

Huis van Alijn: Poppen Accessibility Evaluation Report

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About the Evaluation

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Evaluation Commissioner : /

Evaluation date : **Tue Dec 03 2023**[Edit](#)

Executive Summary

This accessibility evaluation aimed to assess the adherence of the web application to accessibility standards, focusing on the perceivable, adaptable, distinguishable, operable, understandable, and robust principles outlined in relevant guidelines. The evaluation identified areas of strength and areas requiring improvement to enhance overall accessibility.

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Scope of the Evaluation

Website name : **Huis Van Alijn: Poppen**

The scope of the website is an interactive informational touchscreen application called "Huis Van Alijn: Poppen." The application is built using React, managed by Vite, and programmed in JavaScript. It comprises three main sections: detailed puppet information based on selected rooms, a (memory)game section challenging users to connect playstyles with corresponding puppets, and a scene maker allowing users to create their own theatre setups. The project aims to be a high-end, user-friendly touchscreen web application with a focus on best practices, scalability, and considerations for future expansions.

WCAG Version : **2.1**Conformance target : **AA**

Accessibility support baseline :

The accessibility support baseline for Huis Van Alijn: Poppen encompasses compatibility with the latest versions of widely used web browsers, including but not limited to Google Chrome, Mozilla Firefox, Apple Safari, and Microsoft Edge. Additionally, the application ensures compatibility with popular screen readers such as JAWS and NVDA. The baseline extends to cover keyboard-only navigation, ensuring that users who rely on keyboard input can effectively navigate and interact with the application. The goal is to provide a seamless and accessible experience across various modern browsers and assistive technologies.

Additional evaluation requirements : Keyboard Navigation: The application ensures full functionality and usability through keyboard-only navigation, including all interactive elements and navigation paths, meeting accessibility standards. Screen Reader Compatibility: Comprehensive testing confirms effective conveyance of essential information (puppet details, game instructions, and scene maker options) through screen readers. Proper ARIA roles and attributes enhance interpretability. Alternative Text for Images: Non-decorative images include concise and descriptive alternative text, providing equivalent information for users relying on screen readers or those with images disabled. Semantic Structure: HTML is semantically structured, ensuring a meaningful document outline. Proper usage of HTML5 elements and logical organization of content enhance accessibility. Focus Management: Focus order is managed for a logical and intuitive sequence during navigation. Visible focus indicators are implemented, enhancing usability for keyboard and screen reader users. Color Contrast: Text and interactive elements maintain sufficient color contrast ratios, meeting WCAG 2.1 Level AA requirements for readability, especially for users with low vision or color perception difficulties. Interactive Feature Accessibility: The memory game and scene maker features are designed and tested for accessibility, allowing users with diverse abilities to engage and complete activities using assistive technologies.

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Detailed Audit Results

Summary

Reported on 47 of 50 WCAG 2.1 AA Success Criteria.

35

Passed

2

Failed

0

Cannot tell

10

Not present

3

Not checked

All Results

1 Perceivable

1.1 Text Alternatives

Success Criterion	Result	Observations	Edit
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1.1.1: Non-text Content	Entire sample Passed	Entire sample All non-text content has text alternatives, ensuring equivalent access to information for all users.	
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1.2 Time-based Media

Success Criterion	Result	Observations	Edit
1.2.1: Audio-only and Video-only (Prerecorded)	Entire sample Not present	Entire sample Captions are not implemented.	
1.2.2: Captions (Prerecorded)	Entire sample Not present		
1.2.3: Audio Description or Media Alternative (Prerecorded)	Entire sample Not present		
1.2.4: Captions (Live)	Entire sample Not present		
1.2.5: Audio Description (Prerecorded)	Entire sample Not present		

1.3 Adaptable

Success Criterion	Result	Observations	Edit
1.3.1: Info and Relationships	Entire sample Passed	Entire sample Information, structure, and relationships can be programmatically determined.	
1.3.2: Meaningful Sequence	Entire sample Passed	Entire sample The correct reading sequence can be programmatically determined.	
1.3.3: Sensory Characteristics	Entire sample Passed	Entire sample Instructions are not solely dependent on sensory characteristics.	
1.3.4: Orientation	Entire sample Passed	Entire sample Content is not restricted to a single display orientation and all views are responsive except for the scene maker which is meant to operate in a landscape display orientation.	
1.3.5: Identify Input Purpose	Entire sample Passed	Entire sample The purpose of each input field is programmatically determinable.	

1.4 Distinguishable

Success Criterion	Result	Observations	Edit
1.4.1: Use of Color	Entire sample Passed	Entire sample Color is not the sole means of conveying information.	
1.4.2: Audio Control	Entire sample Not present	Entire sample No audio and therefore no mechanism available to control audio volume independently.	
1.4.3: Contrast (Minimum)	Entire sample Passed		
1.4.4: Resize text	Entire sample Failed	Entire sample Some overlap does occur when the view gets rescaled up to 200%. However, all content is operable and will not be scalable above a certain maximum when deployed in the production environment.	
1.4.5: Images of Text	Entire sample Passed	Entire sample Images of text are used instead of actual text in some instances like the logo, otherwise all visual representations are common and valueable to the user.	
1.4.10: Reflow	Entire sample Passed		
1.4.11: Non-text Contrast	Entire sample Passed		
1.4.12: Text Spacing	Entire sample Passed		

1.4.13: Content on Hover or Focus	Entire sample Passed	Entire sample A hover/focus state gets activated informing the user what element will be pressed/executed if clicked.	
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2 Operable

2.1 Keyboard Accessible

Success Criterion	Result	Observations	Edit
2.1.1: Keyboard	Entire sample Passed	Entire sample All functionality is operable through a keyboard interface.	
2.1.2: No Keyboard Trap	Entire sample Passed	Entire sample Keyboard focus can be moved to and away from components using standard methods.	
2.1.4: Character Key Shortcuts	Entire sample Passed	Entire sample Keyboard shortcuts are implemented using letter characters.	

2.2 Enough Time

Success Criterion	Result	Observations	Edit
2.2.1: Timing Adjustable	Entire sample Failed	Entire sample Time limits do not have alternatives for users needing more time.	
2.2.2: Pause, Stop, Hide	Entire sample Not present		

2.3 Seizures and Physical Reactions

Success Criterion	Result	Observations	Edit
2.3.1: Three Flashes or Below Threshold	Entire sample Passed		

2.4 Navigable

Success Criterion	Result	Observations	Edit
2.4.1: Bypass Blocks	Entire sample Passed	Entire sample Skip to main content (skipLink by tab) is present and provides a way to bypass the header navigation elements.	
2.4.2: Page Titled	Entire sample Passed	Entire sample Web pages have informative titles.	
2.4.3: Focus Order	Entire sample Not checked		
2.4.4: Link Purpose (In Context)	Entire sample Passed		
2.4.5: Multiple Ways	Entire sample Passed		
2.4.6: Headings and Labels	Entire sample Passed		
2.4.7: Focus Visible	Entire sample Passed		

2.5 Input Modalities

Success Criterion	Result	Observations	Edit
2.5.1: Pointer Gestures	Entire sample Passed		
2.5.2: Pointer Cancellation	Entire sample Not checked		
2.5.3: Label in Name	Entire sample Passed		
2.5.4: Motion Actuation	Entire sample Not present		

3.1 Readable

Success Criterion	Result	Observations	Edit
3.1.1: Language of Page	Entire sample Passed	Entire sample The default human language can be programmatically determined.	<input checked="" type="checkbox"/>
3.1.2: Language of Parts	Entire sample Passed	Entire sample The default human language can be programmatically determined.	<input checked="" type="checkbox"/>

3.2 Predictable

Success Criterion	Result	Observations	Edit
3.2.1: On Focus	Entire sample Passed	Entire sample Changes in context are not initiated when components receive focus.	<input checked="" type="checkbox"/>
3.2.2: On Input	Entire sample Passed	Entire sample Settings changes do not automatically cause a change of context.	<input checked="" type="checkbox"/>
3.2.3: Consistent Navigation	Entire sample Passed		<input checked="" type="checkbox"/>
3.2.4: Consistent Identification	Entire sample Passed		<input checked="" type="checkbox"/>

3.3 Input Assistance

Success Criterion	Result	Observations	Edit
3.3.1: Error Identification	Entire sample Not present		<input checked="" type="checkbox"/>
3.3.2: Labels or Instructions	Entire sample Passed		<input checked="" type="checkbox"/>
3.3.3: Error Suggestion	Entire sample Not present	Entire sample Irrelevant	<input checked="" type="checkbox"/>
3.3.4: Error Prevention (Legal, Financial, Data)	Entire sample Not checked		<input checked="" type="checkbox"/>

4 Robust

4.1 Compatible

Success Criterion	Result	Observations	Edit
4.1.1: Parsing	Entire sample Passed	Entire sample Markup language implementation is generally correct and follows specifications.	<input checked="" type="checkbox"/>
4.1.2: Name, Role, Value	Entire sample Passed	Entire sample User interface components generally allow programmatically determined information.	<input checked="" type="checkbox"/>
4.1.3: Status Messages	Entire sample Passed		<input checked="" type="checkbox"/>

Sample of Audited Web Pages

1. Welcome - https://elivanstichelen.com/atp_frontend/
2. Accessibility - https://elivanstichelen.com/atp_frontend/accessibility

Web Technology

HTML,CSS,JavaScript,SVG

Recording of Evaluation Specifics

Evaluation findings based on WCAG 2.1 criteria.

Related WCAG 2 Resources

- [Web Content Accessibility Guidelines \(WCAG\) Overview](#)
- [How to Meet WCAG 2.1 Quick Reference](#)



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Status: Updated 8 August 2022, Version 3.0.3. [Changelog](#). [Previous version](#).

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W3C Web Accessibility Initiative (WAI)

Strategies, standards, and supporting resources to make the Web accessible to people with disabilities.



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