



front UP  
FED/UI SPEAKER SERIES  
ACCESSIBILITY 2.1

What's new in the upcoming Revision  
of the  
International Accessibility Guidelines  
WCAG 2.1?





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Brief history of  
Web Accessibility

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What's coming up in  
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What can you already  
use today?

Note: these are the supplementary slides for a screencast  
which can be found on Media Exchange at  
[https://mediaexchange.accenture.com/media/t/1\\_zdidx2xz](https://mediaexchange.accenture.com/media/t/1_zdidx2xz)

# A BRIEF HISTORY OF A11Y GUIDELINES

## WCAG 1.0

1999

- Not much to build upon
- Not really testable
- Effectively inhibited dynamic content
- Modeled around capabilities of browsers and assistive technologies of the time (think layout tables, font tags & DHTML snowflakes)

## WCAG 2.0

2008

- Technology-agnostic and therefore applicable to more than just HTML
- Completely testable
- Comes with hundreds of techniques and easy-to-follow code and design examples
- Still relevant!

## WCAG 2.1

2018

- Backwards-compatible Dot-Release
- 2 new Guidelines & 21 additional Success Criteria
- Mobile Web covered
- Additional guidance for vision and cognitive impairments

## WCAG 3.0

2020

- Completely restructured
- W3C is already working on it / collecting input from the community

# WHAT'S COMING UP IN WCAG 2.1

Note: Info based on W3C Working Draft 07 December 2017 and is subject to change. Only Level A & AA criteria are listed

## 1.3.4 IDENTIFY COMMON PURPOSE

The purpose of each user interface component can be programmatically determined.

## 1.4.10 REFLOW

Content can be resized up to 400% without the loss of content or functionality.

## 1.4.11 GRAPHICS CONTRAST

The visual presentation of certain UI objects have a contrast ratio of at least 3:1 against adjacent colors.

## 1.4.12 TEXT SPACING

No loss of content or functionality if the user adjusts line height, letter or paragraph spacing.

## 1.4.13 CONTENT ON HOVER OR FOCUS

Things to do when pointer hover or keyboard focus triggers additional content.

# WHAT'S COMING UP IN WCAG 2.1

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## 2.2.6 ACCESSIBLE AUTHENTICATION

Essential steps of an authentication process which rely upon recalling or transcribing information.

## 2.2.7 INTERRUPTIONS

A mechanism is available to postpone and suppress interruptions and changes in content.

## 2.2.8 TIMEOUTS

Users are warned about the estimated length of inactivity that generates a data loss.

## 2.4.11 CHARACTER KEY SHORTCUTS

A mechanism is available to turn keyboard shortcuts off or to remap it.

## 2.4.12 LABEL IN NAME

User interface components with labels that include text or images of text, the name contains the text presented.

# WHAT'S COMING UP IN WCAG 2.1

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## 2.5 POINTER ACCESSIBLE

Make it easier for users to operate pointer functionality.

### 2.5.5 CONCURRENT INPUT MECHANISMS

Web content does not restrict use of input modalities available on a platform.

### 2.5.2 POINTER CANCELLATION

The down-event of the pointer is not used to execute any part of the function, completion of the function is on the up-event.

### 2.5.3 TARGET SIZE

The size of the target for pointer inputs is at least 44 by 22 CSS pixels (44 by 44 at Level AAA).



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## 2.6 ADDITIONAL SENSOR INPUTS

### 2.6.1 MOTION ACTUATION

Functionality which can be operated by device motion or user motion can also be operated by user interface components and can be disabled to prevent accidental actuation.

### 2.6.2 ORIENTATION

Content does not restrict its view and operation to a single display orientation, such as portrait or landscape.

# WHAT'S COMING UP IN WCAG 2.1

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## 3.2.6 STATUS CHANGES

Status messages can be programmatically determined through role or properties such that they can be presented to the user by assistive technologies without receiving focus.

# WHAT CAN YOU ALREADY USE TODAY?

While it is not recommended to use any parts of WCAG 2.1 in a client contract until it reaches final status, most if not all additional guidance can already be used in projects.

A lot of the new criteria originate from best practices and human interface guidelines (e.g. iOS, Android) developed after WCAG 2.0 was finished. Therefore, there shouldn't be restrictions on why you shouldn't use them.

## Some examples:

- Touch targets large enough for touch UIs
- Sectioning content & landmarks to structure the code
- Don't rely on device orientation
- Consider additional scenarios like voice operation
- Use highly visible focus indicators
- Use sufficient contrast also in icons & other graphics
- Test in the operating systems' various contrast modes

# FURTHER READING

- **Web Content Accessibility Guidelines (WCAG) 2.1** – W3C Working Draft 07 December 2017:  
<https://www.w3.org/TR/WCAG21/>
- **WCAG 2.1 and support materials** on Github:  
<https://github.com/w3c/wcag21>
- **WCAG 2.1: The final list of candidate Success Criteria is here**  
<http://davidmacd.com/blog/wcag-2.1-quick-guide.html>
- **Mobile Accessibility:** How WCAG 2.0 and Other W3C/WAI Guidelines Apply to Mobile:  
<http://w3c.github.io/Mobile-A11y-TF-Note/>
- Watch the **Video on Media Exchange**:  
[https://mediaexchange.accenture.com/media/1\\_zdidx2xz](https://mediaexchange.accenture.com/media/1_zdidx2xz)