Draft Guidelines and Outcomes Alternative

Exploratory level - March 2024

Archived - This document is not longer active. See Pull Request 62

GitHub Discussion of these Draft Guidelines and Outcomes is located here
https://github.com/w3c/wcag3/discussions/60

Sections

Animation and movement

- **Motion**: Visual motion and pseudo-motion after a specified time is avoided; or can be paused or prevented.
- **Flashing and strobing**: Flashing or strobing beyond thresholds defined by safety standards are avoided; or can be paused or prevented.
- **Audio shifting**: Audio shifting designed to create a perception of motion is avoided; or can be paused or removed.

Forms, inputs, and errors

- **Error notification**: Error notifications are provided when an error occurs that describe the error and either provide instructions to fix the error or state that the system is at fault.
- **Persistent error notification**: Error notifications persist until the user dismisses them or the error is resolved.
- **Visible error**: Errors notifications are visually colocated with the source of the error within the viewport, or provide a link to the source of the error which moves the viewport.

- **Error identification**: Errors are visually identifiable without relying on only text, only color, or only symbols.
- **Error association**: Error notifications are programmatically associated with the error source.
- **Input instructions**: Input constraints or conditions (required line length, date format, password format, etc) are programmatically and visually indicated.
- **Moderated form completion**: A moderated approach to data entry is available.
- **Preselections**: Preselections are visible and not designed to manipulate users
- **Allow automated entry**: Automated input from user agents, 3rd party tools, or copy-and-paste is supported.
- **Input labels**: Inputs have visible labels that identify the purpose of the input.

Processes/task completion

- **Steps and direction**: The steps and directions needed to complete a process are visually and programmatically indicated.
- **Action required**: The interface indicates when user input or action is required to proceed.
- **Optimized processes**: Tasks can be completed without reading or understanding unnecessary content.
- **Task completion documentation**: Detailed documentation on task completion is available.
- **Adequate time:** Enough time is provided to read and use content.
- **Go back in process**: The interface supports stepping backwards in a process and returning to the current point without data loss.
- **Inform at start**: Information needed to complete a multi-step process is provided at the start of the process, including:
    - estimated time or number of steps it might take,
    - details of any resources needed to perform the task, and
    - overview of the process and next step.
- **No cognitive tests**: Tasks, including login/authentication, can be completed without puzzles, calculations, or other cognitive tests (essential exceptions would apply).
- **Obstructions:** Users are not obstructed from completing tasks or accessing information (essential exception ex: Security)
- **Avoid obstructions**: Tasks can be completed without navigating obstructions or redirections (the opposite of being manipulated is being in control)
- **No Memorization**: Tasks can be completed without memorizing and recalling information from previous stages of the process.
- **Optional information**: Tasks can be completed without entering unnecessary or optional information.
- **Save progress**: Data entry and other task completion processes allow saving and resuming from the current step in the task.
- **Known interaction types:** The tasks available in a view can be understood without needing to learn new interactions.

Image and media alternatives

- **Finding media alternatives**: Media that has the desired media alternatives can be found.
- **Audio descriptions and descriptive transcripts**: Equivalent visual alternatives are available as synchronized audio in the media and a descriptive transcript
- **Captions and descriptive transcripts**: Equivalent audio alternatives are available as synchronized captions in the media and in a descriptive transcript.
- **Audio alternative in preferred language**: Audio alternatives are available in the preferred language.
- **Color in media alternatives**: Media alternatives include information conveyed by color alone
- **Sound in media alternatives**: Media alternatives include information conveyed by sound alone
- **Non-verbal cues**: Media alternatives explain nonverbal cues,such as tone of voice, facial expressions, body gestures, or music with emotional meaning.
- **Use of color**: Color alone does not convey meaning.
- **Non-text alternatives**: Text alternatives are available for non-text content that conveys context or meaning
- **Decorative indicator**: Decorative and informative images are clearly indicated
- **Identify AI**: Auto generated text descriptions are identified
- **AI editable**: Auto generated text descriptions are editable
- **Image type**: The type of image (photo, icon, etc) is indicated
- **Image alternatives**: Images have equivalent text alternatives
- **Images of text alternative**: Images of text have equivalent text alternative
- **Decorative image alternative**: Decorative images have descriptive text alternatives
- **Complex image alternative:** Complex images have equivalent text alternative
- **Context in image alternative**: Image alternatives include context.
- **Persistent figure captions**: Figure captions persist or can be made to persist

Interactive components

- **Focus restored**: When a temporary change of view is undone, the focus or point of regard returns to its location before the change of view.
- **Control labels**: Controls have consistent, visible labels that identify the purpose of the controls.
- **Conventions**: Controls follow established conventions (common usage? platform guides? patterns?)
- **Consistent labels**: Controls and inputs with the same functionality have consistent labels
- **Non-Text Contrast:** Visual information required to identify user interface components and states meet a ‘minimum contrast ratio test’, except for inactive components or where the appearance of the component is determined by the user agent and not modified by the author;

- **Interaction indicators contrast**: Interaction indicators meet a ‘minimum contrast ratio text’ and meet a minimum thickness
- **Visual design of controls**: Controls that have similar function and behavior have a consistent visual design.
- **Behavior of control**s: Controls and inputs with the same functionality behave consistently.
- **Indicate changes of context:** Components which trigger a 'change of context' are indicated, or the change of context can be reversed.
- **Restore focus**: The focus or point of regard is restored after temporary change of view
- **Relevant focus:** The focus order does not include repetitive, hidden, or static elements.
- **Notify on change**: Notification is provided when previously viewed content changes.
- **Notify before activation**: Controls that can alter the order of content convey their purpose prior to activation, and convey their impact on content order when activated.
- **Distinguishable controls**: Controls are visually distinct from static content and include visual cues on how to use them
- **Change focus with pointer device**: Selecting an element with a ‘pointer’ sets the focus to that element.
- **Keyboard mode:** The keyboard input mode is indicated.
- **Name, Role, value, state**: Accurate names, roles, values, and states are available for interactive components
- **Input control**: Interactive components are available to all navigation and input methods
- **Control updates**: Changes to control or input name, roles, values or states are indicated
- **Control importance**: The importance(/prioritization) of controls is defined.
- **Target size**: All functionality can be used without needing to accurately position a pointer.
- **Hover information**: Additional content triggered by hover can be dismissed without moving the pointer, unless the additional content communicates an input error or does not obscure or replace other content.
- **Deceptive controls**: Controls and interactions are not deceptively designed (invisible, incorrectly labeled, placement, etc).

Input/operation

- **Pointer location:** Users are able to determine where the pointer is located.
- **Keyboard focus location**: The keyboard focus is visually indicated.
- **Comparable keyboard effort**: The number of input commands required to complete a task using the keyboard is similar to the number of input commands when using other input modalities.
- **Keyboard only**: All functionality can be performed through the keyboard interface only, except where the underlying function requires input that depends on the path of the user's movement and not just the endpoints.
- **No keyboard trap**: If keyboard focus can be moved to an interactive component, then the keyboard focus can be moved away from that component

- **Keyboard commands**: Application keyboard commands do not conflict with platform commands, and the user is informed of non-standard commands.
- **Pointer-agnostic**: Functionality which supports pointers can be used by any pointing device supported by the platform
- **Gestures & dragging**: Every function that can be operated by a pointer, can be operated by a ‘single pointer input’ or a sequence of single pointer inputs, without limitations on timing for input.
- **Use without body movement**: All functionality can be done without needing to move their body, except for accessibility supported input devices.
- **Use without device movement**: All functionality can be done without needing to move the hardware device.
- **Specific pressure**: Click activation using a pointer device does not require applying a specific pressure
- **Speed insensitive**: Use of a pointer does not require a particular speed of pointer movement or click activation
- **Pointer cancellation**: Pointer cancellation is consistent.
- **Varied inputs**: Any input modality available on a platform can be used concurrently
- **Focus in viewport**: The focus does not move to a position outside of the current viewport, unless a mechanism is available to return to the previous focus point.
- **Consistent keyboard interaction**: Keyboard interface interactions are consistent

Layout

- **Section length**: Content is organized into sections of related content.
- **Section headers:** Sections have well structured, understandable headings
- **White spacing**: Whitespace separates chunks of content
- **Clear relationships:** The relationships between parts of the content is clearly indicated
- **Section purpose**: The purpose of each section of the content is clearly indicated
- **Order of content**: Content and interactions are presented in an order that supports understanding the content or interaction.
- **Consistent order**: The order of content and interactions remain consistent throughout a workflow.
- **Focus retention:** A user can focus on a content “area” then resume their view of all content using a limited number of steps
- **Reliable positioning:** Interactive components retain their position unless a user changes the viewport or moves the component.
- **Content orientation;** Content orientation allows the user to read the language presented without changing head position
- **Visual stimulation**: Use does not cause visual overstimulation
- **Citation**: The source of the interface and primary content is visually and programmatically indicated
- **Indicate 3rd party content**: Third party content (AI, Advertising, etc) is visually and programmatically indicated
- **Familiar components and layout**: Common components and layouts are used

- **Interface redesign**: When interfaces dramatically change (due to redesign), a mechanism to learn the new interface or revert to the older design is available.
- **Related information**: Information required to understand options is adjacent to the options.
- **Distinguishable sections**: Sections are visually and programmatically distinguishable
- **Distinguishable relationships** : Meaningful associations between distinct pieces of content are programmatically determinable
- **Notification of change**: Changes in content and updates notify users, regardless of the update speed.
- **Control location**: Controls are visually and programmatically located in an expected location
- **Section labels**: Sections of content have clear visual and programmatic labels
- **Organized content**: Related information is grouped together within a visual and programmatic structure
- **Clear navigation**: Navigation elements are visually and programmatically differentiated from static content
- **Clear starting point**: The starting point or home is visually and programmatically labeled
- **Current location**: The current location within the view, process, and aggregate is visually and programmatically indicated
- **Multistep process**: Provides context that orients the user in a site or multi-step process.

Consistency across views

- **Multiple ways**: The aggregate provides at least two ways of navigating and finding information (Search, Scan, Site Map, Menu Structure, Breadcrumbs, contextual links, etc)
- **Consistent navigation**: Navigation elements remain consistent across views within an aggregate
- **Persistent navigation**: Navigation features remain available, regardless of screen size and magnification (responsive design)
- **Consistent navigation**: Navigation mechanisms are consistent across the aggregate.

Policy and Protection

- **Exploitive behaviors**: Task completion does not include exploitive behaviors.
- **Disability information**: Privacy: Disability information is not disclosed to or used by third parties and algorithms (including AI).
- **Algorithm bias**: Algorithms (including AI) used are not biased against people with disabilities.
- **Social media algorithm**: A mechanism is available to understand and control social media algorithms.
- **Clear agreement**: The interface clearly indicates when a user is entering an agreement or submitting data.

- **Sensitive information**: Prompts to hide and remove sensitive information from observers are available.
- **Redirection**: A mechanism is available to prevent fraudulent redirection or alert users they are exiting the site

Text and Wording

- **Uncommon words**: Definitions for uncommon or new words are available.
- **Acronyms and abbreviations**: The expanded form or meaning of abbreviations and acronyms is available.
- **Ambiguous pronunciation**: All letters and diacritics needed to phonetically read words are available.
- **Double negatives:** Content does not include double negatives to express a positive unless it is standard usage for that language or dialect.
- **Verb tense**: The verb tense used is easiest to understand in context
- **Sentence voice**: The voice used is easiest to understand in context
- **Single idea:** Each segment of text [such as sentence, paragraph, bullet] presents one concept.
- **Unnecessary words or phrases**: Sentences are concise, without unnecessary filler words and phrases.
- **Figurative language**: Explanations for figurative and non-literal language [such as jokes, sarcasm, hyperbole, metaphors, similes, and idioms] are available.
- **Summary**: Access to a plain-language summary, abstract, or executive summaries is available.
- **Topic sentence**: Each paragraph of text begins with a topic sentence stating the aim or purpose.
- **Lists**: Three or more items of related data are presented as bulleted or numbered lists.
- **Numbered steps**: Steps in a multi-step process are numbered.
- **Supplements to numerical concepts**: Text or visual alternatives are available for numerical concepts.
- **Ambiguous numerical formatting**: Alternative formats for ambiguous number formats are available.
- **Title**: Content has a title or high-level description.
- **Minimum text contrast**: The rendered text against its background meets a minimum ‘contrast ratio test’ for its text appearance and use.
- **Maximum text contrast**: The rendered text against its background meets a maximum ‘contrast ratio test’ for its text appearance and use.
- **Conveying importance without sizing**:When font size conveys meaning (such as headings), the text maintains its meaning and purpose when text is resized.
- **Text minimum**: The rendered text meets a minimum font size and weight.
- **Verbosity**: The interface avoids overwhelming verbosity.
- **Appropriate tone**: The language and tone used is respectful and appropriate to the topic or subject matter.

- **Risk statements**: Clear explanations of the risks and consequences of choices, including use, are stated.
- **Text-to-speech supported**: Text content can be converted into speech.
- **Semantic text appearance**: Semantically meaningful text appearance is programmatically available.

Help and feedback

- **Contextual help**: Contextual help is available.
- **Sensory characteristic**s: Instructions and help do not rely on sensory characteristics
- **Conversational support**: Conversational support is available that allows both text and verbal communication.
- **Help using new interfaces**: Help using new or changed interfaces is available.
- **Personalizable help**: Adaptable/personalizable help is available.
- **Supplements to text**: Visual illustrations, pictures, and images are available to help explain complex ideas, events, and processes.
- **Data visualization help**: Help understanding and using data visualizations/non-text information is available.
- **Consistent help**: Help is labeled consistently and provided in a consistent visual and programmatic location.
- **Support available**: Accessible support during data entry, task completion and search is available.
- **Feedback mechanism**: Feedback can be provided.

User Control

- **Transform content**: Content can be transformed to make its purpose clearer.
- **Adjust color**: Text and background colors can be customized.
- **Virtual cursor**: Assistive technologies can access content and interactions when mechanisms that convey alternative points of regard or focus (i.e. virtual cursor) are used.
- **User settings**: User settings are honored when using or reviewing content.
- **Haptic stimulation**: Haptic feedback can be controlled
- **Chunk content**: Large amounts of data can be broken into smaller chunks.
- **Triggers**: Triggering content is indicated and the content and trigger warnings can be hidden.
- **3rd party content presentation**: The presentation of advertising and other third-party content that obscures or interferes with the primary content can be controlled.
- **Alternative presentation**: Complex information or instructions for complex processes are available in multiple presentation formats.
- **Text Customization**: Text appearance [font, size, etc] and layout [spacing, single column] can be customized by the user.

- **Reflow**: Content can be viewed in multiple size viewports, orientations, and zoom levels without loss of content, functionality and meaningful relationships AND with scrolling only occurring in 1 direction.
- **Preferences apply to printing**: Printing respects user's content presentation preferences.
- **Control interruptions:** The timing and positioning of notifications and other interruptions can be controlled, suppressed or saved, except interruptions involving an emergency
- **AT control**: Content can be controlled using assistive and adaptive technology
- **Disturbing content**: Warnings about content that may be emotionally disturbing are available and the content can be hidden.
- **Media alternative control**: Captions and audio descriptions can be turned on and off
- **Caption control**: The position and formatting of captions can be changed
- **Audio control**: Audio can be turned off while allowing video to play
- **Media chapters**: Media can be navigated by chapters
- **Interactive audio alternative:** The ability to look up terms within audio alternatives is available. Audio alternatives allow user interaction to look up terms
- **Clear background**: Patterns, designs or images placed behind text are avoided or can be removed.