






What's New in WCAG 2.1?

Session Begins 1:00 pm CST
Periodic Audio Testing Occurring

Useful Keyboard Shortcuts

- Full list - *Keyboard Shortcuts* from the *Help* menu on the Menu Bar.
- Chat: Move cursor to the Message text box
Windows: Ctrl+M
Mac: Command-M
- Speaker level Up:
Windows: Ctrl+Alt+Up Arrow
Mac: Command-Option-Up Arrow
- Speaker level Down:
Windows: Ctrl+Alt+Down Arrow
Mac: Command-Option-Down Arrow

More keyboard shortcuts

- Open Closed-Captioning window
Windows: Ctrl+F8
Mac: Command-F8
- Close Closed-Captioning window
Windows: Alt+F4 or Ctrl+W
Mac: Command-W

Listening to the Webinar

- The audio for today's webinar is being broadcast through your computer. Please make sure your speakers are turned on or your headphones are plugged in.
- You can control the audio broadcast via the Audio & Video panel. You can adjust the sound by "sliding" the sound bar left or right.
- If you are having sound quality problems check your audio controls by going through the Audio Wizard which is accessed by selecting the microphone icon on the Audio & Video panel.



Listening to the Webinar, *continued*

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712-432-6297
Pass Code:
558341#
This is **not** a Toll Free number

Listening to the Webinar, *continued*

MOBILE Devices supported include iPhone, iPad, Android Devices, Kindle Fire HD)**

Individuals can download the free Blackboard Collaborate App from the Apple Store, Google Play or Amazon



**Closed Captioning is not visible via the Mobile App and there is limited access to the white board for individual's using voice over technology

Captioning

- Real-time captioning is provided during this webinar.
- The caption screen can be accessed by choosing the  icon in the Audio & Video panel.



- Once selected you will have the option to resize the captioning window, change the font size and save the transcript.

7

Submitting Questions

- You may type and submit questions in the Chat Area Text Box or press Control-M and enter text in the Chat Area
- If you are connected via a mobile device you may submit questions in the chat area within the App
- If you are listening by phone and not logged in to the webinar, you may ask questions by emailing them to webinars@ada-audio.org



Please note: This webinar is being recorded and can be accessed on the website at www.ada-audio.org within 24 hours after the conclusion of the session.

8

Customize Your View

- Resize the Whiteboard where the Presentation slides are shown to make it smaller or larger by choosing from the drop down menu located above and to the left of the whiteboard. The default is "fit page"
- Resize/Reposition the Chat, Participant and Audio & Video panels by "detaching" and using your mouse to reposition or "stretch/shrink". Each panel may be detached using the icon in the upper right corner of each panel.

9

Setting Preferences

- Depending on your system settings you may receive visual and audible notifications when individuals enter/leave the webinar room or when other actions are taken by participants. This can be distracting.
- To turn off notifications (audible/visual)
 - Select "Edit" from the tool bar at the top of your screen
 - From the drop down menu select "Preferences"
 - Scroll down to "General"
 - select "Audible Notifications" Uncheck anything you don't want to receive and "Apply"
 - Select "Visual Notifications" Uncheck anything you don't want to receive and "Apply"
 - For Screen Reader User—Set preferences through the setting options within the Activity Window (Ctrl+lash opens the activity window)

10

Technical Assistance

- If you experience any technical difficulties during the webinar:
 - Submit a message regarding your issue via the chat area and the Moderator will address your concern via a private chat with you and/or refer it to one of the Great Lakes ADA Center IT Staff to contact you off line; or
 - Email webinars@ada-audio.org; or
 - Call 877-232-1990 (V/TTY)

11



What's New in WCAG 2.1?

March 21, 2019

Nathan Zak
Melissa Romanotto



About MSF&W

- Accessibility specialists since 2000
- Mix of public and private sector clients
 - Accessibility is not an industry-specific or sector-specific need
 - eCommerce, Healthcare, Education, State/County/Local government agencies (throughout the U.S.)
- Accessibility consulting services
 - Website accessibility audits, training, technical assistance
 - PDF accessibility training and direct remediation (lots and lots of direct remediation)



13

Accessibility Standards

- 1999 – Web Content Accessibility Guidelines (WCAG) 1.0
- 2001 – Section 508 of the Rehabilitation Act
- 2008 – WCAG 2.0
- 2018 – Section 508 Refresh
- 2018 – WCAG 2.1



14

WCAG 2.1

- 1 new guideline
- 17 new success criteria
 - 5 Level A
 - 7 Level AA
 - 5 Level AAA
- Focus on:
 - Mobile devices
 - Users with motor and dexterity disabilities
 - Users with low vision
 - Users with cognitive disabilities
 - Speech input users



15

Guideline 1.3 Adaptable
Success Criterion 1.3.4 Orientation (Level AA)

- **Who:** Users who have their device statically mounted in a fixed orientation or cannot otherwise change device orientation or users with low vision
- **What:** Content is not restricted to only
- **How to Test:** Look at the site on a tablet or phone in both portrait and landscape orientation




16

Guideline 1.3 Adaptable
Success Criterion 1.3.5 Identify Input Purpose (Level AA)

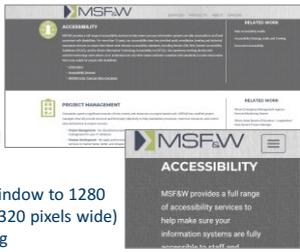
- **Who:** Users with cognitive disabilities
- **What:** Purpose of form controls can be programmatically determined
 - Use the type attribute on form controls
 - Add HTML 5.2 autoComplete attribute values
- **How to Test:** Browser/device prefill/autofill
 Applies if the form is collecting information about the user (not someone else)



17

Guideline 1.4 Distinguishable
Success Criterion 1.4.10 Reflow (Level AA)

- **Who:** Users with low vision
- **What:** Use responsive design to allow your content to zoom and respond to various screen sizes without requiring the user to scroll both vertically and horizontally
- **How to Test:** Set the browser window to 1280 pixels wide and zoom to 400% (320 pixels wide) and check for horizontal scrolling




18

Guideline 1.4 Distinguishable
Success Criterion 1.4.11 Non-text Contrast (Level AA)

- Who:** Users with low vision
- What:** Contrast ratio of 3:1 to differentiate graphical objects (icons, charts, graphs), interface components (buttons, form controls), and focus indicators
- How to Test:** Use the [Color Contrast Analyzer](#) to check contrast, including focus states



MSFW 19

Guideline 1.4 Distinguishable
Success Criterion 1.4.12 Text Spacing (Level AA)

1.4.12 Text Spacing (Level AA)

- Who:** Users with low vision or cognitive disabilities
- What:** Support specific text style properties to increase readability:
 - Line height (line spacing) to at least 1.5 times the font size
 - Spacing following paragraphs to at least 2 times the font size
 - Letter spacing (tracking) to at least 0.12 times the font size
 - Word spacing to at least 0.16 times the font size
- How to Test:** Use [Steve Faulkner's text spacing bookmarklet](#)

MSFW 20

Guideline 1.4 Distinguishable
Success Criterion 1.4.13 Content on Hover or Focus (Level AA)

- Who:** Users with low vision
- What:** Content presented on hover or keyboard focus must be:
 - Dismissable – without moving focus or hover (usually via the Esc key)
 - Hoverable – new content must be hoverable without disappearing
 - Persistent – content remains visible until focus or hover is removed, the content is dismissed, or the content is no longer relevant
- How to Test:** Try all tooltips, sub-menus, and non-modal pop-ups with both the mouse and the keyboard



MSFW 21

Guideline 2.1 Keyboard Accessible
Success Criterion 2.1.4 Character Keyboard Shortcuts (Level A)

- **Who:** Speech input or keyboard only users
- **What:** A user must be able to avoid accidental triggering of single - key keyboard shortcuts
 - Disable – turn off single-key shortcuts
 - Remap – change single-key shortcuts to use a modifier
 - Activate only onfocus – the shortcut is only active when a specific user interface component has focus
- **How to Test:** Applies mostly to web applications (e.g., email, content management systems)



22

Guideline 2.5 Input Modalities

New guideline designed to make it easier for users to operate functionality through various inputs beyond keyboard – e.g., touch, stylus, gestures.



23

Guideline 2.5 Input Modalities
Success Criterion 2.5.1 Pointer Gestures (Level A)

- **Who:** Users with motor and dexterity disabilities
- **What:** Functions can be performed with a single point activation
- **How to Test:** Ensure that any functions can be performed with a single point activation (e.g., zoom button in addition to pinch to zoom, arrow buttons in addition to horizontal swiping, tap to select an item and use button to move in addition to right or left swipe to move from available to chosen)
 - Exceptions for essential gestures such as signing your name or scrolling the screen



24

Guideline 2.5 Input Modalities
Success Criterion 2.5.2 Pointer Cancellation (Level A)

- **Who:** Users with motor and dexterity disabilities
- **What:** To avoid inadvertent activation of controls:
 - Do not activate the control on down-event (screen press or press of the mouse button)
 - Activate the control on the up-event (remove finger or release the mouse button)
- **How to Test:** Ensure that all controls (links, button, etc.) are triggered on the up event and not when the user touches the screen



25

Guideline 2.5 Input Modalities
Success Criterion 2.5.3 Label in Name (Level A)

- **Who:** Speech input users
- **What:** The accessible name (e.g., label, aria-label, alternate text, etc.) for a interactive control must include the text in its visible label
- **How to Test:** Check that the accessible name matches the visual label.



26

Guideline 2.5 Input Modalities
Success Criterion 2.5.4 Motion Actuation (Level A)

- **Who:** Users with motor and dexterity disabilities or a mounted device
- **What:** When device or user motion triggers functionality, the same functionality can be accomplished with standard controls.
- **How to Test:** Whenever a page requires device or user motion, make sure an alternative for the same functionality is available. Most often used in gaming apps for mobile devices.



27

Guideline 4.1 Compatible
Success Criterion 4.1.3 Status Messages (Level AA)

- **Who:** Screen reader users
- **What:** If a status message appears and focus does not move to the message, the message must be announced to screen reader users.
- **How to Test:** Look for an ARIA alert or live region that is used to announce the message to a screen reader user.



 28

Level AAA Success Criteria

- Success Criterion 1.3.6 Identify Purpose
- Success Criterion 2.2.6 Timeouts
- Success Criterion 2.3.3 Animations from Interactions
- Success Criterion 2.5.5 Target Size
- Success Criterion 2.5.6 Concurrent Input Mechanisms

 29

QUESTIONS

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 30

Thank You For Your Attention!

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31



The session today was recorded
and will be archived at
www.ada-accessibletech.org

NEXT SESSION IS MAY 16, 2019 1PM CENTRAL TIME



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32
