Page 13: Controls, Input

If non-text content is a control or accepts user input, then it must have a name to describe its purpose (i.e., sign up for mailing lists, etc) – refer to success criterion 4.1.2

Decoration, Formatting, Invisible: NON text content that’s pure decoration should be formatted so that it can be ignored by assistive technology (likely, do a comb through of existing KDE sites with text-to-speech readers)

Page 14

Prerecorded Media – an alternative for time-based media is appropriate for both audio and video (XOR)

Page 15

Page 16

Content does not restrict view to a solitary orientation – check landscape view on mobile, portrait view as well

Page 17

Distinguishable – make it easier or users to distinguish content from background

Page 18

Visual presentation of text and images of text have a contrast ratio of at LEAST 4.5:1 (ties into the motto of distinguishable)

Large-scale must be 3:1

Logo/brand name text does NOT have a requirement

Resize text: text must be able to be resized up to 200 percent without assistive technology

Page 20

Large Blocks of Text – foreground and background color should be able to be selected by the user

Page 23

Keyboard accessibility

All content should be keyboard navigable

Page 36 – may apply?

Error Prevention

For web pages that cause legal/financial commitments &/OR any user information is used, there must be either:

* Reversible
* Confirmed
* Data is checked & user is provided an opportunity to correct errors

**Notes of Success Criteria (could aim to make KDE first Level A, then AA, then AAA) – to MEET A, site must meet all of the level A guidelines or provide an alternative version.**

* A: Time based media – audio or visual XOR, alternatives are provided (or an audio track for the case of prerecorded video-only)
* A: Captions are provided for all prerecorded audio content (not when media is alt for text & is labeled as such)
* A: Alternatives (or an audio description) are provided for all prerecorded video only content (not when media is alt for text & is labeled as such)

**Adaptable**

* Information, structure, and relationships conveyed by presentation can be programmatically determined or vailaible through text
* Instructions for content does not rely on components such as shape, color, size, visual location, etc

**Use of Color**

* Color is not used as the only visual means to convey information
* Audio control – auto played audio has an option to pause, stop, and control audio volume (> 3s)
* No keyboard trap – all parts can be accessible by keyboard interface (if not using standard arrow or tab keys, user is told of different way to navigate from object of focus)
* Character key shortcuts – keyboard shortcuts are implemented one of the following MUST be true:
  + Turn off
  + Remap
  + Active only when a certain component has focus

**Timed Content**

* For all timed content, one must be true:
  + Turn off
  + Adjust time limit
  + Extend – warned 20 s before ends, allowed to extend time
* For blinking, scrolling, and auto-updating information – ALL true
  + Moving, blinking, scrolling & auto-updating content: (1) starts automatically, lasts > 5s, parallel with other content, there must be a way for the user to PAUSE STOP or HIDE content
* OR for AAA .. just have NO timing

**Seizures**

* Do not design content that will give users seizures
* DO NOT flash over three times in a 1 s period

**Pointer Gestures**

* Pointer gestures – all content/functionality using multipoint or path-based gestures can be operated with a single pointer UNLESS essential
* For such functionality, one MUST be true
  + No down-event
  + Abort or undo
  + Up reversal
  + Essential – function for the down-event is REQUIRED

**User Components & Motion**

* User components with labels of text/images of text – name contains text presented visually ( best practice – text at start of the name)
* Functionality based on motion may also be triggered by COMPONENTS – thus, no motion required
* Motion may also be disabled

**Human Language**

* Default human language may be programmatically determined

**Focus of Human Components**

* On focus: changing the focus of user components OR changing the setting of any user interface component DOES NOT cause a change of context

**Errors**

* ERROR – if an error is found, the user is informed of the error in text
* Labels/instructions are provided when content requires user input
* Robust – elements have complete tags, nested according to specifications and do not contain duplicate attributes
* For all user interface components, the role and role may be programmatically determined and programmatically set