Outcomes by section	Internationalization Work?	Other Concerns	Notes
Animation and movement			
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 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	
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, - 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			
AI 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.	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.	Not evaluated	Needs plain language work	
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.	Not evaluated	Needs plain language work	
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.	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.	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	
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.	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.	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.	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.	Not evaluated	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.	Not evaluated	Needs plain language work	
Pointer-agnostic - Functionality which supports pointers can be used by any pointing device supported by the platform.	Not evaluated	Needs plain language work	
Pointer cancellation - Pointer cancellation is consistent.	Not evaluated	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.	Not evaluated	Needs plain language work	
Use without body movement - All functionality can be done without 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.	Not evaluated	Needs plain language work	
Varied inputs - Any input modality available on a platform can be used concurrently.	Not evaluated	Needs plain language work	
Layout			
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.	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.	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.	Not evaluated	Needs plain language work	
Distinguishable sections - Sections are visually and 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 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 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.	Not evaluated	Needs plain language work	
Reliable positioning - Interactive components retain their position 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 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, 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	
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 abbreviations and acronyms is available.	Not evaluated	Needs plain language work	
Ambiguous numerical formatting - Alternative formats for 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.	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	
Interface Verbosity - The interface avoids overwhelming verbosity.	Not evaluated	Needs plain language work	
Lists - Three or more items of related data are presented as 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.	Not evaluated	Needs plain language work	
Risk statements - Clear explanations of the risks and 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.	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 speech.	Not evaluated	Needs plain language work	
Title - Content has a title or high-level description.	Not evaluated	Needs plain language work	
Topic sentence - Each paragraph of text begins with a topic 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	

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	
AI 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.	
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 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.	
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.	

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.	
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 AI) 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.	Yes
Single idea - Each segment of text [such as sentence, paragraph, bullet] 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 - Content has a title or high-level description.	
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.	Yes
Unnecessary words or phrases - Sentences are concise, without unnecessary filler words and phrases.	Yes
Verb tense - The verb tense used is easiest to understand in context.	Yes

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.	Yes — is this technology available in all languages? Are any conditions or exceptions needed?
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

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 technology.	

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.	

Outcomes by section	Internationalization Work?	Other Concerns	Notes	
Animation and movement				
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 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		
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, - 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				
AI 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.	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.	Not evaluated	Needs plain language work		
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.	Not evaluated	Needs plain language work		
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.	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.	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		
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.	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		

Guideline	Status	Plain language	Notes
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.	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.	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.	Not evaluated	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.	Not evaluated	Needs plain language work	
Pointer-agnostic - Functionality which supports pointers can be used by any pointing device supported by the platform.	Not evaluated	Needs plain language work	
Pointer cancellation - Pointer cancellation is consistent.	Not evaluated	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.	Not evaluated	Needs plain language work	
Use without body movement - All functionality can be done without 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.	Not evaluated	Needs plain language work	
Varied inputs - Any input modality available on a platform can be used concurrently.	Not evaluated	Needs plain language work	
Layout			
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.	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.	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.	Not evaluated	Needs plain language work	
Distinguishable sections - Sections are visually and 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 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 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.	Not evaluated	Needs plain language work	
Reliable positioning - Interactive components retain their position 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 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, 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	
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 abbreviations and acronyms is available.	Needs attention	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.	Seems fine	Needs plain language work	I am not sure what is meant by ambiguous
Ambiguous pronunciation - All letters and diacritics needed to phonetically read words are available.	Needs attention	Needs plain language work	I am not sure what is meant by ambiguous

Criterion	Status	Plain language	Comments	Notes
Appropriate tone - The language tone used is respectful and appropriate to the topic or subject matter.	Needs attention	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 meaning (such as headings), the text maintains its meaning and purpose when text is resized.	Needs attention	Needs plain language work	I am not sure if this is intended to include visual or 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 express a positive unless it is standard usage for that language or dialect.	Needs attention	Needs plain language work		
Figurative language - Explanations for figurative and non-literal language [such as jokes, sarcasm, hyperbole, metaphors, similes, and idioms] are available.	Needs attention	Needs plain language work		
Interface Verbosity - The interface avoids overwhelming verbosity.	Needs attention	Needs plain language work	How is interface going to be defined for this? What is the measure for "overwhelming"?	Three buckets of feedback: Understanding the language: yellow International concerns: orange Why does this matter? blue Add columns with check boxes & with ChatGPT wording recommendation
Lists - Three or more items of related data are presented as bulleted or numbered lists.	Needs attention	Needs plain language work	Will this work across different languages in the same way? How are bullets implemented in vertical languages?	
Maximum text contrast - The rendered text against its background meets a maximum 'contrast ratio test' for its text appearance and use.	Seems fine	Needs plain language work	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, but I thought the purpose of minimum contrast was to ensure it is 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 is programmatically available.	Seems fine	Needs plain language work	How is this different from conveying importace without sizing?	
Sentence voice - The voice used is easiest to understand in context.	Needs attention	Needs plain language work		
Single idea - Each segment of text [such as sentence, paragraph, bullet] presents one concept.	Seems fine	Needs plain language work		
Summary - Access to a plain-language summary, abstract, or 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 speech.	Needs attention	Needs plain language work	Isn't this dependent on assistive technologies? I am not sure what the intent is of this.	
Title - Content has a title or high-level description.	Seems fine	Needs plain language work		
Topic sentence - Each paragraph of text begins with a topic 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.	Seems fine	Needs plain language work		
Unnecessary words or phrases - Sentences are concise, without unnecessary filler words and phrases.	Seems fine	Needs plain language work		
Verb tense - The verb tense used is easiest to understand in context.	Seems fine	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		
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	Internationalization Work?	Other Concerns	Notes
Animation and movement			
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 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	
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, - 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			
AI 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.	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.	Not evaluated	Needs plain language work	
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.	Not evaluated	Needs plain language work	
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.	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.	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	
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.	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.	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.	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.	Not evaluated	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.	Not evaluated	Needs plain language work	
Pointer-agnostic - Functionality which supports pointers can be used by any pointing device supported by the platform.	Not evaluated	Needs plain language work	
Pointer cancellation - Pointer cancellation is consistent.	Not evaluated	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.	Not evaluated	Needs plain language work	
Use without body movement - All functionality can be done without 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.	Not evaluated	Needs plain language work	
Varied inputs - Any input modality available on a platform can be used concurrently.	Not evaluated	Needs plain language work	
Layout			
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.	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.	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.	Not evaluated	Needs plain language work	
Distinguishable sections - Sections are visually and 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 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 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.	Not evaluated	Needs plain language work	
Reliable positioning - Interactive components retain their position 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 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, 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	
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 abbreviations and acronyms is available.	Not evaluated	Needs plain language work	
Ambiguous numerical formatting - Alternative formats for 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.	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	
Interface Verbosity - The interface avoids overwhelming verbosity.	Not evaluated	Needs plain language work	
Lists - Three or more items of related data are presented as 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.	Not evaluated	Needs plain language work	
Risk statements - Clear explanations of the risks and 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.	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 speech.	Not evaluated	Needs plain language work	
Title - Content has a title or high-level description.	Not evaluated	Needs plain language work	
Topic sentence - Each paragraph of text begins with a topic 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	
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	Internationalization 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.	Not evaluated	Needs plain language work			
Flashing and strobing - Flashing or strobing beyond thresholds 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			
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, - 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					
AI 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 synchronized captions in the media.	Seems fine	Complex vocabulary, Needs plain language work			
Complex image alternative - Equivalent text alternatives are available for complex images.	Seems fine	Complex vocabulary, Needs plain language work			
Context in image alternative - Image alternatives include context.	Seems fine	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 audio and video alternatives are available in descriptive transcripts.	Seems fine	Complex vocabulary, Needs plain language work, Complex sentence structure			
Finding media alternatives - Media that has the desired media alternatives (captions, audio descriptions, and descriptive transcripts) can be found.	Seems fine	Complex vocabulary, Needs plain language work, Complex sentence structure			
Identify autogenerated text - Auto generated text alternatives are identified.	Seems fine	No concerns			
Image alternatives - Equivalent text alternatives are available for images that convey content.	Seems fine	Complex vocabulary			
Image role - The role and importance of images are programmatically indicated.	Seems fine	Complex vocabulary			
Image type - The type of image (photo, icon, etc.) is indicated.	Needs attention	No concerns	why?		
Images-of-Text alternatives - Equivalent text alternatives are available for images of text.	Seems fine	Needs plain language work, Complex vocabulary, Complex sentence structure			
Non-text alternatives - Equivalent text alternatives are available for non-text, non-image content that conveys context or meaning.	Seems fine	Needs plain language work, Complex vocabulary, Complex sentence structure			
Non-verbal cues - Media alternatives explain nonverbal cues, such as tone of voice, facial expressions, body gestures, or music with emotional meaning.	Seems fine	Complex sentence structure, Needs plain 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.	Needs attention	Complex vocabulary, Complex sentence structure, Needs plain language work	Meaning is not clear		
Use of sound - Information is not conveyed with sound alone.	Seems fine	No concerns			
Use of spatial audio - Information is not conveyed with spatial audio alone.	Seems fine	Complex vocabulary, 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.	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			
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.	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			

Outcomes by section	Internationalization Work?	Other Concerns	Notes	Suggested rewording	COGA SubGroup Thoughts
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.	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.	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.	Not evaluated	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.	Not evaluated	Needs plain language work			
Pointer-agnostic - Functionality which supports pointers can be used by any pointing device supported by the platform.	Not evaluated	Needs plain language work			
Pointer cancellation - Pointer cancellation is consistent.	Not evaluated	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.	Not evaluated	Needs plain language work			
Use without body movement - All functionality can be done without 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.	Not evaluated	Needs plain language work			
Varied inputs - Any input modality available on a platform can be used concurrently.	Not evaluated	Needs plain language work			
Layout					
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 attention	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	No concerns	seem like it cannot be enforced. also not an accessibililty issue		
Interface redesign - When interfaces dramatically change (due to redesign), a mechanism to learn the new interface or revert to the older design is available.	Seems fine	Complex sentence structure, Needs plain language work			
Multistep process - Provides context that orients the user in a site or multi-step process.	Seems fine	Complex sentence structure, Needs plain language work, Complex vocabulary			
Notification of change - Changes in content and updates notify users, regardless of the update speed.	Seems fine	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	Complex vocabulary, Complex sentence structure, Needs plain language work, Guidance needs to be expanded to include all scripts and languages			
Organized content - Provides context that orients the user in a site or multi-step process.	Seems fine	Complex sentence structure, Needs plain language work			
Related information - Information required to understand options is adjacent to the options.	Seems fine	Needs plain language work, Complex sentence structure			
Reliable positioning - Interactive components retain their position unless a user changes the viewport or moves the component.	Seems fine	Needs plain language work, Complex sentence structure			
Section headers - Sections of content have well structured, understandable visual and programmatic headings.	Seems fine	Needs plain language work, Complex sentence structure, Complex vocabulary			
Section length - Content is organized into short sections of related content.	Seems fine	No concerns			
Section purpose - The purpose of each section of the content is clearly indicated.	Seems fine	No concerns			
Visual stimulation - Use does not cause visual overstimulation.	Seems fine	Complex vocabulary, Needs plain language work			
White spacing - Whitespace separates chunks of content.	Needs attention	Would not apply to some languages, Guidance needs to be expanded to include all scripts and languages	CJK languages do not use whitespace like Latin based languages!		
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, 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			

Outcomes by section	Internationalization Work?	Other Concerns	Notes	Suggested rewording	COGA SubGroup Thoughts
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 abbreviations and acronyms is available.	Needs attention	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).	- Are acronyms defined the same in all languages? - Sometimes acronyms might start with a number - What about numeronyms? - What about initials? - COGA is an example of a nonstandard "acronym"
Ambiguous numerical formatting - Alternative formats for ambiguous number formats are available.	Needs attention	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 numerical formatting - Alternative number 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	* Abbreviated numbers could have a legend so that they are more easily understood. Ex: $2k means $2,000 in US. - 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.
Ambiguous pronunciation - All letters and diacritics needed to phonetically read words are available.	Needs attention	Needs plain language work, Complex vocabulary	"Ambiguous" and "diacritics" especially are likely to not be understandable by most people. I had to look up "diacritics". Must 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.	Needs attention	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.	Needs attention	Would not apply to some languages, Complex sentence structure, Needs plain language work	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.	Needs attention	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.	Needs attention	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)
Minimum text contrast - The rendered text against its background meets a minimum 'contrast ratio test' for its text appearance and use.	Needs attention	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)
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.	Needs attention	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.	Needs attention	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.		
Single idea - Each segment of text [such as sentence, paragraph, bullet] presents one concept.	Needs attention		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			
Text style - The rendered text does not use a decorative or cursive font face.	Needs attention	Would not apply to some languages, Needs plain language work	Needs an exception for artistic work!		Non-literal sub-group is wrestling with this too. How can we provide 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			
Topic sentence - Each paragraph of text begins with a topic sentence stating the aim or purpose.	Needs attention	Complex vocabulary, Complex sentence structure, 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 artisitc work!		
Uncommon words - Definitions for uncommon or new words are available.	Seems fine	No concerns			
Unnecessary words or phrases - Sentences are concise, without unnecessary filler words and phrases.	Needs attention	Complex vocabulary, Complex sentence structure, Needs plain language work	Needs an exception for artistic work!		Non-literal sub-group is wrestling with this too.
Verb tense - The verb tense used is easiest to understand in context.	Needs attention	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 artisitc work!		
Help and feedback					
Consistent help - Help is labeled consistently and provided in a consistent visual and programmatic location.	Seems fine	Complex vocabulary, Needs plain language work	provide examples		
Contextual help - Contextual help is available.	Seems fine	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 availble when entering date, completing tasks and when searching.	
User Control					
Adjust color - Text and background colors can be customized.	Seems fine	No concerns	Needs to mention if this is in the pages UI or via the browser. It is too vague.		
Alternative presentation - Complex information or instructions for complex processes are available in multiple presentation formats.	Seems fine	Complex vocabulary, Complex sentence structure, Needs plain language work			
AT control - Content can be controlled using assistive and adaptive technology.	Seems fine	No concerns			
Audio control - Audio can be turned off, independent of the system audio, while allowing video to play.	Seems fine	Needs plain language work			
Caption control - The position and formatting of captions can be changed.	Seems fine	No concerns	Needs to mention if this is in the pages UI or via the browser. It is too vague.		
Chunk content - Large amounts of data can be broken into smaller chunks.	Needs attention	Complex vocabulary, Complex sentence structure, Needs plain language work	This is too vague, it is unclear what this expresses and how to translate it or explain it in plain langugae.		
Clear background - Patterns, designs or images placed behind text are avoided or can be removed.	Seems fine	Needs plain language work	The name could do with some work		
Control interruptions - The timing and positioning of notifications and other interruptions can be changed, suppressed or saved, except interruptions involving an emergency.	Seems fine	Complex vocabulary, Complex sentence structure, Needs plain language work			
Disturbing content - Warnings about content that may be emotionally disturbing are available and the content can be hidden.	Seems fine	No concerns			
Haptic stimulation - Haptic feedback can be reduced or turned off.	Seems fine	Complex vocabulary			
Interactive audio alternative - The ability to look up terms within audio alternatives is available.	Seems fine	No concerns			

Outcomes by section	Internationalization 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.	Needs attention	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		
		☐	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	☐	Guidance needs to be expanded to include all scripts and laguages		
		☐	No concerns		

Outcomes by section	Internationalization Work?	Other Concerns	Notes
Animation and movement			
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 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	
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, - 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			
AI 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.	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.	Not evaluated	Needs plain language work	
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.	Not evaluated	Needs plain language work	
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.	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.	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	
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.	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.	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.	Needs attention	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 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 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.	Not evaluated	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.	Not evaluated	Needs plain language work	
Pointer-agnostic - Functionality which supports pointers can be used by any pointing device supported by the platform.	Not evaluated	Needs plain language work	
Pointer cancellation - Pointer cancellation is consistent.	Not evaluated	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.	Not evaluated	Needs plain language work	
Use without body movement - All functionality can be done without 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.	Not evaluated	Needs plain language work	
Varied inputs - Any input modality available on a platform can be used concurrently.	Not evaluated	Needs plain language work	
Layout			
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.	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.	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.	Not evaluated	Needs plain language work	
Distinguishable sections - Sections are visually and 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 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 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.	Not evaluated	Needs plain language work	
Reliable positioning - Interactive components retain their position 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 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, 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	
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 abbreviations and acronyms is available.	Not evaluated	Needs plain language work	
Ambiguous numerical formatting - Alternative formats for ambiguous number formats are available.	Not evaluated	Needs plain language work	
Ambiguous pronunciation - All letters and diacritics needed to phonetically read words are available.	Needs attention	Needs plain language work	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 PLS are added to avoid such ambiguity, this requirement is not satisfied.
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	
Interface Verbosity - The interface avoids overwhelming verbosity.	Not evaluated	Needs plain language work	
Lists - Three or more items of related data are presented as 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.	Not evaluated	Needs plain language work	
Risk statements - Clear explanations of the risks and 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.	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 speech.	Not evaluated	Needs plain language work	
Title - Content has a title or high-level description.	Not evaluated	Needs plain language work	
Topic sentence - Each paragraph of text begins with a topic 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	
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.	Needs attention	Needs plain language work	Mention switching of vertical/horizontal writing modes. Or, create a new independent entry for the switching of writing modes.
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	