



# Accessibility Checklist for UX Designers

## How To Use This Checklist

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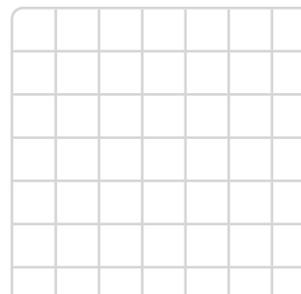
**Where do these guidelines come from?** This checklist is a summary of recommendations from the [Web Content Accessibility Guidelines \(WCAG\) 2.1](#).

**Must I check every box?** While all of these guidelines are important, some won't apply to every project. If your product contains no motion, you won't need the Motion guidelines.

Also, some guidelines such as alternative text and keyboard navigation are the responsibility of the development team.

**Will this checklist guarantee my project is accessible?** While following these WCAG recommendations is important, true accessibility comes from involving users of varying capabilities in the research, persona, and testing phases of the design process.

**Should I print this?** You can! The checkboxes on the PDF are clickable, so you can check off guidelines onscreen as you go. Choose whichever suits your workflow.





# Accessibility Checklist for UX Designers

## Navigation

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- Keep navigation predictable and consistent.



- Avoid unexpected changes in context.



- All content should be navigable with a keyboard.

## Interfaces

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- Interface elements should be a minimum of 44 square pixels.



- Avoid complex interactions, or provide simpler alternatives.



## Layout

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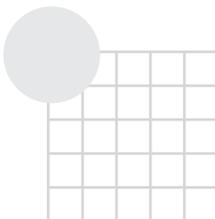
- Use meaningful headings that convey page structure.



- Keep design responsive, and make sure text remains legible when users zoom in.



- Mobile content should be legible in portrait and landscape orientation.





## Motion

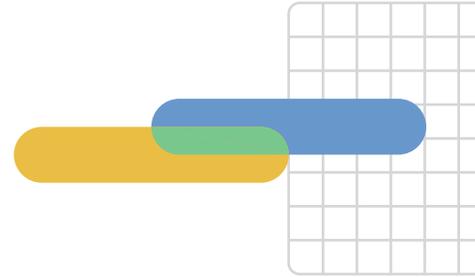
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- Animations should never flash more than 3x/second.



- Allow users to disable distracting content.



## Text

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- Use plain language, free from technical jargon.



- Minimum 16px body copy size.



- Purpose of links should be clear from link text alone.

## Color

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- Don't rely on color alone to communicate information.



- Color contrast ratio should be at least 3:1 for large text, and 4.5:1 for body copy.





## Image

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- Provide text alternatives to all images.



- Don't use an image where text belongs.

## Forms

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- Errors should be easy to spot and correct.



- Allow users to adjust or disable time limits.



- Provide labels, and not just placeholder text, for all input fields.

## Audio/Video

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- Provide captions and transcripts for audio and video.



- Avoid using autostart, which can interfere with screen reader performance.

