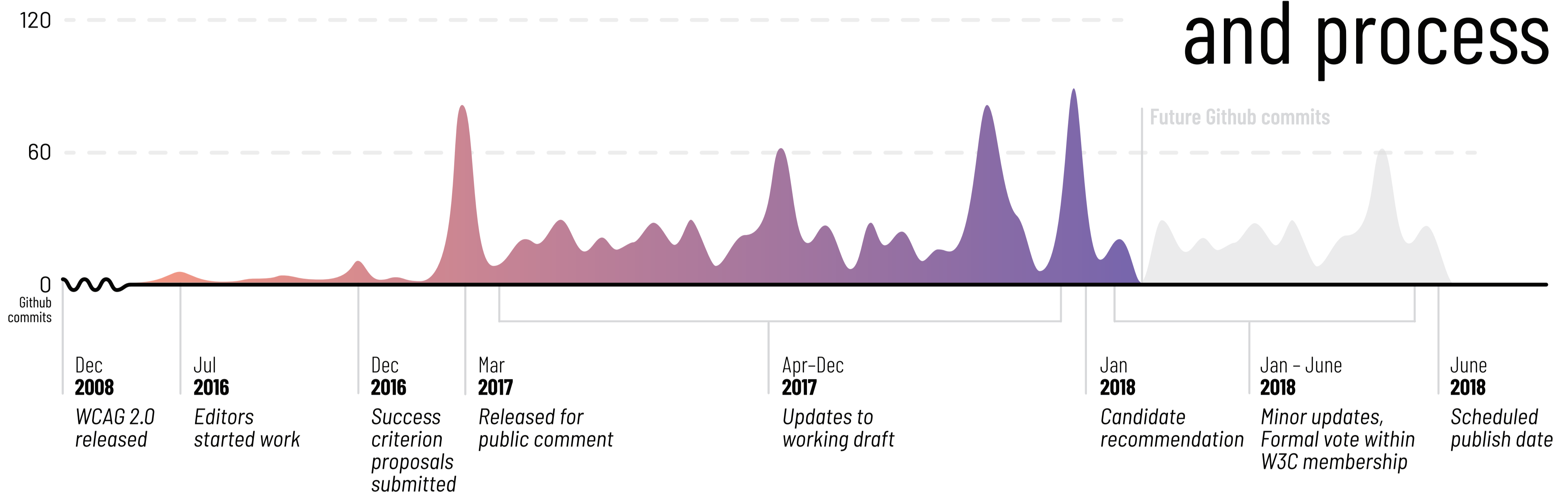# WCAG 2.1

The Web Content Accessibility Guidelines (WCAG) 2.1 is an update to WCAG 2.0. It is scheduled to be published June 2018. The W3C is accepting public comment on Github until mid-March 2018.

The last version, WCAG 2.1, was released nearly ten years ago. Major updates to mobile technology and new CSS attributes make this update necessary.

Timeline and process

120

60

0
Github commits

Dec **2008**	Jul **2016**	Dec **2016**	Mar **2017**	Apr–Dec **2017**	Jan **2018**	Jan – June **2018**	June **2018**
WCAG 2.0 released	Editors started work	Success criterion proposals submitted	Released for public comment	Updates to working draft	Candidate recommendation	Minor updates, Formal vote within W3C membership	Scheduled publish date

Future Github commits

New Success Criteria

Low Vision

→ **Reflow**
Content can be presented without loss of information or functionality, and without requiring scrolling in two dimensions.

→ **Non-Text Contrast**
Expands contrast ratio recommendation to UI elements and graphics from only text in WCAG 2.0.

→ **Text Spacing**
Text has proper use of line height, paragraph spacing, letter spacing and word spacing for readability.

→ **Content on Hover or Focus**
Visible content on hover or focus should be dismissible. Prevents users from becoming 'stuck' on pop-ups when using magnification.

Cognitive

→ **Identify Common Purpose**
Common purpose controls (search, hamburger nav, etc.) should have programmatic identification.

→ **Identify Purpose**
The purpose of UI components, icons, and regions can be programmatically determined.

→ **Interruptions**
When a person is trying to focus on something, don't interrupt with pop-ups, for example.

→ **Timeouts**
Let users know in advance when there is a timeout.

→ **Animations from Interactions**
Animations should be able to be disabled unless they are essential to functionality or information.

Mobile

→ **Character Key Shortcuts**
Using speech to text on mobile should not trigger states via character keys.

→ **Label in Name**
UI components with labels that include text need the name of the element in it.

→ **Pointer Gestures**
Interactions should be operable with single pointer unless essential.

→ **Pointer Cancellation**
Provide an undo for accidentally tapping on something which triggers an action.

→ **Target size**
The target size for pointer inputs should be at least 44 by 44 CSS pixels.

→ **Concurrent Input Mechanisms**
Allow switching input devices (touch screen to voice, keyboard, etc.) in the middle of a workflow.

→ **Motion Actuation**
User shouldn't have to tilt or shake device to perform an action.

→ **Orientation**
Don't force a certain device orientation (portrait or landscape).

→ **Status Changes**
Status messages can be determined through role or properties and presented to the user by assistive technologies without chaning focus.