



# Accessible Web Mapping Apps

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2018 Esri DEVSummit Conference | Palm Springs, CA

# What is accessibility?

- Make content usable by as many people as possible
- About 15% of world population lives with some form of disability: **1 billion** people
- In the US, 1 in 5 adults has a disability
- Disabilities could be temporary or situational

# Why is accessibility important?

- People with disabilities deserve equal rights
- The ADA and Section 508
- Accessible interface is about good design and coding practice
- Good accessibility is good user experience

# What are we doing?

- Better knowledge sharing
- Review products internally for compliance
- Working accessibility into new features

The screenshot shows the Esri GeoNet website. At the top, there is a navigation bar with the Esri logo and links for ArcGIS, Industries, About, and Support. Below this is the 'GeoNet The Esri Community' header. A secondary navigation bar includes Home, News, Communities, All Content, ArcGIS Ideas, GeoNet Help, and Log in. The main content area is titled 'All Places > Accessibility' and includes a sub-navigation bar with Overview, Activity, Content, People, and Calendar. A message prompts users to log in to follow, share, and participate in the social group. There are three main action buttons: 'Browse Content', 'Start Discussion', and 'Share File'. A search bar is labeled 'ASK ACCESSIBILITY' with the prompt 'Search or ask your question here' and an 'Ask my question' button. Below these are sections for 'GROUP ADMINS' (listing khutchins-esristaff and TZhang-esristaff), 'LATEST BLOG POSTS' (featuring a post titled 'Welcome to the Accessibility group - Let's get started!'), and 'LATEST DISCUSSIONS'.

The screenshot shows an article on the Esri ArcGIS Blog. The header includes the Esri logo and navigation links for ArcGIS, Industries, About, and Support. The article title is 'New accessibility features in Story Map Journal' by Owen Evans on December 7, 2017. It features social sharing icons for Facebook (1), Twitter (56), and a generic share icon (69). The article text states: 'Accessibility is an important goal at Esri, and in the last two ArcGIS Online updates (September and December 2017), the Story Map Journal app received significant enhancements related to accessibility. Read on to learn more about these new features and how they work to help you create accessible stories.' A section titled 'What is accessibility?' explains that accessible means people with disabilities can use it, and that web content can be made accessible through infrastructure. Another section, 'Alternative Text', explains that alternative text provides a textual alternative to visual media like images, maps, and videos, and that the Map Journal builder allows users to attach alt text to media in the main stage and side panel of stories.

# Web Content Accessibility Guidelines

WCAG

[\[contents\]](#)

## Web Content Accessibility Guidelines (WCAG) 2.0

W3C Recommendation 11 December 2008

**This version:**

<http://www.w3.org/TR/2008/REC-WCAG20-20081211/>

**Latest version:**

<http://www.w3.org/TR/WCAG20/>

**Previous version:**

<http://www.w3.org/TR/2008/PR-WCAG20-20081103/>

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Please refer to the [errata](#) for this document, which may include normative corrections.

See also [translations](#).

This document is also available in non-normative formats, available from [Alternate Versions of Web Content Accessibility Guidelines 2.0](#).

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### Abstract

Web Content Accessibility Guidelines (WCAG) 2.0 covers a wide range of recommendations for making Web content more accessible. Following these guidelines will make content accessible to a wider range of people with disabilities, including blindness and low vision, deafness and hearing loss, learning disabilities, cognitive limitations, limited movement, speech disabilities, photosensitivity and combinations of these. Following these guidelines will also often make your Web content more usable to users in general.

WCAG 2.0 success criteria are written as testable statements that are not technology-specific. Guidance about satisfying the success criteria in specific technologies, as well as general information about interpreting the success criteria, is provided in separate documents. See [Web Content Accessibility Guidelines \(WCAG\) Overview](#) for an introduction and links to WCAG technical and educational material.

WCAG 2.0 succeeds [Web Content Accessibility Guidelines 1.0 \[WCAG10\]](#), which was published as a W3C Recommendation May 1999. Although it is possible to conform either to WCAG 1.0 or to WCAG 2.0 (or both), the W3C recommends that new and updated content use WCAG 2.0. The W3C also recommends that Web accessibility policies reference WCAG 2.0.

### Status of this Document

*This section describes the status of this document at the time of its publication. Other documents may supersede this document. A list of current W3C publications and the latest revision of this technical report can be found in the [W3C technical reports index](#) at <http://www.w3.org/TR/>.*

This is the Web Content Accessibility Guidelines (WCAG) 2.0 [W3C Recommendation](#) from the [Web Content Accessibility Guidelines Working Group](#).

## Web Content Accessibility Guidelines (WCAG) 2.1



W3C Working Draft 07 December 2017

**This version:**

<https://www.w3.org/TR/2017/WD-WCAG21-20171207/>

**Latest published version:**

<https://www.w3.org/TR/WCAG21/>

**Latest editor's draft:**

<https://w3c.github.io/wcag21/guidelines/>

**Previous version:**

<https://www.w3.org/TR/2017/WD-WCAG21-20170912/>

**Latest Recommendation:**

<https://www.w3.org/TR/2008/REC-WCAG20-20081211/>

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### Abstract

Web Content Accessibility Guidelines (WCAG) 2.1 covers a wide range of recommendations for making Web content more accessible. Following these guidelines will make content accessible to a wider range of people with disabilities, including blindness and low vision, deafness and hearing loss, learning disabilities, cognitive limitations, limited movement, speech disabilities, photosensitivity, and combinations of these. These guidelines address accessibility of web content on desktops, laptops, tablets, and mobile devices. Following these guidelines will also often make your Web content more usable to users in general.

WCAG 2.1 success criteria are written as testable statements that are not technology-specific. Guidance about satisfying the success criteria in specific technologies, as well as general information about interpreting the success criteria, is provided in separate documents. See [Web Content Accessibility Guidelines \(WCAG\) Overview](#) for an introduction and links to WCAG technical and educational material.

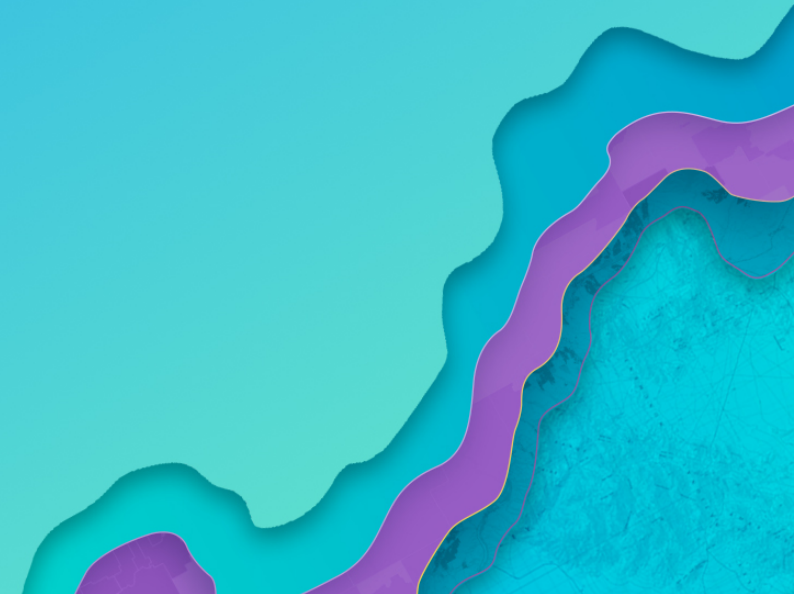
WCAG 2.1 extends [Web Content Accessibility Guidelines 2.0 \[WCAG20\]](#), which was published as a W3C Recommendation December 2008. Content that conforms to WCAG 2.1 also conforms to WCAG 2.0, and therefore to policies that reference WCAG 2.0.

# Overview of WCAG 2.0

Principles	Success Criteria	Level A	Level AA	Level AAA
1. Perceivable	1.1 Text Alternatives	1.1.1		
	1.2 Time-based Media	1.2.1 – 1.2.3	1.2.4 – 1.2.5	1.2.6 – 1.2.9
	1.3 Adaptable	1.3.1 – 1.3.3		
	1.4 Distinguishable	1.4.1 – 1.4.2	1.4.3 – 1.4.5	1.4.6 – 1.4.9
2. Operable	2.1 Keyboard Accessible	2.1.1 – 2.1.2		2.1.3
	2.2 Enough Time	2.2.1 – 2.2.2		2.2.3 – 2.2.5
	2.3 Seizures	2.3.1		2.3.2
	2.4 Navigable	2.4.1 – 2.4.4	2.4.5 – 2.4.7	2.4.8 – 2.4.10
3. Understandable	3.1 Readable	3.1.1	3.1.2	3.1.3 – 3.1.6
	3.2 Predictable	3.2.1 – 3.2.2	3.2.3 – 3.2.4	3.2.5
	3.3 Input Assistance	3.3.1 – 3.3.2	3.3.3 – 3.3.4	3.3.5 – 3.3.6
4. Robust	4.1 Compatible	4.1.1 – 4.1.2		

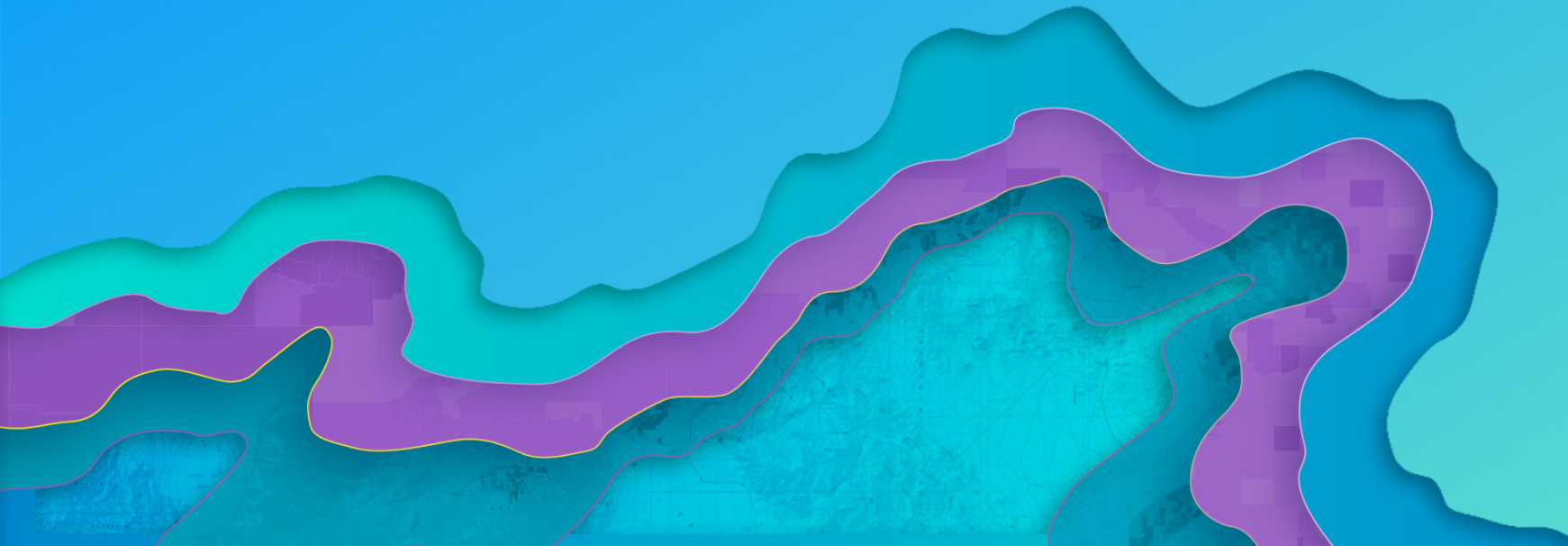
# What we will cover today

- Focus and keyboard
- Color
- Information and relationships
- Testing
- Accessible map



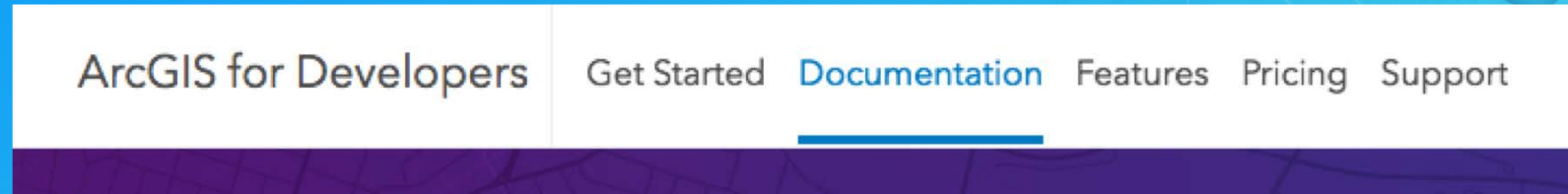
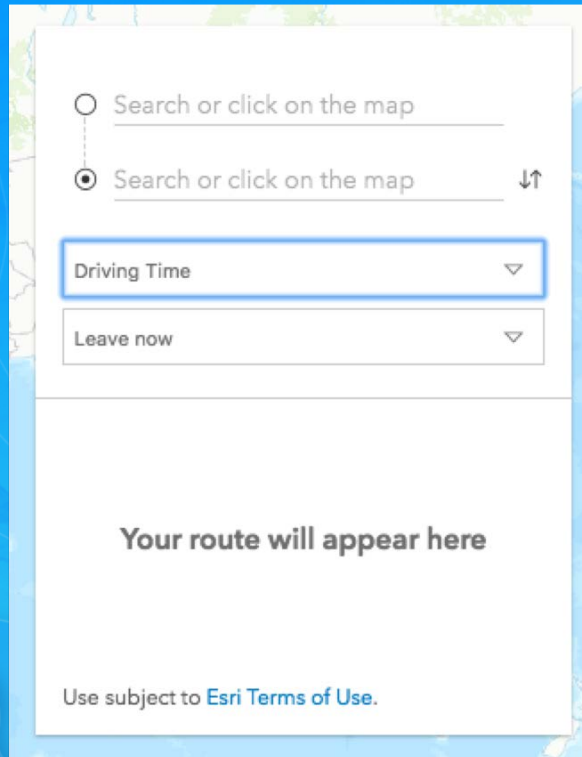


# Focus and keyboard



# Focus

- WCAG 2.4.7: Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible.



- Interactive HTML elements should have clear focus
- Don't set `outline: 0px` for `:focus`
- For links use `text-decoration: underline` for `:hover` & `:focus`, or make it more decorative

# ArcGIS API for JavaScript

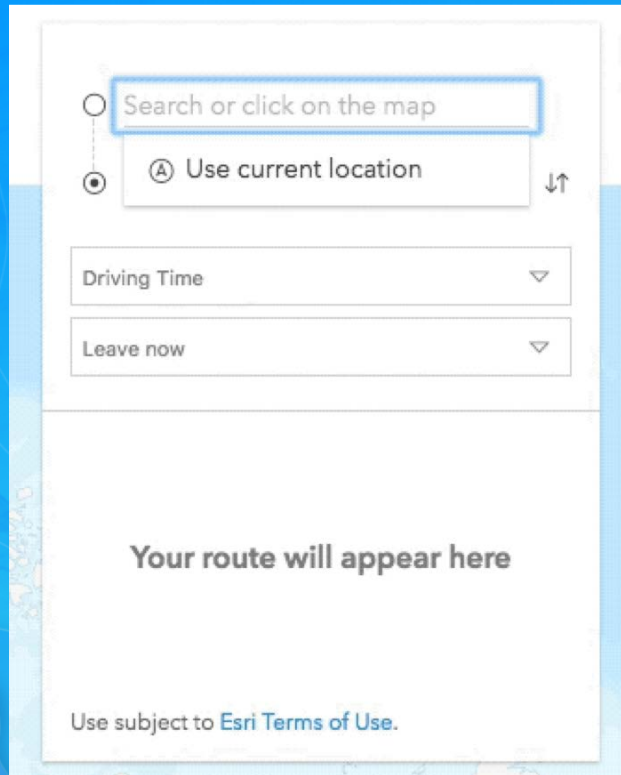
Classes with focus method:

- MapView and SceneView
- Popup
- Search

```
view.popup.watch("visible", () => {  
  if (view.popup.visible) {  
    view.popup.focus();  
  } else {  
    search.focus();  
  }  
});
```

# Tab order

- WCAG 1.3.2: Navigation order, as determined by DOM structure, should be logical and intuitive.



- Be careful changing visual position of elements on screen using CSS
- Avoid jumping around tab order

# Tab order

`tabindex="0"`

Let natural DOM structure determine tab order

`tabindex="-1"`

If need to programmatically move focus by calling `focus()`

`tabindex="4"`

Anti-pattern

# Keyboard

- WCAG 2.1.1: Keyboard users should be able to use all page functionalities using keyboard only.
- Native interactive elements like `<a>`, `<button>`, and `<input>` receive keyboard actions
- Support appropriate keystrokes as if it were native element (e.g., Space & Enter on button)

# Map navigation

Action	Behavior
Arrow keys	Nudge the view to the left, right, up, or down
N	Adjust the view to point north
A	Rotate the view counter clockwise
D	Rotate the view clockwise
+	Incrementally zoom in
-	Incrementally zoom out

<https://developers.arcgis.com/javascript/latest/api-reference/esri-views-MapView.html#navigation>

# SceneView navigation

Action	Behavior
Arrow keys	Nudge the scene to the left, right, up, or down
P	Move the camera to look perpendicular
N	Adjust the scene to point north
J	Move down closer to the view
U	Move up, higher from the view

<https://developers.arcgis.com/javascript/latest/api-reference/esri-views-SceneView.html#navigation>



# Keyboard example

```
<div class="button dark" role="button" tabindex="0" id="buttonId">  
  Search  
</div>
```

```
document.getElementById("buttonId")  
  .addEventListener("keyup",function(event) {  
    event.preventDefault();  
    if((event.keyCode === 13) || (event.keyCode === 32)) {  
      // respond to Enter/Space keys;  
    }  
  });
```

# No keyboard trap

- WCAG 2.1.2: Content does not “trap” keyboard focus within subsections.
- Keyboard focus stay inside modal dialog until dialog dismissed.
- Restore keyboard focus to previously focused element after dialog dismissed.

# Keyboard trap example

- [Design Pattern](#)

## Modal Dialog Example

Following is an example implementation of the [design pattern for modal dialogs](#). The below “Add Delivery Address” button opens a modal dialog that contains two buttons that open other dialogs. The accessibility features section explains the rationale for initial focus placement and use of `aria-describedby` in each dialog.

### Example

Add Delivery Address

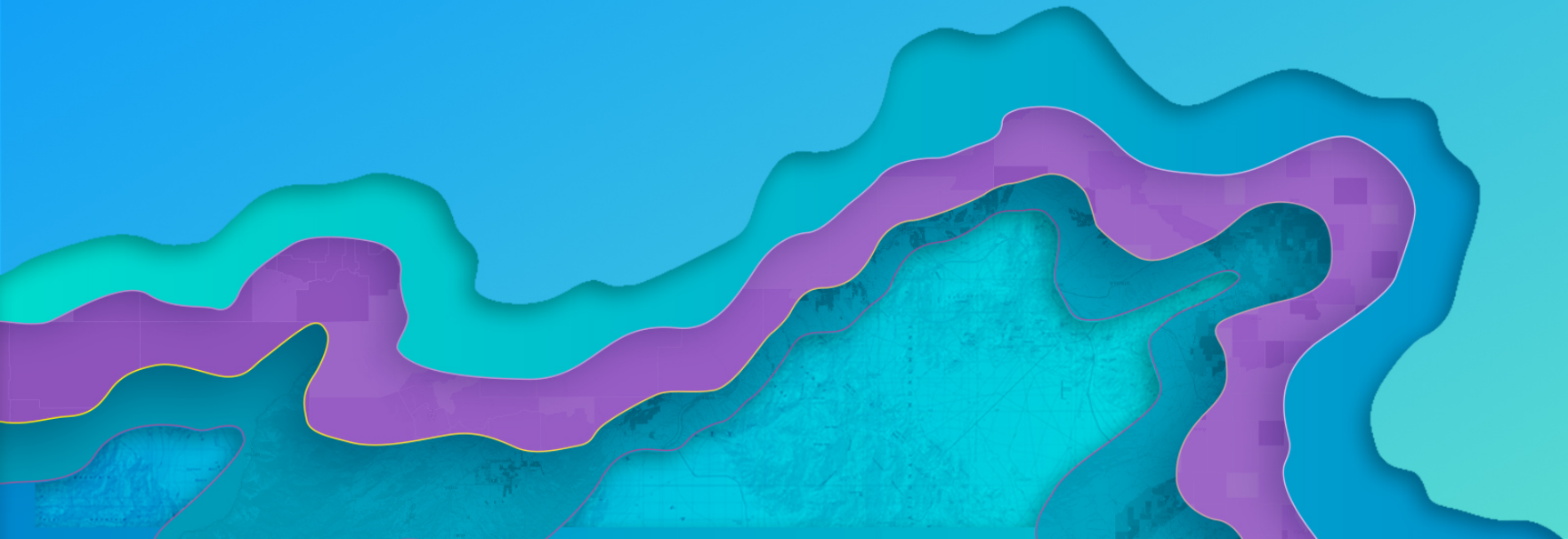
### Accessibility Features

1. To make the content easier to read when displayed on small screens, the dialog fills 100% of the screen. Completely covering the background window also hides background movement that occurs on some mobile devices when scrolling content inside the dialog.
2. Focus and accessible descriptions are set based on the content of each dialog.
  1. “Add Delivery Address” dialog (id=dialog1):
    - Initial focus is set on the first input, which is the first focusable element.
    - The dialog does not need `aria-describedby` since there is no static text that describes it.
    - When the dialog closes as a result of the “Cancel” action, the user’s point of regard is maintained by returning focus to the “Add Delivery Address” button.
    - When the dialog closes as a result of the “Add” action and the “Address Added” dialog replaces the “Add Delivery Address” dialog, the “Add Delivery Address” dialog passes a reference to the “Add Delivery Address” button to the the “Address Added” dialog so that it can maintain the user’s point of regard when it closes.
  2. “Verification Result” dialog (id=dialog2):

# Test focus and keyboard

- Tab through page to verify all interactive elements have focus
- Visual focus order matches intended interaction order
- Interact with all controls, links, and menus using only keyboard
- No keyboard trap except for modals
- Off-screen content like responsive navigation should not receive focus when invisible

# Color contrast



# Use of color

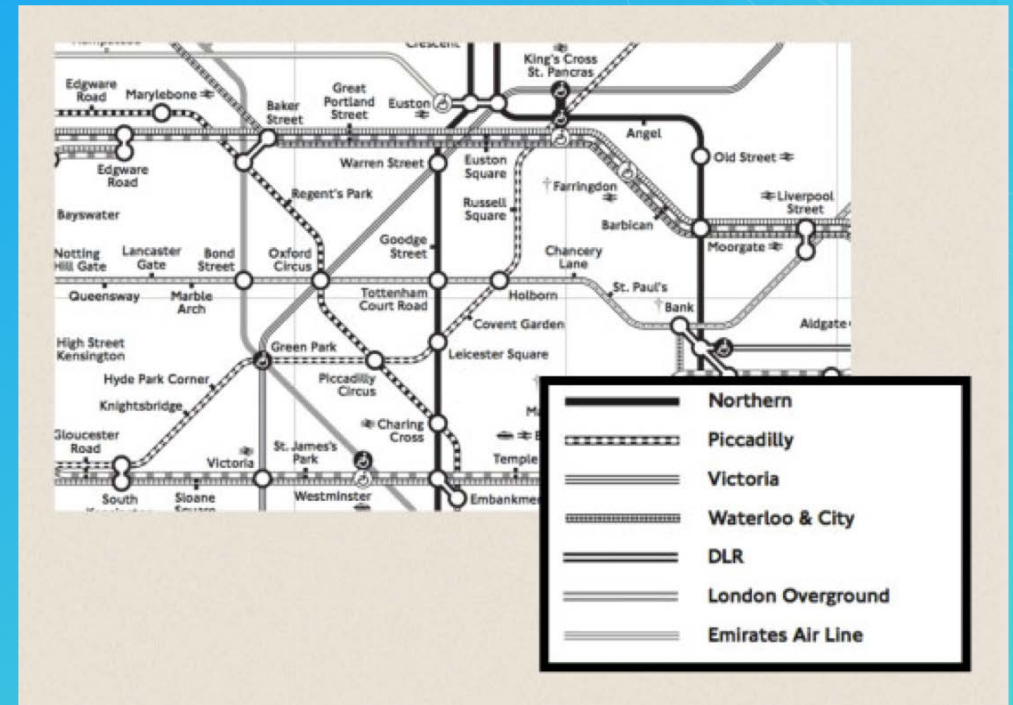
- [WCAG 1.4.1](#): Color is not used as the only visual means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.

Password

At least 12 characters long



Password does not meet minimum password requirements.



# Minimum contrast

- [WCAG 1.4.3](#): The visual presentation of text and images of text has a contrast ratio of at least 4.5:1, except for large text (ratio of at least 3:1), incidental text, or logotype.

The image shows a screenshot of a website titled "ZIP Lookup" with the subtitle "What Your ZIP Code Says About You." The website interface includes a search bar for ZIP codes, with "22306" entered. Below the search bar, there are tabs for "Tapestry", "Income", "Age", and "Population Density". The "Tapestry" tab is active, showing "Top Tapestry™ Segments" with a list item "18% Metro Fusion".

Overlaid on the right side of the screenshot is a "WCAG Luminosity Contrast Ratio Analyzer" window. The window displays the following information:

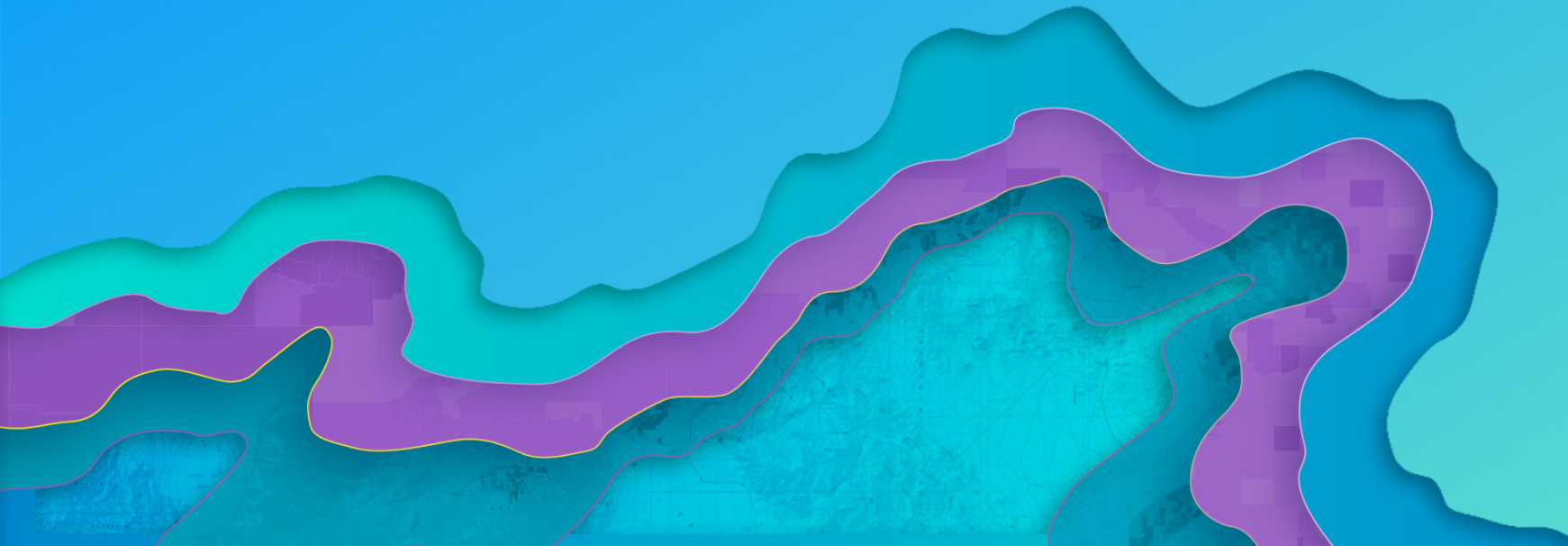
- Background: #34baa5
- Foreground: #000000
- Contrast Ratio: 8.71:1
- Large text sample - 18 px normal. ✓
- Large text sample - 14 px bold. ✓
- Regular text sample - 12 px normal. ✓
- Buttons: Pick Colors

# Test color

- Look for content differentiated by color only
- Run an automated test tool: [aXe](#)
- Use a [contrast ratio calculator](#)



# Info and relationships



# Clear semantics

- WCAG 1.3.1: Content should have good semantic structure.
- Assistive Technologies (AT) rely on semantic code to drive their behavior.
- Information architecture is important.
- Non-sighted users should be able to infer the same information as sighted users without depending on colors, shape, or typography for context.

# Semantics example

```
<li tabindex="0" class="checkbox" checked>  
  Show premium content  
</li>
```

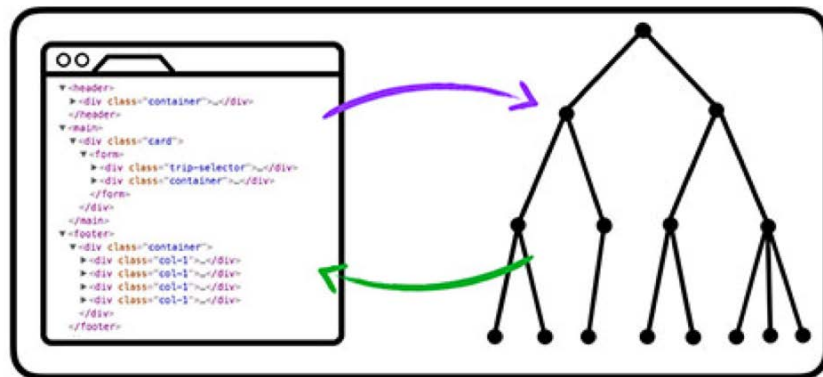
- Sighted users see a checkbox as a result of CSS class checkbox
- AT users will not know this is meant to be a checkbox

```
<li tabindex="0" class="checkbox"  
role="checkbox" checked aria-checked="true">  
  Show premium content  
</li>
```

- The checkbox role is used for checkable interactive controls.
- It's also required to have aria-checked attribute to expose checkbox state to AT users.

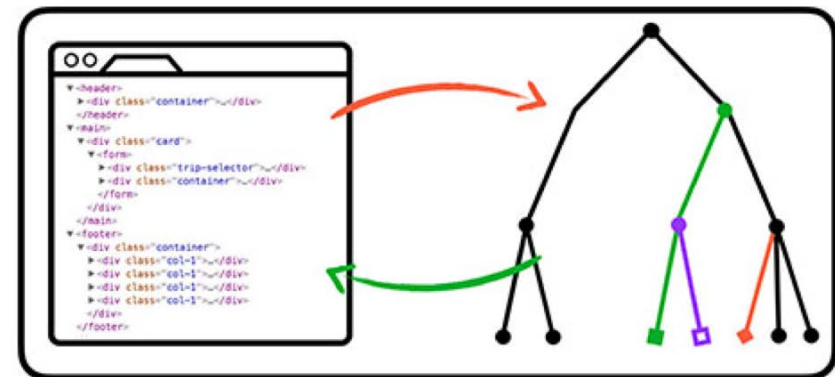
# WAI-ARIA

- Specification for increasing accessibility of custom elements.
- Allows developers to modify and augment standard DOM to accessibility tree for AT.



DOM

accessibility  
tree



DOM  
+  
ARIA

accessibility  
tree

# WAI-ARIA Authoring Practices

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## WAI-ARIA Authoring Practices 1.1

W3C Working Group Note 14 December 2017



### This version:

<https://www.w3.org/TR/2017/NOTE-wai-aria-practices-1.1-20171214/>

### Latest published version:

<https://www.w3.org/TR/wai-aria-practices-1.1/>

### Latest editor's draft:

<https://w3c.github.io/aria-practices/>

### Previous version:

<https://www.w3.org/TR/2017/WD-wai-aria-practices-1.1-20170628/>

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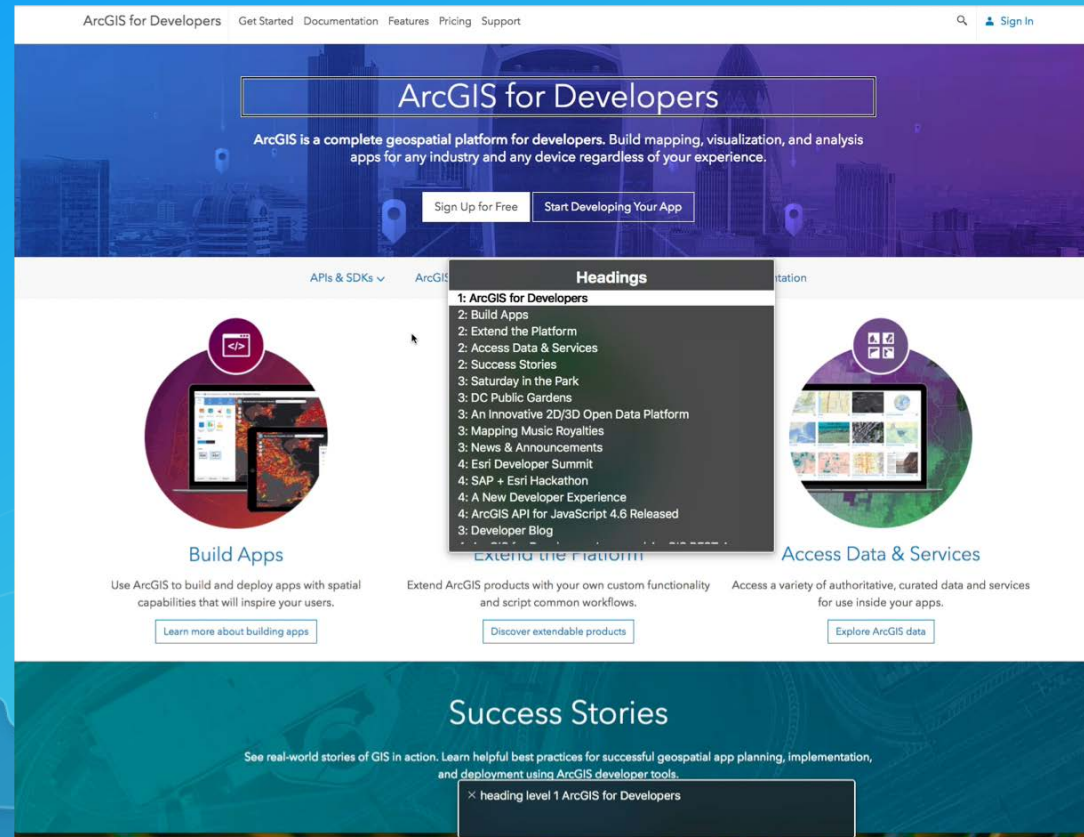
## Abstract

This document provides readers with an understanding of how to use [WAI-ARIA 1.1](#) [[wai-aria-1.1](#)] to create accessible rich internet applications. It describes considerations that might not be evident to most authors from the [WAI-ARIA](#) specification alone and recommends approaches to make widgets, navigation, and behaviors accessible using [WAI-ARIA](#) roles, states, and properties. This document is directed primarily to Web application developers, but the guidance is also useful for user agent and assistive technology developers.

# Bypass blocks

- WCAG 2.4.1: Pages should have mechanisms like Skip-Navigation and WAI ARIA landmark roles for users to jump to main content or a particular content area.

# Bypass blocks example



# Labels or instructions

- WCAG 3.3.2: Labels or instructions are provided when content requires user input.
- Labels should be associated with form inputs.



# Label examples

## Associate label implicitly

```
<label>  
  Email  
  <input type="text" placeholder="name@example.com">  
</label>
```

## Associate label explicitly

```
<label for="firstname">First name:</label>  
<input type="text" name="firstname" id="firstname">
```

## Use aria-label

```
<input type="text" name="search" aria-label="Search">  
<button type="submit">Search</button>
```

# Live region

- Ask screen reader to announce dynamic changes
- Roles for various contexts

Role	Description
log	Chat, error, game or other type of log
status	A status bar or area of the screen that provides an updated status of some kind. Screen reader users have a special command to read the current status.
alert	Error or warning message that flashes on the screen. Alerts are particularly important for client side validation notices to users. (TBD: link to ARIA form tutorial with aria info)
progressbar	A hybrid between a widget and a live region. Use this with aria-valuemin, aria-valuenow and aria-valuemax. (TBD: add more info here).
marquee	for text which scrolls, such as a stock ticker.
timer	or any kind of timer or clock, such as a countdown timer or stopwatch readout.

# Test info and relationships

- Run automated test
- Use screen reader to tab through page
- Look for Skip-Navigation and landmarks
- Click on label to see if associated form input is focused
- Use screen reader to fill in forms

# Testing



## The process

Automated test

Keyboard test

Screen reader test

The screenshot shows the axe DevTools interface. On the left, a list of violations is shown: 'Page must have means to bypass repeated blocks' (1), 'Page must contain one main landmark' (1), and 'Elements must have sufficient color contrast' (3). The main panel displays details for the first violation. The 'Issue description' states: 'Ensures each page has at least one mechanism for a user to bypass navigation and jump straight to the content'. The 'Impact' is 'serious'. The 'To solve this violation, you need to:' section lists: 'Fix at least one (1) of these issues: No valid skip link found, Page does not have a header, Page does not have a landmark region'. The 'Element location' is 'html' and the 'Element source' is '<html lang="en" class="dj\_edge dj\_gecko dj\_ff1 dj\_contentbox">'. The 'Issue tags' at the bottom are: 'category: keyboard wcag2a wcag241 section508 section508.22.o'.

The screenshot shows the 'Audits to perform' dialog box. It contains four checked options: 'Progressive Web App' (Does this page meet the standard of a Progressive Web App), 'Performance' (How long does this app take to show content and become usable), 'Best practices' (Does this page follow best practices for modern web development), and 'Accessibility' (Is this page usable by people with disabilities or impairments). There are 'Run audit' and 'Cancel' buttons. At the bottom, there is a 'Perform an audit...' button and a note: 'Audits help you identify and fix common problems that affect your site's performance, accessibility, and user experience. [Learn more](#)'.

## axe

- Tests rendered browser DOM
- Less false positives
- Accessible
- Good documentation

# Keyboard navigation

tab shift tab

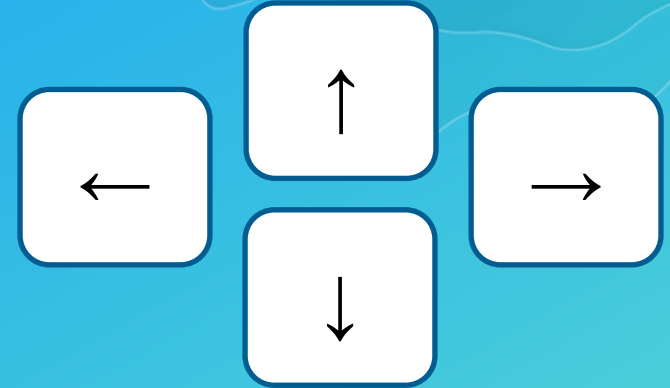
Move keyboard focus

enter

Click links

enter space

Click buttons



Menus and some form controls

# Screen reader

Recommended combinations:

OS	Screen reader	Browser
MacOS	<u>VoiceOver</u>	Safari
Windows	<u>NVDA</u>	Firefox
Windows	<u>JAWS</u>	IE/Edge



# Screen reader

	Turn on	Turn off	Modifier key
<b>VoiceOver</b>	Command + F5	Command + F5	Control + Option
<b>NVDA</b>	Control + Alt + N	NVDA + Q	Numpad Insert
<b>JAWS</b>	Control + Alt + J	Insert + F4	Numpad Insert

# VoiceOver commands

**VO + right/left arrow**

Read next/previous item

**Control**

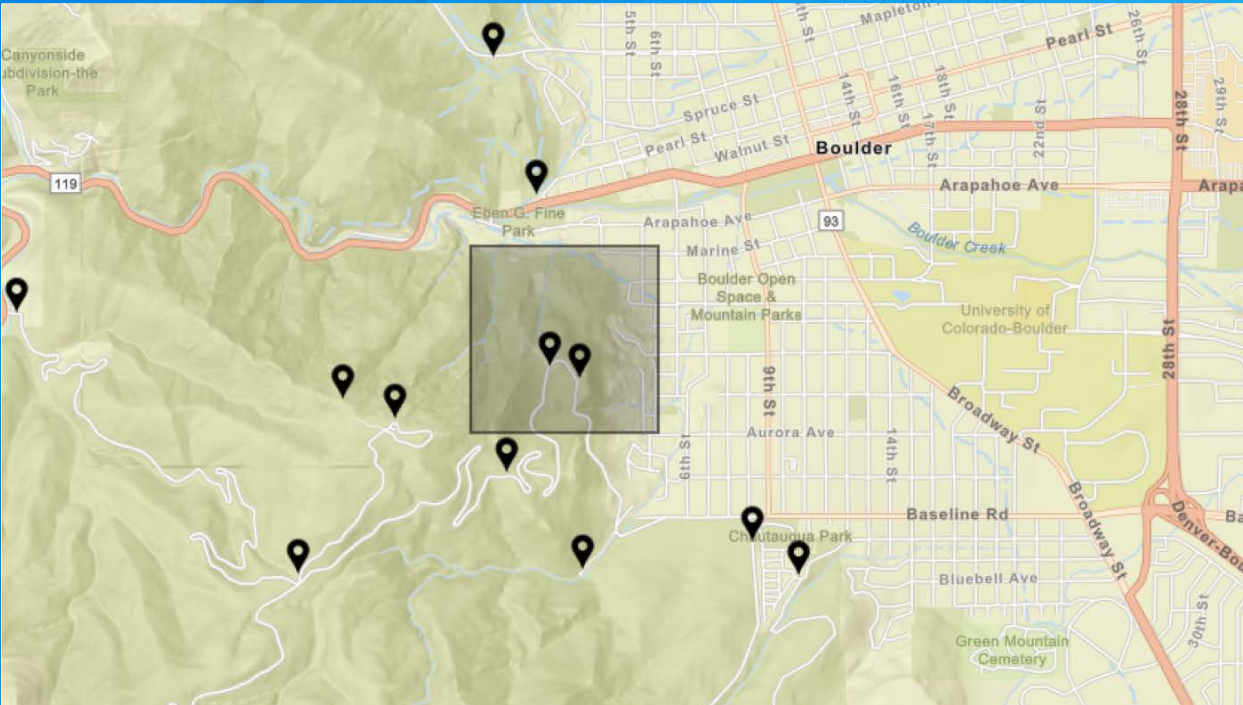
Stop reading

**VO + space**

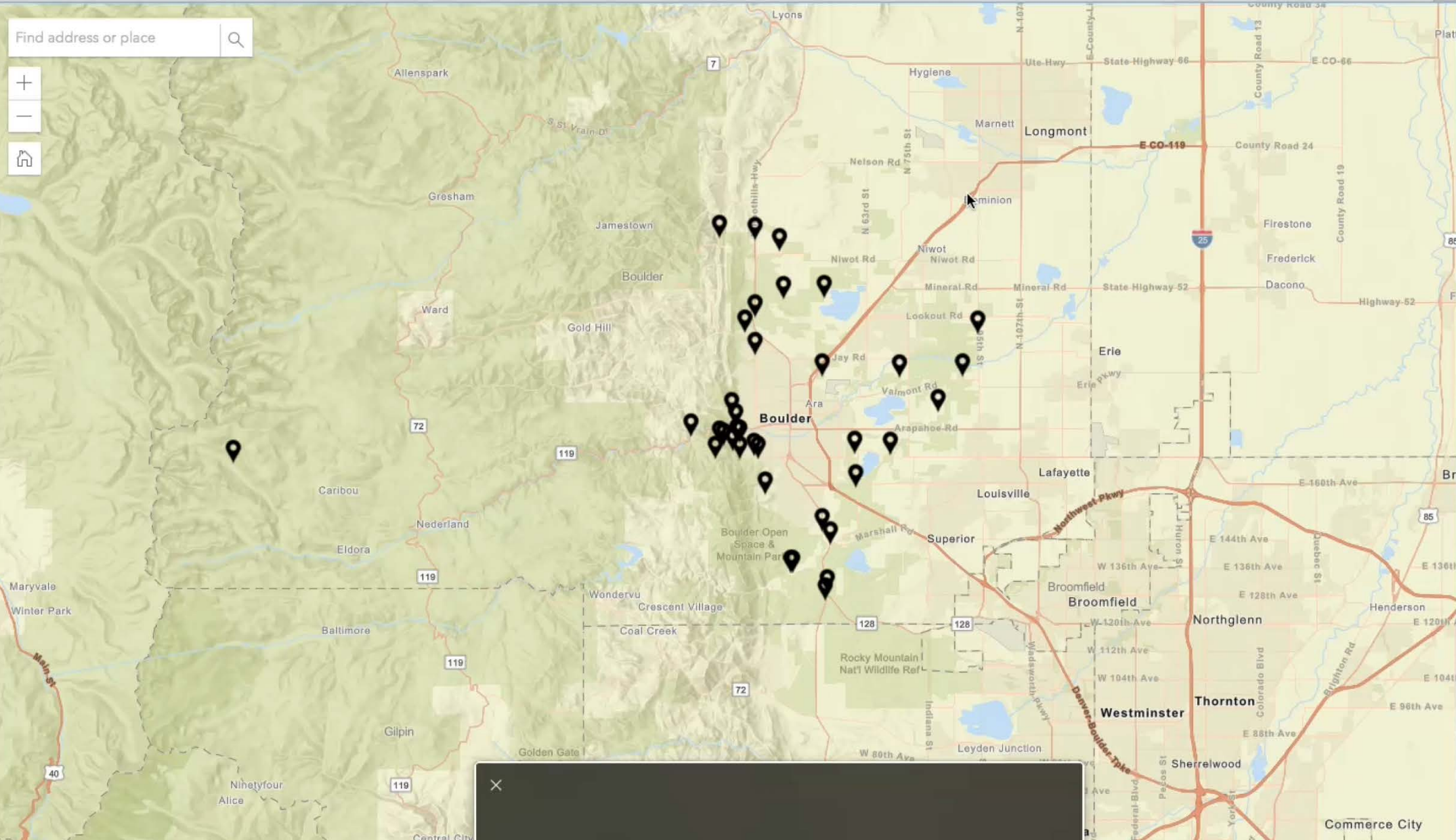
Click link, button, form controls

**VO + u**

Open rotor



Accessible map



kellyhutchins / a11y-map

Watch 2 Star 9 Fork 1

Code Issues 4 Pull requests 0 Projects 0 Wiki Insights Settings

### A11y map testing

Edit

esri-javascript-api a11y-experiment prototype arcgis-js-api-4 Manage topics

44 commits 2 branches 0 releases 1 contributor Apache-2.0

Branch: master New pull request Create new file Upload files Find file Clone or download

kellyhutchins update zoom in and out text so its read correctly by screen reader Latest commit e818253 2 days ago

app	update zoom in and out text so its read correctly by screen reader	2 days ago
css	Update to add optional directions.	29 days ago
.gitignore	Add gitignore	23 days ago
CODE_OF_CONDUCT.md	Create CODE_OF_CONDUCT.md	6 months ago
CONTRIBUTING.md	Create CONTRIBUTING.md	6 months ago
LICENSE	Updates to set application, update to 4.4 and resolve issues with Chr...	8 months ago
README.md	Update README.md	7 months ago
index.html	update zoom in and out text so its read correctly by screen reader	2 days ago
package-lock.json	Add gitignore	23 days ago
package.json	Update to add optional directions.	29 days ago
tsconfig.json	Updates to set application, update to 4.4 and resolve issues with Chr...	8 months ago
typings.d.ts	Updates to set application, update to 4.4 and resolve issues with Chr...	8 months ago

<https://github.com/kellyhutchins/a11y-map>

# Schedule

## Hands-on Workshops

### Tuesday, March 6

**1:00 – 2:00 PM**

**Introducing UX to your GIS Org**  
Mesquite B

**4:00 – 5:00 PM**

**DIY Usability Testing**  
Mesquite C

### Thursday, March 8

**9:00 – 10:00 AM**

**DIY Accessibility**  
Mesquite B

**1:00 – 2:00 PM**

**ArcGIS Runtime: Building Great  
User Experience**  
Smoketree A-E

**2:30 – 3:30 PM**

**Collaborative Brainstorming**  
Mesquite G-H

**4:00 – 5:00 PM**

**Customizing the ArcGIS API for  
JavaScript Widgets**  
Primrose A

### Friday, March 9

**8:30 – 9:30 AM**

**Accessible Web Mapping Apps**

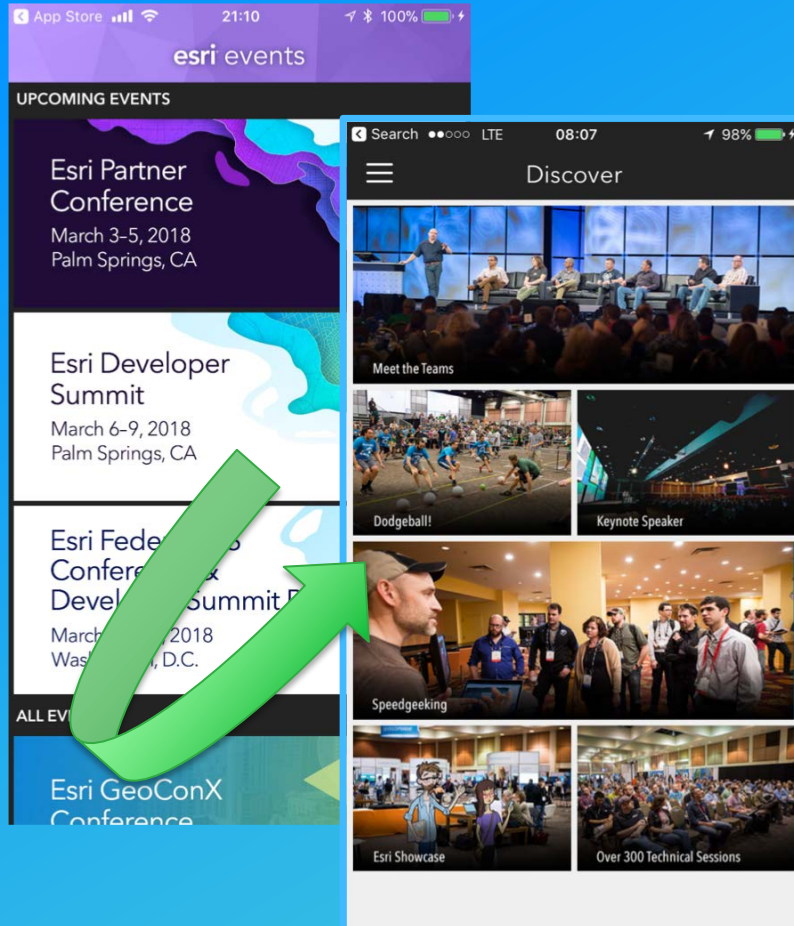
**10:00 – 11:00 AM**

**DIY Usability Testing**  
Smoketree A-E

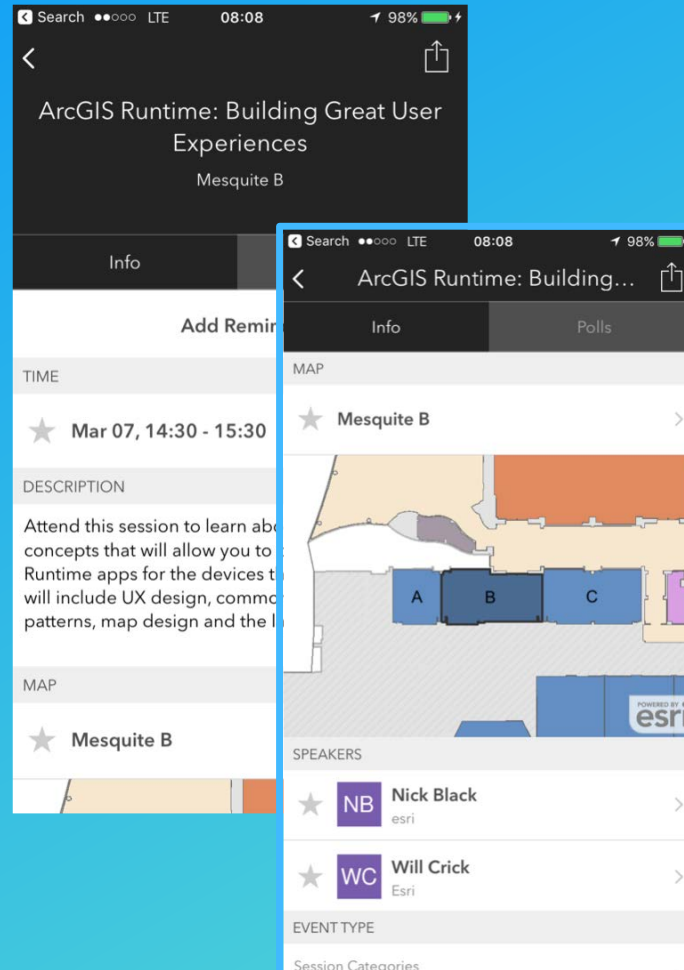


# Please Take Our Survey!

Download the Esri Events app  
and find your event

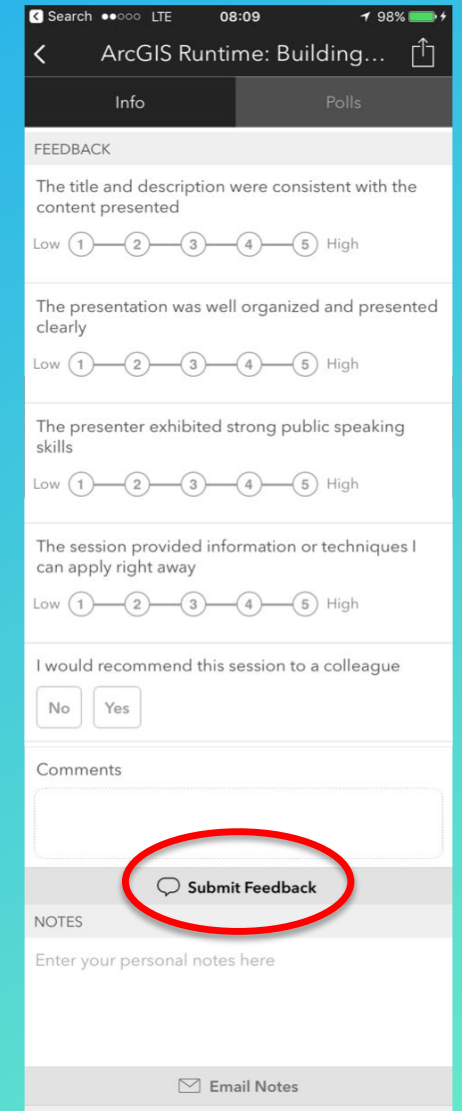


Select the session you  
attended



Scroll down to the  
“Feedback” section

Complete Answers,  
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