



Web Content Accessibility Guidelines 1.0

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Abstract

These guidelines explain how to make Web content [p. 26] accessible to people with disabilities. The guidelines are intended for all Web content developers [p. 26] (page authors and site designers) and for developers of authoring tools [p. 25]. The primary goal of these guidelines is to promote accessibility. However, following them will also make Web content more available to *all* users, whatever user agent [p. 30] they are using (e.g., desktop browser, voice browser, mobile phone, automobile-based personal computer, etc.) or constraints they may be operating under (e.g., noisy surroundings, under- or over-illuminated rooms, in a hands-free environment, etc.). Following these guidelines will also help people find information on the Web more quickly. These guidelines do not discourage content developers from using images, video, etc., but rather explain how to make multimedia content more accessible to a wide audience.

This is a reference document for accessibility principles and design ideas. Some of the strategies discussed in this document address certain Web internationalization and mobile access concerns. However, this document focuses on accessibility and does not fully address the related concerns of other W3C Activities. Please consult the W3C Mobile Access Activity home page and the W3C Internationalization Activity home page for more information.

This document is meant to be stable and therefore does not provide specific information about browser support for different technologies as that information changes rapidly. Instead, the Web Accessibility Initiative (WAI) Web site provides such information (refer to [WAI-UA-SUPPORT] [p. 33]).

This document includes an appendix that organizes all of the checkpoints [p. 7] by topic and priority. The checkpoints in the appendix link to their definitions in the current document. The topics identified in the appendix include images, multimedia, tables, frames, forms, and scripts. The appendix is available as either a tabular summary of checkpoints or as a simple list of checkpoints.

A separate document, entitled "Techniques for Web Content Accessibility Guidelines 1.0" ([TECHNIQUES] [p. 33]), explains how to implement the checkpoints defined in the current document. The Techniques Document discusses each checkpoint in more detail and provides examples using the Hypertext Markup Language (HTML), Cascading Style Sheets (CSS), Synchronized Multimedia Integration Language (SMIL), and the Mathematical Markup Language (MathML). The Techniques Document also includes techniques for document validation and testing, and an index of HTML elements and attributes (and which techniques use them). The Techniques Document has been designed to track changes in technology and is expected to be updated more frequently than the current document. **Note.** Not all browsers or multimedia tools may support the features described in the guidelines. In particular, new features of HTML 4.0 or CSS 1 or CSS 2 may not be supported.

"Web Content Accessibility Guidelines 1.0" is part of a series of accessibility guidelines published by the Web Accessibility Initiative. The series also includes User Agent Accessibility Guidelines ([WAI-USERAGENT] [p. 33]) and Authoring Tool Accessibility Guidelines ([WAI-AUTOOLS] [p. 33]).

Status of this document

This document has been reviewed by W3C Members and other interested parties and has been endorsed by the Director as a W3C Recommendation. It is a stable document and may be used as reference material or cited as a normative reference from another documents. W3C's role in making the Recommendation is to draw attention to the specification and to promote its widespread deployment. This enhances the functionality and universality of the Web.

The English version of this specification is the only normative version. However, for translations in other languages see <http://www.w3.org/WAI/GL/WAI-WEBCONTENT-TRANSLATIONS>.

The list of known errors in this document is available at <http://www.w3.org/WAI/GL/WAI-WEBCONTENT-ERRATA>. Please report errors in this document to wai-wcag-editor@w3.org.

A list of current W3C Recommendations and other technical documents can be found at <http://www.w3.org/TR>.

This document has been produced as part of the W3C Web Accessibility Initiative. The goal of the Web Content Guidelines Working Group is discussed in the Working Group charter.

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The appendix list of checkpoints is available as either a tabular summary of checkpoints or as a simple list of checkpoints.

1. Introduction

For those unfamiliar with accessibility issues pertaining to Web page design, consider that many users may be operating in contexts very different from your own:

- They may not be able to see, hear, move, or may not be able to process some types of information easily or at all.
- They may have difficulty reading or comprehending text.
- They may not have or be able to use a keyboard or mouse.
- They may have a text-only screen, a small screen, or a slow Internet connection.
- They may not speak or understand fluently the language in which the document is written.
- They may be in a situation where their eyes, ears, or hands are busy or interfered with (e.g., driving to work, working in a loud environment, etc.).
- They may have an early version of a browser, a different browser entirely, a voice browser, or a different operating system.

Content developers must consider these different situations during page design. While there are several situations to consider, each accessible design choice generally benefits several disability groups at once and the Web community as a whole. For example, by using style sheets [p. 29] to control font styles and eliminating the FONT element, HTML authors will have more control over their pages, make those pages more accessible to people with low vision, and by sharing the style sheets, will often shorten page download times for all users.

The guidelines discuss accessibility issues and provide accessible design solutions. They address typical scenarios (similar to the font style example) that may pose problems for users with certain disabilities. For example, the first guideline [p. 10] explains how content developers can make images accessible. Some users may not be able to see images, others may use text-based browsers that do not support images, while others may have turned off support for images (e.g., due to a slow Internet connection). The guidelines do not suggest avoiding images as a way to improve accessibility. Instead, they explain that providing a text equivalent [p. 27] of the image will make it accessible.

How does a text equivalent make the image accessible? Both words in "text equivalent" are important:

- Text content can be presented to the user as synthesized speech, braille, and visually-displayed text. Each of these three mechanisms uses a different sense -- ears for synthesized speech, tactile for braille, and eyes for visually-displayed text -- making the information accessible to groups representing a variety of sensory and other disabilities.
- In order to be useful, the text must convey the same function or purpose as the image. For example, consider a text equivalent for a photographic image of the Earth as seen from outer space. If the purpose of the image is mostly that of

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