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DIGITAL ACCESSIBILITY TESTING CHECKLIST FOR APPS

1 Familiarize Yourself with Accessibility Guidelines

- Study and understand the Web Content Accessibility Guidelines (WCAG), currently at version 2.1.
- Keep up-to-date with any updates or changes to accessibility standards.

2 Keyboard Navigation

- Ensure that all interactive elements in your app can be accessed and operated using only a keyboard.
- Verify that the keyboard focus indicator is visible and appropriately styled.
- Test keyboard navigation in all app functionalities.

3 Semantic HTML

- Use semantic HTML elements to define the structure of your app.
- Employ appropriate heading tags (h1, h2, h3, etc.) for content hierarchy.
- Use lists (<ul>, <ol>) for grouped items, and tables (<table>) for tabular data.

4 Alt Text for Images

- Provide descriptive alt text for all images, icons, and graphics.
- Use empty alt attributes for decorative images that don't convey meaningful content.

5 ARIA Roles and Attributes

- Implement Accessible Rich Internet Applications (ARIA) roles and attributes for enhancing complex web components.
- Ensure ARIA attributes are used correctly to convey information to assistive technologies.

6 Form Accessibility

- Include labels or placeholders for form fields.
- Ensure error messages are clear and associated with the corresponding form fields.
- Provide helpful hints and instructions for completing forms.
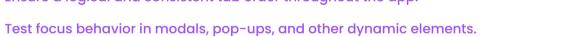
7 Text and Content Readability

- Use sufficient contrast between text and background colors for readability.
- Allow users to adjust font sizes and text spacing.
- Ensure text is resizable without loss of content or functionality.

8 Focus Management

- Ensure a logical and consistent tab order throughout the app.
- Test focus behavior in modals, pop-ups, and other dynamic elements.
- Implement skip navigation links to allow users to bypass repetitive content.

9 Multimedia Accessibility

- Provide captions and transcripts for videos and audio.
- Implement controls for adjusting the volume and playback speed.
- Allow users to pause or stop auto-playing media.

10 Mobile Accessibility

- Optimize for touch gestures and provide sufficient touch targets.
- Ensure responsive design to accommodate various screen sizes.
- Test the app's accessibility on both Android and iOS platforms.

11 Testing with Real Users

- Conduct usability testing with individuals who have disabilities.
- Gather feedback and make necessary improvements based on real-world user experiences.

12 Documentation and Training

- Provide documentation for your development team on best practices for accessibility.
- Include accessibility training as part of your team's skill development.

11 Regular Monitoring and Updates

- Establish a schedule for regular accessibility audits and testing.
- Stay informed about emerging accessibility challenges and technology changes.
- Commit to ongoing accessibility improvements and updates.