



ACCESSIBILITY HEURISTICS, V1.0

10 GENERAL RULES OF THUMB FOR ACCESSIBLE DESIGN

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HEURISTICS



NAVIGATION AND WAYFINDING

Users can easily navigate, find content, and determine where they are at all times within the system.



STRUCTURE AND SEMANTICS OF PAGES

Users can make sense of the structure of the content on each page and understand how to operate within the system.



COLOR CONTRAST AND LEGIBILITY

Text and other meaningful information can be easily distinguished and read by users of the system.



LANGUAGE AND READABILITY

Content on the page can easily be read and understood by users of the system.



ERROR PREVENTION AND ERROR STATES

Interactive controls (i.e. form elements, widgets, etc.) have persistent, meaningful instructions to help prevent mistakes, and provide users with clear error states which indicate what the problems are - and how to fix them - whenever errors are returned.



PREDICTABILITY AND CONSISTENCY

The purpose of each element is predictable, and how each element relates to the system as a whole is clear and meaningful, to avoid confusion for the users.



ALTERNATIVES FOR VISUAL AND AUDITORY CONTENT

Purely visual or auditory content that conveys information (i.e. images, icons, videos, notification sounds, etc.) has text-based alternatives for users who can't see or hear.



ACCOUNT FOR MULTIPLE INTERACTION METHODS

Users can efficiently interact with the system using the input method of their choosing (i.e. mouse, keyboard, touch, etc.).



PROVIDE ENOUGH TIME AND PRESERVE INFORMATION

Users are given enough time to complete tasks and do not lose information if their time (i.e. a session) runs out.

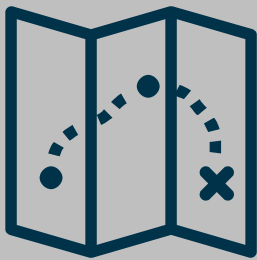


CONTROL OF MOVEMENT AND FLASHING

Elements on the page that move, flash, or animate in other ways can be stopped, and do not distract or harm the users.

Accessibility heuristics, defined (with examples)

NAVIGATION & WAYFINDING



Heuristic

Users can easily navigate, find content, and determine where they are at all times within the system.

As a starting point...

- Means are provided to jump straight to the main content
- Links remain meaningful even when taken out of context
- Interactive elements have clear and visible focus states
- Organization of navigational elements facilitate wayfinding

STRUCTURE & SEMANTICS OF PAGE



Heuristic

Users can make sense of the structure of the content on each page and understand how to operate within the system.

As a starting point...

- Hierarchical headings are used to organize content
- Navigation menus are structured using lists
- Form controls are assigned meaningful text labels
- Tabular data is structured using tables with header cells

Accessibility heuristics, defined (with examples)

COLOR CONTRAST & LEGIBILITY



Heuristic

Text and other meaningful information can be easily distinguished and read by users of the system.

As a starting point...

- Text has sufficient contrast against its background
- Meaningful graphic elements have sufficient contrast
- Link text has sufficient contrast against surrounding text
- Color is not used as the only way to convey information

LANGUAGE & READABILITY



Heuristic

Content on the page can easily be read and understood by users of the system.

As a starting point...

- Plain language principles are applied to content
- Labels and headings are worded to be meaningful
- Text passages in different languages are identified as such
- Sufficient padding and leading makes text easier to read

Accessibility heuristics, defined (with examples)

ERROR PREVENTION & ERROR STATES



Heuristic

Interactive controls (i.e. form elements, widgets, etc.) have persistent, meaningful instructions to help prevent mistakes, and provide users with clear error states which indicate what the problems are - and how to fix them - whenever errors are returned.

As a starting point...

- Mandatory form controls are clearly identified as required
- Instructions are provided to help prevent errors
- Form inputs have persistent and meaningful labels
- Inline error messages provide suggestions to fix errors

PREDICTABILITY & CONSISTENCY



Heuristic

The purpose of each element is predictable, and how each element relates to the system as a whole is clear and meaningful, to avoid confusion for the users.

As a starting point...

- Repeated navigation patterns are consistently presented
- Recurrent functionalities are consistently identified
- Changes of context are not unexpectedly triggered
- Changes are clearly announced before they take place

Accessibility heuristics, defined (with examples)

ALTERNATIVES FOR VISUAL & AUDITORY CONTENT



Heuristic

Purely visual or auditory content that conveys information has text-based alternatives for users who can't see or hear.

As a starting point...

- Meaningful alt text is provided for informative images
- Purely decorative images are provided with empty alt text
- Synchronized captions are provided for video content
- Text transcripts are provided for audio and video content
- Text-based content is used instead of images of text

ACCOUNT FOR MULTIPLE INTERACTION METHODS



Heuristic

Users can efficiently interact with the system using the input method of their choosing (i.e. mouse, keyboard, touch, etc.).

As a starting point...

- Interactions are not designed to be mouse-specific
- Functionalities are built to be keyboard compatible
- Equivalent touch input methods are accounted for
- Call to actions are labelled for voice recognition navigation

Accessibility heuristics, defined (with examples)

PROVIDE ENOUGH TIME & PRESERVE INFORMATION



Heuristic

Users are given enough time to complete tasks and do not lose information if their time (i.e. a session) runs out.

As a starting point...

- Ways to extend or turn off time limits are provided
- Upcoming session timeouts are clearly identified
- Data recovery after re-authentication is accounted for
- Options to postpone or suppress interruptions are offered

CONTROL OF MOVEMENT & FLASHING



Heuristic

Elements on the page that move, flash, or animate in other ways can be stopped, and do not distract or harm the users.

As a starting point...

- Content does not flash more than three times per second
- Content that moves can be stopped on demand
- Video and audio files are not set on auto-play
- The rate at which content is auto-updated can be controlled