# UAAG 2.0

# Updated Accessibility Guidelines for Browsers, Media Players, Cell phones, and PDAs

User Agent Accessibility Guidelines (UAAG) 2.0 is being developed by the Web Accessibility Initiative of the W3C (World Wide Web Consortium). The Web Accessibility Initiative (WAI) develops Web accessibility guidelines, technical reports, and educational resources to help make the Web accessible to people with disabilities. WAI develops guidelines through a process designed to ensure broad community input, and encourage consensus.

## Benefits of UAAG 2.0

- Improved accessibility in browsers and media players solves many problems in Web sites.
- Standardizing accessibility requirements for browsers and other user agents allows assistive technology to provide more sophisticated capabilities.
- Requiring vendors to meet an international standard like User Agent Accessibility Guidelines (UAAG) can be written into procurement contracts, increasing incentives for vendors to develop more accessible products.

## Requirements

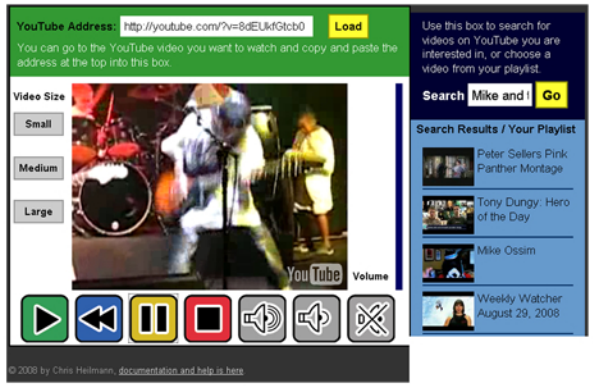
- Include advances in Web technologies, including W3C, non-W3C, compound documents, platforms (e.g. APIs and scripting), and web applications.
- Promote the use of public engineered accessibility APIs and the implementation of Document Object Models (DOMs).
- Address the interaction of preferences that are set by various levels of technology (i.e., platform, browser, content) and by different actors (e.g., authors setting accesskeys and custom controls, users setting keyboard preferences).
- Address the behavior of extensions and related technologies that allow the user to modify the view through scripting and other techniques so that these changes are available to all accessibility mechanisms (e.g., DOM, accessibility API, etc.).
- Address the balance between the complexity of customization and streamlining of profiles.

## Principles

The User Agent Accessibility Guidelines 2.0 addresses these concerns with the following principles:

- Follow applicable specifications and conventions
- Facilitate access by assistive technologies
- Ensure that the user interface is perceivable
- Ensure that the user interface is operable
- Ensure that the user interface is understandable

The Working Group members are interested in hearing feedback, comments, and suggestions, as the Guidelines are still in development and suggestions will be considered and/or included.




## Resources

World Wide Web Consortium (W3C)
http://www.w3.org/

Web Accessibility Initiative (WAI)
http://www.w3.org/WAI/

User Agent Working Group
http://www.w3.org/WAI/UA/

User Agent Accessibility Guidelines Intro
http://www.w3.org/WAI/intro/uaag.php

User Agent Accessibility Guidelines
http://www.w3.org/TR/UAAG20/

Web Content Accessibility Guidelines (WCAG)
http://www.w3.org/TR/WCAG20/

## What can you do?

- Talk to your Procurement Department about writing UAAG compliance into your contracts.
- Contact your vendors and tell them they need to comply with UAAG to get your business.
- Read and comment on the Working Drafts
- Participate! We particularly need input from:
  - assistive technology vendors
  - disability community
  - browser developers

## Impact

Improved browser accessibility features can have a significant impact on the following problem areas:

- Access to **"web 2.0" technologies** and non-text content - particularly by assistive technologies.
- **Customizable keyboard** configurations that persist across sites and sessions.
- Informing users of all available **keyboard commands**
- Managing low-priority messages.
- **Form submission**: helping users avoid and correct mistakes.
- Providing "skins" that **simplify the interface controls** to make browsing easier for some older people, some of those with cognitive disabilities, and some new users.
- **Navigation**: providing heading navigation, link list navigation, switch users, and voice navigators for keyboard users and all users.
- **Visual Preferences**: rescaling and reflowing text, zoom vs. scalable fonts, overriding author choices, and expanding click area sizes.
- **User Preferences**: saving, importing, and exporting preferences; and using wizards for configuring user preferences.
- **Multimedia technologies**: lack of a standardized accessible player keeps multimedia content out of the reach of many with disabilities.