# Manual Accessibility Android Apps

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| Requirement | Checklist Item | Testing Method |
| Screen Reader Support | TalkBack Compatibility | Test with TalkBack; verify all elements are announced correctly. |
|  | Content Descriptions | Check that non-text elements have clear and meaningful descriptions. |
|  | Focus Order | Ensure logical focus order as users swipe through elements. |
|  | Avoid Redundant Labels | Verify that content descriptions aren’t duplicating on-screen text. |
| Color and Contrast | Color Contrast Ratio | Check for a minimum contrast of 4.5:1 for text against the background. |
|  | Color Independence | Avoid relying solely on color to convey information; use symbols as well. |
|  | Dark and Light Modes | Ensure content is visible and accessible in both dark and light modes. |
| Text Size and Zoom | Dynamic Text Resizing | Test app with increased system font size; verify that all text is readable and doesn’t overlap. |
|  | Scalable Layouts | Check UI elements for proper scaling and that they aren’t cutoff with larger text sizes. |
|  | Pinch-to-Zoom | Ensure pinch-to-zoom works in necessary areas for readability. |
| Keyboard Accessibility | Focus on All Elements | Confirm that all interactive elements are accessible via keyboard. |
|  | Logical Navigation | Verify logical focus navigation order with the Tab key. |
|  | Action Hints | Provide visible cues like highlights or borders for focused elements. |
| Gestures and Touch Size | Gesture Alternatives | Provide alternative controls for gesture-only actions. |
|  | Minimum Touch Target | Ensure all interactive elements are at least 48x48 dp in size. |
|  | Accessible Swipe Actions | Verify swipe actions are accessible through other controls. |
| Audio and Video Content | Captions and Subtitles | Confirm that captions are provided for video content. |
|  | Transcripts | Include text transcripts for audio-only content. |
|  | Adjustable Volume | Verify users can adjust audio volume independently from other sounds. |
| Error Messaging & Notifications | Clear Error Messages | Test error messages for clarity and detail. |
|  | Non-Obtrusive Notifications | Ensure that notifications or error messages don’t interrupt the screen reader’s focus. |
|  | Error Recovery | Verify that users can easily navigate back to fix errors. |
| Testing with Real Users | Inclusive Usability Testing | Engage users with disabilities for feedback. |
|  | Assistive Technology Testing | Test app functionality with tools like screen magnifiers and alternative input methods. |