Mobile Accessibility

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1. Introduction

- Mobile Device - What does it include?
- How does it work? - Swipe and explore by touch.
- The three application types: In browser, Web view, Native application.

2. Perceivable

- Labeling Graphics
- Small Screen Size - Minimize data, Avoid pan, Allow resizing
- Zoom/Magnification - Types of zooming, Avoid pinch
- Contrast - Auto contrast

3. Operable

- Keyboard Control for Touch Screen Devices - focus order, no trap, all can be reached.
- Touch Target Size and Spacing 9mm for ctrl
- Touch screen Gestures - alternative, predictable, describable, possible to carry out and to cancel
- Device Manipulation Gestures - don't depend on them.
- Placing buttons where they are easy to access.

4. Understandable

- Changing Screen Orientation (Portrait/Landscape)
- Consistent Layout - same button does two actions.
- Positioning important page elements before the page scroll.
- Grouping operable elements that perform the same action - Joined label
- Provide clear indication that elements are actionable.
- Visual representation of sound.

5. Robust

- Set the virtual keyboard to the type of data entry required.

- Provide easy methods for data entry.

- Capturing voice during screen reader action.

Summary:

- Gesture alternative
- All labeled
- Focus can reach all elements.