# **Design Annotations Cheat Sheet**

Accessible User Xperience Definition of Ready



# Why

# To define requirements for Development and QA

- > For testing feasibility of designs and usability testing tasks
- > By ensuring consistency, structure, navigation, labels and components
- > Secure by signing off design issues at each step of the Development Life Cycle

# How

## Use standard over custom design patterns

- > Use HTML over WAI ARIA, Native over Self Made
- > Apply the AUX Principles based on industry standards
- > Keyboard, Pointer Devices and Touch Interaction
- Content Order, Structure, Alternatives and Variations

# What

### I need to annotate and when

- > Native elements and off-the-shelf building blocks are excluded
- > Newly designed, adjusted and combined UICs need to be evaluated for A11Y needs

### Style and colour contrast

- ✓ Color contrast
- ✓ Visible / Hidden states
- Touch target size

#### Structure

- ✓ Containers, Landmarks
- Headings
- ✓ Links vs Buttons
- Lists
- Data tables

### **Alternatives**

- Text alternatives
- Colour and meaning
- ✓ Alternate Content

## Focus and content order

- Content order
- ✓ Focus order
- √ Focus management

#### Behaviour

- ✓ Name
- ✓ Role
- ✓ State
- ✓ Values

### Device sizing

- ✓ Desktop
- ✓ Tablet
- Mobile
- Watch

## Annotation Types

- Overlay
- Numbered
- ✓ In-page

#### XXX

- ✓ ZZZ
- / ZZZ
- / ZZZ
- ✓ ZZZ

#### YYY

- ✓ ZZZ
- / ZZZ
- ✓ ZZZ
- ✓ ZZZ

# Where

## To find the resources for the annotations

- The HTML and WAI ARIA roles and widgets and WCAG Success Criteria
- The native app labels, traits, hints, UI Elements and contentDescription
- > Google Material Design and Apple Human Interface Guidelines
- Mind Patterns from eBay, a properly documented all-in solution

# Sign-off Champ

Documented sign-off via [tool] by [A11Y Champ]

Find out more at:

a11y.ing.net

# 1 UIC / Widget / Page

Required

Name: [accessible name]

Role: [Native / ARIA]

State: [type]

Supplementary

Value: [value]
HTML: [element]
Hidden text: [string]

Relation: [components]

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## Interaction

#### For Roles

Keyboard: [action]
Disabled Elements: [options]
Touch target: [size]

#### For Entire Component

When on ...: [options]
When not ...: [options]
After activating ...: [options]

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# **Alternative State**

## State Types

Default: [true / false]
Hover: [true / false]
Focus: [true / false]
Current: [true / false]
Selected: [true / false]
Disabled: [true / false]

## **State Colors**

Background: [hexadecimal]
Text color: [hexadecimal]
Focus: [width + hex]
Border: [width + dir]



