

2.55 Target Size – 3.0 style 2021-05-06

2022-02-10 – Perrin Anto

For reference:

[How to Write 3.0 Guidelines Slides](#)

[Original 2.55 Success Criteria](#)

This template will guide you in migrating 2.x success criteria to 3.0 style. Fill out the template in order, starting with Part 1.

Goals:

- Preserve the knowledge and experience of WCAG guidance
- Focus on the user
- Use as much plain language or clear language as possible
- Define guidance and methods that are clear and efficient to implement

Example 2.0 SC migrated to 3.0 style: [Headings](#)

File Naming Conventions

Instructions for File Naming

Part 1 - Define User Need

Instructions for Define User Needs

Latest User needs from Jake:

☰ Main Functional Needs - Main User Needs - Main Outcomes

1. Disabilities and barriers they encounter

- Current
 - Users who use a mobile device where touch screen is the primary mode of interaction;
 - Users with mobility impairments such as hand tremors;
 - Users who use a mobile device in environments where they are exposed to shaking such as public transportation;
 - Users who have difficulty with fine motor movements;
 - Users who access a device using one hand;
 - Users with large fingers, or who are operating the device with only a part of their finger or knuckle;

- Users who have low vision may better see the target.
- Proposed
 - Motor & Mobility
 - Use with limited strength
 - Use without fine point control
 - Use without physical tracking speed
 - Use with tremors
 - Use with limited mobility
 - Physical & Sensory
 - Use with limited kinesthetic perception (orientation, position, weight distribution, movement)
 - Use with chronic pain impacting input or interaction modality, speed and/or frequency
 - Vision & Visual
 - Use with limited vision
 - Situational
 - Users who use a mobile device in environments where they are exposed to shaking such as public transportation
 - Users who access a device using one hand

2. Common and unique needs between groups

Common Needs

- Users can operate
 - Content
 - Controls (roles, states and properties)
 - Navigation
- Users can navigate
 - Structure (document and application)

Unique Needs

- Vision & Visual
 - Users can perceive
 - Controls (roles, states and properties)

Part 2 - Write Outcomes

Outcomes

- PLACEHOLDER
-

Part 3 - Develop Tests:

Instructions for Develop Tests

1. Known Solution(s) (from WCAG Techniques, ACT, or EasyChecks)

- PLACEHOLDER
-

2. Example(s)

- PLACEHOLDER
-

3. Exception(s)

- PLACEHOLDER
-

4. User Needs not addressed by known solutions or exceptions.

a. User needs that can be addressed by a new test

- PLACEHOLDER
-

b. User needs that do not have a solution with current technology or testing.

(To be addressed in future work.)

- PLACEHOLDER
-

5. Current WCAG and other tests

(Link to Techniques or existing tests)

- PLACEHOLDER
-

6. New tests for Silver

a. Test name:

PLACEHOLDER

This is how to perform the test:

PLACEHOLDER

b. Test name:

PLACEHOLDER

This is how to perform the test:

PLACEHOLDER

Part 4 - Write Methods

[Instructions for Write Methods](#)

See the [Method Template](#)

☰ 2.55 Target Size Method Template 10/2021

Part 5 - Write the Guideline How-to

[Instructions for Writing the Guideline How-to](#)

Write this as simply as is convenient. We will have experts convert it to plain language, so don't get bogged down in writing in plain language.

Get Started Tab

Why

PLACEHOLDER

Who it helps

PLACEHOLDER

How

PLACEHOLDER

Exceptions

PLACEHOLDER

Examples

PLACEHOLDER

Summary (1-2 sentences)

PLACEHOLDER

Benefits

Plan Tab

Planning Responsibilities

1. You must ensure that **PLACEHOLDER**
- 2.

Tips for Collaboration

Communication is important with designers, developers, testers in these ways:

1. **PLACEHOLDER**
2. **PLACEHOLDER**

Planning for Each Stage

Here's how to get started early:

PLACEHOLDER

Here's how to remediate:

PLACEHOLDER

Methods

If any. These should only be methods that could be important to a project manager.

1. **Method 1...**
- 2.

Design Tab

1. You must ensure that **PLACEHOLDER**
2. This must **PLACEHOLDER**

HOW - Guide

1. Links to Style Guide or Pattern Library examples (visual and code, if available)

PLACEHOLDER

2. Links to Video (Embedded or Links)

PLACEHOLDER

Designer Tips:

User Testing & Meaningful Involvement

Methods:

1. Method 1...
- 2.

Write Tab

1. You must ensure that PLACEHOLDER
- 2.

HOW - Guide:

Link to Style Guide or Pattern Library examples - visual and code, if available

1. Example 1
- 2.

Links to Video (Embedded or Links)

1. Example 1
- 2.

Editor Tips

- PLACEHOLDER
-

Methods

1. Method 1...
- 2.

Develop tab

Technical Responsibilities

1. You must ensure that **PLACEHOLDER**
- 2.

Methods

1. Method 1...
- 2.

Examples & Video Demo(s)

- **PLACEHOLDER**

Technical Tips

- **PLACEHOLDER**
-

Test and Audit tab

Testing Responsibilities

1. You must ensure that **PLACEHOLDER**
- 2.

Auto-Testing Tips

- **PLACEHOLDER**
-

Manual Testing Tips

- **PLACEHOLDER**
-

Evaluating and Scoring

(link directly to the anchor for the tests)

- **Method 1...**
-

Write the tags

Tags for Information Architecture

WCAG2 SC number (if applicable)	
WCAG2 Principle	
Disability groups served	
Functional user needs from Heads document	
Meta-organization (if applicable)	
Technology or component where commonly used (e.g. video, navigation menu)	
Impact on user (proposed)	
Activity or Role (e.g. design, develop, edit, etc.) Link to EO roles list	

Other?	
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Part 6 - Write the Guideline

Write a simple summary in imperative case, that is, “Do this”, informed by Parts 1 to 4

Goal:

A clear summary

from the total experience

for the universe of the people who will use only the list of guidelines

Original 2.X Success Criteria

Links

<https://www.w3.org/TR/WCAG21/#target-size>

<https://www.w3.org/WAI/WCAG21/Understanding/target-size.html>

<https://www.w3.org/WAI/WCAG21/quickref/?showtechniques=255#target-size>

[User Needs Spreadsheet](#)

Observation about current implementation:

Got in only at AAA and was diminished because it can't be implemented across everything – small screens are different than large screens. This is really one of those clashes – when you put a big target on a small screen so people with mobility issues can click the target it clashes with people who want to see more of the screen at once to limit scrolling or improve orientation.

Text