WCAG 2.x > 3.0 mapping doc

WCAG 2.x ID / name	Focus Order
Functional need(s)	Use without vision Use with limited vision Use without vision and hearing Use without mobility Use with limited mobility Use with limited reach or range Use without hands Use without multiple touchpoint gesture Use without fine point control Use with tremors Use without vision and a motor disability Use without hearing and a motor disability Use with limited ability to focus attention Use with limited ability to direct attention Use with limited ability to shift attention
User need(s)	Users can perceive changes to > Controls (states for focused) Users can operate > Controls (roles, states and properties) > Navigation Users can identify their position in > Content > Context Users can, device independently (?) > Interact
Unit(s) Component / View / User process / Aggregate	• Component (for complex components which have lots of focusable items) • View

Test type(s) Objective / Condition / Test Case / Protocol	Objective - The right things gain focus (not focusing on background items, or non-functional things) Condition - preserves meaning & operability
Requirements from the understanding doc	When users navigate sequentially through content, they encounter information in an order that is consistent with the meaning of the content and can be operated from the keyboard. • People with mobility impairments who must rely on keyboard access for operating a page benefit from a logical, usable focus order. • People with disabilities that make reading difficult can become disoriented when tabbing takes focus someplace unexpected. They benefit from a logical focus order. • People with visual impairments can become disoriented when tabbing takes focus someplace unexpected or when they cannot easily find the content surrounding an interactive element. • Only a small portion of the page may be visible to an individual using a screen magnifier at a high level of magnification. Such a user may interpret a field in the wrong context if the focus order is not logical.

Sub-guidelines

New name	Focus only on interactive elements
Description	All visible interactive controls can be focused, and hidden or non-interactive controls cannot be focused.
Functional need(s)	(Same as focus-order)
User need(s)	(Same as focus-order)
Unit(s) Component / View / User process / Aggregate	Component

Test type(s) Objective / Condition / Test Case / Protocol	Objective
Notes	Started with “The right things gain focus”, what isn’t covered well / clearly at the moment is that you shouldn’t focus on background items, or non-functional things. Noting that 2.1.1 Keyboard covers this in one direction (interactive things can get focus), but not the other direction (hidden things do not get focus).

New name	Meaningful Focus Order
Description	Focusable components receive focus in an order that preserves meaning and operability
Functional need(s)	(Same as focus order)
User need(s)	(Sub-set of focus order) Users can identify their position in > Content > Context
Unit(s) Component / View / User process / Aggregate	View
Test type(s) Objective / Condition / Test Case / Protocol	Condition

Notes	Drawing from Focus Order this is quite limited, it can be any order that preserves meaning & operability, not necessarily a ‘right’ or understandable order. It should be easier (in WCAG 3) to make this “Understandable focus order”, and have some kind of left>right, top>bottom default (varying by language direction).

New name	Focus management
Description	Focus is moved to the appropriate locations for dynamic content appearing on the page (e.g., dialogs) and focus is managed based on context (e.g., modal dialogs)
Functional need(s)	(Same as focus order)
User need(s)	(Sub-set of focus order) Users can identify their position in >
Unit(s) Component / View / User process / Aggregate	
Test type(s) Objective / Condition / Test Case / Protocol	
Notes	