Mobile Content Accessibility Guidelines (MCAG)

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What is MCAG?

MCAG is intended to be a document that reflects the conformance requirements of the W3C's Web Content Accessibility Guidelines (WCAG 2.2) but also refers to the unique differences and challenges of mobile technologies that are not adequately expressed in WCAG. The document results from cross-referencing WCAG 2.2 success criteria with the accessibility guidelines of the different platforms and other sources. MCAG was written into the template and structure of WCAG, and it preserves the four POUR. However, since

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its use is intended for development teams, its internal division relies more on Apple's Human Interface Guidelines and Android's Accessibility Principles. Accordingly, the guidelines' names, divisions, and success criteria are different. The differences are reflected mainly in wording and affiliation. However, any changes were made with reference and an affinity to WCAG and its content.
MCAG does not pretend to replace WCAG but only provides a uniform interpretation of it for mobile technologies while preserving its conformance requirements.

The document in front of you is a first draft and an invitation to cooperation and community discussion on the need for clear and dedicated guidelines for mobile technologies that will meet the needs of users and regulatory requirements. See the GitHub repository

1. Perceivable

This principle focuses on making information available through various sensory channels such as sight, hearing, or touch, allowing users to access and process the content effectively.

Indication

1.4.4. Distinguished by color

2. Operable

2.1. Gestures and User-input

2.1.1. Touch Target Size

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2.1.7. Visible label included in accessible names

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2.2.1. External aids and devices

2.3. Enough Time

Guideline 1.1. Essential Info

This guideline deals with users' ability to perceive essential information to understand the essence of UI elements, how they are used, and what pieces of data they represent. This information is particularly crucial for assistive technologies like screen readers that rely on the programmatic information (i.e., the code) to communicate UI to the user.

Success Criterion 1.1.1. Accessibility Enabled

Assistive technologies can reach, parse, and convey essential content and user-operable elements in the UI.

Tests for success criterion 1.1.1. Accessibility Enabled ▸

References for success criterion 1.1.1. Accessibility Enabled ▸

Success Criterion 1.1.2. Explicit Role

Each UI component that allows user interaction or its semantics affects the meaning of its content must have an explicit role defined.

2.3.1. Adjustable Time Limits

2.3.2. Dynamic Content Display

2.3.3. Frequently Updated Content

2.4. Seizures and Physical Reactions

2.4.1. Flashing Content

2.5. Navigable

2.5.1. Bypass Blocks

2.5.2. Navigation traps

2.5.3. Two-dimensional Scroll

3. Understandable

3.1. Affiliation and context

3.1.1. Screen Titled

3.1.2. Logical Reading Sequence

3.1.3. Logical Focus Sequence

3.1.4. Logical Content

Tests for success criterion 1.1.2. Explicit Role ▸

References for success criterion 1.1.2. Explicit Role ▸

Success Criterion 1.1.3. Interactive Elements Have Names

Elements that require unique identifiers and context, have an accessible name that can be programmatically read. Examples include, but are not limited to, buttons, links, form elements, and groups of content.

Tests for success criterion 1.1.3. Interactive Elements Have Names ▸

References for success criterion 1.1.3. Interactive Elements Have Names ▸

Success Criterion 1.1.4. Perceivable State

The current state of elements supporting multiple states, such as (but not limited to) checkboxes, radio buttons, and drop-down lists, can be programmatically determined.

Grouping

3.1.5. Ghost Focus

3.1.6. Section Headings

3.2. Labels and Names

3.2.1. Meaning and Purpose

3.2.2. Appropriate Text Alternatives

3.2.3. Consistent Labeling

3.2.4. Unique Labels

3.2.4. Clean Names

3.3. Readable

3.3.1. Text Spacing

3.3.2. Scaled Text Legibility

3.3.3. Font Variants on Text Blocks

3.3.4. Text Blocks Alignment

3.3.5. Text Lines Length

3.4. Predictable

Tests for success criterion 1.1.4. Perceivable State ▸

References for success criterion 1.1.4. Perceivable State ▸

Success Criterion 1.1.5. Perceivable Value

For elements that return or represent values, such as (but not limited to) checkboxes, radio buttons, and form input fields, their value can be determined and read programmatically.

Tests for success criterion 1.1.5. Perceivable Value ▸

References for success criterion 1.1.5. Perceivable Value ▸

Success Criterion 1.1.6. Sensory Characteristics in Content or Instructions

When providing any information or instructions, descriptions do not use only sensory characteristics, such as specifying a physical location in the UI (e.g., The button on the top left corner) or referring to the

3.4.1. Locale and Human Language

3.4.2. Context Kept on User Input

3.4.3. Consistent Navigation

3.4.4. Consistent Help

3.5. Input Assistance

3.5.1. Error Identification

3.5.2. Error Suggestion

3.5.3. Sensitive Transactions Error Prevention

3.5.4. Redundant Entry

3.5.5. Non-Cognitive Authentication Processes

4. Robust

4.1. Adjustable

4.1.1. Text Scaling

4.1.2. Adaptive Display Modes

color of an element or sound playing.

Tests for success criterion 1.1.6. Sensory Characteristics in Content or Instructions ▸

References for success criterion 1.1.6. Sensory Characteristics in Content or Instructions ▸

Guideline 1.2. Media Alternatives

This guideline and its success criteria deal with media files embedded in the application, from static media, such as images, icons, and infographics, to time-based media, such as video or audio, and synchronized media. Since the content of media files is usually consumed in a sensory manner, often visual or auditory, they require alternatives so users with auditory or visual impairments can perceive the content and its context.

Success Criterion 1.2.1. Static-Media Alternatives

All static media have a text alternative with the equivalent meaning and purpose, and that can be parsed and presented by assistive technologies, except when the media element is used only for visual

4.1.3. Reduced Motion Support

4.1.4. Locked Orientation

4.1.5. Orientation-Resilient Display

4.2. Compatible

4.1.1. Web Views

formatting or decoration, or it is not visually presented. In these cases, it should be implemented so that assistive technology can ignore it.

Tests for success criterion 1.2.1. Static-Media Alternatives ▸

References for success criterion 1.2.1. Static-Media Alternatives ▸

Success Criterion 1.2.2. Media Players Titled

If an element is a player of time-based media, it has a title that can be programmatically read and provides a descriptive identification of the media content.

Tests for success criterion 1.2.2. Media Players Titled ▸

References for success criterion 1.2.2. Media Players Titled ▸

Success Criterion 1.2.3. Audio-only Alternatives

Audio-only tracks have alternatives that present an

equivalent to the audio content in a manner that users with auditory impairments can perceive.

Tests for success criterion 1.2.3. Audio-only Alternatives ▸

References for success criterion 1.2.3. Audio-only Alternatives ▸

Success Criterion 1.2.4. Video-only Alternatives

Video-only tracks have alternatives that present an equivalent to the audio content in a manner that users with auditory impairments can perceive.

Tests for success criterion 1.2.4. Video-only Alternatives ▸

References for success criterion 1.2.4. Video-only Alternatives ▸

Success Criterion 1.2.5. Synchronized Media Alternatives

Live and prerecorded synchronized media tracks have alternatives equivalent to the media's audio and video

content, so users with auditory or visual impairments can perceive the entire content.

Tests for success criterion 1.2.5. Synchronized Media Alternatives ▸

References for success criterion 1.2.5. Synchronized Media Alternatives ▸

Guideline 1.3. Adaptable

Different from the '1.3 Adaptable' WCAG guideline, which deals with the requirements of content to be presented in a manner that can be perceived in various ways, such as with different user agents or assistive technologies in the MCAG, this guideline deals with the ability of users to perceive asynchronous events that arrive from the app such as live updates and alert messages.

Success Criterion 1.3.1. Real-time Updates Modalities

Real-time updates including essential status or value changes are conveyed in various modalities so all users can perceive them.

Tests for success criterion 1.3.1. Real-time Updates Modalities ▸

References for success criterion 1.3.1. Real-time Updates Modalities ▸

Success Criterion 1.3.2. Perceivable Toasts

Toast messages are implemented so assistive technologies announce their content, and they stay visible for enough time so that all users can fully perceive them.

Tests for success criterion 1.3.2. Perceivable Toasts ▸

References for success criterion 1.3.2. Perceivable Toasts ▸

Guideline 1.4. Distinguishable

This guideline deals with issues related to the perception, identification, and understanding of interface elements by the user on a visual level. Similar to its parallel WCAG guideline, the success criteria of

the 'Distinguishable' guideline on MCAG deal with issues like color contrast, visual prominence of elements in the UI, and visual indications of elements' states. Unlike the WCAG guidelines, the success criteria in the MCAG do not include success criteria dealing with text size and audio control issues, which have been incorporated into other guidelines.

Success Criterion 1.4.1. Text Color Contrast

Visual text must have a sufficient contrast in color from its background to be readable.

Tests for success criterion 1.4.1. Text Color Contrast ▸

References for success criterion 1.4.1. Text Color Contrast ▸

Success Criterion 1.4.2. Essential Elements' Color Contrast

Elements whose shape or manner of appearance is meaningful in understanding or operating the UI have a color contrast from their background of at least 3:1

Tests for success criterion 1.4.2. Essential Elements' Color Contrast ▸

References for success criterion 1.4.2. Essential Elements' Color Contrast ▸

Success Criterion 1.4.3. Discernible Focus Indication

Tests for success criterion 1.4.3. Discernible Focus Indication ▸

References for success criterion 1.4.3. Discernible Focus Indication ▸

Success Criterion 1.4.4. Distinguished by color

Avoid relying only on colors to distinguish between elements' state and value or to convey essential information.

Tests for success criterion 1.4.4. Distinguished by color ▸

References for success criterion 1.4.4. Distinguished by color ▸

2. Operable

This principle deals with the functional ability of users to operate controls and elements and complete tasks with various user agents and input modalities without disturbances, regardless of the user's personal abilities or inabilities.

Guideline 2.1. Gestures and User-input

This guideline deals with providing alternatives to complex gestures and predictable actions, ensuring that users can perform actions irrespective of any sensory, motoric or cognitive limitations they might have.

Success Criterion 2.1.1. Touch Target Size

Controls and other interactive elements have a minimum approximate size of 7 to 9 millimeters. For instructions on how to convert millimeters units standard on mobile app development, see Formulas for Measurement Units Conversion

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Tests for success criterion 2.1.1. Touch Target Size ▸

References for success criterion 2.1.1. Touch Target Size

Success Criterion 2.1.2. Simplified Gestures

User actions that require complex gestures, like path-based or multipoint gestures, have a single-pointer alternative.

Tests for success criterion 2.1.2. Simplified Gestures

References for success criterion 2.1.2. Simplified Gestures

Success Criterion 2.1.3. Drag and Drop Alternatives

Any action that requires users to drag and drop elements on the screen to complete tasks has a single-pointer alternative.

Tests for success criterion 2.1.3. Drag and Drop Alternatives

References for success criterion 2.1.3. Drag and Drop Alternatives ▸

Success Criterion 2.1.4. Single Touch Event

For any functionality that's executed on a single tap, action is not triggered on the tap-down event.

Tests for success criterion 2.1.4. Single Touch Event ▸

References for success criterion 2.1.4. Single Touch Event ▸

Success Criterion 2.1.5. Keyboard Shortcuts

Keyboard shortcuts defined by the author are predictable and do not conflict with the system's default shortcuts.

Tests for success criterion 2.1.5. Keyboard Shortcuts ▸

References for success criterion 2.1.5. Keyboard Shortcuts ▸

Success Criterion 2.1.6. Motion Actuation

Application functionalities requiring the user's motion or device movement have a UI alternative.

Tests for success criterion 2.1.6. Motion Actuation ▸

References for success criterion 2.1.6. Motion Actuation ▸

Success Criterion 2.1.7. Visible label included in accessible names

For UI components that have both a visible text label and an accessible name that's meant for assistive technologies, the visible name must be included in the accessible name.

Tests for success criterion 2.1.7. Visible label included in accessible names ▸

References for success criterion 2.1.7. Visible label included in accessible names ▸

Guideline 2.2. External Devices Support

This guideline addresses the ability of users to consume and operate applications' content using external assistive technologies connected to their devices.

Smartphones are designed with various accessibility features to accommodate users with diverse needs, and they often support connectivity with external assistive technology devices. Some external assistive technology devices that can be connected to smartphones include:

1. **Braille Displays:** These devices convert on-screen text into Braille characters. Smartphones can connect to Braille displays via Bluetooth or USB, allowing visually impaired users to read and interact with content.
2. **Switch Control Devices:** Switches, which can be buttons, joysticks, or other input devices, are used by individuals with limited mobility. Smartphones often support switch control features that allow these devices to be connected via Bluetooth or USB, enabling users to control their phones.
3. **Eye-tracking Systems:** Some smartphones support eye-tracking technology, allowing users to control their devices using eye movements. External eye-tracking devices can be connected to smartphones to enable this functionality.
4. **Augmentative and Alternative Communication (AAC) Devices:** These devices assist individuals with speech or communication difficulties. AAC devices can connect to smartphones to facilitate communication through

specialized apps or interfaces.

5. **Hearing Aid Compatibility:** Smartphones often have features that support direct connectivity with hearing aids via Bluetooth. This enables users with hearing impairments to stream audio directly to their hearing aids from their phones.
6. **Adaptive Keyboards and Input Devices:** External adaptive keyboards or input devices designed for specific needs, such as larger keys or specialized input methods, can connect to smartphones via Bluetooth or USB.

This guideline could have been appropriate under the 'Robust' principle. Still, since the lack of support for external devices would make it difficult or impossible for some users to operate the application, or parts of it seemed more prominent, it was finally associated with the operable principle.

Success Criterion 2.2.1. External aids and devices

The application's content and functionality are operable through the interface of any external assistive technology supported by the user's device.

Tests for success criterion 2.2.1. External aids and devices ▸

References for success criterion 2.2.1. External aids and devices ▸

Guideline 2.3. Enough Time

This guideline deals with providing users enough time to read and use content.

Success Criterion 2.3.1. Adjustable Time Limits

For actions and tasks of the user with a time limit for their completion, the time limitation can be turned off, adjusted, or extended.

Tests for success criterion 2.3.1. Adjustable Time Limits ▸

References for success criterion 2.3.1. Adjustable Time Limits ▸

Success Criterion 2.3.2. Dynamic Content Display

For any content that starts moving, blinking, or scrolling automatically for more than five seconds, there is a

mechanism for the user to pause or stop it.

Tests for success criterion 2.3.2. Dynamic Content Display ▸

References for success criterion 2.3.2. Dynamic Content Display ▸

Success Criterion 2.3.3. Frequently Updated Content

Users can stop or control the update frequency of auto-updating content.

Tests for success criterion 2.3.3. Frequently Updated Content ▸

References for success criterion 2.3.3. Frequently Updated Content ▸

Guideline 2.4. Seizures and Physical Reactions

This guideline deals with phenomena and elements in the UI that, due to the nature of their display, may

trigger seizures and physical reactions for some users.

Success Criterion 2.4.1. Flashing Content

Content on the screen does not include anything that flashes more than three times per second.

Tests for success criterion 2.4.1. Flashing Content ▸

References for success criterion 2.4.1. Flashing Content ▸

Guideline 2.5. Navigable

This guideline addresses the ability of users to quickly and intuitively navigate to any control area and content in the user interface with any user agent or assistive technology supported by the device.

Success Criterion 2.5.1. Bypass Blocks

If any essential content or features are sequentially located after lengthy content lists, such as feeds, product catalogs, or search results, enable direct

access for users to navigate to them quickly.

Tests for success criterion 2.5.1. Bypass Blocks ▸

References for success criterion 2.5.1. Bypass Blocks ▸

Success Criterion 2.5.2. Navigation traps

Users can reach to and away from any UI element, control, or group using any user agent and input modality.

Tests for success criterion 2.5.2. Navigation traps ▸

References for success criterion 2.5.2. Navigation traps ▸

Success Criterion 2.5.3. Two-dimensional Scroll

Screens or components do not require two-dimensional scrolling unless it is essential for the content or functionality.

Tests for success criterion 2.5.3. Two-dimensional Scroll ▸

References for success criterion 2.5.3. Two-dimensional Scroll ▸

3. Understandable

Guideline 3.1. Affiliation and context

This guideline deals with issues related to the ability of users to perceive and understand their location in the application or specific screen and the context in which they navigate.

Success Criterion 3.1.1. Screen Titled

Ensure that the mobile application's pivotal screens or primary views, which convey essential information or denote significant content changes, have clear and descriptive textual identifier.

Tests for success criterion 3.1.1. Screen Titled ▸

References for success criterion 3.1.1. Screen Titled ▸

Success Criterion 3.1.2. Logical Reading Sequence

Content and interactive elements follow a logical reading sequence that facilitates comprehension and effective interaction for assistive technology users.

Tests for success criterion 3.1.2. Logical Reading Sequence ▸

References for success criterion 3.1.2. Logical Reading Sequence ▸

Success Criterion 3.1.3. Logical Focus Sequence

Ensure that the focus order within mobile applications follows a logical and intuitive sequence, facilitating efficient navigation and interaction for users utilizing keyboard navigation or other input methods.

Tests for success criterion 3.1.3. Logical Focus Sequence ▸

References for success criterion 3.1.3. Logical Focus Sequence ▸

Success Criterion 3.1.4. Logical Content Grouping

Elements forming a single context unit are grouped so they are parsed and announced by assistive technologies as a single element.

Tests for success criterion 3.1.4. Logical Content Grouping ▸

References for success criterion 3.1.4. Logical Content Grouping ▸

Success Criterion 3.1.5. Ghost Focus

When a UI element receives focus, it is not fully transparent or entirely obscured by other UI parts.

Tests for success criterion 3.1.5. Ghost Focus ▸

References for success criterion 3.1.5. Ghost Focus ▸

Success Criterion 3.1.6. Section Headings

On screens containing different content sections, each section has a heading to organize the content.

Tests for success criterion 3.1.6. Section Headings ▸

References for success criterion 3.1.6. Section Headings ▸

Guideline 3.2. Labels and Names

This guideline deals with elements' identifying names and text alternatives in terms of content clarity and the validity of the technical implementation of the name or label.

Success Criterion 3.2.1. Meaning and Purpose

Names and labels of user interface elements, with an emphasis on interactive elements, should reflect their meaning and purpose independent of their visual context.

Tests for success criterion 3.2.1. Meaning and Purpose ▸

References for success criterion 3.2.1. Meaning and Purpose ▸

Success Criterion 3.2.2. Appropriate Text Alternatives

The text alternatives of images and media elements should be descriptive, and their phrasing should be appropriate to the element's purpose as described in the W3C's Images Tutorial.

Tests for success criterion 3.2.2. Appropriate Text Alternatives ▸

References for success criterion 3.2.2. Appropriate Text Alternatives ▸

Success Criterion 3.2.3. Consistent Labeling

Interactive elements with exact functionality have the same accessible name.

Tests for success criterion 3.2.3. Consistent Labeling ▸

References for success criterion 3.2.3. Consistent Labeling ▸

Success Criterion 3.2.4. Unique Labels

Labels and accessible name of interactive elements should be unique identifiers.

Tests for success criterion 3.2.4. Unique Labels ▸

References for success criterion 3.2.4. Unique Labels ▸

Success Criterion 3.2.4. Clean Names

Elements' accessible name do not contain state or value statements or a reference to the element's type or role.

Tests for success criterion 3.2.4. Clean Names ▸

References for success criterion 3.2.4. Clean Names ▸

Guideline 3.3. Readable

This guideline deals with text readability and reading efficiency in terms of text layout and adaptivity.

Success Criterion 3.3.1. Text Spacing

Blocks of text (three lines or more in a body text font size) have sufficient spacing between lines, words, and characters.

Tests for success criterion 3.3.1. Text Spacing ▸

References for success criterion 3.3.1. Text Spacing ▸

Success Criterion 3.3.2. Scaled Text Legibility

When text is scaled to the maximum size allowed by the operating system, it is not clipped, obscured,

overlapped, or covered by other texts or elements.

Tests for success criterion 3.3.2. Scaled Text Legibility ▸

References for success criterion 3.3.2. Scaled Text Legibility ▸

Success Criterion 3.3.3. Font Variants on Text Blocks

Text blocks are not entirely written with font variants that may affect the ease of legibility.

Tests for success criterion 3.3.3. Font Variants on Text Blocks ▸

References for success criterion 3.3.3. Font Variants on Text Blocks ▸

Success Criterion 3.3.4. Text Blocks Alignment

Text blocks are not set to have a “full justify” alignment.

Tests for success criterion 3.3.4. Text Blocks Alignment ▸

References for success criterion 3.3.4. Text Blocks Alignment ▸

Success Criterion 3.3.5. Text Lines Length

Text rows are adaptive to the viewport's width and have a legible length.

Tests for success criterion 3.3.5. Text Lines Length ▸

References for success criterion 3.3.5. Text Lines Length ▸

Guideline 3.4. Predictable

This guideline deals with users' ability in general and assistive technology users in particular to predict the behavior of the interface, its components, and the outcome of operating them.

Success Criterion 3.4.1. Locale and Human Language

The application's locale is compatible with the human language of the texts within the app.

Tests for success criterion 3.4.1. Locale and Human Language ▸

References for success criterion 3.4.1. Locale and Human Language ▸

Success Criterion 3.4.2. Context Kept on User Input

The user remains on the current screen (or context), and the content and structure remain consistent when an element gains focus or due to user-initiated 'on-change' events.

Tests for success criterion 3.4.2. Context Kept on User Input ▸

References for success criterion 3.4.2. Context Kept on User Input ▸

Success Criterion 3.4.3. Consistent Navigation

Navigation components at the application level should be located consistently and in the same internal order on all screens.

Tests for success criterion 3.4.3. Consistent Navigation ▸

References for success criterion 3.4.3. Consistent Navigation ▸

Success Criterion 3.4.4. Consistent Help

If a help mechanism (e.g., chat) or a link to a help center exists, they should appear in a consistent location and have the exact identifying name across all screens.

Tests for success criterion 3.4.4. Consistent Help ▸

References for success criterion 3.4.4. Consistent Help ▸

Guideline 3.5. Input Assistance

This guideline deals with ways to assist users in completing processes and performing tasks in the interface.

Success Criterion 3.5.1. Error Identification

In cases where user input results in an error, the error indicator is displayed prominently, and the error is described to the user in text.

Tests for success criterion 3.5.1. Error Identification ▸

References for success criterion 3.5.1. Error Identification ▸

Success Criterion 3.5.2. Error Suggestion

In cases where user input results in an error and a correction can be provided, the error message includes a suggestion for revision.

Tests for success criterion 3.5.2. Error Suggestion ▸

References for success criterion 3.5.2. Error Suggestion ▸

Success Criterion 3.5.3. Sensitive Transactions Error Prevention

At least one mechanism is provided to users to confirm or correct user inputs or reverse the submission of any action involving financial transactions, legal commitments, or authorization to access or change user data.

Tests for success criterion 3.5.3. Sensitive Transactions Error Prevention ▸

References for success criterion 3.5.3. Sensitive Transactions Error Prevention ▸

Success Criterion 3.5.4. Redundant Entry

Users are not asked to re-enter the exact details within the same process, such as completing a purchase or an order.

Tests for success criterion 3.5.4. Redundant Entry ▸

References for success criterion 3.5.4. Redundant Entry ▸

Success Criterion 3.5.5. Non-Cognitive Authentication Processes

User authentication processes do not require cognitive function tests (such as remembering a password or solving a puzzle) unless this step is an alternative or the test is to recognize objects.

Tests for success criterion 3.5.5. Non-Cognitive Authentication Processes ▸

References for success criterion 3.5.5. Non-Cognitive Authentication Processes ▸

4. Robust

This principle ensures that content is robust enough to be interpreted by a wide variety of user agents, including assistive technologies.

Guideline 4.1. Adjustable

This guideline deals with applications' adjustability to user settings from the operating system or the device.

Success Criterion 4.1.1. Text Scaling

All text sizes in the UI are updated and adjusted to the text size set by the user in the operating system's settings.

Tests for success criterion 4.1.1. Text Scaling ▸

References for success criterion 4.1.1. Text Scaling ▸

Success Criterion 4.1.2. Adaptive Display Modes

The UI and content are adaptive to the operating system's color modes, such as dark and inverted color modes.

Tests for success criterion 4.1.2. Adaptive Display Modes ▸

References for success criterion 4.1.2. Adaptive Display Modes ▸

Success Criterion 4.1.3. Reduced Motion Support

Animations and visual motion effects are either disabled or tightened when the platform's reduced motion mode is activated.

Tests for success criterion 4.1.3. Reduced Motion Support ▸

References for success criterion 4.1.3. Reduced Motion Support ▸

Success Criterion 4.1.4. Locked Orientation

Content display and layout are adjustable and not restricted to a specific device orientation display.

Tests for success criterion 4.1.4. Locked Orientation ▸

References for success criterion 4.1.4. Locked Orientation ▸

Success Criterion 4.1.5. Orientation-Resilient Display

On the device's orientation change, assuming that the content display has adapted to the new direction, no information is lost, cut, or covered.

Tests for success criterion 4.1.5. Orientation-Resilient Display ▸

References for success criterion 4.1.5. Orientation-Resilient Display ▸

Guideline 4.2. Compatible

This guideline deals with the accessibility compatibility of non-native technologies running within the app.

Success Criterion 4.1.1. Web Views

Any content that's served within Web Views must meet the accessibility requirements presented in WCAG 2.2 to at least AA level.

Tests for success criterion 4.1.1. Web Views ▸

References for success criterion 4.1.1. Web Views