Framework

Accessibility

Make your apps accessible to everyone who uses Apple devices.

iOS 14.0+ | iPadOS 14.0+ | Mac Catalyst 14.0+ | macOS 11.0+ | tvOS 14.0+ | visionOS 1.0+ | watchOS 7.0+

Overview

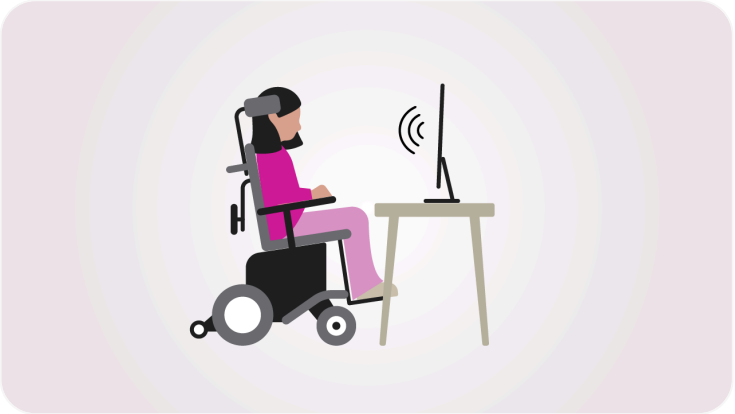
Accessibility features help a wide range of people interact with their devices. By creating your app with accessibility in mind, you make it possible for everyone to enjoy your app. Whether you're developing a new app, or updating an existing one, consider the needs of all the people who might use your app.

For many, accessibility is a necessity. For others, it's a practicality. For example, closed captions can be necessary for someone who is deaf or hard of hearing, but also useful for someone watching a video in a noisy environment. Learn more about how to support different types of accessibility needs in your app using Apple's wide range of accessibility APIs.

Vision

A person may be blind or color blind, or have a vision challenge that makes focusing difficult.

Learn More ›



Speech

A person may have a speech disability or prefer to connect without using their voice.

Learn More ›

Mobility

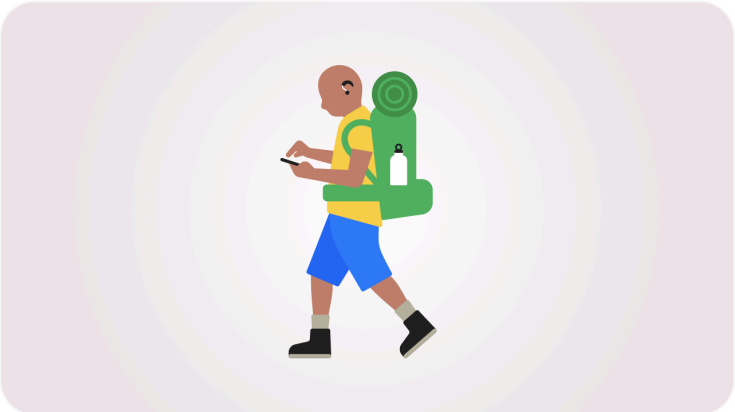
A person with reduced mobility may have difficulty holding a device or tapping the interface.

Learn More ›

Cognitive

A person may have difficulty remembering a sequence of steps, or they may find an overly complex user interface difficult to process and manage.

Learn More ›



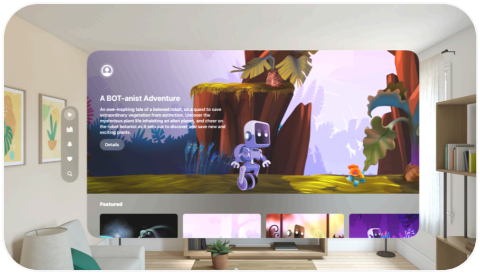
Hearing

A person may be deaf, have partial hearing loss, or have difficulty hearing sounds within a certain range.

Learn More ›

Dive into featured sample apps

Explore how sample apps leverage accessible design principles and accessibility APIs to create a great user experience for everyone.

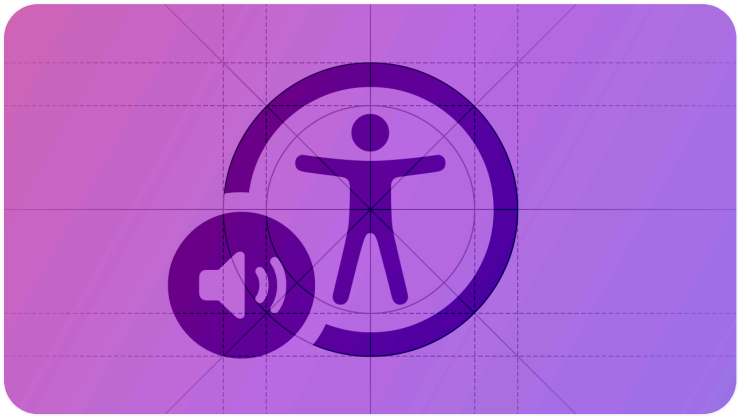


Destination Video

Happy Beam

Explore assistive technologies

People can personalize their devices by choosing the accessibility features and assistive technologies that give them the best user experience. Make sure your app provides a great experience for people who use assistive technologies by testing your app with them.



VoiceOver

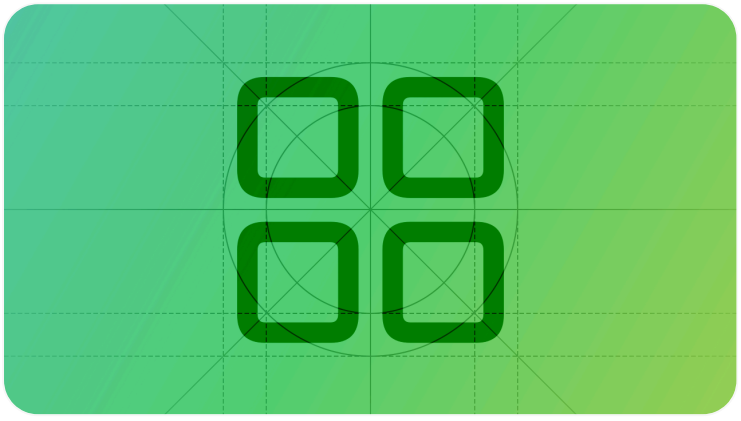
A gesture-based screen reader that provides an auditory description of the content onscreen.

Learn More ›

Voice Control

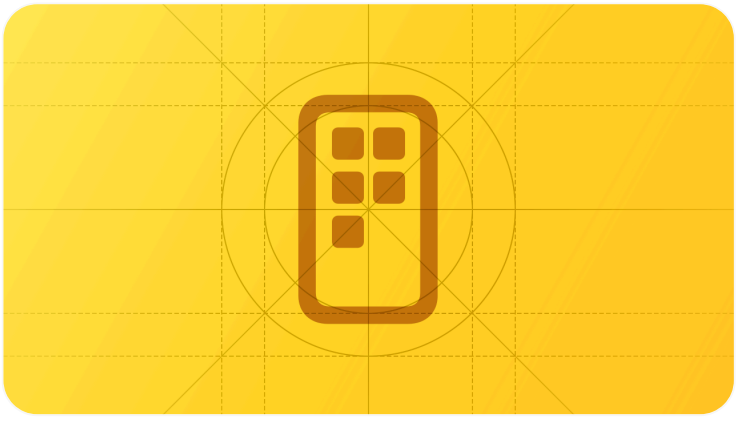
An interface for navigating a device using voice commands to tap, swipe, type, and more.

Learn More ›



Switch Control

An interface for navigating a device with a variety of adaptive switch hardware, wireless



Assistive Access

A mode that tailors the iOS and iPadOS experience for people with cognitive disabilities.

game controllers, or sounds such as a click or a pop.

Learn More ›

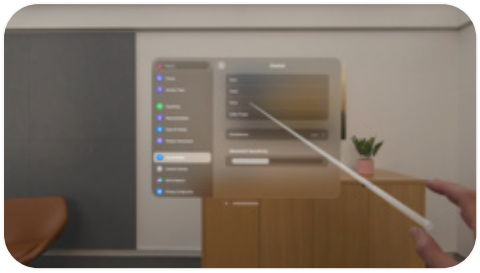
Learn More ›

Add Accessibility Nutrition Labels to your product page

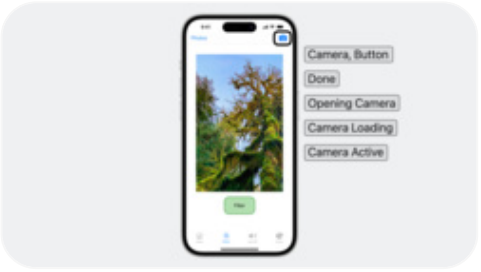
You can add Accessibility Nutrition Labels to your App Store product page to indicate which accessibility features your app supports on each platform. For example, a person who is blind or has low vision might seek apps that support VoiceOver or Larger Text.

For more information on adding Accessibility Nutrition Labels to your app, see Overview of Accessibility Nutrition Labels in App Store Connect Help.

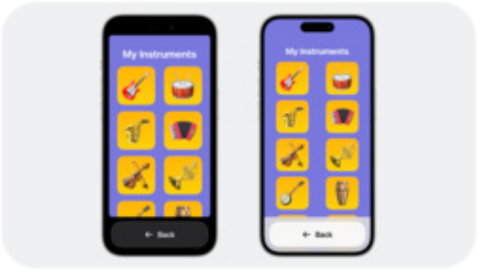
Related videos



Create accessible spatial experiences

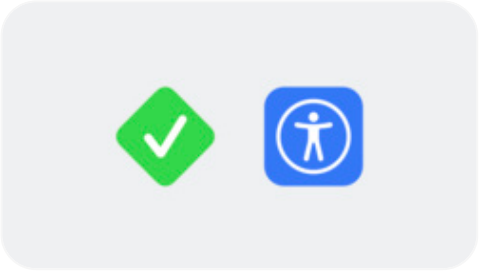


Build accessible apps with SwiftUI and UIKit

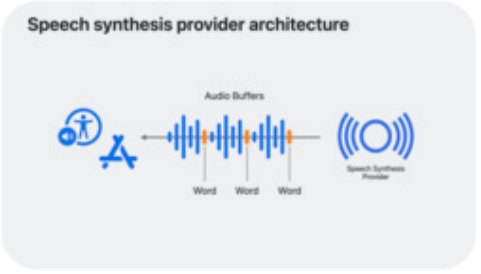


Meet Assistive Access

Design considerations for vision and motion



Perform accessibility audits for your app



Extend Speech Synthesis with personal and custom voices

Topics

Essentials

- Accessibility updates

  Learn about important changes to Accessibility.

- Accessibility

  Accessible user interfaces empower everyone to have a great experience with your app or game.

- Performing accessibility testing for your app

  Test your app with accessibility settings and assistive technologies to discover and address accessibility issues.

Sample code

- Enhancing the accessibility of your SwiftUI app

  Support advancements in SwiftUI accessibility to make your app accessible to everyone.

- Creating accessible views

  Make your app accessible to everyone by applying accessibility modifiers to your SwiftUI views.

- Delivering an exceptional accessibility experience

  Make improvements to your app's interaction model to support assistive technologies such as VoiceOver.

- Integrating accessibility into your app

  Make your app more accessible to users with disabilities by adding accessibility features.

- Accessibility design for Mac Catalyst

  Improve navigation in your app by using keyboard shortcuts and accessibility containers.

Domains

- Vision

  A person may be blind or color blind, or have a vision challenge that makes focusing difficult.

- Speech

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- Mobility

  A person with reduced mobility may have difficulty holding a device or tapping the interface.

- Cognitive

  A person may have difficulty remembering a sequence of steps, or they may find an overly complex user interface difficult to process and manage.

- Hearing

  A person may be deaf, have partial hearing loss, or have difficulty hearing sounds within a certain range.

Developer tools

- Accessibility Inspector

  Reveal how your app represents itself to people using accessibility features.

Assistive technologies

- Assistive technologies

  Make sure your app provides a great experience for people who use assistive technologies.

Accessibility framework

- Accessibility API

  Browse API in the Accessibility framework.

Platforms

- Accessibility fundamentals

  Make your SwiftUI apps accessible to everyone, including people with disabilities.

- Accessibility for UIKit

  Make your UIKit apps accessible to everyone who uses iOS and tvOS.

- Accessibility for AppKit

  Make your AppKit apps accessible to everyone who uses macOS.

- Accessibility for visionOS

  Make your apps accessible to everyone who uses visionOS.

WWDC Challenges

{} WWDC22 Challenge: Learn Switch Control through gaming

Play a card-matching game using Switch Control.

{} WWDC21 Challenge: Large Text Challenge

Design for large text sizes by modifying the user interface.

{} WWDC21 Challenge: Speech Synthesizer Simulator

Simulate a conversation using speech synthesis.

{} WWDC21 Challenge: VoiceOver Maze

Navigate to the end of a dark maze using VoiceOver as your guide.