

## Possible Way to Think About Outcomes in WCAG 3

Guideline:

<b>Requirement (Outcome)</b>	
<b>Organization Methods (Assertion)</b>	
<b>Platform Methods (Prerequisite)</b>	
<b>Author methods that:</b> <ul style="list-style-type: none"><li>• prevent safety Issues,</li><li>• allow AT to provide support, and</li><li>• prevent task completion even with ideal AT support</li></ul> <b>(Prerequisite)</b>	
<b>All other Author methods (Baseline &amp; Enhanced)</b>	

## Example 1: Visible Pointer Indicator

**Guideline: The point of interaction (including focus and pointer) must be visually indicated**

<b>Requirement (Outcome)</b>	<b>The pointer must have a sufficient visual indicator.</b>
<b>Organization Methods (Assertion)</b>	None
<b>Platform Methods (Prerequisite)</b>	Provide a pointer indicator that: <ul style="list-style-type: none"><li>• <b>Exist:</b> There is a visible pointer indicator.</li><li>• <b>Be persistent:</b> The pointer indicator is persistent</li><li>• <b>Distinct Style:</b> The pointer indicator changes shape based on the type of interaction available</li><li>• <b>Color Contrast:</b> Provide a pointer indicator that maximizes chance of sufficient contrast in high contrast and dark mode</li><li>• <b>In Viewport:</b> The pointer indicator should be visible within the viewport</li></ul>
<b>Author methods that:</b> <ul style="list-style-type: none"><li>• <b>prevent safety Issues,</b></li><li>• <b>allow AT to provide support, and</b></li><li>• <b>prevent task completion even with ideal AT support</b></li></ul> <b>(Prerequisite)</b>	Don't block the default pointer indicator and ensure that default indicator is present and meets the outcome.
<b>All other Author methods (Baseline &amp; Enhanced)</b>	If you provide a custom pointer indicator, you must ensure that it: <ul style="list-style-type: none"><li>• <b>Exist:</b> There is a visible pointer indicator.</li><li>• <b>Be persistent:</b> The pointer indicator is persistent</li><li>• <b>Distinct Style:</b> The pointer indicator changes shape based on the type of interaction available</li><li>• <b>Color Contrast:</b> Provide a pointer indicator that maximizes chance of sufficient contrast in high contrast and dark mode</li><li>• <b>In Viewport:</b> The pointer indicator should be visible within the viewport</li></ul>

## Example 2: Visible Keyboard Focus

**Guideline: The point of interaction (including focus and pointer) must be visually indicated**

<b>Requirement (Outcome)</b>	The keyboard focus must have a sufficient visual indicator.
<b>Organization Methods (Assertion)</b>	Maintain a style guide or design system that includes designs for the keyboard focus indicator which meet the outcome.
<b>Platform Methods (Prerequisite)</b>	Provide a keyboard focus indicator that: <ul style="list-style-type: none"><li>• <b>Exist:</b> There is a visible pointer focus indicator.</li><li>• <b>Be persistent:</b> The pointer focus indicator is persistent</li><li>• <b>Distinct Style:</b> The keyboard focus indicator changes shape based on the type of interaction available</li><li>• <b>Color Contrast:</b> Provide a pointer indicator that maximizes chance of sufficient contrast in high contrast and dark mode</li><li>• <b>In Viewport:</b> The pointer focus indicator should be visible within the viewport</li></ul>
<b>Author methods that:</b> <ul style="list-style-type: none"><li>• prevent safety Issues,</li><li>• allow AT to provide support, and</li><li>• prevent task completion even with ideal AT support</li></ul> <b>(Prerequisite)</b>	Avoid changing the platform provided pointer focus indicator
<b>All other Author methods (Baseline &amp; Enhanced)</b>	If you provide a custom keyboard focus indicator, you must ensure that it: <ul style="list-style-type: none"><li>• <b>Exist:</b> There is a visible pointer focus indicator.</li><li>• <b>Be persistent:</b> The pointer focus indicator is persistent</li><li>• <b>Distinct Style:</b> The keyboard focus indicator changes shape based on the type of interaction available</li><li>• <b>Color Contrast:</b> Provide a pointer indicator that maximizes chance of sufficient contrast in high contrast and dark mode</li><li>• <b>In Viewport:</b> The pointer focus indicator should be visible within the viewport the viewport</li></ul>