Publication Subgroup Plan and Notes

Meeting Minutes:

- May 2: https://www.w3.org/2024/05/02-wcag-publication-minutes.html
- May 9: (waiting for AI summary)

Sub-group schedule

1. May 2/2024 - Kickoff Meeting
2. May 9/2024
3. May 16/2024
4. May 23/2024 - Mid-point

Goal

Create a proposal about how to:
1. Publish new standards faster
2. Support old standards
3. Incorporate users and new user experiences

Workplan

1. Get access to all W3C WCAG documents, research and proposals
2. Review and research each question asynchronously
3. Discuss results/pros/cons/proposals at the appropriate topic meeting
4. At the end and in the middle, gather everything (all ideas/proposals) asynchronously for a joint proposal from the group

Open questions

1. What will the transition from WCAG 2 to WCAG 3 be like? How do we avoid an overly costly transition? How do we avoid making the transition and dual conformance more costly than strictly necessary?
2. How do we keep up with changes in technology? Both while we're working to complete WCAG 3, and afterwards?

Relevant Links

https://www.w3.org/WAI/GL/wiki/WCAG_3_Timeline

https://www.w3.org/WAI/GL/wiki/Decisions

Working Draft PR: https://github.com/w3c/wcag3/pull/63 (preview:
https://raw.githack.com/w3c/wcag3/30-april-meeting/guidelines/index.html)

EPUB Accessibility 1.1 (example of module-ish structure: https://w3.org/TR/epub-a11y-11)

Research on WCAG2.x:
- Silver Files - Summary of Research Slides
- Summary of Pete Mcnally Survey

Summary of conformance models work:

https://github.com/w3c/silver/wiki/Conformance-Proposals-2018-to-present

https://www.kaggle.com/ - data science and AI research (put out competitions and people enter)

Ideas

- Publishing more frequently to solicit community feedback and research findings
    - Making clear what the content is in context, so that folks know it is part and not the whole
- Transition documentation and discussion about moving from 2.x to 3.0
    - Cost and impact of transition
- Integration of UAAG and ATAG - we can write informative guidelines, but not normative ones due to the wording of the current charter
- Draft things quickly and publish
- Date? MVP
- Working draft deadlines?
- Go to CR in June 2026 or some other date in a realistic future?
- Auditing 2.2 to determine what we can pull into 3.0 for the How-To's
- We need to bring back guidance on structure
- Faster publication, setting more discrete milestones and deadlines
    - See work getting done, and have a single resource for people to follow the work (the working draft)

How do we publish more frequently? How do we progress towards WCAG 3.0 Completion? (Core Question)

- Setting more discrete milestones/phases of publication
- How do we generate content more quickly?
    - AI? Feed it content we have already developed, then apply human review
    - "Hackathon"-style content generation events (i.e. what we did at TPAC)

- Centralized research efforts → have a group dedicated to finding, summarizing research to contribute to other group efforts (Research Questions Task Force)
    - Research subgroup that doesn't end, it has a roadmap of research objectives, as it reaches confidence on a topic, a subgroup to work on that topic can be formed to take the research to content
    - Use platforms with existing members (i.e. kaggle.com) to solicit research from a broad audience
    - Do outreach to organizations that do research already (universities, Baymard, etc.) - Human-Computer Interaction Departments, OCADU [Inclusive Design Research Centre](), [ICCHP]() in Europe
- Working group structure and responsibilities:
    - Research Questions Task Force - collects information and produces summaries for sub groups to work on
    - Sub groups focused on discrete documentation tasks (i.e. writing outcomes for a specific guideline, writing methods, etc.) (Current sub groups working on template for this)
    - Editorial group that takes subgroup work products and turns them into specification text for working group review
    - Working group is responsible for review, comments (review documents/work products ahead of time, clear action items)

Maker responsibility (who implements/facilitates)
- Expressed through methods? (method for content creator, method for platform developer, method for user agent)

Structure

Content authoring tool responsibility
User Agents
Third-parties

Key Principles:
1. It isn't compatible w/AT
2. Item isn't coded according to the rules of the coding language
(see: https://raw.githack.com/w3c/wcag3/30-april-meeting/guidelines/index.html#pre-assessment-checks)

etc…

Outcomes

Methods – with Mobile, software, documents, AI tools, etc.

How-To's (Understanding)

Techniques and Failures – research

Conformance model
– Tooling

Template Components or Building Blocks

Research – ISOC

Modules - what is possible, could we break this out into shippable chunks, could we address certain questions earlier (i.e. color contrast question)
- If we were to do this, what would the chunks be?
    - Color contrast algorithm
    - Conformance (required vs best practices)
    - Mobile
    - Responsibility - how do we chunk up the players?
- Pros and cons
- Transition - how to pass from WCAG 2.x to 3 (easier in smaller chunks)
- Moving from a module into the full document for WCAG 3

Final product: Different publication options and paths to publication

Agenda for Next Meeting (May 9)

1. Discussions on WCAG 2.x vs 3.0
2. Where to find previous proposals/standards rewrites
3. Who can tackle summarizing previous work
4. Areas identified where we need additional research
5. Outline for WCAG 3.0 and how we can break it down into chunks

WCAG 2.x vs 3.0 History

- [2023 Github discussion](#)
- https://github.com/w3c/silver/wiki/Conformance-Proposals-2018-to-present
- Group has voted on starting from WCAG 3. Reasons included:
    - Concern about bringing built in bias and other mistakes forward to new standard
    - Concern about not meeting the goal of / requirements for wcag 3 to create a more flexible approach

- General feeling that by the time we change everything in WCAG 2.x to meet WCAG 3 requirements it will be equal to the amount of time starting from WCAG 3 would be.

Deliverable goal: Nice to have deliverable - option description, pros, cons and how to mitigate cons

Mid-point Group Update

4 weeks in, what did we accomplish?

https://github.com/w3c/wcag3/discussions/46

https://github.com/w3c/wcag3/discussions/33

https://www.w3.org/WAI/GL/wiki/WCAG_3_Timeline#Publication_Plan

Re-set - June 6, 2024

Problems to solve

1. How to demonstrate progress towards deliverables outlined in the Charter
2. How to elicit and encourage more feedback on materials published
3. How to support the community for future transitions to WCAG 3

Modules - what is possible, could we break this out into shippable chunks, could we address certain questions earlier (i.e. color contrast question)
- If we were to do this, what would the chunks be?
    - Color contrast algorithm
    - Conformance (required vs best practices)
    - Mobile
    - Responsibility - how do we chunk up the players?
- Pros and cons
- Transition - how to pass from WCAG 2.x to 3 (easier in smaller chunks)
- Moving from a module into the full document for WCAG 3
- Implementation guide
- Third parties
- Publish in a more "casual" space, like a blog?
- Privacy
- Security
- Plan language and translation
- Deceptive
- UAAG, ATAG, responsibility of content authors, AI

- User Needs
- Organizational maturity

Sections of guidelines
Outcomes
How-To's
Methods
–Do we publish together or progressively enhance?
Modularize current organizational structure
Flagging new sections

How do we make our publications more publicly "interactive"? (comments, voting, surveys?)
- Sectioning content for comment (groups of outcomes)

Modules as potential replacements for sections of WCAG 2.x - approved by the group and "official"

Modules structure
Comms plan – how?

Final product: Different publication options and paths to publication
- **Publication Structures (outlines, not content)**
- **Places/ways to publish (blog, smaller notes, etc.)**
- **Sample?**
- **List of potential modules to work on**
- **Communications plan**
- **Alternatives to modules?**
- **Telling the story of WCAG 3 publication - creating an official source of information and feedback channel**
- **Relationship to regulation**

Mid-point Goal:
- **Potential options with pros and cons**

Structure of a "module":
- Introduction / Relationship to main document
- Outcomes / Methods for the module
- Understanding
- Match as closely to main structure as possible (or known)

Potential Modules:

Guideline modules:
- Color Contrast

- Conformance
- Deceptive Patterns
- Multimedia
- Keyboard
- Hover/States
- Content accessibility (written content)
- From [WCAG 3 doc](#):
    - Animation and movement
    - Forms, inputs and errors
    - Processes and task completion
    - Image and media alternatives
    - Interactive components
    - Input/operation
    - Layout
    - Consistency across views
    - Policy and protection
    - Text and wording
    - Help and feedback
    - User control

Thematic modules:
- Mobile Apps Accessibility
- XR/VR Accessibility
- AI (or AI use cases?)
- Privacy and Security Considerations
- UAAG, ATAG
- Responsibility of Different Stakeholders (Content Authors, Platforms, Browsers)

Examples of problem modules:
- [Forms](#) and [memorization](#)/[cognitive tasks](#)

Start with the introduction section/conformance section to publish HOW the WCAG 3.0 is structured, how to read it, and how it will be different then WCAG 2.x. Using lessons learned from writing this, we proceed through the Guidelines.

Publication process
- Adding just for discussion to explore frequency of publication and pros and cons for this
- Comms within publication process
    - Going directly to stakeholder groups (i.e. web-a11y slack, disabled tech communities)
    - Regular blog outlining what is going on with WCAG3 as well as new content and the story behind it

Potential Structures

Potential Approaches	Pros	Cons
Publish modules as WCAG3 content (potentially with notes on how to transition from WCAG 2.x, or support both recommendations)	● Latest guidance can be adopted more quickly	● Publication takes time so the more pieces we have, the more time we spend publishing and less working direction on content ● Difficult to break down the whole of WCAG into modules ● Requires regulators to update more frequently to keep up
Publish modules as replacements or "successors" to WCAG 2.x content.	● Standards like color contrast might get updated sooner	●
Publish modules	● Give people access to latest complete materials ● More easy for consumers to digest information ● May be easier to create although risk of extensive cross referencing ● Helps WG members to focus more effectively on areas of interest	● Unlike CSS, highly likely that everything would be needed ● May complicate communications, status of document may be unclear ● Publication takes time so the more pieces we have, the more time we spend publishing and less working direction on content ● Unlikely to be adopted by regulators until complete ● Lose people for overall work while they dedicate to modules (mitigation, expand group) ● Difficult to break down the whole of WCAG into modules- too many disparate parts that are

Potential Approaches	Pros	Cons
		interconnected
Timed publication with chunked content ('module' as an integral part of the whole document)	- Give people access to latest materials - Timeline can be clearly presented - Consistency that helps the community understand what is happening - Much easier to manage the content - Much easier to make people aware of current materials	- Status of documents - may be unclear - Difficult to read to large documents and the surrounding material in TR docs - The "these are not done" notice is often missed or not understood
Different types of content (to solve different parts of the problem): - Modules - Tutorials - Review section		

Two questions:
- How do we publish WCAG 3 in a more timely way?
- How do we elicit feedback on WCAG 3 more effectively?

Feedback to AGWG

🔲 Publication Sub-group - Midstream Report