

WCAG 2.2 Review

A review of the CrowdComms Front End application measured against the Web Content Accessibility 2.2 requirements.

Web Content Accessibility Guidelines (WCAG) 2.2

<u>WCAG Requirements</u>	<u>Current CC Platform build complaint with standards</u>	<u>Notes</u>
1.Perceivable	Partial	
1.1Text Alternatives	Partial	Braille not supported, as each app is custom built we cant confirm the FE supports users with issues relating to seeing colour/s or colour blindness. Large print is not supported but zoom functionality works. "Simpler language" cant be confirmed as app is custom built so the language complexity used cant be defined by CrowdComms but we have the ability to select multiple different languages if the app is required to support them.

1.1.1Non-text Content	Yes	Non text content as text alternatives is possible as html alternate text "alt=" but clients have to specify what the alternate text for the image is otherwise the default is no alternative text. This is to reduce confusion around what the image is designed to express to the reader.
1.2 Time-based Media	No	As each app is custom built we cant confirm the FE media will also be replicated with alternative pre-recorded audio/video only content. As each app is custom built we cannot control whether media content has clear audio or prevent media with multiple voices speaking simultaneously on it. As each app is custom built we cannot control if media supports sign language when played.
1.2.1 Audio-only and Video-only (Pre-recorded)	No	As each app is custom built we cant confirm the FE media will also be replicated with alternative pre-recorded audio/video only content. Alternative for time based media could include transcripts added as documents into applications for example but this is upon the requirements of each unique client.
1.2.2 Captions (Pre-recorded)	Partial	As each app is custom built we cant confirm the FE media will contain captions supports sign language. Video functionality allows for Closed Captions to be generated and stored at the time of video creation but only if the designed requirements of the client specify this functionality is enabled.
1.2.3Audio Description or Media Alternative (Pre-recorded)	No	As each app is custom built we cant confirm the FE media will have audio description.
1.2.4Captions (Live)	Partial	As each app is custom built we cant confirm the FE media will contain captions supports sign language. Video functionality allows for Closed Captions to be generated and stored at the time of video creation but only if the designed requirements of the client specify this functionality is enabled.

1.2.5 Audio Description (Pre-recorded)	No	As each app is custom built we cant confirm the FE media will have audio description.
1.2.6 Sign Language (Pre-recorded)	No	As each app is custom built we cant confirm the FE media will have sign language.
1.2.7 Extended Audio Description (Pre-recorded)	No	As each app is custom built we cant confirm the FE media will have audio description.
1.2.8 Media Alternative (Pre-recorded)	No	As each app is custom built we cant confirm the FE media will have audio description or sign language.
1.2.9 Audio-only (Live)	No	As each app is custom built we cant confirm the FE media will have audio description or sign language.
1.3 Adaptable	Yes	Multiple examples of creating bespoke layouts including multiple templates for module layouts and functionality options.
1.3.1 Info and Relationships	No	As each app is custom built we cant ensure information is structured or programmatically determined. App creation and app design options have been built in a structured uniformed way to ensure ease of use and intuitive to computer literate users.
1.3.2 Meaningful Sequence	No	As each app is custom built we cant ensure data presented is in an appropriate sequence.
1.3.3 Sensory Characteristics	No	As each app is custom built we cant ensure content shape or location will allow all users to understand the data being presented.
1.3.4 Orientation	Yes	Orientation is flexible between portrait, landscape and the most common screen size combinations.
1.3.5 Identify Input Purpose	Partial	All user input fields on a standard CC product are clear in what the content should be and have alternative text available for screen readers. Data input by users such as in a Live Poll can be extracted for data analysis.

1.3.6 Identify Purpose	No	As each app is custom built we cant confirm content or symbols will be appropriate for all users to understand. Basic product layout is the same in most cases but nothing prevents clients from changing layouts, moving content, hiding content or adjusting it's select ability.
1.4 Distinguishable	Yes	
1.4.1 Use of Color	Yes	
1.4.2 Audio Control	Yes	
1.4.3 Contrast (Minimum)	No	As each app is custom built we cant confirm that text or images of text have a contract ratio of 4:5:1.
1.4.4 Resize text	Yes	FE is responsive, adjusting to reflect screen size so if a user zooms into an app the screen adjusts to correctly display the content in its adjusted size.
1.4.5 Images of Text	No	As each app is custom built we cant ensure text font, colour, spacing, blank spaces, paragraphs or size is appropriate.
1.4.6 Contrast (Enhanced)	No	As each app is custom built we cant confirm that text or images of text have a contract ratio of 7:1
1.4.7 Low or No Background Audio	No	As each app is custom built we cant confirm the FE media will not have background audio. The ability to filter out audio background is not a supported functionality.
1.4.8 Visual Presentation	Partial	Foreground and background colours are selected as a design feature but not by individual users. Text formatting and layout is based on individual design specifications so unique to each build.
1.4.9 Images of Text (No Exception)	No	As each app is custom built we cant confirm images of text will only be for decorative purposes.

1.4.10 Reflow	Partial	As the FE is responsive the CSS height and width is adjusts to reflect screen size changes without any limits of minimum/maximum pixel size. Content is responsive as a percentage of the screen and no defined by pixel count.
1.4.11 Non-text Contrast	No	As each app is custom built we cant confirm a non-text contrast ratio of 3:1 would be maintained.
1.4.12 Text Spacing	No	As each app is custom built we cant ensure text spacing, blank spaces, paragraphs or size is appropriate.
1.4.13 Content on Hover or Focus	Partial	Most selectable content on a standard app version has a hoover alternative state.
2. Operable	Partial	
2.1 Keyboard Accessible	Yes	
2.1.1 Keyboard	Yes	
2.1.2 No Keyboard Trap	Yes	
2.1.3 Keyboard (No Exception)	Partial	Embedded content such as Video Library videos and filters cant be selected via a keyboard only.
2.1.4 Character Key Shortcuts	N/A	No keyboard shortcuts are implemented.
2.2 Enough Time	Yes	
2.2.1 Timing Adjustable	N/A	There is no time limit features in the application and no plans to implement any time limited based feature.
2.2.2 Pause, Stop, Hide	Yes	Alert and pop up displays have a minimum display time of 5 seconds.
2.2.3 No Timing	Yes	
2.2.4 Interruptions	Planned	Availability selectable by the user for chat, video meetings, meeting booking, business card exchanges, sound notification and email notification. User does not have the ability to prevent interruptions from Alerts.

2.2.5 Re-authenticating	Yes	<p>Auto Auth token refreshes enable continued service.</p> <p>Connection dropping for external features such as VBO and Zoom calls will require re-authentication but are driven by 3rd party software.</p>
2.2.6 Timeouts	No	No warning is displayed before user logout when 24 hours of continuous login without user input has been reached.
2.3 Seizures and Physical Reactions	No	As each app is custom built we cant ensure content will not contain flashing images or induce physical reactions.
2.3.1 Three Flashes or Below Threshold	Yes	
2.3.2 Three Flashes	Yes	
2.3.3 Animation from Interactions	No	No functionality yet built around giving the users the option to prevent animation or integration including alert pop up notifications, icon changes upon selection etc.
2.4 Navigable	Partial	FE can be navigated via keyboard, mouse and on native touch screen devices. No instructions on basic navigation actions are provided in a standard FE app. Search bars are present in appropriate application modules to assist in item retrieval.
2.4.1 Bypass Blocks	Yes	The Navigation menu bar is collapsible but still provides user access to select modules. The User menu bar is only displayed when selected by the user and disappears when a user selects another location within the FE application
2.4.2 Page Titled	Partial	<p>All modules and user menu options have a title within the head section but modules and pop ups don't. The app has the ability to direct users to other pages or iframe content which may not have a title within the head section.</p> <p>Documents and lists that can populate the page are custom built so we cant ensure titles of such content will be provided.</p>

2.4.3 Focus Order	Yes	
2.4.4 Link Purpose (In Context)	No	As each app is custom built we cant ensure all links are in context and named appropriately.
2.4.5 Multiple Ways	No	As each app is custom built we cant ensure all pages are linked to each other directly and the requirement is not appropriate for an interactive application comparable to a static web site of displayed content. Access permissions also prevent specified users/groups from accessing specified area's of the application.
2.4.6 Headings and Labels	Yes	
2.4.7 Focus Visible	Yes	
2.4.8 Location	Partial	FE supports the use of the back button in the app and most builds of the application leave the user navigation bar present which can be selected from any module however as each app is custom built we cant ensure all apps built follow this model.
2.4.9 Link Purpose (Link Only)	Partial	As each app is custom built we cant ensure all links are in context and named appropriately.
2.4.10 Section Headings	Partial	As each app is custom built we cant ensure all pages have sub headers where appropriate although the standard build templates do have appropriate section heading names.
2.5 Input Modalities	Yes	
2.5.1 Pointer Gestures	Yes	
2.5.2 Pointer Cancellation	Yes	Abort Or Undo can be applied but remaining in the down-event then moving off the selector so the up event occurs off selector.
2.5.3 Label in Name	No	As each app is custom built we cant ensure labels are appropriate for their content.

2.5.4 Motion Actuation	N/A	Not applicable. There is no functionality impacted by device motion other than on tablets and mobile devices when the screen size corresponds to the portrait or landscape state of the device.
2.5.5 Target Size (Enhanced)	No	As each app is custom built we cant ensure target size is a minimum of 44 CSS pixels.
2.5.6 Concurrent Input Mechanisms	Yes	
2.5.7 Dragging Movements	Yes	
2.5.8 Target Size (Minimum)	No	As each app is custom built we cant ensure all target input sizes are of a minimum 24 pixels or have applied selection alternatives present.
3. Understandable	Partial	
3.1 Readable	Yes	
3.1.1 Language of Page	Yes	
3.1.2 Language of Parts	Yes	
3.1.3 Unusual Words	No	As each app is custom built we cant ensure what words are used or if there is any dictionary or jargon buster present on the FE app.
3.1.4 Abbreviations	No	As each app is custom built we cant ensure what abbreviations are used or if there is any dictionary or jargon buster present on the FE app.
3.1.5 Reading Level	No	As each app is custom built we cant ensure all text is at a reading level equivalent to lower secondary education level.
3.1.6 Pronunciation	No	As each app is custom built we cant ensure a mechanism is put to provide contexts to ambiguous words.
3.2 Predictable	Yes	
3.2.1 On Focus	Yes	
3.2.2 On Input	Yes	
3.2.3 Consistent Navigation	Yes	

3.2.4 Consistent Identification	Yes	
3.2.5 Change on Request	Yes	
3.2.6 Consistent Help	No	As each app is custom built we cant ensure any help information or contact details is presented in the same order on all pages.
3.3 Input Assistance	Yes	All standard input fields within the app are clear about what data is expected to be held there and which input fields are mandatory.
3.3.1 Error Identification	Yes	
3.3.2 Labels or Instructions	No	As each app is custom built we cant ensure labels or instructions are present for all user inputs.
3.3.3 Error Suggestion	Partial	As each app is custom built we cant ensure all errors present suggestions but in the standard build of the application all login failures, failed save attempts and user profile update failures indicate a reason for the error.
3.3.4 Error Prevention (Legal, Financial, Data)	No	As each app is custom built we cant ensure user submissions are revisable, checked or reversible.
3.3.5 Help	Partial	Icons and symbols have tool tips applied where appropriate to indicate in text what function they perform as standard but as each app is custom built we cant ensure this standard is maintained.
3.3.6 Error Prevention (All)	Yes	Data input by users can be reversible except in specific defined individual instances such as voting. Input fields such as User name etc. can be edited multiple times. Data entered in mandatory fields is checked for errors and presents an error to the user upon attempting to save the input so that incorrect data entered is not saved.
4. Robust	Yes	
4.1 Compatible	Yes	
4.1.1 Parsing (Obsolete and removed)	Yes	

4.1.2 Name, Role, Value	Yes	
4.1.3 Status Messages	Yes	Status messages such as toast messages can be selected and read by assistive technologies.
5. Conformance	No	As each app is custom built we cant ensure conformance standards are met or that a user cant be directed from the FE app to a none conformance location.
5.1 Interpreting Normative Requirements	No	As each app is custom built we cant ensure normative standards are maintained.
5.2 Conformance Requirements	No	As each app is custom built we cant ensure confirmation standards are maintained.
5.2.1 Conformance Level	No	As each app is custom built we cant ensure confirmation standards are maintained.
5.2.2 Full pages	Yes	
5.2.3 Complete processes	Yes	
5.2.4 Only Accessibility-Supported Ways of Using Technologies	Yes	
5.2.5 Non-Interference	Yes	
5.3 Conformance Claims (Optional)	No	No functionality to support conformance claims.
5.3.1 Required Components of a Conformance Claim	No	No functionality to support conformance claims.
5.3.2 Optional Components of a Conformance Claim	No	No functionality to support conformance claims.
5.4 Statement of Partial Conformance - Third Party Content	No	As each app is custom built we cant ensure a statement of conformance with third party content is displayed.
5.5 Statement of Partial Conformance - Language	No	As each app is custom built we cant ensure a statement of conformance with third party content is displayed or a partial conformance due to unsupported languages.

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