



## **5 Key Success Criteria in the working draft of WCAG v2.1**

# What is WCAG v2.1?



- The Web Content Accessibility Guidelines Version 2.0 (WCAG v2.0) were published in 2008, and are regarded as the International Standard for web accessibility.
- They cover a wide range of recommendations for making Web content more accessible to all users, specifically those with disabilities. They are considered the international standard for web content accessibility.
- In recent months, the W3C have released working drafts of WCAG V2.1, allowing feedback on new success criteria.
- In the most recent draft, there are **17** new success criteria. These have filled some of the gaps that WCAG V2.0 had, which is excellent.
- In this slide deck, we have summarised 5 of the new success criteria that we believe are particularly noteworthy. Where possible we have included good practise examples of each success criterion to help show how to meet it.

## 1.4.13 Content on Hover or Focus (Level AA)



### What is this success criterion?

This success criterion aims to make content which is made visible by receiving and removing pointer hover or keyboard focus more accessible. Examples of such content include submenus and custom tooltips.

There are three conditions which are specified by the criterion:

- **Visible trigger:** It is possible to dismiss the additional content without moving pointer hover or keyboard focus, unless the additional content communicates an input error or does not obscure or replace other content
- **Hoverable:** If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing
- **Persistent:** The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.

### Who does it benefit?



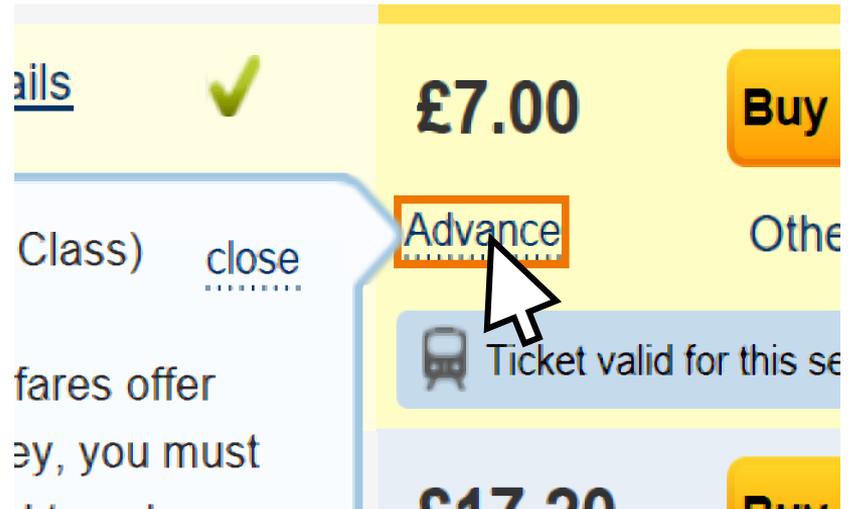
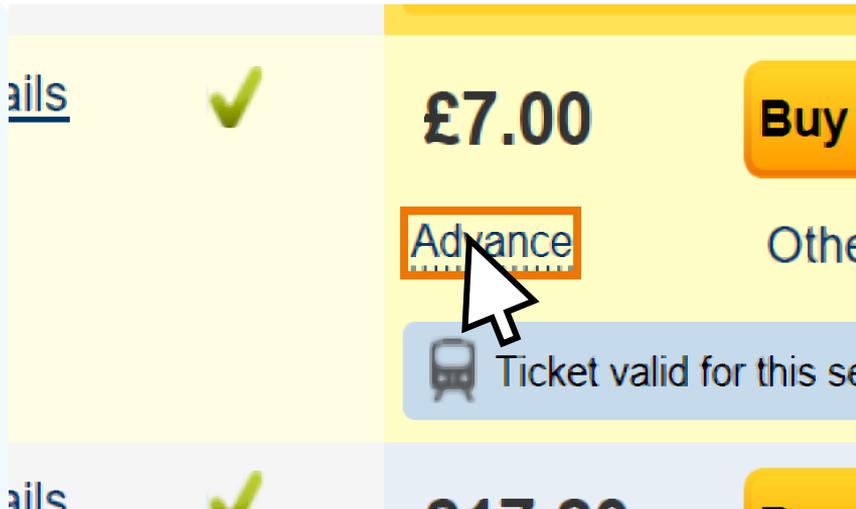
Users with vision impairments and individuals with low mouse accuracy (as a result of an impairment such as a tremor).

## 1.4.13 Content on Hover or Focus (Level AA)



Good practice example: National Express

- Ensure tool tips do not obstruct the content that is interacted with to trigger it.
- The tool tip can be closed using the 'ENTER' key.



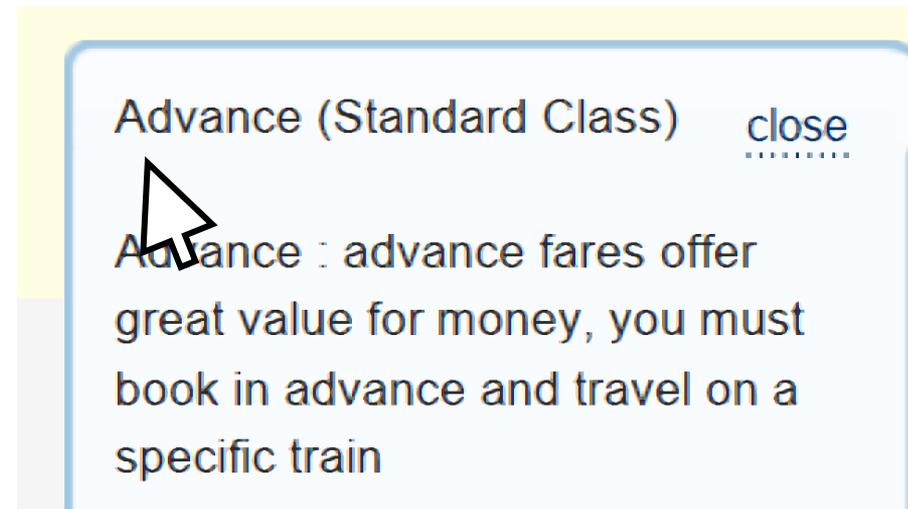
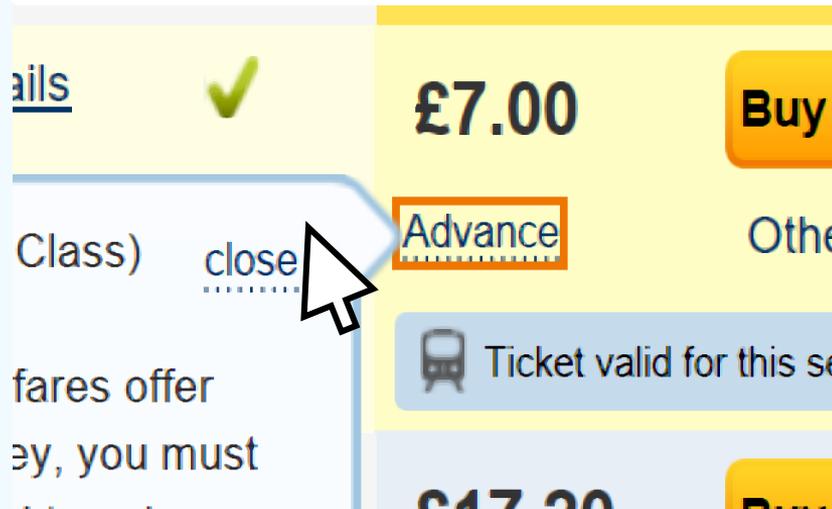
Example from [National Express](#)

## 1.4.13 Content on Hover or Focus (Level AA)



Good practice example: National Express cont.

- The tool tip does not disappear once the mouse cursor is moved off the link that triggered it.
- Furthermore, it is possible to mouse hover across the tool tip to read the information.



Example from [National Express](#)

## 2.4.12 Label in Name (Level A)



### What is this success criterion?

The intent of this success criterion is to ensure users relying on speech recognition to control the computer, are able to use all interactive elements on a webpage. Speech users can navigate webpages by speaking visible labels of menus, links and button labels that appear on a webpage.

### Who does it benefit?



Users with upper limb motor impairments and / or literacy impairments using speech recognition software to control their computer.

## 2.4.12 Label in Name (Level A)



Good practice example: Gov.uk

- The search edit field visually contains place holder text of "Search GOV.UK" which correctly matches the label in the code.
- This will allow users using speech recognition software to easily access this field.



```
<label for="search-main-a1477da6" class="search-label">Search GOV.UK</label>
```

Example from the [Gov](#) website

## 2.5.1 Pointer gestures (Level A)



### What is this success criterion?

The intent of this success criterion is to ensure that users are able to use interfaces without completing complex gestures with multiple touch points (e.g. pinching a touch screen). All actions must therefore be able to be completed through single point activation, unless multi-point activation is essential.

### Who does it benefit?



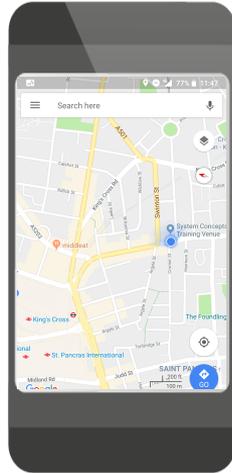
Users with motor impairments.

## 2.5.1 Pointer gestures (Level A)



Good practice example: Google maps

- On a touch screen device you are able to pinch the screen (multi touch point action) to zoom out. Alternatively, it is also possible to double tap and move your finger up (a single touch point action).
- This allows users with reduced precision or dexterity to interact with Google maps more easily.



## 2.5.3 Target size (Level AAA)



### What is this success criterion?

The intent of this success criterion is to ensure that all users are easily able to select the target area (e.g. a button) they want. Users who have motor impairments such as hand tremors may find it particularly difficult to select a specific areas on a screen.

### Who does it benefit?



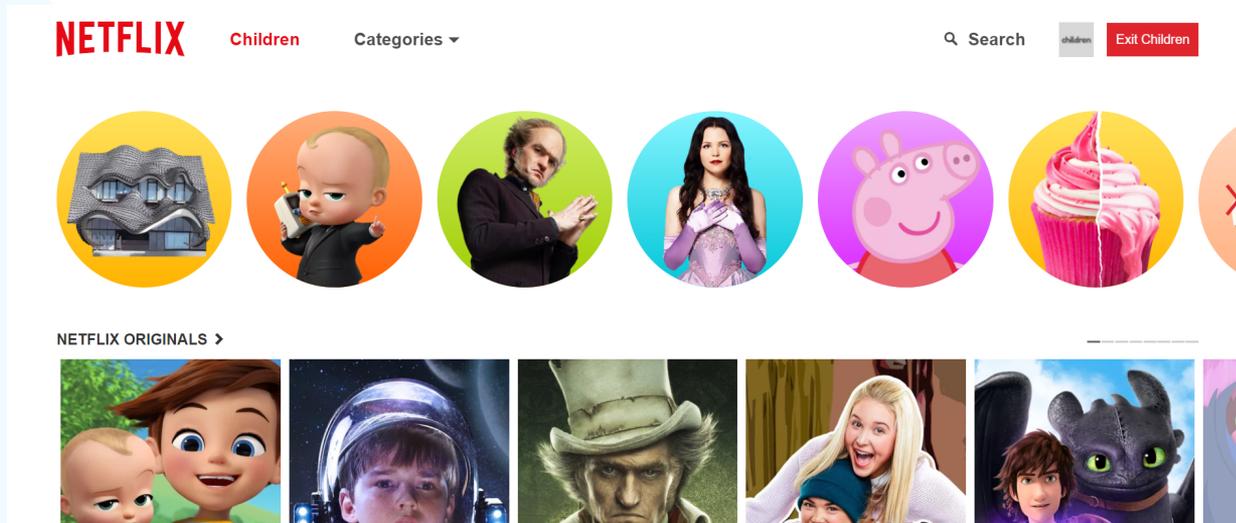
Users with motor impairments.

## 2.5.3 Target size (Level AAA)



Good practice example: Netflix

- The different circular tiles within the Netflix Children interface are all interactive and these are all large images and have a large target size that encapsulates the whole image.
- This makes it easier for users with motor impairments to select the tile they want.



## 2.6.2 Orientation (Level AA)



### What is this success criterion?

Some websites and applications automatically set the screen to a particular display orientation (landscape or portrait) and expect that users will respond by rotating their device to match. However, some users have their devices mounted in a fixed orientation (e.g. on the arm of a power wheelchair). Therefore, websites and applications need to support both orientations by making sure content and functionality is available in each orientation.

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### Who does it benefit?

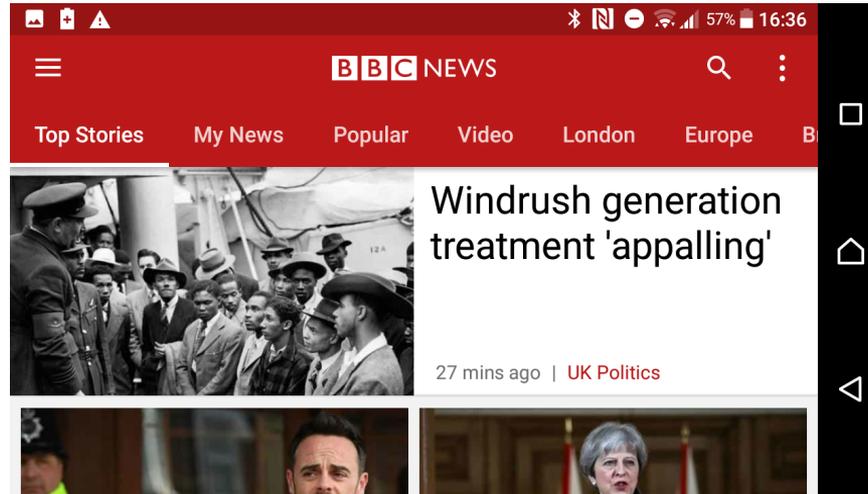
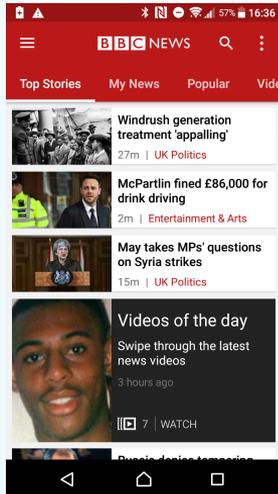
Users who have their screen mounted in a fixed position. This group often includes those with an upper limb mobility impairment.

## 2.6.2 Orientation (Level AA)



Good practice example: BBC news app

- The BBC news app responds to the orientation of the screen and adjusts its content accordingly. All content is therefore available to users regardless of the orientation of their screen.





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A close-up photograph of a hand using a black marker to write the words 'Thank you' in a cursive script on a white surface. The marker is visible at the end of the word 'you'.