Outcomes by section	Internationalizatio n Work?		Other Concerns	Notes
Animation and movement	in Work.			1000
Audio shifting - Audio shifting designed to create a perception of motion is avoided; or can be paused or prevented. Flashing and strobing - Flashing or strobing beyond thresholds	Not evaluated	Needs plain language work	χ	
defined by safety standards are avoided; or can be paused or prevented.	Not evaluated	Needs plain language work	<	
Motion - Visual motion and pseudo-motion after a specified time is avoided; or can be paused or prevented.	Not evaluated	Needs plain language work	κ.	
Forms, inputs, and errors				
Allow automated entry - Automated input from user agents, 3rd party tools, or copy-and-paste is supported.	Not evaluated	Needs plain language work	ĸ	
Error association - Error notifications are programmatically associated with the error source.	Not evaluated			
Error identification - Errors are visually identifiable without relying		Needs plain language work		
on only text, only color, or only symbols. Error notification - Error notifications are provided when an error	Not evaluated	Needs plain language work	<	
occurs that describe the error and either provide instructions to fix the error or state that the system is at fault. Input instructions - Input constraints or conditions (required line	Not evaluated	Needs plain language work	x	
length, date format, password format, etc) are programmatically and visually indicated.	Not evaluated	Needs plain language work	x	
Input labels - Inputs have visible labels that identify the purpose of the input.	Not evaluated	Needs plain language work	K	
Persistent error notification - Error notifications persist until the user dismisses them or the error is resolved.	Not evaluated	Needs plain language work	\$	
Visible error - Error notifications are visually collocated with the source of the error within the viewport, or provide a link to the source of the error which, when activated, moves the viewport to				
the error. Processes and task completion	Not evaluated	Needs plain language work	¢.	
Adequate time - Enough time is provided to read and use content.	Not evaluated	Needs plain language work	(
Action required - The interface indicates when user input or action is required to proceed.	Not evaluated	Needs plain language work	(
Avoid manipulation - Tasks can be completed without navigating misinformation or redirections.	Not evaluated	Needs plain language work		
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 an unservices needed to parform the take, and	Not evaluated	Needs plain language work	<u>`</u>	
 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 	Not evaluated	Needs plain language work	x	
completed without puzzles, calculations, or other cognitive tests (essential exceptions would apply). No memorization - Tasks can be completed without memorizing	Not evaluated	Needs plain language work	x	
and recalling information from previous stages of the process.	Not evaluated	Needs plain language work	<	
Optimized processes - Tasks can be completed without reading or understanding unnecessary content.	Not evaluated	Needs plain language work	x	
Optional information - Tasks can be completed without entering unnecessary information.	Not evaluated	Needs plain language work	K	
Preselections - Preselections are visible during task completion. Save progress - Data entry and other task completion processes	Not evaluated	Needs plain language work	< compared with the second sec	
allow saving and resuming from the current step in the task. Steps and direction - The steps and directions needed to complete	Not evaluated	Needs plain language work	x	
a process are visually and programmatically indicated. Task completion documentation - For tasks where labels and	Not evaluated	Needs plain language work	(
instructions cannot provide sufficient instructions for completion, detailed documentation on task completion is available. Image and media alternatives	Not evaluated	Needs plain language work	<	
Al editable - Auto generated text descriptions are editable by	Not avaluated	Needs plain languages	,	
content creator. Audio alternative in preferred language - Equivalent audio	Not evaluated	Needs plain language work		
alternatives are available in the preferred language. Audio descriptions - Equivalent visual alternatives are available as synchronized audio in the media.	Not evaluated	Needs plain language work		
Captions - Equivalent audio alternatives are available as synchronized captions in the media.	Not evaluated	Needs plain language work		
Complex image alternative - Equivalent text alternatives are				
available for complex images. Context in image alternative - Image alternatives include context.	Not evaluated Not evaluated	Needs plain language work Needs plain language work		
Decorative image alternative - Equivalent descriptive text alternatives are available for decorative images.	Not evaluated	Needs plain language work		
Descriptive transcripts - Equivalent audio and visual alternatives to audio and video alternatives are available in descriptive transcripts. Finding media alternatives - Media that has the desired media	Not evaluated	Needs plain language work	<	
alternatives (captions, audio descriptions, and descriptive transcripts) can be found.	Not evaluated	Needs plain language work	x	
Identify autogenerated text - Auto generated text alternatives are identified. Image alternatives - Equivalent text alternatives are available for	Not evaluated	Needs plain language work	K	
images that convey content. Image role - The role and importance of images are	Not evaluated	Needs plain language work	(
programmatically indicated. Image type - The type of image (photo, icon, etc.) is indicated.	Not evaluated Not evaluated	Needs plain language work Needs plain language work		
Images-of-Text alternatives - Equivalent text alternatives are available for images of text.	Not evaluated	Needs plain language work		
Non-text alternatives - Equivalent text alternatives are available for non-text, non-image content that conveys context or meaning.	Not evaluated	Needs plain language work		
Non-verbal cues - Media alternatives explain nonverbal cues, such as tone of voice, facial expressions, body gestures, or music with emotional meaning.	Not evaluated	Needs plain language work	x	
Persistent figure captions - Figure captions persist or can be made to persist.	Not evaluated	Needs plain language work	<	
Use of color - Information is not conveyed with color alone.	Not evaluated	Needs plain language work		
Use of visual depth - Information is not conveyed with visual depth alone.	Not evaluated	Needs plain language work	<	
Use of sound - Information is not conveyed with sound alone. Use of spatial audio - Information is not conveyed with spatial	Not evaluated	Needs plain language work	(
audio alone.	Not evaluated	Needs plain language work	<	
Behavior of controls - Controls and inputs with the same functionality behave consistently.	Not evaluated	Needs plain language work	<u>,</u>	
renotionality behave consistently.			*	

Change focus with pointer device - Selecting an element with a			
'pointer' sets the focus to that element.	Not evaluated	Needs plain language work	
Control labels - Controls have visible labels that identify the purpose of the controls.	Not evaluated	Needs plain language work	
Conventions - Controls follow established conventions.	Not evaluated	Needs plain language work	
Consistent labels - Controls and inputs with the same functionality have consistent labels.	Not evaluated	Needs plain language work	
Control importance - The importance of controls is visually and programmatically indicated.	Not evaluated	Needs plain language work	
Control updates - Changes to control or input name, roles, values			
or states are visually and programmatically indicated. Deceptive controls - Controls and interactions are not deceptively	Not evaluated	Needs plain language work	
designed (invisible, incorrectly labeled, placement, etc.).	Not evaluated	Needs plain language work	
Distinguishable controls - Controls are visually distinct from static content and include visual cues on how to use them.	Not evaluated	Needs plain language work	
Hover information - Components which trigger a 'change of context' are indicated, or the change of context can be reversed.	Not evaluated	Needs plain language work	
Interaction indicators contrast - Interaction indicators meet a			
'minimum contrast ratio text' and meet a minimum thickness. Input control - Interactive components are available to all	Not evaluated	Needs plain language work	
navigation and input methods. Name, role, value, state - Accurate names, roles, values, and	Not evaluated	Needs plain language work	
states are available for interactive components.	Not evaluated	Needs plain language work	
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.	Not evaluated	Needs plain language work	
Notify on change - Notification is provided when previously viewed			
content changes. Notify before activation - Controls that can alter the order of content	Not evaluated	Needs plain language work	
convey their purpose prior to activation, and convey their impact on content order when activated.	Not evaluated	Needs plain language work	
content order when activated. Restore focus - The focus or point of regard is restored to its		Needs plain language work	
previous location after a temporary change of view. Relevant focus - The focus order does not include repetitive,	Not evaluated	Needs plain language work	
hidden, or static elements.	Not evaluated	Needs plain language work	
Target size - All functionality can be used without needing to accurately position a pointer.	Not evaluated	Needs plain language work	
Visual design of controls - Controls that have similar function and behavior have a consistent visual design.	Not evaluated	Needs plain language work	
Input / operation			
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.	Not evaluated	Needs plain language work	
Consistent keyboard interaction - Keyboard interface interactions are consistent.	Not evaluated	Needs plain language work	
Focus in viewport - The focus does not move to a position outside the current viewport, unless a mechanism is available to return to			
the previous focus point.	Not evaluated	Needs plain language work	
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. Keyboard commands - Application keyboard commands do not	Not evaluated	Needs plain language work	
conflict with platform commands, and the user is informed of non-	Net such at 1		
standard commands. Keyboard focus location - The keyboard focus is visually indicated.	Not evaluated Not evaluated	Needs plain language work Needs plain language work	
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	Net such at 1		
and not just the endpoints. No keyboard trap - If keyboard focus can be moved to an	Not evaluated	Needs plain language work	
interactive component, then the keyboard focus can be moved away from that component.	Not evaluated	Needs plain language work	
Pointer-agnostic - Functionality which supports pointers can be			
used by any pointing device supported by the platform. Pointer cancellation - Pointer cancellation is consistent.	Not evaluated Not evaluated	Needs plain language work Needs plain language work	
Pointer location - Users are able to determine where the pointer is			
located. Specific pressure - Click activation using a pointer device does not	Not evaluated	Needs plain language work	
require applying a specific pressure. Speed insensitive - Use of a pointer does not require a particular	Not evaluated	Needs plain language work	
speed of pointer movement or click activation.	Not evaluated	Needs plain language work	
Keyboard mode - The keyboard input mode is indicated. Use without body movement - All functionality can be done without	Not evaluated	Needs plain language work	
needing to move their body, except for accessibility supported input devices.	Not evaluated	Needs plain language work	
Use without device movement - All functionality can be done			
without needing to move the hardware device. Varied inputs - Any input modality available on a platform can be	Not evaluated	Needs plain language work	
used concurrently.	Not evaluated	Needs plain language work	
Layout Clear navigation - Navigation elements are visually and			
programmatically differentiated from static content. Clear relationships - The relationships between parts of the content	Not evaluated	Needs plain language work	
is clearly indicated.	Not evaluated	Needs plain language work	
Clear starting point - The starting point or home is visually and programmatically labeled.	Not evaluated	Needs plain language work	
Citation - The source of the interface and primary content is visually and programmatically indicated.	Not evaluated	Needs plain language work	
Consistent order - The order of content and interactions remain			
consistent throughout a workflow. Content orientation - Content orientation allows the user to read the	Not evaluated	Needs plain language work	
language presented without changing head position.	Not evaluated	Needs plain language work	
Control location - Controls are visually and programmatically located in an expected location.	Not evaluated	Needs plain language work	
Current location - The current location within the view, multi-step process, and product is visually and programmatically indicated.	Not evaluated	Needs plain language work	
Distinguishable relationships - Meaningful associations between			
distinct pieces of content are programmatically determinable. Distinguishable sections - Sections are visually and	Not evaluated	Needs plain language work	
programmatically distinguishable.	Not evaluated	Needs plain language work	
Familiar components and layout - Common components and layouts are used.	Not evaluated	Needs plain language work	
Focus retention - A user can focus on a content "area," such as a modal or pop=up, then resume their view of all content using a			
limited number of steps.	Not evaluated	Needs plain language work	

Indicate 3rd party content - Third party content (AI, Advertising, etc.) is visually and programmatically indicated.	Not ovaluated	Neede plain language work	
Interface redesign - When interfaces dramatically change (due to	Not evaluated	Needs plain language work	
redesign), a mechanism to learn the new interface or revert to the	Not evaluated	Needs plain language work	
older design is available. Multistep process - Provides context that orients the user in a site	Not evaluated	Neeus plain language work	
or multi-step process.	Not evaluated	Needs plain language work	
Notification of change - Changes in content and updates notify users, regardless of the update speed.	Not evaluated	Needs plain language work	
Order of content - Related information is grouped together within a			
visual and programmatic structure.	Not evaluated	Needs plain language work	
Organized content - Provides context that orients the user in a site or multi-step process.	Not evaluated	Needs plain language work	
Related information - Information required to understand options is			
adjacent to the options. Reliable positioning - Interactive components retain their position	Not evaluated	Needs plain language work	
unless a user changes the viewport or moves the component.	Not evaluated	Needs plain language work	
Section headers - Sections of content have well structured, understandable visual and programmatic headings.	Not evaluated	Needs plain language work	
Section length - Content is organized into short sections of related	Not evaluated		
content.	Not evaluated	Needs plain language work	
Section purpose - The purpose of each section of the content is clearly indicated.	Not evaluated	Needs plain language work	
Visual stimulation - Use does not cause visual overstimulation.	Not evaluated	Needs plain language work	
White spacing - Whitespace separates chunks of content.	Not evaluated	Needs plain language work	
Consistency across views			
Consistent navigation - Navigation elements remain consistent across views within the product.	Not evaluated	Needs plain language work	
Multiple ways - The product provides at least two ways of			
navigating and finding information (Search, Scan, Site Map, Menu Structure, Breadcrumbs, contextual links, etc).	Not evaluated	Needs plain language work	
Persistent navigation - Navigation features remain available,	Net contract of		
regardless of screen size and magnification (responsive design). Policy and Protection	Not evaluated	Needs plain language work	
Algorithm bias - Algorithms (including AI) used are not biased			
against people with disabilities.	Not evaluated	Needs plain language work	
Clear agreement - The interface clearly indicates when a user is entering an agreement or submitting data.	Not evaluated	Needs plain language work	
Disability information privacy - Disability information is not			
disclosed to or used by third parties and algorithms (including AI). Exploitive behaviors - Task completion does not include exploitive	Not evaluated	Needs plain language work	
behaviors.	Not evaluated	Needs plain language work	
Redirection - A mechanism is available to prevent fraudulent redirection or alert users they are exiting the site.	Not evaluated	Needs plain language work	
Sensitive information - Prompts to hide and remove sensitive	Not evaluated	Neeus plain language work	
information from observers are available.	Not evaluated	Needs plain language work	
Social media algorithm - A mechanism is available to understand and control social media algorithms.	Not evaluated	Needs plain language work	
Text and Wording			
Acronyms and abbreviations - The expanded form or meaning of			
abbreviations and acronyms is available. Ambiguous numerical formatting - Alternative formats for	Not evaluated	Needs plain language work	
ambiguous number formats are available.	Not evaluated	Needs plain language work	
Ambiguous pronunciation - All letters and diacritics needed to phonetically read words are available.	Not evaluated	Needs plain language work	
Appropriate tone - The language tone used is respectful and			
appropriate to the topic or subject matter.	Not evaluated	Needs plain language work	
Conveying importance without sizing - When font size conveys meaning (such as headings), the text maintains its meaning and			
purpose when text is resized. Double negatives - Content does not include double negatives to	Not evaluated	Needs plain language work	
express a positive unless it is standard usage for that language or			
dialect. Figurative language - Explanations for figurative and non-literal	Not evaluated	Needs plain language work	
language [such as jokes, sarcasm, hyperbole, metaphors, similes,			
and idioms] are available.	Not evaluated	Needs plain language work Needs plain language work	
Interface Verbosity - The interface avoids overwhelming verbosity. Lists - Three or more items of related data are presented as	Not evaluated	Neeus plain language work	
bulleted or numbered lists.	Not evaluated	Needs plain language work	
Maximum text contrast - The rendered text against its background meets a maximum 'contrast ratio test' for its text appearance and			
use.	Not evaluated	Needs plain language work	
Minimum text contrast - The rendered text against its background meets a minimum 'contrast ratio test' for its text appearance and			
use.	Not evaluated	Needs plain language work	
Numbered steps - Steps in a multi-step process are numbered. Risk statements - Clear explanations of the risks and	Not evaluated	Needs plain language work	
consequences of choices, including use, are stated.	Not evaluated	Needs plain language work	
Semantic text appearance - Meaning conveyed by text appearance is programmatically available.	Not evaluated	Needs plain language work	
Sentence voice - The voice used is easiest to understand in			
context. Single idea - Each segment of text [such as sentence, paragraph,	Not evaluated	Needs plain language work	
bullet) presents one concept.	Not evaluated	Needs plain language work	
Summary - Access to a plain-language summary, abstract, or executive summaries is available.	Not evaluated	Needs plain language work	
Supplements to numerical concepts - Text or visual alternatives are			
available for numerical concepts.	Not evaluated	Needs plain language work	
Text minimum - The rendered text meets a minimum font size and weight.	Not evaluated	Needs plain language work	
Text style - The rendered text does not use a decorative or cursive font face	Not evaluated	Needs plain language work	
font face. Text-to-speech supported - Text content can be converted into	INUL EVAIUALEO	Needs plain language work	
speech.	Not evaluated	Needs plain language work	
Title - Content has a title or high-level description. Topic sentence - Each paragraph of text begins with a topic	Not evaluated	Needs plain language work	
sentence stating the aim or purpose.	Not evaluated	Needs plain language work	
Uncommon words - Definitions for uncommon or new words are available.	Not evaluated	Needs plain language work	
Unnecessary words or phrases - Sentences are concise, without			
unnecessary filler words and phrases.	Not evaluated	Needs plain language work	
Verb tense - The verb tense used is easiest to understand in context.	Not evaluated	Needs plain language work	
Help and feedback			
Consistent help - Help is labeled consistently and provided in a consistent visual and programmatic location.	Not evaluated	Needs plain language work	
tone house and programmane robanon.		Fran languago nom	

Contextual help - Contextual help is available.	Not evaluated	Needs plain language work	
Conversational support - Conversational support is available that allows both text and verbal communication.	Not evaluated	Needs plain language work	
Data visualization help - Help understanding and using data visualizations is available.	Not evaluated	Needs plain language work	
Feedback mechanism - Feedback can be provided.	Not evaluated	Needs plain language work	
Help using new interfaces - Help using new or changed interfaces is available.	Not evaluated	Needs plain language work	
Personalizable help - Adaptable/personalizable help is available.	Not evaluated	Needs plain language work	
Sensory characteristics - Instructions and help do not rely on sensory characteristics.	Not evaluated	Needs plain language work	
Supplements to text - Visual illustrations, pictures, and images are available to help explain complex ideas, events, and processes.	Not evaluated	Needs plain language work	
Support available - Accessible support during data entry, task completion and search is available.	Not evaluated	Needs plain language work	
User Control			
Adjust color - Text and background colors can be customized.	Not evaluated	Needs plain language work	
Alternative presentation - Complex information or instructions for complex processes are available in multiple presentation formats.	Not evaluated	Needs plain language work	
AT control - Content can be controlled using assistive and adaptive technology.	Not evaluated	Needs plain language work	
Audio control - Audio can be turned off, independent of the system audio, while allowing video to play.	Not evaluated	Needs plain language work	
Caption control - The position and formatting of captions can be changed.	Not evaluated	Needs plain language work	
Chunk content - Large amounts of data can be broken into smaller chunks.	Not evaluated	Needs plain language work	
Clear background - Patterns, designs or images placed behind text are avoided or can be removed.	Not evaluated	Needs plain language work	
Control interruptions - The timing and positioning of notifications and other interruptions can be changed, suppressed or saved, except interruptions involving an emergency.	Not evaluated	Needs plain language work	
Disturbing content - Warnings about content that may be emotionally disturbing are available and the content can be hidden.	Not evaluated	Needs plain language work	
Haptic stimulation - Haptic feedback can be reduced or turned off.	Not evaluated	Needs plain language work	
Interactive audio alternative - The ability to look up terms within audio alternatives is available.	Not evaluated	Needs plain language work	
Media alternative control - Captions and audio descriptions can be turned on and off.	Not evaluated	Needs plain language work	
Media chapters - Media can be navigated by chapters.	Not evaluated	Needs plain language work	
Preferences apply to printing - Printing respects user's content presentation preferences.	Not evaluated	Needs plain language work	
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.	Not evaluated	Needs plain language work	
Text Customization - Text appearance [font, size, etc] and layout [spacing, single column] can be customized by the user.	Not evaluated	Needs plain language work	
3rd party content presentation - Advertising and other third-party content that obscures the primary content can be moved or removed before interacting with it.	Not evaluated	Needs plain language work	
Transform content - Content can be transformed to make its purpose clearer.	Not evaluated	Needs plain language work	
Triggers - Triggering content is indicated and the content and trigger warnings can be hidden.	Not evaluated	Needs plain language work	
User settings - User settings are honored when using or reviewing content.	Not evaluated	Needs plain language work	
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.	Not evaluated	Needs plain language work	

Outcomes by section	Does this need internationalization work?
Animation and movement	
Audio shifting - Audio shifting designed to create a perception of motion 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.	
Motion - Visual motion and pseudo-motion after a specified time is avoided; or can be paused or prevented.	
Forms, inputs, and errors	
Allow automated entry - Automated input from user agents, 3rd party tools, or copy-and-paste is supported.	
Error association - Error notifications are programmatically associated with the error source.	
Error identification - Errors are visually identifiable without relying on only text, only color, or only symbols. 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.	
Input instructions - Input constraints or conditions (required line length, date format, password format, etc) are programmatically and visually indicated.	
Input labels - Inputs have visible labels that identify the purpose of the input.	
Persistent error notification - Error notifications persist until the user dismisses them or the error is resolved.	
Visible error - Error notifications are visually collocated with the source of the error within the viewport, or provide a link to the source of the error which, when activated, moves the viewport to the error.	
Processes and task completion	
Adequate time - Enough time is provided to read and use content.	
Action required - The interface indicates when user input or action is required to proceed.	
Avoid manipulation - Tasks can be completed without navigating misinformation or redirections. 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).	
No memorization - Tasks can be completed without memorizing and recalling information from previous stages of the process.	
Optimized processes - Tasks can be completed without reading or understanding unnecessary content.	
Optional information - Tasks can be completed without entering unnecessary information. Preselections - Preselections are visible during task completion.	
Save progress - Data entry and other task completion processes allow saving and resuming from the current	
step in the task. Steps and direction - The steps and directions needed to complete a process are visually and programmatically	
indicated. Task completion documentation - For tasks where labels and instructions cannot provide sufficient instructions for completion, detailed documentation on task completion is available.	
Image and media alternatives	
Al editable - Auto generated text descriptions are editable by content creator.	
Audio alternative in preferred language - Equivalent audio alternatives are available in the preferred language.	Yes?
Audio descriptions - Equivalent visual alternatives are available as synchronized audio in the media.	
Captions - Equivalent audio alternatives are available as synchronized captions in the media.	
Complex image alternative - Equivalent text alternatives are available for complex images.	
Context in image alternative - Image alternatives include context.	
Decorative image alternative - Equivalent descriptive text alternatives are available for decorative images. Descriptive transcripts - Equivalent audio and visual alternatives to audio and video alternatives are available in	
descriptive transcripts - Leuraient auto and visual alternatives to auto and video and	
descriptive transcripts) can be found. Identify autogenerated text - Auto generated text alternatives are identified.	
Image alternatives - Equivalent text alternatives are available for images that convey content.	
Image role - The role and importance of images are programmatically indicated.	
Image type - The type of image (photo, icon, etc.) is indicated.	
Images-of-Text alternatives - Equivalent text alternatives are available for images of text.	Yes?
Non-text alternatives - Equivalent text alternatives are available for non-text, non-image content that conveys context or meaning.	
Non-verbal cues - Media alternatives explain nonverbal cues, such as tone of voice, facial expressions, body gestures, or music with emotional meaning.	Yes?
Persistent figure captions - Figure captions persist or can be made to persist.	
Use of color - Information is not conveyed with color alone.	
Use of visual depth - Information is not conveyed with visual depth alone.	
Use of sound - Information is not conveyed with sound alone. Use of spatial audio - Information is not conveyed with spatial audio alone.	
Interactive components Behavior of controls - Controls and inputs with the same functionality behave consistently	
Behavior of controls - Controls and inputs with the same functionality behave consistently. Change focus with pointer device - Selecting an element with a 'pointer' sets the focus to that element.	
Control labels - Controls have visible labels that identify the purpose of the controls.	

Conventions - Controls follow established conventions.	
Consistent labels - Controls and inputs with the same functionality have consistent labels.	
Control importance - The importance of controls is visually and programmatically indicated. Control updates - Changes to control or input name, roles, values or states are visually and programmatically	
indicated.	
Deceptive controls - Controls and interactions are not deceptively designed (invisible, incorrectly labeled, placement, etc.).	
Distinguishable controls - Controls are visually distinct from static content and include visual cues on how to use them.	
Hover information - Components which trigger a 'change of context' are indicated, or the change of context can be reversed.	
Interaction indicators contrast - Interaction indicators meet a 'minimum contrast ratio text' and meet a minimum thickness.	
Input control - Interactive components are available to all navigation and input methods.	
Name, role, value, state - Accurate names, roles, values, and states are available for interactive components.	
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.	
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.	
Restore focus - The focus or point of regard is restored to its previous location after a temporary change of view.	
Relevant focus - The focus order does not include repetitive, hidden, or static elements.	
Target size - All functionality can be used without needing to accurately position a pointer.	
Visual design of controls - Controls that have similar function and behavior have a consistent visual design.	
Input / operation	
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. Consistent keyboard interaction - Keyboard interface interactions are consistent.	
Focus in viewport - The focus does not move to a position outside the current viewport, unless a mechanism is	
available to return to the previous focus point. 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. Keyboard commands - Application keyboard commands do not conflict with platform commands, and the user	
is informed of non-standard commands.	
Keyboard focus location - The keyboard focus is visually indicated. 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.	
Pointer-agnostic - Functionality which supports pointers can be used by any pointing device supported by the platform.	
Pointer cancellation - Pointer cancellation is consistent.	
Pointer location - Users are able to determine where the pointer is located.	
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.	
Keyboard mode - The keyboard input mode is indicated.	
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.	
Varied inputs - Any input modality available on a platform can be used concurrently.	
Layout	
Clear navigation - Navigation elements are visually and programmatically differentiated from static content.	
Clear relationships - The relationships between parts of the content is clearly indicated.	
Clear starting point - The starting point or home is visually and programmatically labeled.	
Citation - The source of the interface and primary content is visually and programmatically indicated. Consistent order - The order of content and interactions remain consistent throughout a workflow.	
Content orientation - Content orientation allows the user to read the language presented without changing head	
position. Control location - Controls are visually and programmatically located in an expected location.	
Current location - The current location within the view, multi-step process, and product is visually and	
programmatically indicated. Distinguishable relationships - Meaningful associations between distinct pieces of content are programmatically	
determinable.	
Distinguishable sections - Sections are visually and programmatically distinguishable. Familiar components and layout - Common components and layouts are used.	Yes?
Focus retention - A user can focus on a content "area," such as a modal or pop=up, then resume their view of	
all content using a limited number of steps. Indicate 3rd party content - Third party content (AI, Advertising, etc.) is visually and programmatically indicated.	
Interface redesign - When interfaces dramatically change (due to redesign), a mechanism to learn the new	
interface or revert to the older design is available.	
Multistep process - Provides context that orients the user in a site or multi-step process.	
Notification of change - Changes in content and updates notify users, regardless of the update speed.	
Order of content - Related information is grouped together within a visual and programmatic structure.	
Organized content - Provides context that orients the user in a site or multi-step process. Related information - Information required to understand options is adjacent to the options.	
related information - information required to understand options is adjacent to the options.	

Reliable positioning - Interactive components retain their position unless a user changes the viewport or moves	
the component.	
Section headers - Sections of content have well structured, understandable visual and programmatic headings.	
Section length - Content is organized into short sections of related content.	
Section purpose - The purpose of each section of the content is clearly indicated.	
Visual stimulation - Use does not cause visual overstimulation.	Vee
White spacing - Whitespace separates chunks of content.	Yes
Consistency across views	
Consistent navigation - Navigation elements remain consistent across views within the product.	
Multiple ways - The product provides at least two ways of navigating and finding information (Search, Scan, Site Map, Menu Structure, Breadcrumbs, contextual links, etc).	
Persistent navigation - Navigation features remain available, regardless of screen size and magnification	
(responsive design).	
Policy and Protection	
Algorithm bias - Algorithms (including Al) used are not biased against people with disabilities.	
Clear agreement - The interface clearly indicates when a user is entering an agreement or submitting data.	
Disability information privacy - Disability information is not disclosed to or used by third parties and algorithms (including AI).	
Exploitive behaviors - Task completion does not include exploitive behaviors.	
Redirection - A mechanism is available to prevent fraudulent redirection or alert users they are exiting the site.	
Sensitive information - Prompts to hide and remove sensitive information from observers are available.	
Social media algorithm - A mechanism is available to understand and control social media algorithms.	
Text and Wording	
Acronyms and abbreviations - The expanded form or meaning of abbreviations and acronyms is available.	Yes
Ambiguous numerical formatting - Alternative formats for ambiguous number formats are available.	Yes
Ambiguous pronunciation - All letters and diacritics needed to phonetically read words are available.	Yes
Appropriate tone - The language tone used is respectful and appropriate to the topic or subject matter.	Yes
Conveying importance without sizing - When font size conveys meaning (such as headings), the text maintains	
its meaning and purpose when text is resized.	Yes
Double negatives - Content does not include double negatives to express a positive unless it is standard usage for that language or dialect.	Yes
Figurative language - Explanations for figurative and non-literal language [such as jokes, sarcasm, hyperbole,	
metaphors, similes, and idioms] are available.	Yes
Interface Verbosity - The interface avoids overwhelming verbosity.	Yes
Lists - Three or more items of related data are presented as bulleted or numbered lists.	Yes
Maximum text contrast - The rendered text against its background meets a maximum 'contrast ratio test' for its text appearance and use.	
Minimum text contrast - The rendered text against its background meets a minimum 'contrast ratio test' for its	
text appearance and use.	
Numbered steps - Steps in a multi-step process are numbered.	
Risk statements - Clear explanations of the risks and consequences of choices, including use, are stated.	
Semantic text appearance - Meaning conveyed by text appearance is programmatically available. Sentence voice - The voice used is easiest to understand in context.	N
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.	Yes
Sungle idea - Lach segment of text (such as sentence, paragraph, builet) presents one concept. Summary - Access to a plain-language summary, abstract, or executive summaries is available.	
Supplements to numerical concepts - Text or visual alternatives are available for numerical concepts.	Yes
Text minimum - The rendered text meets a minimum font size and weight.	
Text style - The rendered text does not use a decorative or cursive font face.	Yes
Text-to-speech supported - Text content can be converted into speech.	Yes — is this technology available in all languages? Are any
	conditions or exceptions needed?
Title Or stand has a title and block large late evicities	
Title - Content has a title or high-level description.	
Topic sentence - Each paragraph of text begins with a topic sentence stating the aim or purpose.	
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Topic sentence - Each paragraph of text begins with a topic sentence stating the aim or purpose. Uncommon words - Definitions for uncommon or new words are available. Unnecessary words or phrases - Sentences are concise, without unnecessary filler words and phrases.	Yes
Topic sentence - Each paragraph of text begins with a topic sentence stating the aim or purpose. Uncommon words - Definitions for uncommon or new words are available. Unnecessary words or phrases - Sentences are concise, without unnecessary filler words and phrases. Verb tense - The verb tense used is easiest to understand in context.	
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Topic sentence - Each paragraph of text begins with a topic sentence stating the aim or purpose. Uncommon words - Definitions for uncommon or new words are available. Unnecessary words or phrases - Sentences are concise, without unnecessary filler words and phrases. Verb tense - The verb tense used is easiest to understand in context. Help and feedback Consistent help - Help is labeled consistently and provided in a consistent visual and programmatic location. Contextual help - Contextual help is available.	Yes
Topic sentence - Each paragraph of text begins with a topic sentence stating the aim or purpose. Uncommon words - Definitions for uncommon or new words are available. Unnecessary words or phrases - Sentences are concise, without unnecessary filler words and phrases. Verb tense - The verb tense used is easiest to understand in context. Help and feedback Consistent help - Help is labeled consistently and provided in a consistent visual and programmatic location.	Yes Yes Yes — is this technology available in all languages? Are any
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Topic sentence - Each paragraph of text begins with a topic sentence stating the aim or purpose. Uncommon words - Definitions for uncommon or new words are available. Unnecessary words or phrases - Sentences are concise, without unnecessary filler words and phrases. Verb tense - The verb tense used is easiest to understand in context. Help and feedback Consistent help - Help is labeled consistently and provided in a consistent visual and programmatic location. Contextual help - Contextual help is available. Conversational support - Conversational support is available that allows both text and verbal communication. Data visualization help - Help understanding and using data visualizations is available. Feedback mechanism - Feedback can be provided. Help using new interfaces - Help using new or changed interfaces is available. Personalizable help - Adaptable/personalizable help is available. Sensory characteristics - Instructions and help do not rely on sensory characteristics. Supplements to text - Visual illustrations, pictures, and images are available to help explain complex ideas,	Yes Yes Yes — is this technology available in all languages? Are any
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Topic sentence - Each paragraph of text begins with a topic sentence stating the aim or purpose. Uncommon words - Definitions for uncommon or new words are available. Unnecessary words or phrases - Sentences are concise, without unnecessary filler words and phrases. Verb tense - The verb tense used is easiest to understand in context. Help and feedback Consistent help - Help is labeled consistently and provided in a consistent visual and programmatic location. Contextual help - Contextual help is available. Conversational support - Conversational support is available that allows both text and verbal communication. Data visualization help - Help understanding and using data visualizations is available. Feedback mechanism - Feedback can be provided. Help using new interfaces - Help using new or changed interfaces is available. Personalizable help - Adaptable/personalizable help is available. Sensory characteristics - Instructions and help do not rely on sensory characteristics. Supplements to text - Visual illustrations, pictures, and images are available to help explain complex ideas, events, and processes. Support available - Accessible support during data entry, task completion and search is available. User Control	Yes Yes Yes — is this technology available in all languages? Are any
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Audio control - Audio can be turned off, independent of the system audio, while allowing video to play.	
Caption control - The position and formatting of captions can be changed.	
Chunk content - Large amounts of data can be broken into smaller chunks.	
Clear background - Patterns, designs or images placed behind text are avoided or can be removed.	
Control interruptions - The timing and positioning of notifications and other interruptions can be changed, suppressed or saved, except interruptions involving an emergency.	
Disturbing content - Warnings about content that may be emotionally disturbing are available and the content can be hidden.	
Haptic stimulation - Haptic feedback can be reduced or turned off.	
Interactive audio alternative - The ability to look up terms within audio alternatives is available.	
Media alternative control - Captions and audio descriptions can be turned on and off.	
Media chapters - Media can be navigated by chapters.	
Preferences apply to printing - Printing respects user's content presentation preferences.	
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.	
Text Customization - Text appearance [font, size, etc] and layout [spacing, single column] can be customized by the user.	Yes?
3rd party content presentation - Advertising and other third-party content that obscures the primary content can be moved or removed before interacting with it.	
Transform content - Content can be transformed to make its purpose clearer.	
Triggers - Triggering content is indicated and the content and trigger warnings can be hidden.	
User settings - User settings are honored when using or reviewing content.	
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.	

	Internationalization			
Outcomes by section Animation and movement	Work?	Other Concerns	Notes	
Audio shifting - Audio shifting designed to create a perception of motion is avoided; or can be paused or prevented.	Not evaluated	Nanda alala kananan wak		
Flashing and strobing - Flashing or strobing beyond thresholds	Not evaluated	Needs plain language work		
defined by safety standards are avoided; or can be paused or prevented.	Not evaluated	Needs plain language work		
Motion - Visual motion and pseudo-motion after a specified time is avoided; or can be paused or prevented.	Not evaluated	Needs plain language work		
Forms, inputs, and errors Allow automated entry - Automated input from user agents, 3rd				
party tools, or copy-and-paste is supported. Error association - Error notifications are programmatically	Not evaluated	Needs plain language work		
associated with the error source. Error identification - Errors are visually identifiable without relying	Not evaluated	Needs plain language work		
on only text, only color, or only symbols. Error notification - Error notifications are provided when an error	Not evaluated	Needs plain language work		
occurs that describe the error and either provide instructions to fix the error or state that the system is at fault.	Not evaluated	Needs plain language work		
Input instructions - Input constraints or conditions (required line length, date format, password format, etc) are programmatically	Notevaluated			
and visually indicated.	Not evaluated	Needs plain language work		
Input labels - Inputs have visible labels that identify the purpose of the input.	Not evaluated	Needs plain language work		
Persistent error notification - Error notifications persist until the user dismisses them or the error is resolved.	Not evaluated	Needs plain language work		
Visible error - Error notifications are visually collocated with the source of the error within the viewport, or provide a link to the				
source of the error which, when activated, moves the viewport to the error.	Not evaluated	Needs plain language work		
Processes and task completion Adequate time - Enough time is provided to read and use content.	Not evaluated	Needs plain language work		
Action required - The interface indicates when user input or action is required to proceed.	Not evaluated	Needs plain language work		
Avoid manipulation - Tasks can be completed without navigating misinformation or redirections.	Not evaluated	Needs plain language work		
Go back in process - The interface supports stepping backwards in a process and returning to the current point without data loss.	Not evaluated	Needs plain language work		
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, etails 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	Not evaluated	Needs plain language work		
completed without puzzles, calculations, or other cognitive tests (essential exceptions would apply).	Not evaluated	Needs plain language work		
No memorization - Tasks can be completed without memorizing and recalling information from previous stages of the process.	Not evaluated	Needs plain language work		
Optimized processes - Tasks can be completed without reading or understanding unnecessary content.	Not evaluated	Needs plain language work		
Optional information - Tasks can be completed without entering unnecessary information.	Not evaluated	Needs plain language work		
Preselections - Preselections are visible during task completion.	Not evaluated	Needs plain language work		
Save progress - Data entry and other task completion processes allow saving and resuming from the current step in the task.	Not evaluated	Needs plain language work		
Steps and direction - The steps and directions needed to complete a process are visually and programmatically indicated.	Not evaluated	Needs plain language work		
Task completion documentation - For tasks where labels and instructions cannot provide sufficient instructions for completion,				
detailed documentation on task completion is available. Image and media alternatives	Not evaluated	Needs plain language work		
Al editable - Auto generated text descriptions are editable by content creator.	Not evaluated	Needs plain language work		
Audio alternative in preferred language - Equivalent audio alternatives are available in the preferred language.	Not evaluated	Needs plain language work		
Audio descriptions - Equivalent visual alternatives are available as synchronized audio in the media.	Not evaluated	Needs plain language work		
Captions - Equivalent audio alternatives are available as synchronized captions in the media.	Not evaluated	Needs plain language work		
Complex image alternative - Equivalent text alternatives are available for complex images.	Not evaluated	Needs plain language work		
Context in image alternative - Image alternatives include context.	Not evaluated	Needs plain language work		
Decorative image alternative - Equivalent descriptive text alternatives are available for decorative images.	Not evaluated	Needs plain language work		
Descriptive transcripts - Equivalent audio and visual alternatives to audio and video alternatives are available in descriptive transcripts.	Not evaluated	Needs plain language work		
Finding media alternatives - Media that has the desired media alternatives (captions, audio descriptions, and descriptive				
transcripts) can be found. Identify autogenerated text - Auto generated text alternatives are	Not evaluated	Needs plain language work		
identified. Image alternatives - Equivalent text alternatives are available for	Not evaluated	Needs plain language work		
images that convey content. Image role - The role and importance of images are	Not evaluated	Needs plain language work		
programmatically indicated. Image type - The type of image (photo, icon, etc.) is indicated.	Not evaluated	Needs plain language work		
Images of - Text alternatives - Equivalent text alternatives are available for images of text.	Not evaluated	Needs plain language work		
Non-text alternatives - Equivalent text alternatives are available for non-text, non-image content that conveys context or meaning.	Not evaluated	Needs plain language work		
Non-verbal cues - Media alternatives explain nonverbal cues, such				
as tone of voice, facial expressions, body gestures, or music with emotional meaning. Persistent figure captions - Figure captions persist or can be made	Not evaluated	Needs plain language work		
to persist.	Not evaluated	Needs plain language work		
Use of color - Information is not conveyed with color alone. Use of visual depth - Information is not conveyed with visual depth	Not evaluated	Needs plain language work		
alone. Use of sound - Information is not conveyed with sound alone.	Not evaluated Not evaluated	Needs plain language work Needs plain language work		
Use of spatial audio - Information is not conveyed with spatial audio alone.	Not evaluated	Needs plain language work		
Interactive components Behavior of controls - Controls and inputs with the same				
functionality behave consistently. Change focus with pointer device - Selecting an element with a	Not evaluated	Needs plain language work		
'pointer' sets the focus to that element.	Not evaluated	Needs plain language work		
Control labels - Controls have visible labels that identify the purpose of the controls.	Not evaluated	Needs plain language work		
Conventions - Controls follow established conventions. Consistent labels - Controls and inputs with the same functionality	Not evaluated	Needs plain language work		
have consistent labels. Control importance - The importance of controls is visually and	Not evaluated	Needs plain language work		
programmatically indicated. Control updates - Changes to control or input name, roles, values	Not evaluated	Needs plain language work		
or states are visually and programmatically indicated. Deceptive controls - Controls and interactions are not deceptively	Not evaluated	Needs plain language work		
designed (invisible, incorrectly labeled, placement, etc.). Distinguishable controls - Controls are visually distinct from static	Not evaluated	Needs plain language work		
content and include visual cues on how to use them. Hover information - Components which trigger a 'change of context'	Not evaluated	Needs plain language work		
are indicated, or the change of context can be reversed. Interaction indicators contrast - Interaction indicators meet a	Not evaluated	Needs plain language work		
iminimum contrast ratio text' and meet a minimum thickness. Input control - Interactive components are available to all	Not evaluated	Needs plain language work		
Name, role, value, state - Accurate names, roles, values, and	Not evaluated	Needs plain language work		
Name, role, value, state - Accurate names, roles, values, and states are available for interactive components. Non-Text contrast - Visual information required to identify user	Not evaluated	Needs plain language work		
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.	Not evaluated	Needs plain language work		
		, transferra		

Notify on change - Notification is provided when previously viewed content changes.	Not evaluated	Needs plain language work		
Notify before activation - Controls that can alter the order of conten convey their purpose prior to activation, and convey their impact or	1			
content order when activated. Restore focus - The focus or point of regard is restored to its	Not evaluated	Needs plain language work		
previous location after a temporary change of view. Relevant focus - The focus order does not include repetitive,	Not evaluated	Needs plain language work		
hidden, or static elements. Target size - All functionality can be used without needing to	Not evaluated	Needs plain language work		
accurately position a pointer. Visual design of controls - Controls that have similar function and	Not evaluated	Needs plain language work		
behavior have a consistent visual design. Input / operation	Not evaluated	Needs plain language work		
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.	Not evaluated	Needs plain language work		
Consistent keyboard interaction - Keyboard interface interactions are consistent.	Not evaluated	Needs plain language work		
Focus in viewport - The focus does not move to a position outside the current viewport, unless a mechanism is available to return to the previous focus point.	Not evaluated	Needs plain language work		
Gestures & dragging - Every function that can be operated by a	Not evaluated	Neeus pain language work		
pointer, can be operated by a 'single pointer input' or a sequence of single pointer inputs, without limitations on timing for input.	Not evaluated	Needs plain language work		
Keyboard commands - Application keyboard commands do not conflict with platform commands, and the user is informed of non- standard commands.	Not evaluated	Norde sleis language work		
Keyboard focus location - The keyboard focus is visually indicated.		Needs plain language work Needs plain language work		
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.	Not evaluated	Needs plain language work		
No keyboard trap - If keyboard focus can be moved to an interactive component, then the keyboard focus can be moved				
away from that component. Pointer-agnostic - Functionality which supports pointers can be	Not evaluated	Needs plain language work		
used by any pointing device supported by the platform. Pointer cancellation - Pointer cancellation is consistent.	Not evaluated Not evaluated	Needs plain language work Needs plain language work		
Pointer location - Users are able to determine where the pointer is located.	Not evaluated	Needs plain language work		
Specific pressure - Click activation using a pointer device does not require applying a specific pressure.	Not evaluated	Needs plain language work		
Speed insensitive - Use of a pointer does not require a particular speed of pointer movement or click activation.	Not evaluated	Needs plain language work		
Keyboard mode - The keyboard input mode is indicated. Use without body movement - All functionality can be done without	Not evaluated	Needs plain language work		
needing to move their body, except for accessibility supported input devices.	t Not evaluated	Needs plain language work		
use without device movement - All functionality can be done without needing to move the hardware device.	Not evaluated	Needs plain language work Needs plain language work		
without needing to move the hardware device. Varied inputs - Any input modality available on a platform can be used concurrently.	Not evaluated	Needs plain language work Needs plain language work		
Layout	Not evaluated	Needs plain language work		
Clear navigation - Navigation elements are visually and programmatically differentiated from static content.	Not evaluated	Needs plain language work		
Clear relationships - The relationships between parts of the content is clearly indicated.	t Not evaluated	Needs plain language work		
Clear starting point - The starting point or home is visually and programmatically labeled.	Not evaluated	Needs plain language work		
Citation - The source of the interface and primary content is visually and programmatically indicated.	Not evaluated	Needs plain language work		
Consistent order - The order of content and interactions remain consistent throughout a workflow.	Not evaluated	Needs plain language work		
Content orientation - Content orientation allows the user to read the language presented without changing head position.		Needs plain language work		
Control location - Controls are visually and programmatically				
located in an expected location. Current location - The current location within the view, multi-step	Not evaluated	Needs plain language work		
process, and product is visually and programmatically indicated. Distinguishable relationships - Meaningful associations between		Needs plain language work		
distinct pieces of content are programmatically determinable. Distinguishable sections - Sections are visually and	Not evaluated	Needs plain language work		
programmatically distinguishable. Familiar components and layout - Common components and	Not evaluated	Needs plain language work		
layouts are used. Focus retention - A user can focus on a content "area," such as a	Not evaluated	Needs plain language work		
modal or pop=up, then resume their view of all content using a limited number of steps.	Not evaluated	Needs plain language work		
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Interface redesign - When interfaces dramatically change (due to redesign), a mechanism to learn the new interface or revert to the				
older design is available. Multistep process - Provides context that orients the user in a site	Not evaluated	Needs plain language work		
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clearly indicated.	Not evaluated Not evaluated	Needs plain language work		
Visual stimulation - Use does not cause visual overstimulation. White spacing - Whitespace separates chunks of content.	Not evaluated	Needs plain language work Needs plain language work		
Consistency across views Consistent navigation - Navigation elements remain consistent				
across views within the product. Multiple ways - The product provides at least two ways of	Not evaluated	Needs plain language work		
navigating and finding information (Search, Scan, Site Map, Menu Structure, Breadcrumbs, contextual links, etc).	Not evaluated	Needs plain language work		
Persistent navigation - Navigation features remain available, regardless of screen size and magnification (responsive design).	Not evaluated	Needs plain language work		
Policy and Protection Algorithm bias - Algorithms (including AI) used are not biased				
against people with disabilities.	Not evaluated	Needs plain language work		
Clear agreement - The interface clearly indicates when a user is entering an agreement or submitting data.	Not evaluated	Needs plain language work		
Disability information privacy - Disability information is not disclosed to or used by third parties and algorithms (including Al).	Not evaluated	Needs plain language work		
Exploitive behaviors - Task completion does not include exploitive behaviors.	Not evaluated	Needs plain language work		
Redirection - A mechanism is available to prevent fraudulent redirection or alert users they are exiting the site.	Not evaluated	Needs plain language work		
Sensitive information - Prompts to hide and remove sensitive information from observers are available.	Not evaluated	Needs plain language work		
Social media algorithm - A mechanism is available to understand and control social media algorithms.	Not evaluated	Needs plain language work		
Text and Wording Acronyms and abbreviations - The expanded form or meaning of			Do all languages use acronyms and abbreviations? If so, are there	
abbreviations and acronyms is available.		Needs plain language work	Do all languages use acronyms and abbreviations? If so, are there differences in how they are used in differetn languages?	
Ambiguous numerical formatting - Alternative formats for ambiguous number formats are available. Ambiguous pronunciation - All letters and diacritics needed to	Seems fine	Needs plain language work	I am not sure what is meant by ambigous	
Ambiguous pronunciation - All letters and diacritics needed to phonetically read words are available.		Needs plain language work	I am not sure what is meant by ambiguous	

-				
Appropriate tone - The language tone used is respectful and appropriate to the topic or subject matter.		Needs plain language work	I think there will be cultural considerations for this - not sure how to standardize "respectful" and "appropriate"	
Conveying importance without sizing - When font size conveys		Needs plain language work	I am not sure if this is intended to include visual meaning or	
meaning (such as headings), the text maintains its meaning and purpose when text is resized.		Needs plain language work	semantic meaning or both. I am also not sure how text size might be used across different language.	
Double negatives - Content does not include double negatives to		Needs plain language work	be used across different language.	
express a positive unless it is standard usage for that language or dialect		Manufacture to a super-		
Figurative language - Explanations for figurative and non-literal		Needs plain language work		
language [such as jokes, sarcasm, hyperbole, metaphors, similes,		Manufacture to a super-		
and idioms] are available.	Needs attention	Needs plain language work		Three buckets of feedback:
				Understanding the language: yellow
				International concerns: orange Why does this matter? blue
hat a face. Mark a she i "The late of a single straight and the balance of a she		Manufacture to a super-	How is interface going to be defined for this? What is the measure	Add columns with check boxes & with ChatGPT wording
Interface Verbosity - The interface avoids overwhelming verbosity. Lists - Three or more items of related data are presented as	Needs attention	Needs plain language work	for "overwhelming"? Will this work across different languages in the same way? How are	recommendation
bulleted or numbered lists.	Needs attention	Needs plain language work	bullets implemented in vertical languages?	
Maximum text contrast - The rendered text against its background			This is the first time I have heard of a maximum text contrast being a problem - other than it's a problem for people with photophobia,	
meets a maximum 'contrast ratio test' for its text appearance and			but I thought the purpose of minimum contrast was to ensure it is	
use.	Seems fine	Needs plain language work	perceivable. Is there research being done on this?	
Minimum text contrast - The rendered text against its background meets a minimum 'contrast ratio test' for its text appearance and				
use.	Seems fine	Needs plain language work		
Numbered steps - Steps in a multi-step process are numbered.	Seems fine	Needs plain language work		
Risk statements - Clear explanations of the risks and consequences of choices, including use, are stated.	Seems fine	Needs plain language work		
Semantic text appearance - Meaning conveyed by text appearance	9			
is programmatically available. Sentence voice - The voice used is easiest to understand in	Seems fine	Needs plain language work	How is this different from conveying importace without sizing?	
context.		Needs plain language work		
Single idea - Each segment of text [such as sentence, paragraph, buildt] presents and concernt	Coomo fino			
bullet] presents one concept. Summary - Access to a plain-language summary, abstract, or	Seems fine	Needs plain language work		
executive summaries is available.	Seems fine	Needs plain language work		
Supplements to numerical concepts - Text or visual alternatives are available for numerical concepts.	Seems fine	Needs plain language work		
Text minimum - The rendered text meets a minimum font size and				
weight.	Needs attention	Needs plain language work	minimum size might differ across languages	
Text style - The rendered text does not use a decorative or cursive font face.	Needs attention	Needs plain language work	This may not work for all languages. Some languages may use a standard font that might appear to be cursive.	
Text-to-speech supported - Text content can be converted into			Isn't this dependent on assistive technologies? I am not sure what	
speech.	Needs attention	Needs plain language work	the intent is of this.	
Title - Content has a title or high-level description. Topic sentence - Each paragraph of text begins with a topic	Seems fine	Needs plain language work		
sentence stating the aim or purpose.	Needs attention	Needs plain language work	Not sure this is how all languages work.	
Uncommon words - Definitions for uncommon or new words are				
available. Unnecessary words or phrases - Sentences are concise, without	Seems fine	Needs plain language work		
unnecessary filler words and phrases.	Seems fine	Needs plain language work		
Verb tense - The verb tense used is easiest to understand in	Seems fine	Man de atela terano contr		
context. Help and feedback	Seems nne	Needs plain language work		
Consistent help - Help is labeled consistently and provided in a				
consistent visual and programmatic location.	Not evaluated	Needs plain language work		
Contextual help - Contextual help is available.	Not evaluated	Needs plain language work		
Conversational support - Conversational support is available that allows both text and verbal communication.	Not evaluated	Needs plain language work		
Data visualization help - Help understanding and using data				
visualizations is available. Feedback mechanism - Feedback can be provided.	Not evaluated Not evaluated	Needs plain language work Needs plain language work		
Help using new interfaces - Help using new or changed interfaces	Not evaluated	Needs plain language work		
is available.	Not evaluated	Needs plain language work		
Personalizable help - Adaptable/personalizable help is available.	Not evaluated	Needs plain language work		
Sensory characteristics - Instructions and help do not rely on sensory characteristics.	Not evaluated	Needs plain language work		
Supplements to text - Visual illustrations, pictures, and images are				
available to help explain complex ideas, events, and processes. Support available - Accessible support during data entry, task	Not evaluated	Needs plain language work		
completion and search is available.	Not evaluated	Needs plain language work		
User Control				
Adjust color - Text and background colors can be customized.	Not evaluated	Needs plain language work		
Alternative presentation - Complex information or instructions for complex processes are available in multiple presentation formats.	Not evaluated	Needs plain language work		
AT control - Content can be controlled using assistive and adaptive				
technology. Audio control - Audio can be turned off, independent of the system	Not evaluated	Needs plain language work		
Audio control - Audio can be turned off, independent of the system audio, while allowing video to play.	Not evaluated	Needs plain language work		
Caption control - The position and formatting of captions can be				
changed. Chunk content - Large amounts of data can be broken into smaller	Not evaluated	Needs plain language work		
chunks.	Not evaluated	Needs plain language work		
Clear background - Patterns, designs or images placed behind text are avoided or can be removed.	t Not evaluated	Needs plain language work		
Control interruptions - The timing and positioning of notifications		·····		
and other interruptions can be changed, suppressed or saved, except interruptions involving an emergency.	Not evaluated	Needs plain language work		
Disturbing content - Warnings about content that may be				
emotionally disturbing are available and the content can be hidden		Needs plain language work		
Haptic stimulation - Haptic feedback can be reduced or turned off. Interactive audio alternative - The ability to look up terms within	Not evaluated	Needs plain language work		
audio alternatives is available.	Not evaluated	Needs plain language work		
Media alternative control - Captions and audio descriptions can be	Not evaluated	Neede aleja language werk		
turned on and off. Media chapters - Media can be navigated by chapters.	Not evaluated Not evaluated	Needs plain language work Needs plain language work		
Preferences apply to printing - Printing respects user's content		reces partialiguage work		
presentation preferences.	Not evaluated	Needs plain language work		
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. Text Customization - Text appearance [font, size, etc] and layout	Not evaluated	Needs plain language work		
[spacing, single column] can be customized by the user.	Not evaluated	Needs plain language work		
3rd party content presentation - Advertising and other third-party				
content that obscures the primary content can be moved or removed before interacting with it.	Not evaluated	Needs plain language work		
Transform content - Content can be transformed to make its				
purpose clearer. Triggers - Triggering content is indicated and the content and	Not evaluated	Needs plain language work		
trigger warnings can be hidden.	Not evaluated	Needs plain language work		
User settings - User settings are honored when using or reviewing content.	Not evaluated	Neede plain language work		
content. Virtual cursor - Assistive technologies can access content and	NUL EVALUALED	Needs plain language work		
interactions when mechanisms that convey alternative points of regard or focus (i.e. virtual cursor) are used.	Not avoluted	Neede aleja language werk		
	Not evaluated	Needs plain language work		

Outerman hussetter	Internationalization	Other Concerns	Neter
Outcomes by section Animation and movement	Work?	Other Concerns	Notes
Audio shifting - Audio shifting designed to create a perception of	Not evaluated	Neede plain language work	
motion is avoided; or can be paused or prevented. Flashing and strobing - Flashing or strobing beyond thresholds	Not evaluated	Needs plain language work	
defined by safety standards are avoided; or can be paused or prevented.	Not evaluated	Needs plain language work	
Motion - Visual motion and pseudo-motion after a specified time is avoided; or can be paused or prevented.	Not evaluated	Needs plain language work	
Forms, inputs, and errors			
Allow automated entry - Automated input from user agents, 3rd party tools, or copy-and-paste is supported.	Not evaluated	Needs plain language work	
Error association - Error notifications are programmatically associated with the error source.	Not evaluated	Needs plain language work	
Error identification - Errors are visually identifiable without relying on only text, only color, or only symbols.	Not evaluated	Needs plain language work	
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.	Not evaluated	Needs plain language work	
Input instructions - Input constraints or conditions (required line length, date format, password format, etc) are programmatically and visually indicated	Not evaluated	Needs plain language work	
and visually indicated. Input labels - Inputs have visible labels that identify the purpose of			
the input. Persistent error notification - Error notifications persist until the user	Not evaluated	Needs plain language work	
dismisses them or the error is resolved. Visible error - Error notifications are visually collocated with the	Not evaluated	Needs plain language work	
source of the error within the viewport, or provide a link to the source of the error which, when activated, moves the viewport to			
the error.	Not evaluated	Needs plain language work	
Processes and task completion Adequate time - Enough time is provided to read and use content.	Not evaluated	Needs plain language work	
Action required - The interface indicates when user input or action is required to proceed.	Not evaluated	Needs plain language work	
Avoid manipulation - Tasks can be completed without navigating			
misinformation or redirections. Go back in process - The interface supports stepping backwards in	Not evaluated	Needs plain language work	
a process and returning to the current point without data loss. Inform at start - Information needed to complete a multi-step	Not evaluated	Needs plain language work	
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. 	Not evaluated	Needs plain language work	
No cognitive tests - Tasks, including login/authentication, can be completed without puzzles, calculations, or other cognitive tests			
(essential exceptions would apply).	Not evaluated	Needs plain language work	
No memorization - Tasks can be completed without memorizing and recalling information from previous stages of the process.	Not evaluated	Needs plain language work	
Optimized processes - Tasks can be completed without reading or understanding unnecessary content.	Not evaluated	Needs plain language work	
Optional information - Tasks can be completed without entering unnecessary information.	Not evaluated	Needs plain language work	
Preselections - Preselections are visible during task completion.	Not evaluated	Needs plain language work	
Save progress - Data entry and other task completion processes allow saving and resuming from the current step in the task.	Not evaluated	Needs plain language work	
Steps and direction - The steps and directions needed to complete a process are visually and programmatically indicated.	Not evaluated	Needs plain language work	
Task completion documentation - For tasks where labels and instructions cannot provide sufficient instructions for completion,			
detailed documentation on task completion is available.	Not evaluated	Needs plain language work	
Image and media alternatives Al editable - Auto generated text descriptions are editable by			
content creator. Audio alternative in preferred language - Equivalent audio	Not evaluated	Needs plain language work	
alternatives are available in the preferred language. Audio descriptions - Equivalent visual alternatives are available as	Not evaluated	Needs plain language work	
synchronized audio in the media.	Not evaluated	Needs plain language work	
Captions - Equivalent audio alternatives are available as synchronized captions in the media.	Not evaluated	Needs plain language work	
Complex image alternative - Equivalent text alternatives are available for complex images.	Not evaluated	Needs plain language work	
Context in image alternative - Image alternatives include context. Decorative image alternative - Equivalent descriptive text	Not evaluated	Needs plain language work	
alternatives are available for decorative images.	Not evaluated	Needs plain language work	
Descriptive transcripts - Equivalent audio and visual alternatives to audio and video alternatives are available in descriptive transcripts.	Not evaluated	Needs plain language work	
Finding media alternatives - Media that has the desired media alternatives (captions, audio descriptions, and descriptive			
transcripts) can be found. Identify autogenerated text - Auto generated text alternatives are	Not evaluated	Needs plain language work	
identified. Image alternatives - Equivalent text alternatives are available for	Not evaluated	Needs plain language work	
image alematives - Equivalent text alematives are available for images that convey content. Image role - The role and importance of images are	Not evaluated	Needs plain language work	
programmatically indicated.	Not evaluated	Needs plain language work	
Image type - The type of image (photo, icon, etc.) is indicated. Images-of-Text alternatives - Equivalent text alternatives are	Not evaluated	Needs plain language work	
available for images of text. Non-text alternatives - Equivalent text alternatives are available for	Not evaluated	Needs plain language work	
non-text, non-image content that conveys context or meaning.	Not evaluated	Needs plain language work	
Non-verbal cues - Media alternatives explain nonverbal cues, such as tone of voice, facial expressions, body gestures, or music with	Net contrate 1		
emotional meaning. Persistent figure captions - Figure captions persist or can be made	Not evaluated	Needs plain language work	
to persist. Use of color - Information is not conveyed with color alone.	Not evaluated Not evaluated	Needs plain language work Needs plain language work	
Use of visual depth - Information is not conveyed with visual depth			
alone. Use of sound - Information is not conveyed with sound alone.	Not evaluated Not evaluated	Needs plain language work Needs plain language work	
Use of spatial audio - Information is not conveyed with spatial audio alone.	Not evaluated	Needs plain language work	
Interactive components			
Behavior of controls - Controls and inputs with the same functionality behave consistently.	Not evaluated	Needs plain language work	
Change focus with pointer device - Selecting an element with a 'pointer' sets the focus to that element.	Not evaluated	Needs plain language work	

mini datamini datamini datamini dataNormaNormaMarkaMarkaNormaMarkaMarkaMarka <t< th=""><th>Control labels - Controls have visible labels that identify the</th><th></th><th></th></t<>	Control labels - Controls have visible labels that identify the		
BandwardshowerAdditional and a set of the	purpose of the controls.	Not evaluated	Needs plain language work
Actional and a second and a second a secon		Not evaluated	Needs plain language work
programma of the second of t		Not evaluated	Needs plain language work
Order subset of end		Not evaluated	Needs plain language work
Image: Section of any subject of a	Control updates - Changes to control or input name, roles, values		
Babye Function between the set of the set o		Not evaluated	Needs plain language work
optical static	designed (invisible, incorrectly labeled, placement, etc.).	Not evaluated	Needs plain language work
Here description in a protect of a status o		Not evaluated	Needs plain language work
NameAnswerAnswerAnswerNameAnswer<	Hover information - Components which trigger a 'change of context'		
International of a diversion of a d		Not evaluated	Needs plain language work
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Notes Result Result Result Result Wirk price of the state of			
<table-row><table-container><table-container><table-container><table-container><table-container><table-container><table-container><table-container><table-container><table-container><table-container><table-container><table-container><table-container></table-container></table-container></table-container></table-container></table-container></table-container></table-container></table-container></table-container></table-container></table-container></table-container></table-container></table-container></table-row>	the component is determined by the user agent and not modified	Not evaluated	Needs plain language work
Note is bereface in a prior to grant or g	Notify on change - Notification is provided when previously viewed		
enden	-	Not evaluated	Needs plain language work
Backer Schwarz Backer Schwarz <b< td=""><td>convey their purpose prior to activation, and convey their impact on</td><td>Not evaluated</td><td>Neede plais labourge work</td></b<>	convey their purpose prior to activation, and convey their impact on	Not evaluated	Neede plais labourge work
production during strangeory only only only only only only only onl	Restore focus - The focus or point of regard is restored to its	NUL EVAIUALEO	
IndexNot excludeNot excludeNot excludeNot excludeNot excludeDescriptionNot excludeNot excludeNot excludeNot excludeName of protectsNot excludeNot excludeNot excludeName of prot	previous location after a temporary change of view.	Not evaluated	Needs plain language work
advandarps openets openets of the second of	hidden, or static elements.	Not evaluated	Needs plain language work
Number of sourcesResultant programmeResultant programme <td></td> <td>Not evaluated</td> <td>Needs plain language work</td>		Not evaluated	Needs plain language work
Input formation Insulance Insulance Insulance Insulance Company is logic and in the instructure function results of a surface function is surface function. Note of pains logic and surface functin. Note of pains logic and surface func	Visual design of controls - Controls that have similar function and		
Comparison is notice and with a fixed and		Not evaluated	Needs plain language work
number of pair dominants within up dominant within up dominant within up dominants within up dominant within up dominant within up dominants within up dominant within up do	Comparable keyboard effort - The number of input commands		
Consideration Ander address in the region is a location of the region of the region is a location of the region of t		Not evaluated	Needs plain language work
Route inspect - The focial density to a possition of the constraint of the cons	Consistent keyboard interaction - Keyboard interface interactions		
Bootseries Account warper 1, where an evaluation of the series		Not evaluated	Needs plain language work
General set and provide service of a standard provide servic	the current viewport, unless a mechanism is available to return to	Not evaluated	Needs plain language work
of single pointer index. when i limitations on threing for lique. Not evaluated Needs plain language work. Not ev	Gestures & dragging - Every function that can be operated by a	Not evaluated	
Knybase community - Application hysphere from a hyspher	pointer, can be operated by a 'single pointer input' or a sequence of single pointer inputs, without limitations on timing for input.	Not evaluated	Needs plain language work
sinder formande. Net seques formande. Net seques for hinguage work. Robers formande. Net sequest forma in user inverse movement and not just the enclosed form and performed insught formal sequest formal formande. Net sequest formal insues inverse movement and not just the enclosed formal insues inverse movement and not public consistent. Not evaluated Not evaluated	Keyboard commands - Application keyboard commands do not		
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and might the engines. No keeds plan language work in the set plan language work is the set plan	keyboard interface only, except where the underlying function		
No keypoort trag- if keyboart group of keyb		Not evaluated	Needs plain language work
away from hat component. No kayabat and spike plantanguage work and spike spik			
used by any pointing device supported by the platform. Not evaluated Needs plan language work. Pointer concellation - Pointer cancellation is consistent. Not evaluated Needs plan language work. Specific pressure - Cluk activation mag a pointer device does not mage apointer device does not mag	away from that component.	Not evaluated	Needs plain language work
Printer cancellation - Pointer cancellation is consistent. Not evaluated Needs plan language work. Pointer cancellation - Pointer worter the pointer worter worte		Not evaluated	Needs plain language work
lacated. No evaluated Needs plan language work. Note valuated Needs plan language work	Pointer cancellation - Pointer cancellation is consistent.		
Specific pressure - Ock advation using a pointer device does not require applying a specific pressure. Net evaluated Needs plan language work. Specific pressure - Ock advation. Not evaluated Needs plan language work. Keybaard mote - The keyboard input mode is indicated. Not evaluated Needs plan language work. Use without dow womerent - all functionality can be done without needing to move their body, except for accessibility supported input work is indicated. Not evaluated Needs plan language work. Use without dow womerent - all functionality can be done without needing to move their body, except for accessibility supported input work is advated. Needs plan language work. Use without dow move the hardware device. Not evaluated Needs plan language work. Clear navigation - Navigation elements are visually and programmatically differentiated from static content. Not evaluated Needs plan language work. Clear navigation - Navigation elements are visually and programmatically differentiated from static content. Not evaluated Needs plan language work. Clear navigation - Navigation elements are visually and programmatically indicated. Not evaluated Needs plan language work. Clear navigation - Navigation elements are visually and programmatically indicated. Not evaluated Needs plan language work. Clear avating point - The start		Not evaluated	Needs plain language work
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icyboard mode The kybbard input mode is indicated. Not evaluated Needs plain language work Use without device movement - Alf functionality can be done without device movement - Alf functionality can be done Not evaluated Needs plain language work Use without device movement - Alf functionality can be done without device movement - Alf functionality can be done Not evaluated Needs plain language work Varied inputs - Any input modality available on a platform can be used oncurrently. Not evaluated Needs plain language work Clear markgation - Navigation elements are visually and programmatically differentiated from static content of the visually and programmatically differentiated from static content of the visually and programmatically differentiated from static content of the visually and programmatically indicated. Not evaluated Needs plain language work Clear indicated. Not evaluated Not evaluated Needs plain language work Image and the visually and programmatically indicated. Not evaluated Needs plain language work Clear indicated. Not evaluated Not evaluated <td></td> <td>Not evaluated</td> <td>Needs plain language work</td>		Not evaluated	Needs plain language work
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etc.) is visually and programmatically indicated. Not evaluated Needs plain language work	Indicate 3rd party content - Third party content (AI, Advertising,		
	etc.) is visually and programmatically indicated.	Not evaluated	Needs plain language work

Interface redesign - When interfaces dramatically change (due to			
redesign), a mechanism to learn the new interface or revert to the older design is available.	Not evaluated	Needs plain language work	
Multistep process - Provides context that orients the user in a site		······ p·······gg- ·····	
or multi-step process.	Not evaluated	Needs plain language work	
Notification of change - Changes in content and updates notify	Not evaluated	Neede plain language work	
users, regardless of the update speed. Order of content - Related information is grouped together within a	Notevaluateu	Needs plain language work	
visual and programmatic structure.	Not evaluated	Needs plain language work	
Organized content - Provides context that orients the user in a site			
or multi-step process.	Not evaluated	Needs plain language work	
Related information - Information required to understand options is adjacent to the options.	Not evaluated	Needs plain language work	
Reliable positioning - Interactive components retain their position		······ p······························	
unless a user changes the viewport or moves the component.	Not evaluated	Needs plain language work	
Section headers - Sections of content have well structured,	Not evaluated	Neede plain language work	
understandable visual and programmatic headings. Section length - Content is organized into short sections of related	Notevaluateu	Needs plain language work	
content.	Not evaluated	Needs plain language work	
Section purpose - The purpose of each section of the content is			
clearly indicated.	Not evaluated	Needs plain language work	
Visual stimulation - Use does not cause visual overstimulation.	Not evaluated	Needs plain language work	
White spacing - Whitespace separates chunks of content.	Not evaluated	Needs plain language work	
Consistency across views			
Consistent navigation - Navigation elements remain consistent across views within the product.	Not evaluated	Needs plain language work	
Multiple ways - The product provides at least two ways of			
navigating and finding information (Search, Scan, Site Map, Menu	Net such at a	Neede state teasures with	
Structure, Breadcrumbs, contextual links, etc).	Not evaluated	Needs plain language work	
Persistent navigation - Navigation features remain available, regardless of screen size and magnification (responsive design).	Not evaluated	Needs plain language work	
Policy and Protection			
Algorithm bias - Algorithms (including AI) used are not biased			
against people with disabilities.	Not evaluated	Needs plain language work	
Clear agreement - The interface clearly indicates when a user is entering an agreement or submitting data.	Not evaluated	Needs plain language work	
Disability information privacy - Disability information is not			
disclosed to or used by third parties and algorithms (including AI).	Not evaluated	Needs plain language work	
Exploitive behaviors - Task completion does not include exploitive behaviors.	Not evaluated	Needs plain language work	
penaviors. Redirection - A mechanism is available to prevent fraudulent	Not evaluated	Needs plain language work	
redirection or alert users they are exiting the site.	Not evaluated	Needs plain language work	
Sensitive information - Prompts to hide and remove sensitive			
information from observers are available.	Not evaluated	Needs plain language work	
Social media algorithm - A mechanism is available to understand and control social media algorithms.	Not evaluated	Needs plain language work	
Text and Wording			
Acronyms and abbreviations - The expanded form or meaning of			
abbreviations and acronyms is available.	Not evaluated	Needs plain language work	
Ambiguous numerical formatting - Alternative formats for	Not evaluated	Needs plain language work	
ambiguous number formats are available. Ambiguous pronunciation - All letters and diacritics needed to	Not evaluated	Needs plain language work	
phonetically read words are available.	Not evaluated	Needs plain language work	
Appropriate tone - The language tone used is respectful and			
appropriate to the topic or subject matter.	Not evaluated	Needs plain language work	
Conveying importance without sizing - When font size conveys meaning (such as headings), the text maintains its meaning and			
purpose when text is resized.	Not evaluated	Needs plain language work	
Double negatives - Content does not include double negatives to			
express a positive unless it is standard usage for that language or dialect.	Not evaluated	Needs plain language work	
Figurative language - Explanations for figurative and non-literal			
language [such as jokes, sarcasm, hyperbole, metaphors, similes, and idioms] are available	Not evaluated	Needs plain language work	
and idioms] are available. Interface Verbosity - The interface avoids overwhelming verbosity.	Not evaluated	Needs plain language work	
Lists - Three or more items of related data are presented as	Notevaluateu	Needs plain language work	
bulleted or numbered lists.	Not evaluated	Needs plain language work	
Maximum text contrast - The rendered text against its background			
meets a maximum 'contrast ratio test' for its text appearance and use.	Not evaluated	Needs plain language work	
Minimum text contrast - The rendered text against its background		······	
meets a minimum 'contrast ratio test' for its text appearance and	Not evolute a	Neede plais language work	
use. Numbered steps - Steps in a multi-step process are numbered.	Not evaluated	Needs plain language work Needs plain language work	
Risk statements - Clear explanations of the risks and	I NOL EVALUALEU	reces pain language work	
consequences of choices, including use, are stated.	Not evaluated	Needs plain language work	
Semantic text appearance - Meaning conveyed by text appearance	Not evaluated	Needs plain language work	
is programmatically available. Sentence voice - The voice used is easiest to understand in	NUL EVAIUALEO	Needs plain language work	
context.	Not evaluated	Needs plain language work	
Single idea - Each segment of text [such as sentence, paragraph,			
bullet] presents one concept.	Not evaluated	Needs plain language work	
Summary - Access to a plain-language summary, abstract, or executive summaries is available.	Not evaluated	Needs plain language work	
Supplements to numerical concepts - Text or visual alternatives are			
available for numerical concepts.	Not evaluated	Needs plain language work	
Text minimum - The rendered text meets a minimum font size and weight.	Not evaluated	Needs plain language work	
Text style - The rendered text does not use a decorative or cursive			
font face.	Not evaluated	Needs plain language work	
Text-to-speech supported - Text content can be converted into	Not evaluated	Needs plain language work	
speech. Title Content has a title or high level description	Not evaluated	Needs plain language work	
Title - Content has a title or high-level description. Topic sentence - Each paragraph of text begins with a topic	Not evaluated	Needs plain language work	
sentence stating the aim or purpose.	Not evaluated	Needs plain language work	
Uncommon words - Definitions for uncommon or new words are			
available.	Not evaluated	Needs plain language work	
Unnecessary words or phrases - Sentences are concise, without unnecessary filler words and phrases.	Not evaluated	Needs plain language work	
Verb tense - The verb tense used is easiest to understand in			
	Not evaluated	Needs plain language work	
context.	Notevaluated		
context. Help and feedback	Notevaldated		
context. Help and feedback Consistent help - Help is labeled consistently and provided in a		Needs plain language work	
context. Help and feedback Consistent help - Help is labeled consistently and provided in a consistent visual and programmatic location.	Not evaluated	Needs plain language work Needs plain language work	
context. Help and feedback Consistent help - Help is labeled consistently and provided in a consistent visual and programmatic location. Contextual help - Contextual help is available.		Needs plain language work Needs plain language work	
context. Help and feedback Consistent help - Help is labeled consistently and provided in a consistent visual and programmatic location.	Not evaluated		

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Outcomes by section	Internationalizati on Work?	Other Concerns	Notes	Suggested rewording	COGA SubGroup Thoughts
Animation and movement Audio shifting - Audio shifting designed to create a perception of					
motion 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	Not evaluated	Needs plain language work			
prevented.	Not evaluated	Needs plain language work			
Motion - Visual motion and pseudo-motion after a specified time is avoided; or can be paused or prevented.	Not evaluated	Needs plain language work			
Forms, inputs, and errors Allow automated entry - Automated input from user agents, 3rd					
party tools, or copy-and-paste is supported. Error association - Error notifications are programmatically	Not evaluated	Needs plain language work			
associated with the error source.	Not evaluated	Needs plain language work			
Error identification - Errors are visually identifiable without relying on only text, only color, or only symbols.	Not evaluated	Needs plain language work			
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.	Not evaluated	Needs plain language work			
Input instructions - Input constraints or conditions (required line length, date format, password format, etc) are programmatically and visually indicated.	Not evaluated	Needs plain language work			
Input labels - Inputs have visible labels that identify the purpose of the input.	Not evaluated	Needs plain language work			
Persistent error notification - Error notifications persist until the user dismisses them or the error is resolved.		Needs plain language work			
Visible error - Error notifications are visually collocated with the source of the error within the viewport, or provide a link to the		······ p······g···g· ····			
source of the error which, when activated, moves the viewport to the error. Processes and task completion	Not evaluated	Needs plain language work			
	Not evaluated	Needs plain language work			
Action required - The interface indicates when user input or action is required to proceed.	Not evaluated	Needs plain language work			
Avoid manipulation - Tasks can be completed without navigating misinformation or redirections.	Not evaluated	Needs plain language work			
Go back in process - The interface supports stepping backwards in	Not evaluated	Needs plain language work			
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	Not evaluated	Needs plain language work			
completed without puzzles, calculations, or other cognitive tests (essential exceptions would apply). No memorization - Tasks can be completed without memorizing	Not evaluated	Needs plain language work			
No memorization - Tasks can be completed without memorizing and recalling information from previous stages of the process. Optimized processes - Tasks can be completed without reading or	Not evaluated	Needs plain language work			
understanding unnecessary content. Optional information - Tasks can be completed without entering	Not evaluated	Needs plain language work			
unnecessary information. Preselections - Preselections are visible during task completion.	Not evaluated Not evaluated	Needs plain language work			
Save progress - Data entry and other task completion processes allow saving and resuming from the current step in the task.	Not evaluated	Needs plain language work Needs plain language work			
Steps and direction - The steps and directions needed to complete a process are visually and programmatically indicated. Task completion documentation - For tasks where labels and	Not evaluated	Needs plain language work			
instructions cannot provide sufficient instructions for completion, detailed documentation on task completion is available.	Not evaluated	Needs plain language work			
Image and media alternatives					
Al editable - Auto generated text descriptions are editable by content creator.	Seems fine	No concerns			
Audio alternative in preferred language - Equivalent audio alternatives are available in the preferred language.	Seems fine	Complex vocabulary, Needs plain language work			
Audio descriptions - Equivalent visual alternatives are available as synchronized audio in the media.	Seems fine	Complex vocabulary, Needs plain language work			
Captions - Equivalent audio alternatives are available as		Complex vocabulary, Needs plain			
synchronized captions in the media. Complex image alternative - Equivalent text alternatives are	Seems fine	language work Complex vocabulary, Needs plain			
available for complex images. Context in image alternative - Image alternatives include context.	Seems fine Seems fine	language work No concerns			
Decorative image alternative - Equivalent descriptive text alternatives are available for decorative images.	Seems fine	Complex vocabulary, Needs plain language work			
Descriptive transcripts - Equivalent audio and visual alternatives to		Complex vocabulary, Needs plain language work, Complex sentence			
audio and video alternatives are available in descriptive transcripts.	Seems fine	structure			
Finding media alternatives - Media that has the desired media alternatives (captions, audio descriptions, and descriptive transaction) and he found	Seems fine	Complex vocabulary, Needs plain language work, Complex sentence structure			
transcripts) can be found. Identify autogenerated text - Auto generated text alternatives are					
identified. Image alternatives - Equivalent text alternatives are available for	Seems fine	No concerns			
images that convey content. Image role - The role and importance of images are	Seems fine	Complex vocabulary			
programmatically indicated.	Seems fine	Complex vocabulary	uéu/2		
Image type - The type of image (photo, icon, etc.) is indicated. Images-of-Text alternatives - Equivalent text alternatives are	Needs attention	No concerns Needs plain language work, Complex	why?		
available for images of text. Non-text alternatives - Equivalent text alternatives are available for	Seems fine	vocabulary, Complex sentence structure Needs plain language work, Complex			
non-text, non-image content that conveys context or meaning. Non-verbal cues - Media alternatives explain nonverbal cues, such as tone of voice, facial expressions, body gestures, or music with	Seems fine	vocabulary, Complex sentence structure Complex sentence structure, Needs plain			
emotional meaning.	Seems fine	language work			
Persistent figure captions - Figure captions persist or can be made to persist.	Seems fine	Complex vocabulary, Complex sentence structure, Needs plain language work			
Use of color - Information is not conveyed with color alone.	Seems fine	Complex vocabulary, Needs plain language work			
Use of visual depth - Information is not conveyed with visual depth alone.			Meaning is not clear		
Use of sound - Information is not conveyed with sound alone. Use of spatial audio - Information is not conveyed with spatial audio alone.	Seems fine Seems fine	No concerns Complex vocabulary, Needs plain language work			
Interactive components	Sooma mit	mignage work			
Behavior of controls - Controls and inputs with the same functionality behave consistently.	Not evaluated	Needs plain language work			
Change focus with pointer device - Selecting an element with a 'pointer' sets the focus to that element.	Not evaluated	Needs plain language work			
Control labels - Controls have visible labels that identify the purpose of the controls.	Not evaluated	Needs plain language work			
Conventions - Controls follow established conventions.	Not evaluated	Needs plain language work			
Consistent labels - Controls and inputs with the same functionality have consistent labels.	Not evaluated	Needs plain language work			
Control importance - The importance of controls is visually and programmatically indicated.	Not evaluated	Needs plain language work			
Control updates - Changes to control or input name, roles, values or states are visually and programmatically indicated.	Not evaluated	Needs plain language work			
Deceptive controls - Controls and interactions are not deceptively designed (invisible, incorrectly labeled, placement, etc.).	Not evaluated	Needs plain language work			
Distinguishable controls - Controls are visually distinct from static content and include visual cues on how to use them.	Not evaluated	Needs plain language work			
Hover information - Components which trigger a 'change of context' are indicated, or the change of context can be reversed.	Not evaluated	Needs plain language work			
are indicated, or the change of context can be reversed. Interaction indicators contrast - Interaction indicators meet a 'minimum contrast ratio text' and meet a minimum thickness.	Not evaluated	Needs plain language work			
Input control - Interactive components are available to all					
navigation and input methods. Name, role, value, state - Accurate names, roles, values, and states or unviloble for interactive components.	Not evaluated	Needs plain language work			
states are available for interactive components.	Not evaluated	Needs plain language work			

	Internationalizati	0460		Summer shed arrived "	
Outcomes by section Non-Text contrast - Visual information required to identify user	on Work?	Other Concerns	Notes	Suggested rewording	COGA SubGroup Thoughts
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.	Not evaluated	Needs plain language work			
Notify on change - Notification is provided when previously viewed					
content changes. Notify before activation - Controls that can alter the order of content convertible average and to activation, and convertible import on	Not evaluated	Needs plain language work			
convey their purpose prior to activation, and convey their impact on content order when activated. Bestore focus. The focus or paint of paperal is restored to its	Not evaluated	Needs plain language work			
Restore focus - The focus or point of regard is restored to its previous location after a temporary change of view.	Not evaluated	Needs plain language work			
	Not evaluated	Needs plain language work			
Target size - All functionality can be used without needing to accurately position a pointer.	Not evaluated	Needs plain language work			
Visual design of controls - Controls that have similar function and behavior have a consistent visual design.	Not evaluated	Needs plain language work			
Input / operation 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. Consistent keyboard interaction - Keyboard interface interactions	Not evaluated	Needs plain language work			
are consistent. Focus in viewport - The focus does not move to a position outside	Not evaluated	Needs plain language work			
the current viewport, unless a mechanism is available to return to the previous focus point.	Not evaluated	Needs plain language work			
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.	Not evaluated	Needs plain language work			
Keyboard commands - Application keyboard commands do not conflict with platform commands, and the user is informed of non- standard commands.	Not evaluated	Needs plain language work			
Keyboard focus location - The keyboard focus is visually indicated.		Needs plain language work			
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 endooints.	Not evaluated	Needs plain language work			
No keyboard trap - If keyboard focus can be moved to an interactive component, then the keyboard focus can be moved		and a standard and the			
away from that component. Pointer-agnostic - Functionality which supports pointers can be	Not evaluated	Needs plain language work			
Pointer-agnostic - relicionary which supporte pointers can be used by any pointing device supported by the platform. Pointer cancellation - Pointer cancellation is consistent.	Not evaluated Not evaluated	Needs plain language work Needs plain language work			
Pointer location - Users are able to determine where the pointer is located.	Not evaluated				
Specific pressure - Click activation using a pointer device does not require applying a specific pressure.	Not evaluated	Needs plain language work Needs plain language work			
Speed insensitive - Use of a pointer does not require a particular speed of pointer movement or click activation.	Not evaluated	Needs plain language work			
Keyboard mode - The keyboard input mode is indicated. Use without body movement - All functionality can be done without	Not evaluated	Needs plain language work			
Use without device movement - All functionality can be done	Not evaluated	Needs plain language work			
without needing to move the hardware device. Varied inputs - Any input modality available on a platform can be	Not evaluated	Needs plain language work			
used concurrently.	Not evaluated	Needs plain language work			
Clear navigation - Navigation elements are visually and programmatically differentiated from static content.	Seems fine	Needs plain language work			
Clear relationships - The relationships between parts of the content is clearly indicated.	Seems fine	No concerns			
Clear starting point - The starting point or home is visually and programmatically labeled.	Seems fine	Needs plain language work			
Citation - The source of the interface and primary content is visually and programmatically indicated.		Needs plain language work, Complex vocabulary	It is unclear how to translate this / explain this in other languages, also the goal of this outcome is unclear.		
Consistent order - The order of content and interactions remain consistent throughout a workflow.	Seems fine	Complex sentence structure, Needs plain language work			
Content orientation - Content orientation allows the user to read the language presented without changing head position.	Seems fine	Complex sentence structure, Needs plain language work			
Control location - Controls are visually and programmatically located in an expected location.	Seems fine	Needs plain language work			
Current location - The current location within the view, multi-step process, and product is visually and programmatically indicated.	Seems fine	No concerns			
Distinguishable relationships - Meaningful associations between distinct pieces of content are programmatically determinable.	Seems fine	Needs plain language work, Complex vocabulary, Complex sentence structure			
Distinguishable sections - Sections are visually and programmatically distinguishable.	Seems fine	Complex vocabulary, Needs plain language work			
Familiar components and layout - Common components and layouts are used.	Seems fine	No concerns	needs acceptions for artistic work!		
Focus retention - A user can focus on a content "area," such as a modal or pop-up, then resume their view of all content using a limited number of steps.	Seems fine	Complex vocabulary, Complex sentence structure, Needs plain language work			
Indicate 3rd party content - Third party content (AI, Advertising, etc.) is visually and programmatically indicated.	Seems fine		seem like it cannot be enforced. also not an accessibility issue		
Interface redesign - When interfaces dramatically change (due to redesign), a mechanism to learn the new interface or revert to the		Complex sentence structure, Needs plain	200 Not on decembring 18908		
older design is available. Multistep process - Provides context that orients the user in a site	Seems fine	language work Complex sentence structure, Needs plain			
or multi-step process. Notification of change - Changes in content and updates notify	Seems fine	language work, Complex vocabulary			
users, regardless of the update speed.	Seems fine	Complex vocabulary, Complex sentence structure, Needs plain language work,	need to consider "update speed". this is not clear		
Order of content - Related information is grouped together within a visual and programmatic structure.	Seems fine	Guidance needs to be expanded to include all scripts and languages Complex sentence structure. Needs plain			
Organized content - Provides context that orients the user in a site or multi-step process. Related information - Information required to understand options is	Seems fine	language work			
adjacent to the options.	Seems fine	Needs plain language work, Complex sentence structure Needs plain language work, Complex			
Reliable positioning - Interactive components retain their position unless a user changes the viewport or moves the component.	Seems fine	sentence structure			
Section headers - Sections of content have well structured, understandable visual and programmatic headings. Section length - Content is organized into short sections of related	Seems fine	Needs plain language work, Complex sentence structure, Complex vocabulary			
content. Section purpose - The purpose of each section of the content is	Seems fine	No concerns			
clearly indicated.	Seems fine	No concerns Complex vocabulary, Needs plain			
	Seems fine	language work Would not apply to some languages, Guidance needs to be expanded to			
White spacing - Whitespace separates chunks of content. Consistency across views		include all scripts and languages	CJK languages do not use whitespace like Latin based languages!		
Consistent navigation - Navigation elements remain consistent across views within the product.	Not evaluated	Needs plain language work			
Multiple ways - The product provides at least two ways of navigating and finding information (Search, Scan, Site Map, Menu					
Structure, Breadcrumbs, contextual links, etc). Persistent navigation - Navigation features remain available,	Not evaluated	Needs plain language work			
regardless of screen size and magnification (responsive design). Policy and Protection	Not evaluated	Needs plain language work			
Algorithm bias - Algorithms (including AI) used are not biased against people with disabilities.	Not evaluated	Needs plain language work			
Clear agreement - The interface clearly indicates when a user is entering an agreement or submitting data.	Not evaluated	Needs plain language work			
Disability information privacy - Disability information is not	Not evaluated	Needs plain language work			
Exploitive behaviors - Task completion does not include exploitive behaviors.	Not evaluated	Needs plain language work			

	Internationalizati				
Outcomes by section Redirection - A mechanism is available to prevent fraudulent	on Work?	Other Concerns	Notes	Suggested rewording	COGA SubGroup Thoughts
redirection or alert users they are exiting the site. Sensitive information - Prompts to hide and remove sensitive	Not evaluated	Needs plain language work			
information from observers are available. Social media algorithm - A mechanism is available to understand	Not evaluated	Needs plain language work			
and control social media algorithms.	Not evaluated	Needs plain language work			
Text and Wording					- Are acronyms defined the same
Acronyms and abbreviations - The expanded form or meaning of abbreviations and acronyms is available.		Needs plain language work, Complex vocabulary	Most non-native speakers have trouble differentiating (or even understanding) what "acronyms and abbreviations" are. Should add a definition of sorts.	Acronyms and abbreviations - The expanded form or meaning is available when words or phrases are shortened as abbreviations (shortened versions of the full word) or acronyms (showing only the first letter of each word).	in all languages? - Sometimes acronyms might start with a number - What about numeronyms? - What about ninitials? - OCGA kis an example of a nonstandard "acronym" * Abbreviated numbers could have a legend so that they are more easily understood. Ex: \$2k means \$2:000 in US:
Ambiguous numerical formatting - Alternative formats for ambiguous number formats are available.		Needs plain language work, Complex vocabulary	"Ambiguous numerical formatting" as a term will be hard to understand of most non-native speakers. May be enough to have an example. "Ambiguous" and "diacritics" especially are are likely to not not understandable by most people. I had to look up "diacritics". Must	formats are available to avoid confusion such as when different cultures use different formats like month/day/year or day/month/year. -or Different formats are available to avoid confusion with numbers	- Dates - how can these be handled? - Time representations could be confusing. 11 ET could mean morning or evening in the US. But It's clear in other countries.
phonetically read words are available.		vocabulary	have examples at least.		
Appropriate tone - The language tone used is respectful and appropriate to the topic or subject matter.	Seems fine		But can be considered subjective.		
Conveying importance without sizing - When font size conveys meaning (such as headings), the text maintains its meaning and purpose when text is resized.		Would not apply to some languages, Complex sentence structure, Needs plain language work	"Conveying" too academic for most non-native speakers. I suggest "showing" or "representing" if it has to be.		
Double negatives - Content does not include double negatives to express a positive unless it is standard usage for that language or dialect		Would not apply to some languages,	Showing or representing in this doe. Easier language can be used: "Double negatives - Content does not use doube negatives (add example) to express a positive, unless it is a standard for that language or dialect."		
Figurative language - Explanations for figurative and non-literal language (such as jokes, sarcasm, hyperbole, metaphors, similes, and idioms) are available.	Seems fine			Good! It is explained!!	From non-literal language sprint: Reworded objective. Non-Literal Language: Explanations are available for text that uses non- literal language, such as jokes, sarcasm, hyperbole, metaphors, similes, idioms, and emojis.
Interface Verbosity - The interface avoids overwhelming verbosity.		Complex vocabulary, Needs plain language work	I know "verbosity" is frequently used in WCAG, but it should be replaced with "wordiness" or such.	Interface Verbosity - Menus, call-to-action buttons, and other features do not use too many words.	 not just the visual part of of the UI, but also the use of too many words heard by screen reader users
Lists - Three or more items of related data are presented as bulleted or numbered lists.	Seems fine	No concerns			
Maximum text contrast - The rendered text against its background meets a maximum 'contrast ratio test' for its text appearance and use.		Complex sentence structure, Needs plain language work	The text of this in and by itself is unclear. Will this include a test or link to one?		WAI Easy Checks has options if we want to include links (https://www. w3.org/WAI/test- evaluate/preliminary/#contrast) WAI Easy Checks has options if we want to include links (https://www.
meets a minimum 'contrast ratio test' for its text appearance and use.		Complex sentence structure, Needs plain language work	The text of this in and by itself is unclear. Will this include a test or link to one?		w3.org/WAI/test- evaluate/preliminary/#contrast)
Numbered steps - Steps in a multi-step process are numbered.	Seems fine	No concerns			
Risk statements - Clear explanations of the risks and consequences of choices, including use, are stated.	Seems fine	No concerns			
Semantic text appearance - Meaning conveyed by text appearance is programmatically available.		Complex sentence structure, Complex vocabulary, Needs plain language work	The meaning of this role is not clear and would benefit from one or more examples, but easier language is preferred.		
Sentence voice - The voice used is easiest to understand in context.			The meaning of this role is not clear and would benefit from one or more examples, but easier language is preferred.		
Single idea - Each segment of text [such as sentence, paragraph, bullet] presents one concept.			Needs an exception for artistic work!		Non-literal sub-group is wrestling with this too.
Summary - Access to a plain-language summary, abstract, or executive summaries is available.	Seems fine	No concerns			
Supplements to numerical concepts - Text or visual alternatives are available for numerical concepts.	Seems fine	Needs plain language work, Complex vocabulary			
Text minimum - The rendered text meets a minimum font size and weight.	Seems fine	No concerns			Non-literal sub-group is wrestling with this too. How can we provide
Text style - The rendered text does not use a decorative or cursive font face.		Would not apply to some languages, Needs plain language work	Needs an exception for artistic work!		guidance that will allow authors to surface the tone of their work?
Text-to-speech supported - Text content can be converted into speech.	Seems fine	Guidance needs to be expanded to include all scripts and languages	Should include or add an extra note that different languages rendered should be marked up with a 'lang' attribute!		
Title - Content has a title or high-level description.	Seems fine	No concerns	The meaning of this role is not clear and would benefit from one or		
Topic sentence - Each paragraph of text begins with a topic sentence stating the aim or purpose. Uncommon words - Definitions for uncommon or new words are	Needs attention	Complex vocabulary, Complex sentence structure, Needs plain language work	Needs an exception for artisitc work!		
available. Unnecessary words or phrases - Sentences are concise, without	Seems fine	No concerns Complex vocabulary, Complex sentence	Needs an exception for artistic work!		Non-literal sub-group is wrestling with this too.
unnecessary filler words and phrases. Verb tense - The verb tense used is easiest to understand in context.		structure, Needs plain language work Would not apply to some languages, Needs plain language work	The meaning of this role is not clear and would benefit from one or more examples, but easier language is preferred. Needs an exception for artistic work!		with this too.
Help and feedback Consistent help - Help is labeled consistently and provided in a		Complex vocabulary, Needs plain			
consistent visual and programmatic location.	Seems fine	language work Complex vocabulary, Needs plain language work	provide examples		
Conversational support - Conversational support is available that allows both text and verbal communication.	Seems fine	No concerns			
Data visualization help - Help understanding and using data visualizations is available.	Seems fine	Complex vocabulary	provide examples		
Feedback mechanism - Feedback can be provided.	Seems fine	No concerns			
Help using new interfaces - Help using new or changed interfaces is available.	Seems fine	No concerns			
Personalizable help - Adaptable/personalizable help is available.	Seems fine	Complex vocabulary		Personalizable help - Help can be personalised to a users need.	
Sensory characteristics - Instructions and help do not rely on sensory characteristics.	Seems fine	Complex vocabulary	needs to be more specific		
Supplements to text - Visual illustrations, pictures, and images are available to help explain complex ideas, events, and processes.	Seems fine	Complex vocabulary, Complex sentence structure			
Support available - Accessible support during data entry, task completion and search is available.	Seems fine	Needs plain language work, Complex vocabulary		Support available - Accessible support is available when entering date, completing tasks and when searching.	
User Control			Needs to mention if this is in the pages UI or via the browser. It is		
Adjust color - Text and background colors can be customized. Alternative presentation - Complex information or instructions for complex processes are available in multiple presentation formats. AT control - Content can be controlled using assistive and adaptive	Seems fine	No concerns Complex vocabulary, Complex sentence structure, Needs plain language work	too vague.		
Actional control - Content can be controlled using assistive and adaptive technology. Audio control - Audio can be turned off, independent of the system	Seems fine	No concerns			
audio, while allowing video to play. Caption control - The position and formatting of captions can be	Seems fine	Needs plain language work	Needs to mention if this is in the pages UI or via the browser. It is		
changed. Chunk content - Large amounts of data can be broken into smaller	Seems fine	No concerns Complex vocabulary, Complex sentence	This is too vague, it is unclear what this experesses and how to		
chunks.		structure, Needs plain language work	This is too vague, it is unclear what this experesses and now to translate it or explain it in plain langugae.		
Clear background - Patterns, designs or images placed behind text are avoided or can be removed. Control interruptions - The timing and positioning of notifications and other interruptions can be changed, suppressed or saved,	Seems fine	Needs plain language work Complex vocabulary. Complex sentence	The name could do with some work		
except interruptions involving an emergency.	Seems fine	structure, Needs plain language work			
Disturbing content - Warnings about content that may be emotionally disturbing are available and the content can be hidden. Haptic stimulation - Haptic feedback can be reduced or turned off.	Seems fine Seems fine	No concerns Complex vocabulary			
Interactive audio alternative - The ability to look up terms within audio alternatives is available.	Seems fine	No concerns			
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Outcomes by section	Internationalizati on Work?	Other Concerns	Notes	Suggested rewording	COGA SubGroup Thoughts
Media alternative control - Captions and audio descriptions can be turned on and off.	Seems fine	No concerns	This is a good example of plain language!		
Media chapters - Media can be navigated by chapters.	Seems fine	No concerns			
Preferences apply to printing - Printing respects user's content presentation preferences.	Seems fine	No concerns			
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.	Not evaluated	Complex sentence structure, Needs plain language work	This can be 2 or 3 sentances.		
Text Customization - Text appearance [font, size, etc] and layout [spacing, single column] can be customized by the user.	Seems fine	No concerns	no concerns yet, but may become too complex.		
3rd party content presentation - Advertising and other third-party content that obscures the primary content can be moved or removed before interacting with it.	Seems fine	Complex sentence structure, Needs plain language work			
Transform content - Content can be transformed to make its purpose clearer.	Seems fine	Complex vocabulary, Needs plain language work			
Triggers - Triggering content is indicated and the content and trigger warnings can be hidden.		Complex vocabulary	Whats the difference to "disturbing content"?		
User settings - User settings are honored when using or reviewing content.	Seems fine	Complex vocabulary		User settings - User settings are not changed when using or reviewing content.	
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.	Seems fine	Needs plain language work, Complex sentence structure, Complex vocabulary			
		not so elegant solution	Notes would have to move to Col E		
			Would not apply to some languages		
			Complex vocabulary		
			Complex sentence structure		
Virtual cursor - Assistive technologies can access content and			Needs plain language work		
interactions when mechanisms that convey alternative points of			Guidance needs to be expanded to include all scripts and laguages		
regard or focus (i.e. virtual cursor) are used.	Not evaluated		No concerns		

Outcomes by costion	Internationalizatio	Other Concerns	Notes
Outcomes by section Animation and movement	n Work?	Other Concerns	Notes
Audio shifting - Audio shifting designed to create a perception of motion is avoided; or can be paused or prevented.	Not evaluated	Needs plain language work	
Flashing and strobing - Flashing or strobing beyond thresholds	Not evaluated	Neeus plain language work	
defined by safety standards are avoided; or can be paused or prevented.	Not evaluated	Needs plain language work	
Motion - Visual motion and pseudo-motion after a specified time is avoided; or can be paused or prevented.	Not evaluated	Needs plain language work	
Forms, inputs, and errors	Not evaluated		
Allow automated entry - Automated input from user agents, 3rd party tools, or copy-and-paste is supported.	Not evaluated	Needs plain language work	
Error association - Error notifications are programmatically			
associated with the error source. Error identification - Errors are visually identifiable without relying	Not evaluated	Needs plain language work	
on only text, only color, or only symbols. Error notification - Error notifications are provided when an error	Not evaluated	Needs plain language work	
occurs that describe the error and either provide instructions to fix	Not evaluated	Needs plain language work	
the error or state that the system is at fault. Input instructions - Input constraints or conditions (required line	Not evaluated	Neeus plain language work	
length, date format, password format, etc) are programmatically and visually indicated.	Not evaluated	Needs plain language work	
Input labels - Inputs have visible labels that identify the purpose of the input.	Not evaluated	Needs plain language work	
Persistent error notification - Error notifications persist until the user			
dismisses them or the error is resolved. Visible error - Error notifications are visually collocated with the	Not evaluated	Needs plain language work	
source of the error within the viewport, or provide a link to the source of the error which, when activated, moves the viewport to			
the error.	Not evaluated	Needs plain language work	
Processes and task completion Adequate time - Enough time is provided to read and use content.	Not evaluated	Needs plain language work	
Action required - The interface indicates when user input or action			
is required to proceed. Avoid manipulation - Tasks can be completed without navigating	Not evaluated	Needs plain language work	
misinformation or redirections. Go back in process - The interface supports stepping backwards in	Not evaluated	Needs plain language work	
a process and returning to the current point without data loss.	Not evaluated	Needs plain language work	
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	Not evaluated	Needs plain language work	
completed without puzzles, calculations, or other cognitive tests (essential exceptions would apply).	Not evaluated	Needs plain language work	
No memorization - Tasks can be completed without memorizing			
and recalling information from previous stages of the process. Optimized processes - Tasks can be completed without reading or	Not evaluated	Needs plain language work	
understanding unnecessary content. Optional information - Tasks can be completed without entering	Not evaluated	Needs plain language work	
unnecessary information.	Not evaluated	Needs plain language work	
Preselections - Preselections are visible during task completion. Save progress - Data entry and other task completion processes	Not evaluated	Needs plain language work	
allow saving and resuming from the current step in the task. Steps and direction - The steps and directions needed to complete	Not evaluated	Needs plain language work	
a process are visually and programmatically indicated.	Not evaluated	Needs plain language work	
Task completion documentation - For tasks where labels and instructions cannot provide sufficient instructions for completion,			
detailed documentation on task completion is available. Image and media alternatives	Not evaluated	Needs plain language work	
Al editable - Auto generated text descriptions are editable by			
content creator. Audio alternative in preferred language - Equivalent audio	Not evaluated	Needs plain language work	
alternatives are available in the preferred language. Audio descriptions - Equivalent visual alternatives are available as	Not evaluated	Needs plain language work	
synchronized audio in the media.	Not evaluated	Needs plain language work	
Captions - Equivalent audio alternatives are available as synchronized captions in the media.	Not evaluated	Needs plain language work	
Complex image alternative - Equivalent text alternatives are available for complex images.	Not evaluated	Needs plain language work	
Context in image alternative - Image alternatives include context.	Not evaluated	Needs plain language work	
Decorative image alternative - Equivalent descriptive text alternatives are available for decorative images.	Not evaluated	Needs plain language work	
Descriptive transcripts - Equivalent audio and visual alternatives to audio and video alternatives are available in descriptive transcripts.	Not evaluated	Needs plain language work	
Finding media alternatives - Media that has the desired media			
alternatives (captions, audio descriptions, and descriptive transcripts) can be found.	Not evaluated	Needs plain language work	
Identify autogenerated text - Auto generated text alternatives are identified.	Not evaluated	Needs plain language work	
Image alternatives - Equivalent text alternatives are available for images that convey content.	Not evaluated	Needs plain language work	
Image role - The role and importance of images are			
programmatically indicated. Image type - The type of image (photo, icon, etc.) is indicated.	Not evaluated Not evaluated	Needs plain language work Needs plain language work	
Images-of-Text alternatives - Equivalent text alternatives are available for images of text.	Not evaluated	Needs plain language work	
Non-text alternatives - Equivalent text alternatives are available for			
non-text, non-image content that conveys context or meaning. Non-verbal cues - Media alternatives explain nonverbal cues, such	Not evaluated	Needs plain language work	
as tone of voice, facial expressions, body gestures, or music with emotional meaning.	Not evaluated	Needs plain language work	
Persistent figure captions - Figure captions persist or can be made			
to persist. Use of color - Information is not conveyed with color alone.	Not evaluated Not evaluated	Needs plain language work Needs plain language work	
Use of visual depth - Information is not conveyed with visual depth alone.	Not evaluated	Needs plain language work	
Use of sound - Information is not conveyed with sound alone.	Not evaluated	Needs plain language work	
Use of spatial audio - Information is not conveyed with spatial audio alone.	Not evaluated	Needs plain language work	
Interactive components			
Behavior of controls - Controls and inputs with the same functionality behave consistently.	Not evaluated	Needs plain language work	

Change focus with pointer device - Selecting an element with a 'pointer' sets the focus to that element.	Not evaluated	Needs plain language work	
Control labels - Controls have visible labels that identify the purpose of the controls.	Not evaluated	Needs plain language work	
Conventions - Controls follow established conventions.	Not evaluated	Needs plain language work	
Consistent labels - Controls and inputs with the same functionality have consistent labels.	Not evaluated	Needs plain language work	
Control importance - The importance of controls is visually and			
programmatically indicated. Control updates - Changes to control or input name, roles, values	Not evaluated	Needs plain language work	
or states are visually and programmatically indicated.	Not evaluated	Needs plain language work	
Deceptive controls - Controls and interactions are not deceptively designed (invisible, incorrectly labeled, placement, etc.).	Not evaluated	Needs plain language work	
Distinguishable controls - Controls are visually distinct from static content and include visual cues on how to use them.	Not evaluated	Needs plain language work	
Hover information - Components which trigger a 'change of context'			
are indicated, or the change of context can be reversed. Interaction indicators contrast - Interaction indicators meet a	Not evaluated	Needs plain language work	
'minimum contrast ratio text' and meet a minimum thickness.	Not evaluated	Needs plain language work	
Input control - Interactive components are available to all navigation and input methods.	Not evaluated	Needs plain language work	
Name, role, value, state - Accurate names, roles, values, and states are available for interactive components.	Not evaluated	Needs plain language work	
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.	Not evaluated	Needs plain language work	
Notify on change - Notification is provided when previously viewed content changes.	Not evaluated	Needs plain language work	
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.	Not evaluated	Needs plain language work	
Restore focus - The focus or point of regard is restored to its previous location after a temporary change of view.	Not evaluated	Needs plain language work	
Relevant focus - The focus order does not include repetitive, hidden, or static elements.	Not evaluated	Needs plain language work	
Target size - All functionality can be used without needing to			
accurately position a pointer. Visual design of controls - Controls that have similar function and	Not evaluated	Needs plain language work	
behavior have a consistent visual design.	Not evaluated	Needs plain language work	
Input / operation Comparable keyboard effort - The number of input commands			
required to complete a task using the keyboard is similar to the	Net such stad	Nanda stala tanana wash	
number of input commands when using other input modalities.	Not evaluated	Needs plain language work	For vertically-writing documents, the cursor keys have to be
			interpreted differently. For example, the uparrow key should be interpreted as "visit the previous character, word, line, or
			paragraph". But blind guys assume that everything is horizontally- written. Thus, the cursor keys must not be interpreted in a writing-
			direction-dependent manner for them. (Note: This issue is specific
Consistent keyboard interaction - Keyboard interface interactions are consistent.		Needs plain language work	to those CJK languages which allow both vertical writing and horizontal writing.)
Focus in viewport - The focus does not move to a position outside the current viewport, unless a mechanism is available to return to			
the previous focus point.	Not evaluated	Needs plain language work	
Gestures & dragging - Every function that can be operated by a pointer, can be operated by a 'single pointer input' or a sequence of client pointer with white the bit income for the former of the second	Net evelveted	Neede aleia laannaa madi	
pointer, can be operated by a 'single pointer input' or a sequence of single pointer inputs, without limitations on timing for input.	Not evaluated	Needs plain language work	
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Familiar components and layout - Common components and layouts are used.	Not evaluated	Needs plain language work	
Focus retention - A user can focus on a content "area," such as a modal or pop=up, then resume their view of all content using a			
limited number of steps. Indicate 3rd party content - Third party content (AI, Advertising,	Not evaluated	Needs plain language work	
etc.) is visually and programmatically indicated. Interface redesign - When interfaces dramatically change (due to	Not evaluated	Needs plain language work	
redesign), a mechanism to learn the new interface or revert to the older design is available. Multistep process - Provides context that orients the user in a site	Not evaluated	Needs plain language work	
or multi-step process. Notification of change - Changes in content and updates notify	Not evaluated	Needs plain language work	
users, regardless of the update speed. Order of content - Related information is grouped together within a	Not evaluated	Needs plain language work	
visual and programmatic structure. Organized content - Provides context that orients the user in a site	Not evaluated	Needs plain language work	
or multi-step process. Related information - Information required to understand options is	Not evaluated	Needs plain language work	
adjacent to the options. Reliable positioning - Interactive components retain their position	Not evaluated	Needs plain language work	
unless a user changes the viewport or moves the component. Section headers - Sections of content have well structured,	Not evaluated	Needs plain language work	
understandable visual and programmatic headings. Section length - Content is organized into short sections of related	Not evaluated	Needs plain language work	
content. Section purpose - The purpose of each section of the content is clearly indicated.	Not evaluated	Needs plain language work Needs plain language work	
Visual stimulation - Use does not cause visual overstimulation.	Not evaluated	Needs plain language work	
White spacing - Whitespace separates chunks of content.	Not evaluated	Needs plain language work	
Consistency across views			
Consistent navigation - Navigation elements remain consistent across views within the product.	Not evaluated	Needs plain language work	
Multiple ways - The product provides at least two ways of			
navigating and finding information (Search, Scan, Site Map, Menu Structure, Breadcrumbs, contextual links, etc). Persistent navigation - Navigation features remain available,	Not evaluated	Needs plain language work	
regardless of screen size and magnification (responsive design). Policy and Protection	Not evaluated	Needs plain language work	
Algorithm bias - Algorithms (including AI) used are not biased against people with disabilities.	Not evaluated	Needs plain language work	
Clear agreement - The interface clearly indicates when a user is entering an agreement or submitting data.	Not evaluated	Needs plain language work	
Disability information privacy - Disability information is not disclosed to or used by third parties and algorithms (including AI).	Not evaluated	Needs plain language work	
Exploitive behaviors - Task completion does not include exploitive behaviors.	Not evaluated	Needs plain language work	
Redirection - A mechanism is available to prevent fraudulent redirection or alert users they are exiting the site.	Not evaluated	Needs plain language work	
Sensitive information - Prompts to hide and remove sensitive information from observers are available. Social media algorithm - A mechanism is available to understand	Not evaluated	Needs plain language work	
and control social media algorithms.	Not evaluated	Needs plain language work	
Text and Wording			
Acronyms and abbreviations - The expanded form or meaning of abbreviations and acronyms is available.	Not evaluated	Needs plain language work	
Acronyms and abbreviations - The expanded form or meaning of	Not evaluated	Needs plain language work Needs plain language work	
Acronyms and abbreviations - The expanded form or meaning of abbreviations and acronyms is available. Ambiguous numerical formating - Alternative formats for ambiguous number formats are available.			Does this apply to Arabic text without vowels? Also, some JP text can be read aloud in more than one way. Unless ruby, SSML or
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Unnecessary words or phrases - Sentences are concise, without unnecessary filler words and phrases.	Not evaluated	Needs plain language work	
Verb tense - The verb tense used is easiest to understand in context.	Not evaluated	Needs plain language work	
Help and feedback	not ovuldutod		
Consistent help - Help is labeled consistently and provided in a	Not evaluated		
consistent visual and programmatic location. Contextual help - Contextual help is available.	Not evaluated	Needs plain language work Needs plain language work	
Conversational support - Conversational support is available that			
allows both text and verbal communication. Data visualization help - Help understanding and using data	Not evaluated	Needs plain language work	
visualizations is available.	Not evaluated	Needs plain language work	
Feedback mechanism - Feedback can be provided.	Not evaluated	Needs plain language work	
Help using new interfaces - Help using new or changed interfaces is available.	Not evaluated	Needs plain language work	
Personalizable help - Adaptable/personalizable help is available.	Not evaluated	Needs plain language work	
Sensory characteristics - Instructions and help do not rely on sensory characteristics.	Not evaluated	Needs plain language work	
Supplements to text - Visual illustrations, pictures, and images are available to help explain complex ideas, events, and processes.	Not evaluated	Needs plain language work	
Support available - Accessible support during data entry, task			
completion and search is available. User Control	Not evaluated	Needs plain language work	
Adjust color - Text and background colors can be customized.	Not evaluated	Needs plain language work	
Alternative presentation - Complex information or instructions for complex processes are available in multiple presentation formats.	Not evaluated	Needs plain language work	
AT control - Content can be controlled using assistive and adaptive technology.	Not evaluated	Needs plain language work	
Audio control - Audio can be turned off, independent of the system audio, while allowing video to play.	Not evaluated	Needs plain language work	
Caption control - The position and formatting of captions can be changed.	Not evaluated	Needs plain language work	
Chunk content - Large amounts of data can be broken into smaller chunks.	Not evaluated	Needs plain language work	
Clear background - Patterns, designs or images placed behind text are avoided or can be removed.	Not evaluated	Needs plain language work	
Control interruptions - The timing and positioning of notifications and other interruptions can be changed, suppressed or saved, except interruptions involving an emergency.	Not evaluated	Needs plain language work	
Disturbing content - Warnings about content that may be emotionally disturbing are available and the content can be hidden.	Not evaluated	Needs plain language work	
Haptic stimulation - Haptic feedback can be reduced or turned off.	Not evaluated	Needs plain language work	
Interactive audio alternative - The ability to look up terms within audio alternatives is available.	Not evaluated	Needs plain language work	
Media alternative control - Captions and audio descriptions can be turned on and off.	Not evaluated	Needs plain language work	
Media chapters - Media can be navigated by chapters.	Not evaluated	Needs plain language work	
Preferences apply to printing - Printing respects user's content presentation preferences.	Not evaluated	Needs plain language work	
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. Text Customization - Text appearance [font, size, etc] and layout	Not evaluated	Needs plain language work	Mention switching of vertical/horizontal writing modes. Or, create a
[spacing, single column] can be customized by the user. 3rd party content presentation - Advertising and other third-party content that obscures the primary content can be moved or removed before interacting with it.	Not evaluated	Needs plain language work Needs plain language work	new independent entry for the switching of writing modes.
Transform content - Content can be transformed to make its purpose clearer.	Not evaluated	Needs plain language work	
Triggers - Triggering content is indicated and the content and trigger warnings can be hidden.	Not evaluated	Needs plain language work	
User settings - User settings are honored when using or reviewing content.	Not evaluated	Needs plain language work	
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.	Not evaluated	Needs plain language work	