

The Public Library Mobile App Accessibility Checklist

Color

By ensuring the colors within your app are contrast compliant, users with vision disabilities can navigate and enjoy your app to its fullest.

- ☐ Contrast ratio of 4.5:1 for normal text (less than 18 point or 14 point bold)
- ☐ Contrast ratio of 3:1 for large text (at least 18 point or 14 point bold)
- ☐ Information and meaning is not conveyed only by color



Touch Target Size

The fine motor skills of your users can vary greatly — for a variety of reasons — making it critical that tappable elements within your app are as large as possible.

- ☐ Minimum size for touch targets is 7–10mm in the smallest dimension
- ☐ Margins of at least 7 x 7 mm around each touch target so that actions aren't triggered unintentionally



Screen Reader Support

Screen readers are an essential tool for visually impaired app users. For an app to be truly accessible, the user must be able to navigate the app effectively and relatively easily using iOS VoiceOver and Android TalkBack. Screen readers rely on structured, detailed, and logical use of elements like headers, containers, links, and other descriptive text to function.

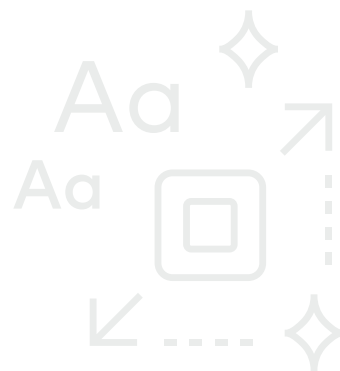
- ☐ Using a screen reader, the user can find out what their current location is and information about the possible destinations is available
- ☐ Descriptive text is logical and informative
- ☐ Headings and subsequent content are logical and hierarchical
- ☐ Images of text are avoided
- ☐ Background images are not used to convey information (as background images are not available to assistive technology)



Content Resizing

Another accessibility measure critical to low-vision users is content resizing. Without this feature, many users will struggle to view images and read text within your app, making it frustrating, difficult, and potentially impossible to use.

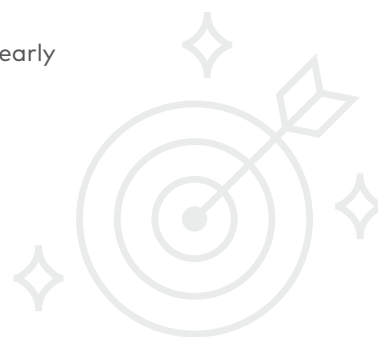
- ☐ Pinch to zoom is enabled
- ☐ Users must be able to control font sizing
- ☐ Text and UI elements maintain aspect ratio when resized



Actionable Elements

All users — those with and without disabilities — will enjoy using your app more when it's clear which elements trigger an action, and what actions are triggered by which elements.

- ☐ Links and other actionable elements (buttons, links, inputs, etc.) are clearly distinguishable from non-actionable elements:
 - ☐ Inline actionable elements are made clear with color highlights and weight variants
 - ☐ Focused elements have a visible state change



If you'd like to test your own library's app for accessibility, check out this full [Mobile Accessibility QA Testing Checklist](#) from Paul J. Adam, a Web & Mobile Accessibility Consultant.

If you'd like to dive deeper into mobile app accessibility, here are our preferred resources:

<https://www.w3.org/WAI/standards-guidelines/mobile/>

<https://www.w3.org/TR/mobile-accessibility-mapping/>

<http://www.bbc.co.uk/guidelines/futuremedia/accessibility/mobile/user-experience>

https://developer.mozilla.org/en-US/docs/Web/Accessibility/Mobile_accessibility_checklist