Designing for Digital Accessibility

A Handbook for Los Angeles CD3

Paragon Policy Fellowship

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Introduction

0.1 Executive Summary

This document includes the technical standards that CD3 needs to conform with in order to make their website accessible for people with disabilities as required by ADA Title II.

0.2 Document Context & Purpose

This document exists to serve as an actionable handbook for Los Angeles City Council District 3 (CD3) on making their digital artifacts (e.g., CD3 website, social media) accessible. Specifically, the guidelines are meant to fulfill the Department of Justice's (DOJ) April 24, 2024, final rule that updates regulation around Title II of the ADA (the Final Rule). The Final Rule requires accessibility of web and mobile applications provisioned by state and local governments. This document is an adaptation of the LA Department on Disability's (LA DOD) existing guidance on WCAG 2.1 compliance. The main differences are that this document aims to be more digestible and actionable, while focusing specifically on Level AA compliance (as required by the Final Rule) and incorporating the updated standards released in WCAG 2.2. The DOJ final rule requires compliance with WCAG 2.1 Level AA guidelines at a minimum; future and current guidelines that are more expansive can be followed. Compliance with Level AA also means conforming to all Level A guidelines. Los Angeles has until April 24, 2026, to come into compliance with the Final Rule.

0.3 Web Content Accessibility Guidelines

The Web Content Accessibility Guidelines (WCAG) are a set of technical standards for accessibility in web content published by W3C. There are different versions, with 2.2 being the most recent (published October 5, 2023). Within each version there are various levels of conformance: A, AA, and AAA. Each successive level (AAA being the highest) encapsulates the requirements of the previous levels and adds additional criteria. WCAG standards are broken down into four layers:

Principles the guiding principles of web accessibility: *perceivable, operable, understandable, robust*.

Guidelines 13 concrete goals.
Success Criteria testable requirements for the guidelines with different levels of conformance.
Techniques *sufficient* techniques show how to satisfy the success criteria, and *advisory* techniques are optional and exceed the minimal requirements of the criteria.

0.4 How to Use

Part II of this handbook (*Guidelines*) has a chapter for each of the principles. Within each chapter are sections for each of the guidelines, and the section numbering in Part II corresponds with the guideline numbering in WCAG 2.2. In compliance with the Final Rule, this document only includes Level A and Level AA success criteria. The goal of the guidelines is that digital content provided by CD3, including their website(s) and any mobile application, meets all of the success criteria. A success criterion is met when the normative statement it includes holds true for all of the media that it applies to within the website. An example is provided below:

> **Success Criterion 0.4.1 — Criterion Name.** This normative statement says all content of type X and type Y must meet some requirement Z, and when that is true then the criterion is satisfied. There may also be additional information specific to each type of media below:
>
> **Content of Type X** Further specifications, clarifications, or exceptions for type X media.
> **Content of Type Y** Further specifications, clarifications, or exceptions for type Y media.

Success Criterion 0.4.1 is not an actual part of the WCAG criteria, but is included as an example of what the criteria will look like in this document and how to interpret them.

0.5 Future Steps

Share the handbook with other council districts and departments within LA, or at a minimum the LA DOD, to get feedback on (1) whether this handbook is truly easier to use, (2) whether it was helpful and how, and (3) what suggestions they have. Furthermore, once city departments start to use this handbook then the document owners can continue to ask the same questions and collect continual feedback to inform future iterations and improvements.

0.6 Definitions

CD3 The 3rd City Council District of Los Angeles, CA.
LA DOD City of Los Angeles Department on Disability.
ADA Americans with Disabilities Act; Title II extends requirements for nondiscrimination to state and local governments.
DOJ The federal Department of Justice.
Final Rule The April 24, 2024, final rule from DOJ that updates ADA Title II requirements for digital accessibility.
WCAG Web Content Accessibility Guidelines.
W3C World Wide Web Consortium; authors of WCAG.

0.6.1 Select WCAG Definitions

Assistive Technology Hardware and/or software that acts as a user agent, or along with a mainstream user agent, to provide functionality to meet the requirements of users with disabilities that go beyond those offered by mainstream user agents.

Changes of Context Major changes that, if made without user awareness, can disorient users who are not able to view the entire page simultaneously. Changes in context include changes of: user agent, viewport, focus, and content that changes the meaning of the web page.

Essential If removed, would fundamentally change the information or functionality of the content, and information and functionality cannot be achieved in another way that would conform.

Focus Indicator Pixels that are changed to visually indicate when a user interface component is in a focused state.

Large-Scale Text Text sized at at least 18 point or 14 point bold or font size that would yield equivalent size for Chinese, Japanese and Korean (CJK) fonts.

Programmatically Determinable Can be determined by software from author-supplied data provided in a way that different user agents, including assistive technologies, can extract and present this information to users in different modalities.

State Dynamic property expressing characteristics of a user interface component that may change in response to user action or automated processes. States do not affect the nature of the component, but represent data associated with the component or user interaction possibilities. Examples include focus, hover, select, press, check, visited/unvisited, and expand/collapse.

User Agent Any software that retrieves and presents web content for users; e.g., web browsers, media players, plug-ins.

User Interface Component A part of the content that is perceived by users as a single control for a distinct function.

Viewport Object in which the user agent presents content. For websites, the typical viewport is the size of the browser window open on the computer screen. However, the user agent presents content through one or more viewports. Viewports include windows, frames, loudspeakers, and virtual magnifying glasses. A viewport may contain another viewport (e.g., nested frames). Interface components created by the user agent such as prompts, menus, and alerts are not viewports.

0.7 Quick Links

- Full text of the Final Rule on the Federal Register
- ADA.gov fact sheet on the Final Rule
- WCAG 2.1 Standard
- Changes in WCAG 2.2
- WCAG 2.2 Standard
- Existing LA DOD guidance for WCAG compliance
- LA DOD fact sheet for the Final Rule on web and mobile app accessibility
- Accessible digital communication quick tips
- Short-form summary of WCAG 2.1 by tempertemper

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0.8 Authorship

This document was created by Nick Masi through a Paragon Policy Fellowship with CD3 in Fall 2024. The project was supervised by Yana Sharifullina, a project leader with Paragon. It was completed in consultation with CD3 staff members Semee Park and Adrian Salcedo, as well as LA DOD staff member Ali Everett.

Other Fellows who were involved in the broader partnership between Paragon and CD3 to improve digital accessibility include Hana Samad, Autumn Dorsey, Jun Lee, Madison Harvey, Cynthia Zhang, and Temibolaji Oni.

The LaTeX source for this document is nade available so that anyone may make a copy and modify it. License notice from W3C is provided as required: *Copyright © 2023 W3C®. This document includes material copied from or derived from WCAG 2.2* `https://www.w3.org/TR/WCAG22/`.

0.9 Paragon

Paragon is a national organization that connects university students and new grads with opportunities to work on science and tech policy issues at the state and local level.

II Guidelines

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1. Perceivable

Definition — Perceivable. Information and user interface components must be presentable to users in ways they can perceive.

1.1 Text Alternatives

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.

Success Criterion 1.1.1 — Non-text Content. All non-text content that is presented to the user has a text alternative that serves the equivalent purpose, except for the situations listed below.

Controls, Input If non-text content is a control or accepts user input, then it has a name that describes its purpose. (Refer to Success Criterion 4.1.2 for additional requirements for controls and content that accepts user input.)

Time-Based Media If non-text content is time-based media, then text alternatives at least provide descriptive identification of the non-text content. (Refer to Guideline 1.2 for additional requirements for media.)

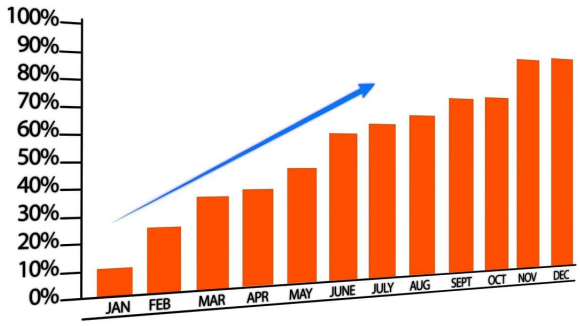
Test If non-text content is a test or exercise that would be invalid if presented in text, then text alternatives at least provide descriptive identification of the non-text content.

Sensory If non-text content is primarily intended to create a specific sensory experience, then text alternatives at least provide descriptive identification of the non-text content.

CAPTCHA If the purpose of non-text content is to confirm that content is being accessed by a person rather than a computer, then text alternatives that identify and describe the purpose of the non-text content are provided, and alternative forms of CAPTCHA using output modes for different types of sensory perception are provided to accommodate different disabilities.

Decoration, Formatting, Invisible If non-text content is pure decoration, is used only for visual formatting, or is not presented to users, then it is implemented in a way that it can be ignored by assistive technology.

■ **Example** Images on websites should have alt text. The alt text should be descriptive enough to serve the same purpose as the image. Rather than saying “A chart," say “A chart that shows in January there was 10%, 25% in February, 35% in March, ..., with an arrow overlayed indicating this upward trend." See WCAG sufficient technique G94.



■

1.2 Time-based Media

Provide alternatives for time-based media.

Definition — Time-based Media. Content that unfolds over time. Examples include a video (such as the recording of a municipal meeting) or song. Also known as synchronized media when the audio or video is synchronized with each other or with some other media format. WCAG covers four types of time-based media: audio-only, video-only, audio-video, & audio and/or video combined with interaction.

Success Criterion 1.2.1 — Audio-only and Video-only (Prerecorded). For prerecorded audio-only and prerecorded video-only media, the following are true, except when the audio or video is a media alternative for text and is clearly labeled as such:

Prerecorded Audio-only An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.

Prerecorded Video-only Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.

■ **Example** A podcast uploaded to the website includes a transcript of the discussion, and the text alternative for the button that identifies the podcast includes “(transcript follows)" in its description. See WCAG sufficient technique G158. ■

Success Criterion 1.2.2 — Captions (Prerecorded). Captions are provided for all prerecorded audio content in synchronized media, except when the media is a media alternative for text and is clearly labeled as such.

Success Criterion 1.2.3 — Audio Description or Media Alternative (Prerecorded). An alternative for time-based media or audio description of the prerecorded video content is provided for synchronized media, except when the media is a media alternative for text and is clearly

labeled as such.

Success Criterion 1.2.4 — Captions (Live). Captions are provided for all live audio content in synchronized media.

Success Criterion 1.2.5 — Audio Description (Prerecorded). Audio description is provided for all prerecorded video content in synchronized media.

1.3 Adaptable

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

Success Criterion 1.3.1 — Info and Relationships. Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text.

Success Criterion 1.3.2 — Meaningful Sequence. When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined.

Success Criterion 1.3.3 — Sensory Characteristics. Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, color, size, visual location, orientation, or sound.

Success Criterion 1.3.4 — Orientation. Content does not restrict its view and operation to a single display orientation, such as portrait or landscape, unless a specific display orientation is essential.

Success Criterion 1.3.5 — Identify Input Purpose. The purpose of each input field collecting information about the user can be programmatically determined when:

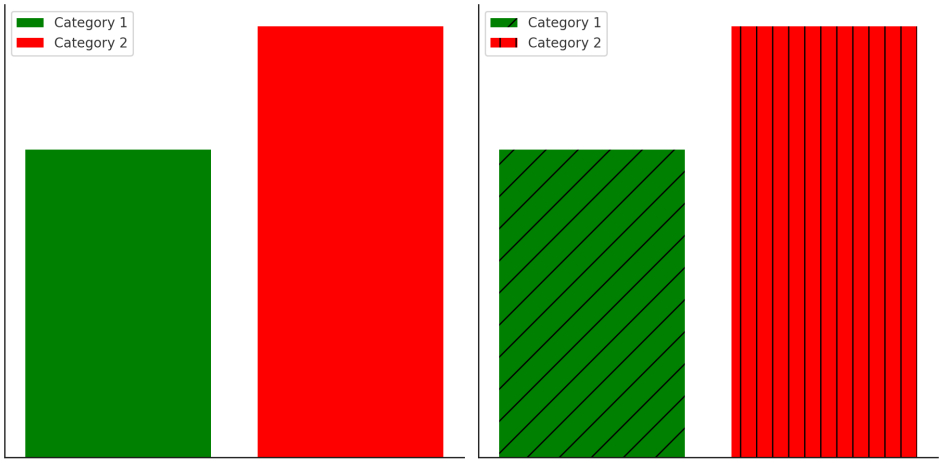
- The input field serves a purpose identified in the Input Purposes for User Interface Components section 🔗; and
- The content is implemented using technologies with support for identifying the expected meaning for form input data.

1.4 Distinguishable

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

Success Criterion 1.4.1 — Use of Color. Color is not used as the only visual means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.

■ **Example** In the figure below, the chart on the left does not meet Success Criterion 1.4.1 because the only way to distinguish the data is by color. Furthermore, red and green are a particularly poor choice of color as congenital red–green color blindness is the most common form of color blindness. The chart of the right meets the criterion (but not necessarily others; for example, a descriptive alt text would be needed per Success Criterion 1.1.1) because the hashing provides another way to distinguish the categories.



■

Success Criterion 1.4.2 — Audio Control. If any audio on a web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level.

Success Criterion 1.4.3 — Contrast (Minimum). The visual presentation of text and images of text has a contrast ratio of at least 4.5:1, except for the following:

Large Text Large-scale text and images of large-scale text have a contrast ratio of at least 3:1;
Incidental Text or images of text that are part of an inactive user interface component, that are pure decoration, that are not visible to anyone, or that are part of a picture that contains significant other visual content, have no contrast requirement.
Logotypes Text that is part of a logo or brand name has no contrast requirement.

Success Criterion 1.4.4 — Resize Text. Except for captions and images of text, text can be resized without assistive technology up to 200 percent without loss of content or functionality.

Success Criterion 1.4.5 — Images of Text. If the technologies being used can achieve the visual presentation, text is used to convey information rather than images of text except for the following:

Customizable The image of text can be visually customized to the user's requirements;
Essential A particular presentation of text is essential to the information being conveyed.

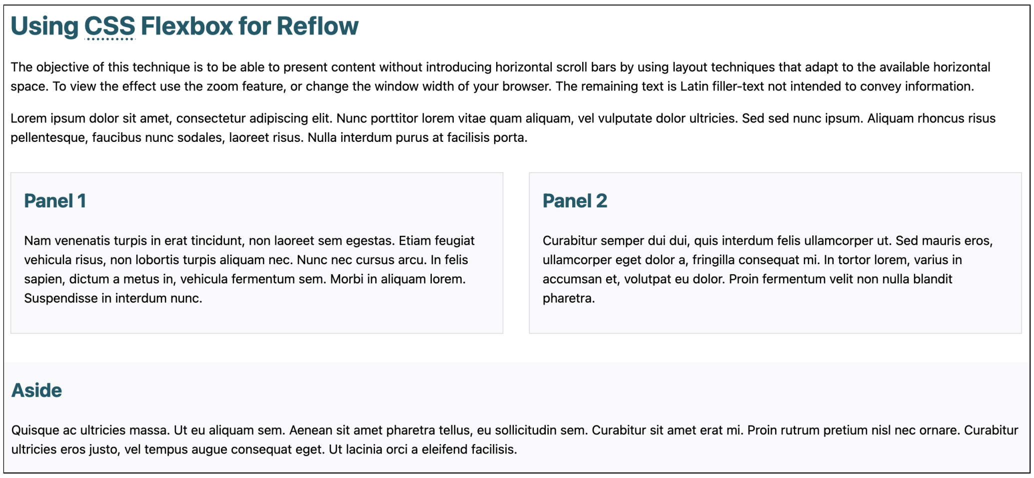
Success Criterion 1.4.10 — Reflow. Content can be presented without loss of information or functionality, and without requiring scrolling in two dimensions for:

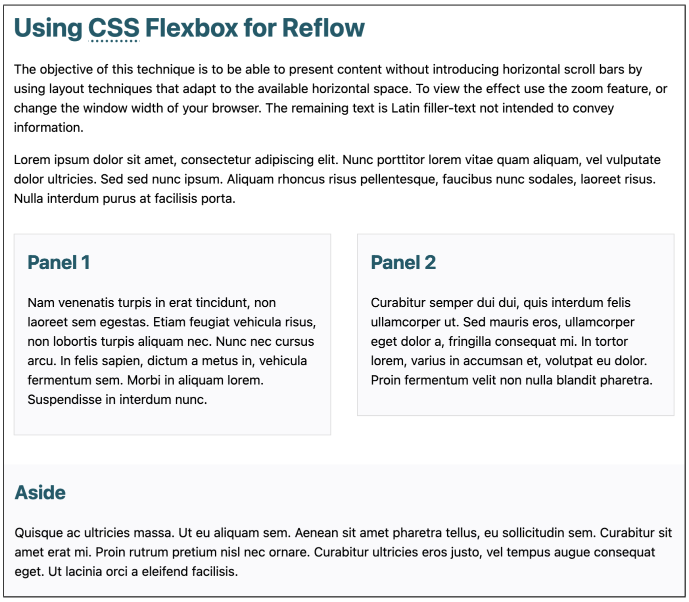
- Vertical scrolling content at a width equivalent to 320 CSS pixels;
- Horizontal scrolling content at a height equivalent to 256 CSS pixels.

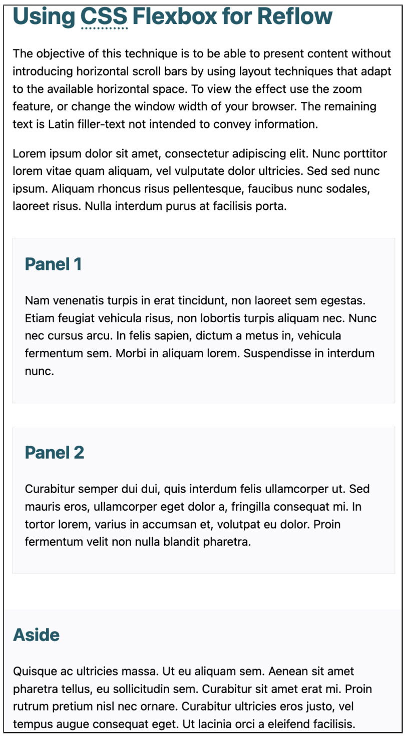
Except for parts of the content which require two-dimensional layout for usage or meaning.

■ **Example** As the user makes their browser window (viewport) narrower, content should reactively

reshape so that the user does not need to scroll horizontally. The following screenshots show an example of this behavior that was achieved with a CSS flexbox layout. See WCAG sufficient technique C31.







■

Success Criterion 1.4.11 — Non-text Contrast. The visual presentation of the following have a contrast ratio of at least 3:1 against adjacent color(s):

User Interface Components Visual information required to identify user interface components and states, except for inactive components or where the appearance of the component is

determined by the user agent and not modified by the author;

Graphical Objects Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.

Success Criterion 1.4.12 — Text Spacing. In content implemented using markup languages that support the following text style properties, no loss of content or functionality occurs by setting all of the following and by changing no other style property:

- Line height (line spacing) to at least 1.5 times the font size;
- Spacing following paragraphs to at least 2 times the font size;
- Letter spacing (tracking) to at least 0.12 times the font size;
- Word spacing to at least 0.16 times the font size.

Exception: Human languages and scripts that do not make use of one or more of these text style properties in written text can conform using only the properties that exist for that combination of language and script.

Success Criterion 1.4.13 — Content on Hover or Focus. Where receiving and then removing pointer hover or keyboard focus triggers additional content to become visible and then hidden, the following are true:

Dismissible A mechanism is available to dismiss the additional content without moving pointer hover or keyboard focus, unless the additional content communicates an input error or does not obscure or replace other content;

Hoverable If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;

Persistent The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.

Exception: The visual presentation of the additional content is controlled by the user agent and is not modified by the author.

2. Operable

Definition — Operable. User interface components and navigation must be operable.

2.1 Keyboard Accessible

Make all functionality available from a keyboard.

Success Criterion 2.1.1 — Keyboard. Make all functionality available from a keyboard.

Success Criterion 2.1.2 — No Keyboard Trap. If keyboard focus can be moved to a component of the page using a keyboard interface, then focus can be moved away from that component using only a keyboard interface, and, if it requires more than unmodified arrow or tab keys or other standard exit methods, the user is advised of the method for moving focus away.

Success Criterion 2.1.4 — Character Key Shortcuts. If a keyboard shortcut is implemented in content using only letter (including upper- and lower-case letters), punctuation, number, or symbol characters, then at least one of the following is true:

Turn off A mechanism is available to turn the shortcut off;
Remap A mechanism is available to remap the shortcut to include one or more non-printable keyboard keys (e.g., Ctrl, Alt);
Active only on focus The keyboard shortcut for a user interface component is only active when that component has focus.

2.2 Enough Time

Provide users enough time to read and use content.

Success Criterion 2.2.1 — Timing Adjustable. For each time limit that is set by the content, at least one of the following is true:

Turn off The user is allowed to turn off the time limit before encountering it; or

Adjust The user is allowed to adjust the time limit before encountering it over a wide range that is at least ten times the length of the default setting; or

Extend The user is warned before time expires and given at least 20 seconds to extend the time limit with a simple action (for example, "press the space bar"), and the user is allowed to extend the time limit at least ten times; or

Real-time Exception The time limit is a required part of a real-time event (for example, an auction), and no alternative to the time limit is possible; or

Essential Exception The time limit is essential and extending it would invalidate the activity; or

20 Hour Exception The time limit is longer than 20 hours.

Success Criterion 2.2.2 — Pause, Stop, Hide. For moving, blinking, scrolling, or auto-updating information, all of the following are true:

Moving, blinking, scrolling For any moving, blinking or scrolling information that (1) starts automatically, (2) lasts more than five seconds, and (3) is presented in parallel with other content, there is a mechanism for the user to pause, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is essential; and

Auto-updating For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other content, there is a mechanism for the user to pause, stop, or hide it or to control the frequency of the update unless the auto-updating is part of an activity where it is essential.

2.3 Seizures and Physical Reactions

Do not design content in a way that is known to cause seizures or physical reactions.

Success Criterion 2.3.1 — Three Flashes or Below Threshold. Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds  .

2.4 Navigable

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

Success Criterion 2.4.1 — Bypass Blocks. A mechanism is available to bypass blocks of content that are repeated on multiple web pages.

Success Criterion 2.4.2 — Page Titled. Web pages have titles that describe topic or purpose.

■ **Example** The title should be both semantically descriptive and programmatically determinable. The latter can be achieved by including a `title` tag in the `head` section of the website HTML. See WCAG sufficient technique G88 and sufficient technique H25, respectively.

Nonconforming Nondescript Title	“CD3"
Descriptive Title	“Los Angeles Council District 3: 2024 Newsletters"

■

Success Criterion 2.4.3 — Focus Order. If a web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability.

Success Criterion 2.4.4 — Link Purpose (In Context). The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general.

Success Criterion 2.4.5 — Multiple Ways. More than one way is available to locate a web page within a set of web pages except where the web page is the result of, or a step in, a process.

Success Criterion 2.4.6 — Headings and Labels. Headings and labels describe topic or purpose.

Success Criterion 2.4.7 — Focus Visible. Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.

Success Criterion 2.4.11 — Focus Not Obscured (Minimum). When a user interface component receives keyboard focus, the component is not entirely hidden due to author-created content.

2.5 Input Modalities

Make it easier for users to operate functionality through various inputs beyond keyboard.

Success Criterion 2.5.1 — Pointer Gestures. All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.

Success Criterion 2.5.2 — Pointer Cancellation. For functionality that can be operated using a single pointer, at least one of the following is true:

No-Down Event The down-event of the pointer is not used to execute any part of the function;
Abort or Undo Completion of the function is on the up-event, and a mechanism is available to abort the function before completion or to undo the function after completion;
Up Reversal The up-event reverses any outcome of the preceding down-event;
Essential Completing the function on the down-event is essential.

Success Criterion 2.5.3 — Label in Name. For user interface components with labels that include text or images of text, the name contains the text that is presented visually.

Success Criterion 2.5.4 — Motion Actuation. Functionality that can be operated by device motion or user motion can also be operated by user interface components and responding to the motion can be disabled to prevent accidental actuation, except when:

Supported Interface The motion is used to operate functionality through an accessibility supported interface;
Essential The motion is essential for the function and doing so would invalidate the activity.

Success Criterion 2.5.7 — Dragging Movements. All functionality that uses a dragging movement for operation can be achieved by a single pointer without dragging, unless dragging is essential or the functionality is determined by the user agent and not modified by the author.

Success Criterion 2.5.8 — Target Size (Minimum). The size of the target for pointer inputs is at least 24 by 24 CSS pixels, except when:

Spacing Undersized targets (those less than 24 by 24 CSS pixels) are positioned so that if a 24 CSS pixel diameter circle is centered on the bounding box of each, the circles do not intersect another target or the circle for another undersized target;
Equivalent The function can be achieved through a different control on the same page that meets this criterion;
Inline The target is in a sentence or its size is otherwise constrained by the line-height of non-target text;
User Agent Control The size of the target is determined by the user agent and is not modified by the author;
Essential A particular presentation of the target is essential or is legally required for the information being conveyed.

3. Understandable

Definition — Understandable. Information and the operation of the user interface must be understandable.

3.1 Readable

Make text content readable and understandable.

Success Criterion 3.1.1 — Language of Page. The default human language of each web page can be programmatically determined.

■ **Example** Setting the language attribute `lang` on the website `html` tag of the website. This can enable assistive technology to function properly. See WCAG sufficient technique H57.

```
<!doctype html>
<html lang="fr">
<head>
  <meta charset="utf-8">
  <title>document écrit en français</title>
</head>
<body>
  ... document écrit en français ...
</body>
</html>
```

■

Success Criterion 3.1.2 — Language of Parts. The human language of each passage or phrase in the 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 immediately surrounding text.

3.2 Predictable

Make web pages appear and operate in predictable ways.

Success Criterion 3.2.1 — On Focus. When any user interface component receives focus, it does not initiate a change of context.

Success Criterion 3.2.2 — On Input. Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component.

Success Criterion 3.2.3 — Consistent Navigation. Navigational mechanisms that are repeated on multiple web pages within a set of web pages occur in the same relative order each time they are repeated, unless a change is initiated by the user.

Success Criterion 3.2.4 — Consistent Identification. Components that have the same functionality within a set of web pages are identified consistently.

Success Criterion 3.2.6 — Consistent Help. If a web page contains any of the following help mechanisms, and those mechanisms are repeated on multiple web pages within a set of web pages, they occur in the same order relative to other page content, unless a change is initiated by the user:

3.3 Input Assistance

Help users avoid and correct mistakes.

Success Criterion 3.3.1 — Error Identification. If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text.

Success Criterion 3.3.2 — Labels or Instructions. Labels or instructions are provided when content requires user input.

Success Criterion 3.3.3 — Error Suggestion. If an input error is automatically detected and suggestions for correction are known, then the suggestions are provided to the user, unless it would jeopardize the security or purpose of the content.

Success Criterion 3.3.4 — Error Prevention (Legal, Financial, Data). For web pages that cause legal commitments or financial transactions for the user to occur, that modify or delete user-controllable data in data storage systems, or that submit user test responses, at least one of the following is true:

Reversible Submissions are reversible.
Checked Data entered by the user is checked for input errors and the user is provided an

opportunity to correct them.

Confirmed A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.

Success Criterion 3.3.7 — Redundant Entry. Information previously entered by or provided to the user that is required to be entered again in the same process is either:

- auto-populated, or
- available for the user to select.

Except when:

- re-entering the information is essential,
- the information is required to ensure the security of the content, or
- previously entered information is no longer valid.

Success Criterion 3.3.8 — Accessible Authentication (Minimum). A cognitive function test (such as remembering a password or solving a puzzle) is not required for any step in an authentication process unless that step provides at least one of the following:

Alternative Another authentication method that does not rely on a cognitive function test.

Mechanism A mechanism is available to assist the user in completing the cognitive function test.

Object Recognition The cognitive function test is to recognize objects.

Personal Content The cognitive function test is to identify non-text content the user provided to the website.

4. Robust

Definition — Robust. Content must be robust enough that it can be interpreted by a wide variety of user agents, including assistive technologies.

4.1 Compatible

Content must be robust enough that it can be interpreted by a wide variety of user agents, including assistive technologies.

Success Criterion 4.1.2 — Name, Role, Value. For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and role can be programmatically determined; states, properties, and values that can be set by the user can be programmatically set; and notification of changes to these items is available to user agents, including assistive technologies.

Success Criterion 4.1.3 — Status Messages. In content implemented using markup languages, status messages can be programmatically determined through role or properties such that they can be presented to the user by assistive technologies without receiving focus.