



Web Content Accessibility 2.0 Self-Assessment – activMedia Player

| Guideline | Guideline text | Notes | Level | Player/Author'd Content Conforms to Spec? |
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| 1.1.1 | Non-text Content: All non-text content that is presented to the user has a text alternative that serves the equivalent purpose, except for the situations listed below. | We'll need to add "alt" tags and descriptive text on some assets (see 1.1.1c). | A | Yes |
| 1.1.1 a | Controls, Input: If non-text content is a control or accepts user input, then it has a name that describes its purpose. | | A | Yes |
| 1.1.1 b | Time-Based Media: If non-text content is time-based media, then text alternatives at least provide descriptive identification of the non-text content. | All episodes include a title and description, as well as a full transcript | A | Yes |
| 1.1.1 c | Test: If non-text content is a test or exercise that would be invalid if presented in text, then text alternatives at least provide descriptive identification of the non-text content. | Stop questions are primarily text based. We will need to include an extra text field in authoring of stop questions, to be included as an alt tag on any included images. | A | Partial |

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| 1.1.1 d | Sensory: If non-text content is primarily intended to create a specific sensory experience, then text alternatives at least provide descriptive identification of the non-text content. | Not applicable | A | N/A |
| 1.1.1 e | CAPTCHA: If the purpose of non-text content is to confirm that content is being accessed by a person rather than a computer, then text alternatives that identify and describe the purpose of the non-text content are provided, and alternative forms of CAPTCHA using output modes for different types of sensory perception are provided to accommodate different disabilities. | Product does not use CAPTCHAs | A | N/A |
| 1.1.1 f | Decoration, Formatting, Invisible: If non-text content is pure decoration, is used only for visual formatting, or is not presented to users, then it is implemented in a way that it can be ignored by assistive technology. | Nearly all page styling is done via CSS so meets this standard automatically. We mark individual content items as “cosmetic” where relevant; should update item templates to add aria-hidden to these items. | A | Yes |
| 1.2.1 | Audio-only and Video-only (Prerecorded): For prerecorded audio-only and prerecorded video-only media, the following are true, except when the audio or video is a media alternative for text and is clearly labeled as such: * An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content. * Either an alternative for time-based media or an audio track is | N/A: no audio-only or video-only content currently. Should these be added in the future, transcript of audio would be included; description of video could be handled the same way | A | N/A |

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| | provided that presents equivalent information for prerecorded video-only content. | | | |
| 1.2.2 | Captions (Prerecorded): Captions are provided for all prerecorded audio content in synchronized media, except when the media is a media alternative for text and is clearly labeled as such. | “Closed Captions” in watch mode, synchronized transcript in discover mode, full transcript in review mode | A | Yes |
| 1.2.3 | Audio Description or Media Alternative (Prerecorded): An alternative for time-based media or audio description of the prerecorded video content is provided for synchronized media, except when the media is a media alternative for text and is clearly labeled as such. | We don’t do full screenplay-like descriptions of all action, but significant information in the video is covered by transcript and/or transmedia elements. | A | Yes |
| 1.2.4 | Captions (Live): Captions are provided for all live audio content in synchronized media. | No live audio content, currently — but captions are included for all spoken text in video | AA | N/A |
| 1.2.5 | Audio Description (Prerecorded): Audio description is provided for all prerecorded video content in synchronized media. | This is not currently included on a routine basis, but there is nothing preventing us including it for specific episodes if necessary | AA | No |
| 1.2.6 | Sign Language (Prerecorded): Sign language interpretation is provided for all prerecorded audio content in synchronized media | | AAA | No |

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| 1.2.7 | Extended Audio Description (Prerecorded): Where pauses in foreground audio are insufficient to allow audio descriptions to convey the sense of the video, extended audio description is provided for all prerecorded video content in synchronized media | | AAA | No |
| 1.2.8 | Media Alternative (Prerecorded): An alternative for time-based media is provided for all prerecorded synchronized media and for all prerecorded video-only media. | | AAA | No |
| 1.2.9 | Audio-only (Live): An alternative for time-based media that presents equivalent information for live audio-only content is provided | No live audio content currently included in the product | AAA | N/A |
| 1.3.1 | Info and Relationships: Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text. | Consistent, semantic HTML structure used for all elements, with timestamps shown to convey relationship to the video stream | A | Yes |
| 1.3.2 | Meaningful Sequence: When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined | Transcript and transmedia are shown in document order in review mode, and in time-based order in other modes | A | Yes |
| 1.3.3 | Sensory Characteristics: Instructions provided for understanding and operating content do not rely solely on sensory characteristics of components such as shape, size, visual location, orientation, or sound. | All controls and icons have text alternatives, either present by default for all users, or visible to screen-readers. | A | Yes |

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| 1.4.1 | Use of Color: Color is not used as the only visual means of conveying information, indicating an action, prompting a response, or distinguishing a visual element. | Color is used only decoratively throughout the product; all control text and icons are high-contrast monochrome | A | Yes |
| 1.4.2 | Audio Control: If any audio on a Web page plays automatically for more than 3 seconds, either a mechanism is available to pause or stop the audio, or a mechanism is available to control audio volume independently from the overall system volume level | Full control over audio volume is provided | A | Yes |
| 1.4.3 | Contrast (Minimum): The visual presentation of text and images of text has a contrast ratio of at least 4.5:1, except for [large text, incidental/decorative, and logo/branding images] | Most existing templates meet this requirement; some optional episode styles may not currently | AA | Yes for Player itself, partial for content |
| 1.4.4 | Resize text: Except for captions and images of text, text can be resized without assistive technology up to 200 percent without loss of content or functionality | All text can be resized at will | AA | Yes |
| 1.4.5 | Images of Text: If the technologies being used can achieve the visual presentation, text is used to convey information rather than images of text except for [images visually customizable by the user, or images where a particular presentation of the text is essential to the information being conveyed] | "Slides" often contain text information — we need to (at least) add alt tags to these | AA | Yes for the Player itself. No for content. |
| 1.4.6 | Contrast (Enhanced): The visual presentation of text and images of text has a contrast ratio of at least 7:1, except for [large text, incidental text, or logotypes] | Most (but not all) episode styles meet this requirement | AAA | Partial |

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| 1.4.7 | Low or No Background Audio: For prerecorded audio-only content that (1) contains primarily speech in the foreground, (2) is not an audio CAPTCHA or audio logo, and (3) is not vocalization intended to be primarily musical expression such as singing or rapping, at least one of the following is true: No Background: The audio does not contain background sounds. Turn Off: The background sounds can be turned off. 20 dB: The background sounds are at least 20 decibels lower than the foreground speech content, with the exception of occasional sounds that last for only one or two seconds | No audio-only content is currently included. We have not tested exact decibel levels but speech in video content is clearly distinguishable from background noise/music | AAA | Yes |
| 1.4.8 a | Visual Presentation: For the visual presentation of blocks of text, a mechanism is available to achieve the following: Foreground and background colors can be selected by the user | We could add this capability if necessary | AAA | No |
| 1.4.8 b | ...Width is no more than 80 characters or glyphs (40 if CJK) | Depends on user's screen size | AAA | No |
| 1.4.8 c | ...Text is not justified (aligned to both the left and the right margins). | | AAA | Yes |
| 1.4.8 d | ...Line spacing (leading) is at least space-and-a-half within paragraphs, and paragraph spacing is at least 1.5 times larger than the line spacing. | | AAA | No |
| 1.4.8 e | ...Text can be resized without assistive technology up to 200 percent in a way that does not require the user to scroll horizontally to read a line of text on a full-screen window | In-browser text resize works appropriately | AAA | Yes |

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| 1.4.9 | Images of Text (No Exception): Images of text are only used for pure decoration or where a particular presentation of text is essential to the information being conveyed | | AAA | Yes for the Player itself, no for content. |
| 2.1.1 | Keyboard: All functionality of the content is operable through a keyboard interface without requiring specific timings for individual keystrokes, except where the underlying function requires input that depends on the path of the user's movement and not just the endpoints | No specific timings are required for keyboard controls | A | Yes |
| 2.1.2 | No Keyboard Trap: If keyboard focus can be moved to a component of the page using a keyboard interface, then focus can be moved away from that component using only a keyboard interface, and, if it requires more than unmodified arrow or tab keys or other standard exit methods, the user is advised of the method for moving focus away | | A | Yes |
| 2.1.3 | Keyboard (No Exception): All functionality of the content is operable through a keyboard interface without requiring specific timings for individual keystrokes. | | AAA | Yes |
| 2.2.1 | Timing Adjustable: For each time limit that is set by the content, at least one of the following is true: (subsections omitted) | Users can pause the video at will, or use 'review' mode to get a non-time-based view of all episode content | A | Yes |

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| 2.2.2 a | For any moving, blinking or scrolling information that (1) starts automatically, (2) lasts more than five seconds, and (3) is presented in parallel with other content, there is a mechanism for the user to pause, stop, or hide it unless the movement, blinking, or scrolling is part of an activity where it is essential | Users can pause video at will, and can override the review mode's automatic window scrolling to the current timestamp. | A | Yes |
| 2.2.2 b | For any auto-updating information that (1) starts automatically and (2) is presented in parallel with other content, there is a mechanism for the user to pause, stop, or hide it or to control the frequency of the update unless the auto-updating is part of an activity where it is essential | Users can pause the video at will; no other content is auto-updated | A | Yes |
| 2.2.3 | No Timing: Timing is not an essential part of the event or activity presented by the content, except for non-interactive synchronized media and real-time events | Content is primarily time-based, but is also presented in a non-time-based manner in review mode | AAA | Yes |
| 2.2.4 | Interruptions: Interruptions can be postponed or suppressed by the user, except interruptions involving an emergency | Users are only interrupted by application errors | AAA | Yes |
| 2.2.5 | Re-authenticating: When an authenticated session expires, the user can continue the activity without loss of data after re-authenticating | Not an issue for player; users may continue to view an episode once it has loaded even if their session expires in the meantime. | AAA | N/A |
| 2.3.1 | Three Flashes or Below Threshold: Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds | We do not use potentially seizure-inducing flashes in episode content | A | Yes |

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| 2.3.2 | Three Flashes: Web pages do not contain anything that flashes more than three times in any one second period | We do not use potentially seizure-inducing flashes in episode content | AAA | Yes |
| 2.4.1 | Bypass Blocks: A mechanism is available to bypass blocks of content that are repeated on multiple Web pages. | This is applicable to statically-rendered sites, ours is js-driven so there's nothing to "bypass" – content not currently in use is not present in the page | A | N/A |
| 2.4.2 | Page Titled: Web pages have titles that describe topic or purpose | The title of each episode is used as the page title | A | Yes |
| 2.4.3 | Focus Order: If a Web page can be navigated sequentially and the navigation sequences affect meaning or operation, focusable components receive focus in an order that preserves meaning and operability | Currently-focusable elements are in default document order (we will be adding more keyboard controls per 2.1.3, and will need to ensure that these have appropriate tabindex values) | A | Yes |
| 2.4.4 | Link Purpose (In Context): The purpose of each link can be determined from the link text alone or from the link text together with its programmatically determined link context, except where the purpose of the link would be ambiguous to users in general | Outgoing links use descriptive link text (and typically also include a short paragraph of description as well) | A | Yes |
| 2.4.5 | Multiple Ways: More than one way is available to locate a Web page within a set of Web pages except where the Web Page is the result of, or a step in, a process | Episodes are delivered as a single "page"; navigation to episodes is primarily handled outside the player | AA | N/A |
| 2.4.6 | Headings and Labels: Headings and labels describe topic or purpose. | Scene titles are used as headings. All form fields have appropriate labels | AA | Yes |

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| 2.4.7 | Focus Visible: Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible. | | AA | Yes |
| 2.4.8 | Location: Information about the user's location within a set of Web pages is available. | Episodes are a single "page". cross-episode navigation is currently handled outside the player | AAA | N/A |
| 2.4.9 | Link Purpose (Link Only): A mechanism is available to allow the purpose of each link to be identified from link text alone, except where the purpose of the link would be ambiguous to users in general | Link text is typically descriptive of the page being linked to | AAA | Yes |
| 2.4.10 | Section Headings: Section headings are used to organize the content | Scene titles are used as section headings | AAA | Yes |
| 3.1.1 | Language of Page: The default human language of each Web page can be programmatically determined | HTML5 language attribute is used | AAA | Yes |
| 3.1.2 | Language of Parts: The human language of each passage or phrase in the content can be programmatically determined except for proper names, technical terms, words of indeterminate language, and words or phrases that have become part of the vernacular of the immediately surrounding text. | We are not certain what constitutes "can be programmatically determined". | AAA | No? |
| 3.1.3 | Unusual Words: A mechanism is available for identifying specific definitions of words or phrases used in an unusual or restricted way, including idioms and jargon. | Could be added but not yet directly supported | AAA | No |

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| 3.1.4 | Abbreviations: A mechanism for identifying the expanded form or meaning of abbreviations is available. | Could be added but not yet directly supported | AAA | No |
| 3.1.5 | Reading Level: When text requires reading ability more advanced than the lower secondary education level after removal of proper names and titles, supplemental content, or a version that does not require reading ability more advanced than the lower secondary education level, is available | Could be added but not yet directly supported | AAA | No |
| 3.1.6 | Pronunciation: A mechanism is available for identifying specific pronunciation of words where meaning of the words, in context, is ambiguous without knowing the pronunciation. | Could be added but not yet directly supported | AAA | No |
| 3.2.1 | On Focus: When any component receives focus, it does not initiate a change of context. | No context changes are triggered except by controls whose sole purpose is to trigger that context change (the mode buttons will switch modes, for example) | A | Yes |
| 3.2.2 | On Input: Changing the setting of any user interface component does not automatically cause a change of context unless the user has been advised of the behavior before using the component. | Text input in form fields does often have an immediate effect, but never in unusual or unexpected ways. (Entering text into the search field does trigger incremental search, for example, and entering text into an Editor field does trigger preview of the item being authored — both of these are common behavior in many websites | A | Yes |

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| 3.2.3 | Consistent Navigation: Navigational mechanisms that are repeated on multiple Web pages within a set of Web pages occur in the same relative order each time they are repeated, unless a change is initiated by the user | Navigation and control structure is absolutely consistent across episodes | AA | Yes |
| 3.2.4 | Consistent Identification: Components that have the same functionality within a set of Web pages are identified consistently | As above | AA | Yes |
| 3.2.5 | Change on Request: Changes of context are initiated only by user request or a mechanism is available to turn off such changes | All context changes are user-initiated. | AAA | Yes |
| 3.3.1 | Error Identification: If an input error is automatically detected, the item that is in error is identified and the error is described to the user in text | Not all server errors are 100% user-friendly, but those and input validation are text-based | A | N/A |
| 3.3.2 | Labels or Instructions: Labels or instructions are provided when content requires user input | | A | Yes |
| 3.3.3 | Error Suggestion: If an input error is automatically detected and suggestions for correction are known, then the suggestions are provided to the user, unless it would jeopardize the security or purpose of the content | N/A for Player. | AA | N/A |

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| 3.3.4 | Error Prevention (Legal, Financial, Data): For Web pages that cause legal commitments or financial transactions for the user to occur, that modify or delete user-controllable data in data storage systems, or that submit user test responses, at least one of the following is true: [Submissions are reversible, checked for input errors with an opportunity for revision, or reviewed and confirmed by the user before finalizing] | Legal/financial data is N/A. All data input and file upload in Editor is reversible. Users are asked to confirm before deletion of any data. | AA | Yes |
| 3.3.5 | Help: Context-sensitive help is available. | | AAA | No |
| 3.3.6 | Error Prevention (All): For Web pages that require the user to submit information, at least one of the following is true: [as in 3.3.4] | All data input and file upload in Editor is reversible. Users are asked to confirm before deleting any data. | AAA | Yes |
| 4.1.1 | Parsing: In content implemented using markup languages, elements have complete start and end tags, elements are nested according to their specifications, elements do not contain duplicate attributes, and any IDs are unique, except where the specifications allow these features | All markup follows correct HTML5 standards, and is validated by the application framework before use. | A | Yes |

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| 4.1.2 | Name, Role, Value: For all user interface components (including but not limited to: form elements, links and components generated by scripts), the name and role can be programmatically determined; states, properties, and values that can be set by the user can be programmatically set; and notification of changes to these items is available to user agents, including assistive technologies | All user input is via standard HTML 5 markup | A | Yes |
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