

How to make the HTML5 canvas accessible to users with disabilities?

INTRODUCTION

The dynamic nature of the `<canvas>` element has made it difficult to use in applications that need to be accessible to people with disabilities. To be accessible, it must meet the following principles:

- Providing alternative content for what is drawn on the `<canvas>`,
- Exposing the location of shapes, paths, images drawn on the `<canvas>` to assistive technologies,
- Visually indicating whether or not a shape in the canvas had keyboard focus.

THE W3C CANVAS TASK FORCE

The Canvas Task Force of the W3C's HTML Working Group is working on different features to be added to the HTML5.1 canvas specification in order to address canvas accessibility. This is only preliminary work and browsers implementations are not available yet.

Read more on this topic:

- [What the canvas element means for accessibility](#) is an article written by Mark Sadecki (ex-W3C, now working at edX).
- From the W3C wiki: [Canvas Element Accessibility Issues](#)