

Introduction

Ten requirements must be met in order to achieve accessibility, and it is further recommended that: User-customisation at the application/interface level is included whenever beneficial for usability and accessibility

Attention is applied at the design and implementation stages to the navigational flow and contextual feedback mechanisms – these must be logical and, where needed, modifications made to make them more accessible

Applications, interface components and display items are user-tested with participants that include users of adaptive technology. This is important if accessibility is to be truly realised. User testing may become a requirement in the future.

In the following section the ten high level accessibility requirements are expanded into a number of specific checkpoints.

Requirements

The following high level requirements were derived from an analysis of existing publicly available documents that pertain to the accessibility of desktop and web applications; for justifications and explanations, see Design Guidance – Accessibility Principles {R1}:

1. Support standard system size, colour, font, input settings, and accessibility options.
2. Enable programmatic access to user interface elements and text.
3. Provide keyboard access to all features.
4. Expose the location of the keyboard focus.
5. Provide equivalents for non-text elements.
6. Do not rely exclusively on a single perceptual capability to convey information.
7. Avoid flashing elements.
8. Enable user control of timed information presentation and responses.
9. Ensure consistency between interface elements and display items.
10. Create accessible documentation about accessibility features.

