# Unusual Use Cases & Lessons Learned from Migration Exercise

#### **Unusual Use Cases**

Please give the

- SC number, SC Name linked to your Migration doc
- Your Name
- Paragraph describing the issue

<u>2.4.5 Multiple Ways</u>, <u>2.5.6 Concurrent Input Mechanisms</u>: Both, since conceptually the same kind of guidance, seem inherently test case level, with no Objective or Condition test. See examples in the docs. -Shawn Lauriat

#### 2.3.3 Animation from Interactions: - Mary Jo Mueller

- Seems that the user needs for customization for being able to adjust animations (reduce or stop them) aren't clearly covered.
- I'm still getting confused by the test types (what they mean/what to do)
- Struggling with recognizing the need for sub-guidelines.

## 1.1.1 Non-text Content, <u>1.3.1 Info and Relationships</u>, <u>3.3.2 Labels or Instructions</u>, <u>4.1.2 Name</u>, Role, Value

- Makoto Ueki
- I was not involved in these SC exercises and I'm not sure when would be the best timing to address these issues, but I wanted to share my long-time concerns about WCAG 2. It is often said that "WCAG is difficult to understand" or "WCAG is complicated."
- For example, we find <u>H44: Using label elements to associate text labels with form controls</u> as one of sufficient techniques for these "4" SC in the "Understanding WCAG 2". Many people thought "Why does this technique appear over and over again?" Can we merge this into 1 guideline in WCAG 3 to make it simpler?
- For another example, <u>1.1.1 Non-text Content</u> covers too wide range of web content types such as images, form controls, time-based media, test, sensory, etc. The list of sufficient techniques for this SC is too big. It also makes WCAG 2 complicated and hard to understand.
- It would be great if we could find a way to solve these issues at some point.

### **Lessons Learned**

- When working with scoping, you have to identify the smallest unit that includes all the information needed to test. For example:
  - evaluating whether an image has alt text or not can be done at the component/item level but evaluating whether it has an equivalent purpose must be done at the view level.
  - o Testing multiple ways requires information across the aggregate