- understandable content information and interact actions must be understhandable
- robust content must be robust for assistive technologies (screen readers ...)

## **ATAG**

Authoring tools are software and services that "authors" (web developers, designers, writers, etc.) use to produce web content. For example: HTML editors, content management systems (CMS), and websites that let users add content, such as blogs and social networking sites.

# **UAAG**

User agents include browsers, browser extensions, media players, readers, and other applications that render web content.

Accessibility 1

# **WCAG**

Web "content" generally refers to the information in a web page or web application

WCAG2.1

WIA-ARIA

Accessibility tree

Web accessibiliti laws in EU and USA

Accessibility 2

# WCAG2.1

#### WCAG is a Web Content Accessability Guidlines.

WCAG is a documentation that describe how to make web applications sutible and accessible for people with disabilities.

WCAG2.1 include 12 guidlines.

For each guidline WCAG has success test criterias (A, AA, AAA):

- "A" has 25 success criterias
- "AA" has 45 success criterias (include prewious)
- "AAA" has 78 success criterias (include prewious)

Web accessabilities is not only for peoples with disabilities. You can also use some accesibility things to make your website more comfortable for all user.

WCAG has guidlines organized under <u>4 principles: perceivable, operable, understandable, and robust</u>.

# There are there basic usage of accessibility tools for people with disabilities:

- screen readers (for blind or people with bad vision).
- voice or keyboard controls to input and manipulate with data (alternative for mouse and basic usage for people with limited move control).
- audio transcripts (for people who cant hear).

## Some basics accsesability considerations:

- Keyboard compatibility (usage without mouse)
- Video caption (subtitles and transcript)
- Colors and good contrast (design paterns to make information more acceptable/suitable)
- Customizable text (people with bad vision or disleksia could customise text on the page to make it more comfortable and clarity without lossing context)

WCAG2.1 1

- Clear layout and design (without unreadble design, layout shoud be with clear headers,, navigation, content and footer)
- Voice Recognition (use voice recognation or voice assistants to control or input information. It is good for people with less or limited move control)
- Text to speach (converting text to speach for blind or bad vision people or for people with disleksia)
- Undertsandable content (do not use complex language, jargon, unexpained achronyms)
- Large Links, Buttons, Controls (do not make these thinks small and check it on different devices, for instanse, on mobile)
- Notification and feedback (use understandable sucess, error or information notification)

### Tips:

10 WCAG Tips for designers

10 WCAG Tips for developers

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# 10 WCAG Tips for developers

1. Associate each input (formControl) with label

```
<label for="username">Username</label>
<input id="username" type="text" name="username">
```

- 2. Include alternative text for images
- 3. Indentify language and language changes for each page

Use lang attribute in html teg (<html lang="en">)

4. Use markUp to convey structure and information

For instance, use semantic tegs: nav, side, article, section and other to provide a structure and information in HTML.

Use WIA ARIA roles to indentify functionality (role="search"):

```
<form action="#" method="post">
    <div role="search">
        <label for="search">Search for</label>
        <input type="search" id="search" aria-describedby="search-help">
        <div id="search-help">Search records by customer id or name</div>
        <br/>
        <br/>
```

5. Provide user clear description and error information to avoid mistakes (error messages, examples)

6. Reflect the reading order in the code order

Avoid mising order of the elements during reading. You can check it while disable styles.

#### Example: Reflecting the logical reading order in the code



#### O Image before heading may be missed

```
<img src="images/trainer.png" alt="...">
<h3>Space trainers</h3>
Space...
<a href="...">Add to cart</a>
```

+ View complete code example

#### Heading marks the start of the section

```
<h3>Space trainers</h3>
<img src="images/trainer.png" alt="...">
Space...
<a href="...">Add to cart</a>
```

7. Write code to adapt content for user technology (Responsive, and different viewports)

```
/* On narrow viewports,
make the navigation full width */
@media screen and (min-width: 25em) {
    #nav {
      float: none;
      width: auto;
    }
    #main {
      margin-left: 0;
    }
}
```

```
/* On wider viewports,
put the navigation on the left */
@media screen and (min-width: 43em) {
    #nav {
      float: left;
      width: 24%;
    }
    #main {
      margin-left: 27%;
    }
}
```

8. Provide meaning for non-standart interactive elements

You should use WIA ARIA to describe non standart interactive elements and their state

#### 9. Provide keyboard accesable for all alternative interactive elements

Think about keyboard access, especially when developing interactive elements, such as menus, mouseover information, collapsable accordions, or media players.

Use tabindex="0" to add an element that does not normally receive focus, such as <div> or <span>, into the navigation order when it is being used for interaction. Use scripting to capture and respond to keyboard events.

#### Article about tabindex=0

10. Avoid CAPTCH where posible

CAPTCHAs create problems for many people.

If it not posible to avoid capture you should make CAPTHCHA uderstandable and clear

## **Additional rules:**

## **Heading and landmarks**

You should use corect h1, h2, h3 order at your website. Ordinary, you should use one h1 for name of the website or website logo, h2 for sections name and h3 for sections titles.

Do not worry about css styles for h3 or h2. You can make then larger than h1 and prewious ordered teg.

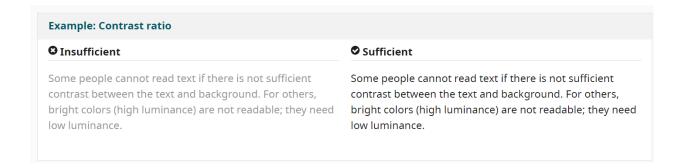
**Landmarks** tags are **main**, **nav**, **aside**. Define major section of your website by using lanmark tags. Do not use alot of landmarks, for instance, one **main** for whole page.

Use **skiplinks** to avoid focus on navigation twice and go to the main content

```
<a class="skip-link" href="#main">Skip to main</a>
...
<main id="main">
  [Main content]
</main>
```

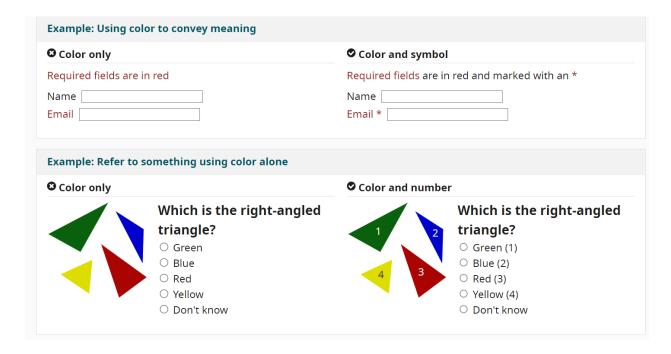
# 10 WCAG Tips for designers

1. Provide sufficient contrast between foreground and background



2. Do not use colors alone to convey informatio

It means that you cant use only color to show information. You should provide an additional symbols or numbers to show information unic (not only with color)



3. Interactive elements should be easly to indefined

For instanse, when you use links on the page, you should make it interactive (change color, cursor, shadow) while user hover on it.

4. Clear and consistent navigation options

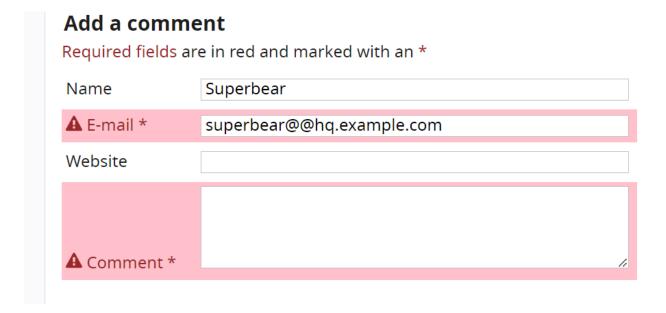
Make navigation consistent and make understandable where user situated.

5. Form input elements should have clear and good associated labels

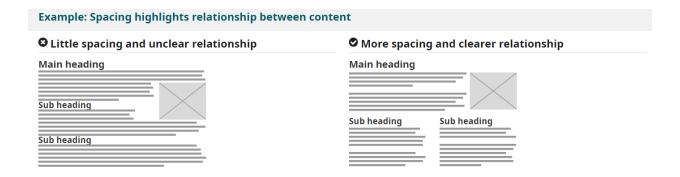
Labels should be on the left side or above input element. Avoid having too mach spacing between labels and fields.

6. Provide easly indentifiable fedback

Use colors with special symbols. Notify user about his interactions with website.

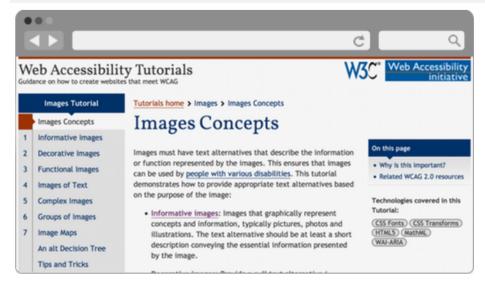


7. Use spasing and clear relationship between content



8. Create or adapt design for different viewports and devices

#### Example: Content and navigation adapt to smaller mobile screen





9. Use images and media alternatives in your content

That means you could provide information in different variations and for different users. You should use alternative text, captions and transcriptions, text labels for images.

10. Provide controls for content that sratsts automaticly

## Example: Show play/stop and selection controls in carousel design



# **Accessibility tree**

Accessibility tree is a tree that browser make from DOM tree and provide information about elements for assistive tools (screen readers and e.c.t).

# Why it needs?

Accessibility tree allow special assistive api's to make alternative interfaces (hear and spoken representation, voice input, mouse click emulation and other...) It is allow users with disabilities to interact and use your website.

### **Semantic in HTML**

To make accessibility tree browsers take info from tegs elements and nodes. To describe roles and provide browser information about scematic and conten of your application your should use *semantic/landmarks* tags like *main*, *nav*, *section*, *acticle*, *button*, *side*...

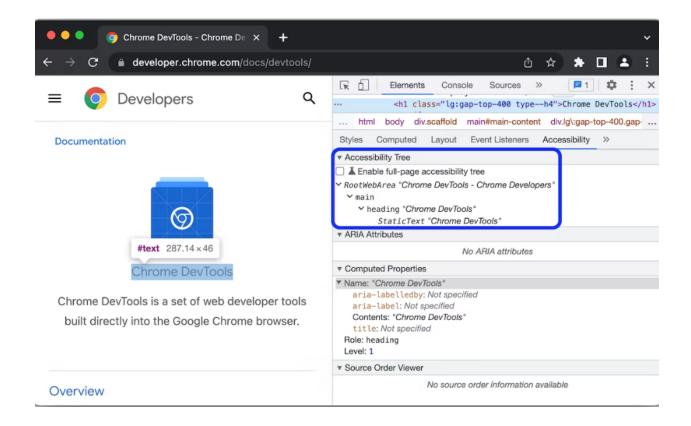
For some tags, basicly for interactive tags, wich havent got description, you should add this description by usings all attribute for images, type, placeholder, name and other attributes (necessary code).

Your custom interactive elements (<div>Button</div>) havent got semantic information. You should add necessary descriptions attribute that describe name, state and value of element, for instance: role, arria-expanded (see WIA ARIA) (extracode).

# **Crome devtools Accessibility**

At chrome browser devtoolse exist an accessibility tab wich can help you to check you application accessibility.

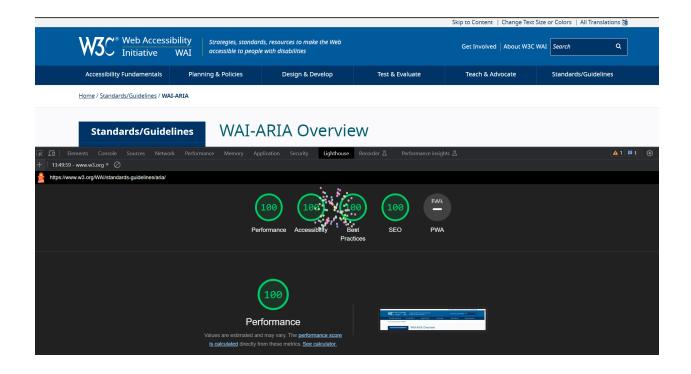
Accessibility tree 1



# **Crome devtools LightHouse**

LightHouse is a crome devtool that allow you to imporve your perfomance, quality, accessibility at your website. This tool can check some accessibility features at your website and show result.

Accessibility tree 2



Accessibility tree 3

# **WIA-ARIA**

WIA-ARIA is an WEB INTERFACE ACCESSIBILITY-Accessible Rich Internet Application web-standarts wich define ways to make web application more accessible for people with disabilities. It helps with dynamic content and custom interactive user interfaces.

**WIA-ARIA** provide developers a set of new HTML attributes wich add additional schematic and make elements more accessible.

## Three main things in specification of WIA-ARIA:

- 1. Roles define special attribute role to indentify role, group, structure of element (button, article, tab, menu...)
- 2. Properties define attributes to manage elements (aria-required, aria-describedby, aria-controls...)
- 3. State define attributes to show element condition (aria-disabled, aria-checked, aria-hidden...)

#### **Roles contain:**

- roles to indentify widject role (button, radio, tab...)
- compositive roles to compose element in group (radiogroup, menu, tree...)
- structure roles to define structure of element (article, heading, img...)
- landmarks (navigation, banner, main...)

\*for lendmarks try to use HTML5 semantic landmarks tegs. They have implemented landmarks roles

WIA-ARIA 1