User Acceptance Testing - Manual Accessibility Checklist

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| Accessibility Area | Requirement | Checklist Item | Testing Method |
| Screen Reader Support | TalkBack Compatibility | Ensure all elements are compatible with TalkBack | Test with TalkBack and verify correct announcements |
| Screen Reader Support | Content Descriptions | Verify clear descriptions for non-text elements | Check all non-text elements have meaningful descriptions |
| Screen Reader Support | Focus Order | Ensure logical focus order for navigation | Verify the focus order as users swipe through elements |
| Screen Reader Support | Avoid Redundant Labels | Check that descriptions do not duplicate on-screen text | Test to avoid redundancy between content descriptions and visible text |
| Color and Contrast | Color Contrast Ratio | Ensure text contrast against background meets accessibility standards | Check for a minimum contrast ratio of 4.5:1 for text and background |
| Color and Contrast | Color Independence | Ensure information is conveyed without relying solely on color | Use symbols or patterns along with color to convey information |
| Color and Contrast | Dark and Light Modes | Check content visibility in different modes | Test in both dark and light modes to ensure accessibility |
| Text Size and Zoom | Dynamic Text Resizing | Ensure text is readable with larger system font size | Test the app with larger fonts and verify text does not overlap |
| Text Size and Zoom | Scalable Layouts | Check that UI elements resize properly with text | Ensure no UI elements are cut off when using larger text sizes |
| Text Size and Zoom | Pinch-to-Zoom | Ensure pinch-to-zoom functionality where applicable | Test pinch-to-zoom for necessary areas to maintain readability |
| Keyboard Accessibility | Focus on All Elements | Ensure all interactive elements are keyboard accessible | Test keyboard navigation for accessibility on all elements |
| Keyboard Accessibility | Logical Navigation | Ensure logical navigation with the Tab key | Verify focus follows a logical order during keyboard navigation |
| Keyboard Accessibility | Action Hints | Provide visual cues for focused elements | Check for visible highlights or borders when elements are focused |
| Gestures and Touch Size | Gesture Alternatives | Provide alternative controls for gestures | Test for alternative methods to gesture-only actions |
| Gestures and Touch Size | Minimum Touch Target | Ensure touch targets meet minimum size standards | Verify interactive elements are at least 48x48 dp in size |
| Gestures and Touch Size | Accessible Swipe Actions | Ensure swipe actions can be performed through other controls | Test swipe actions for alternative control methods |
| Audio and Video Content | Captions and Subtitles | Ensure video content includes captions | Test that captions are provided for all video content |
| Audio and Video Content | Transcripts | Provide transcripts for audio-only content | Verify text transcripts are available for audio content |
| Audio and Video Content | Adjustable Volume | Ensure independent audio control for users | Test that volume for app audio can be adjusted separately from other sounds |
| Error Messaging & Notifications | Clear Error Messages | Ensure error messages provide clarity and guidance | Test error messages for clarity and detail |
| Error Messaging & Notifications | Non-Obtrusive Notifications | Ensure notifications do not disrupt screen readers | Verify notifications don’t interfere with screen reader focus |
| Error Messaging & Notifications | Error Recovery | Provide easy navigation for users to fix errors | Ensure users can easily navigate back to correct errors |
| Testing with Real Users | Inclusive Usability Testing | Engage real users with disabilities for testing | Seek feedback from users with disabilities on app functionality |
| Testing with Real Users | Assistive Technology Testing | Test app functionality with assistive tools | Test the app with screen magnifiers and alternative input methods |