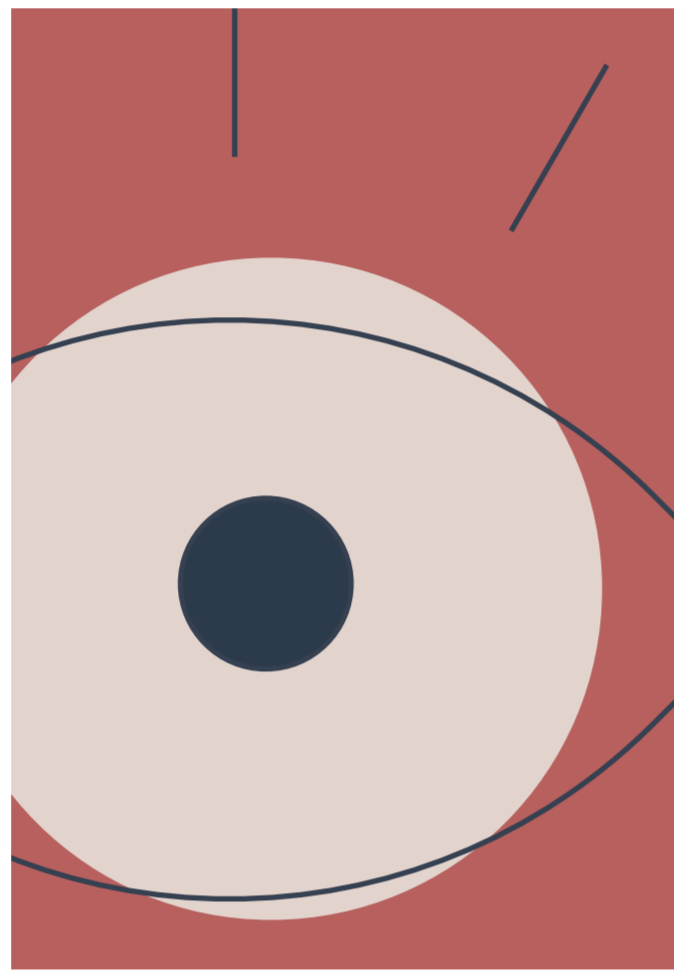


# WEB CONTENT ACCESSIBILITY GUIDELINES 2.2

The Web Content Accessibility Guidelines (WCAG) were developed to make websites and applications accessible to people of all abilities. The WCAG 2.2 form the basis for the legal obligations of the European Accessibility Act, which demand digital accessibility by 2025.

## PERCEIVABLE

Ensure all content is accessible by providing text alternatives for non-text based content, as well as alternatives for audio and video, creating flexibly presentable content and meeting basic requirements for contrast, font size and accessible presentation.



### 1.1 – Text Alternatives

Provide text alternatives for any non-text content so that it can be changed into other forms people need, such as large print, braille, speech, symbols or simpler language.



### 1.2 – Time-based Media

Provide alternatives such as subtitles, audio descriptions, and sign language interpreters for pre-recorded audio or video content to ensure equivalent access to information.



### 1.3 – Adaptable

Create content that can be presented flexibly without losing information and does not depend exclusively on visual or auditory properties. The purpose of input fields should be determined programmatically.



### 1.4 – Distinguishable

Ensure that requirements for color contrast of text and images, text size customization and accessible criteria of audio content are met. Enable tool tips to be easily dismissible, hoverable and persistent by mouse pointer or keyboard focus.

## OPERABLE

Applications should be easy to use with the keyboard, offer enough time for users to understand the content and avoid distracting effects. The content should also have clear structures, be intuitive to navigate and allow operation without complex gestures.



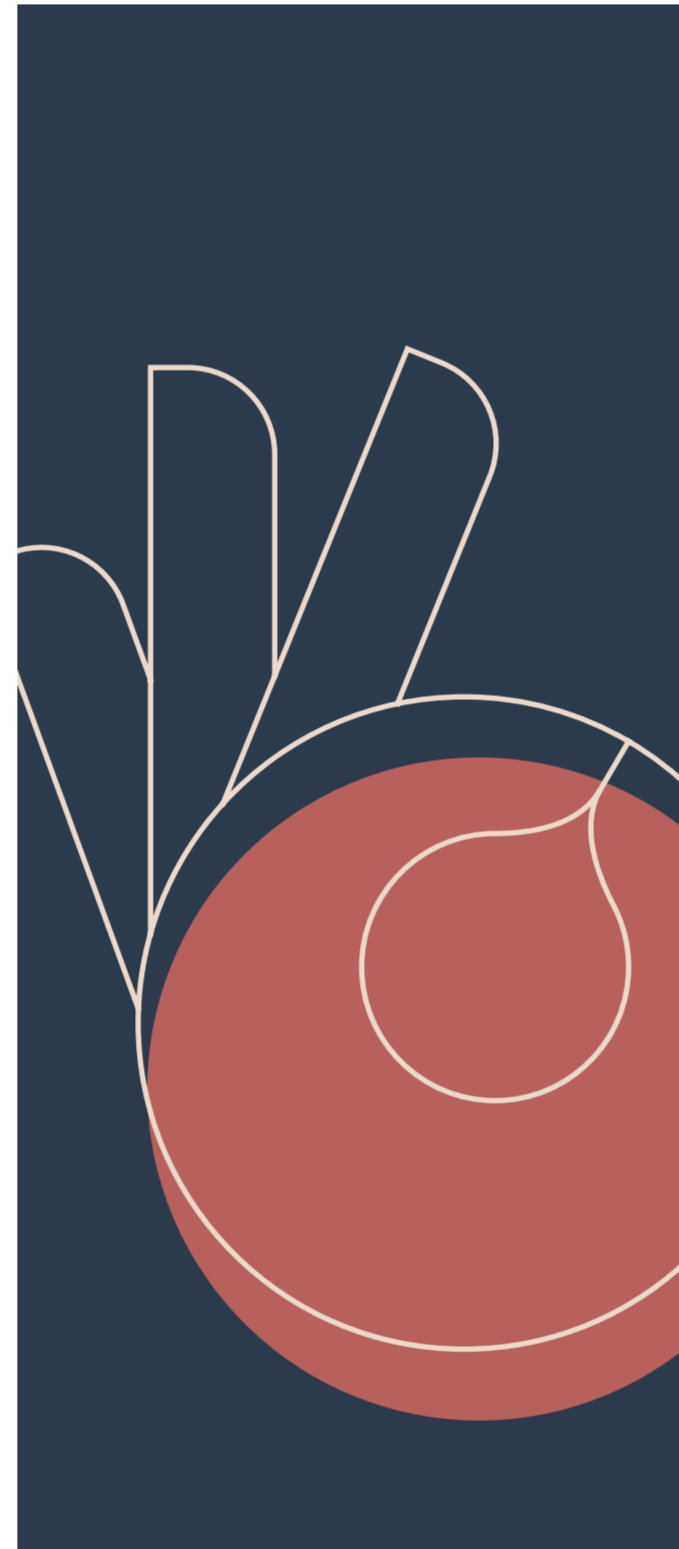
### 2.1 – Keyboard Accessible

Content is fully controllable and accessible via the keyboard with clear indication of focus flow and selected areas. Available shortcuts can be customized or deactivated.



### 2.2 – Enough Time

Grant users enough time and flexibility to adjust or extend time limits, pause moving content and allow interruptions to be postponed. Continue activities after a session has ended while warning of possible data loss.



### 2.3 – Seizures and Physical Reactions

Avoid flash effects and allow pausing or disabling animations that are not critical to functionality or information transfer.



### 2.4 – Navigable

Ensure that content has clear titles, easily navigable structures, sensible focus sequences, understandable links and visible keyboard focus.

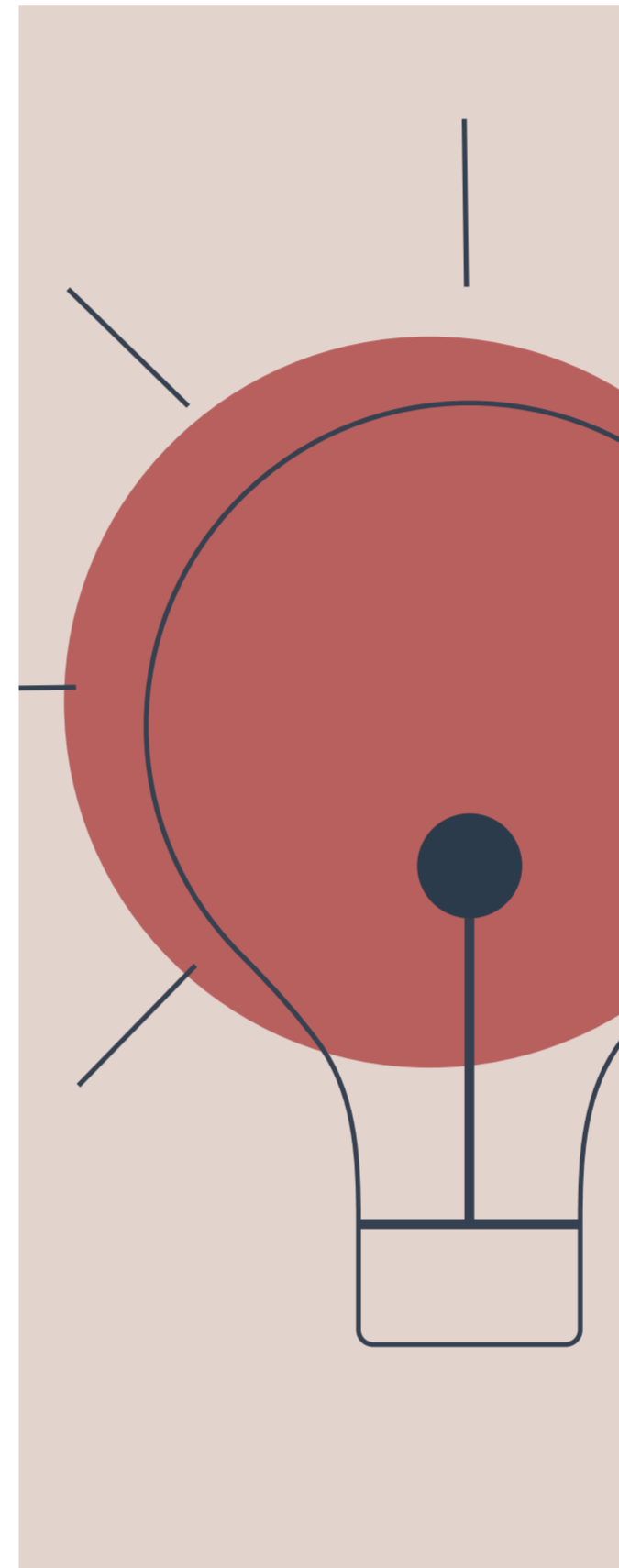


### 2.5 – Input Modalities

Applications and functions should be easy to use and accessible without complex gestures or movements. The size of the target areas for mouse pointers has to be sufficient.

## UNDERSTANDABLE

Texts should be readable and understandable, with clearly defined standard language. Applications must be consistent in design, provide clear labeling of functions and predictable navigation to support error prevention.



### 3.1 – Readable

Texts should be easy to read and understand. The language of the content can be adjusted. Provide mechanisms to identify language changes, definitions of words, extended forms of abbreviations and pronunciation.



### 3.2 – Predictable

Ensure that applications are designed in a consistent and predictable way, avoid unexpected context changes and provide a consistent navigation structure. Functions must be clearly labeled and help options presented in a consistent order.



### 3.3 – Input Assistance

Assist users to avoid and correct errors by providing clear in-structions and validation options for input errors. Cognitive function tests should only be required when alternatives are unavailable.

## ROBUST

Content must be robust enough that it can be interpreted by a wide variety of assistive technologies.



### 4.1 – Compatible

Applications must be developed in a way that they can be interpreted by different browsers and assistive technologies. Elements and inputs of the user interface can be directly manipulated programmatically.



Scan the QR code to check out the WCAG 2.2 guidelines in detail!