

WCAG 2.0 principles	WCAG 2.0 guidelines	A & AA criteria	Adapt v2.0 compliance	How we comply	Advice on maintaining compliance	Further information
<p><b>Principle 1: Perceivable</b> - Information and user interface components must be presentable to users in ways they can perceive</p>	<p><b>Guideline 1.1 Text alternatives:</b> Provide text alternatives for any non-text content so that it can be changed into other forms people need, such as large print, braille, speech, symbols or simpler language</p> <p><a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/text-equiv.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/text-equiv.html</a></p>	<p><b>1.1.1 Non-text Content:</b> 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. (Level A)</p> <p><b>Controls, Input:</b> If non-text content is a control or accepts user input, then it has a name that describes its purpose. (Refer to Guideline 4.1 for additional requirements for controls and content that accepts user input.)</p> <p><b>Time-Based Media:</b> If non-text content is time-based media, then text alternatives at least provide descriptive identification of the non-text content. (Refer to Guideline 1.2 for additional requirements for media.)</p> <p><b>Test:</b> 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.</p> <p><b>Sensory:</b> 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.</p> <p><b>CAPTCHA:</b> 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.</p> <p><b>Decoration, Formatting, Invisible:</b> 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.</p>	Y	<p>There is very little non-text content in the Adapt framework. Where it exists (e.g. graphics within the Vanilla theme), text alternatives are provided where appropriate.</p> <p>Controls and user inputs have names that describe their purpose.</p> <p>Non-text content used for decoration or visual formatting (e.g. the Blank component) is implemented so it can be ignored by assistive technology.</p>	<p>The Adapt framework and core components allow users to include non-text content. It's important that users make use of alt attributes when including graphics within the course, and provide text alternatives for time-based media. More information on this can be found in 1.2.</p>	<p><a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/text-equiv.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/text-equiv.html</a></p>
	<p><b>Guideline 1.2: Time-based media:</b> Provide alternatives for time-based media.</p> <p><a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/media-equiv.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/media-equiv.html</a></p>	<p>Audio-only and Video-only (prerecorded)</p> <p>1.2.1 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: (Level A)</p> <p>Prerecorded Audio-only: An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.</p> <p>Prerecorded Video-only: Either an alternative for time-based media or an audio track is provided that presents equivalent information for prerecorded video-only content.</p>	Y	<p>The Adapt framework and core components do not include any time-based media; however, time-based media (live and pre-recorded) are supported through the use of the Media component. It is the responsibility of the user to ensure that their media are accessible.</p>	<p>The Adapt framework allows users to include their own time-based media content through the Media component. For A compliance, a static-text alternative (i.e. a transcript) to time-based media suffices.</p>	<p><a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/text-equiv-all.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/text-equiv-all.html</a></p>
		<p><b>Captions (Prerecorded)</b></p> <p>1.2.2 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. (Level A)</p>	Y	<p>The Adapt framework and core components do not include any time-based media; however, time-based media (live and pre-recorded) are supported through the use of the Media component. It is the responsibility of the user to ensure that their media are accessible.</p>	<p>Synchronized media' means media with both an audio and a video track. Adapt's media component supports captions and transcripts.</p>	<p><a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/media-equiv-captions.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/media-equiv-captions.html</a></p>

<p><b>Audio Description or Media Alternative (Prerecorded)</b>  <b>1.2.3</b> 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. (Level A)</p>	Y	The Adapt framework and core components do not include any time-based media; however, time-based media (live and pre-recorded) are supported through the use of the Media component. It is the responsibility of the user to ensure that their media are accessible.	Synchronized media' means media with both an audio and a video track. Adapt's media component supports captions and transcripts.	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/media-equiv-audio-desc.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/media-equiv-audio-desc.html</a>
<p><b>Captions (Live)</b>  <b>1.2.4</b> Captions are provided for all live audio content in synchronized media. (Level AA)</p>	Y	The Adapt framework and core components do not include any time-based media; however, time-based media (live and pre-recorded) are supported through the use of the Media component. It is the responsibility of the user to ensure that their media are accessible.	Users can embed synchronised media that contains live audio content. To maintain accessibility, users should only do so if the host of the synchronised media will caption the live audio.	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/media-equiv-real-time-captions.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/media-equiv-real-time-captions.html</a>
<p><b>Audio Description (Prerecorded)</b>  <b>1.2.5</b> Audio description is provided for all prerecorded video content in synchronized media. (Level AA)</p>	Y	The Adapt framework and core components do not include any time-based media; however, time-based media (live and pre-recorded) are supported through the use of the Media component. It is the responsibility of the user to ensure that their media are accessible.	<p>Users who include prerecorded video in synchronised media must include an audio track that provides information about the visual information in the video.</p> <p>A static-text alternative does not suffice for this criterion, unless the video is a 'talking head'.</p> <p>Adapt's Media component does not support multiple audio tracks by default. Users can, however, use a second component that provides an audio description track if required to maintain accessibility.</p>	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/media-equiv-audio-desc-only.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/media-equiv-audio-desc-only.html</a>

<p><b>Guideline 1.3 Adaptable:</b> Create content that can be presented in different ways (for example simpler layout) without losing information or structure.</p> <p><a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/content-structure-separation.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/content-structure-separation.html</a></p>	<p><b>1.3.1 Info and Relationships:</b> Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text. (Level A)</p>	Y	The Adapt framework and core components provide a semantic structure to make information and relationships conveyed through presentation programmatically determinable e.g. by using ARIA landmarks and semantic elements to mark up structure.	N/A	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/content-structure-separation-programmatic.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/content-structure-separation-programmatic.html</a>
	<p><b>1.3.2 Meaningful Sequence:</b> When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined. (Level A)</p>	Y	Courses created in the Adapt framework are ordered in a meaningful sequence. This is in part necessitated by the responsive format - the pages are designed to display the content appropriately at a range of screen resolutions, which requires a correct reading sequence to be programmatically determined.	N/A	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/content-structure-separation-sequence.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/content-structure-separation-sequence.html</a>
	<p><b>1.3.3 Sensory Characteristics:</b> 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. (Level A) Note: For requirements related to color, refer to Guideline 1.4.</p>	Y	No instructions provided within the Adapt framework or core components rely solely on sensory characteristics of components such as shape, size, visual location, orientation, or sound.	Users are able to add their own instructions within the Adapt framework and its core components. Users must therefore be careful not to provide instructions that refer to shape or location (e.g. 'Select the red circle to the right') without further supplementation, such as labelling, for users with low vision.	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/content-structure-separation-understanding.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/content-structure-separation-understanding.html</a>
<p><b>Guideline 1.4 Distinguishable:</b> Make it easier for users to see and hear content including separating foreground from background.</p> <p><a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/visual-audio-contrast.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/visual-audio-contrast.html</a></p>	<p><b>1.4.1 Use of Color:</b> Color is not used as the only visual means of conveying information, indicating an action, prompting a response, or distinguishing a visual element. (Level A) <i>Note: This success criterion addresses color perception specifically. Other forms of perception are covered in Guideline 1.3 including programmatic access to color and other visual presentation coding.</i></p>	Y	The Vanilla theme that is packaged as standard with the Adapt framework uses multiple means of conveying information, indicating an action, prompting a response or distinguishing a visual element (e.g. by using both colour and text).	Users can modify the theme and include a range of visual media in Adapt courses. To meet this guideline, any use of colour as a means of conveying information, indicating an action, prompting a response or distinguishing a visual element should be supplemented with textual information.	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/visual-audio-contrast-without-color.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/visual-audio-contrast-without-color.html</a>

<p><b>1.4.2 Audio Control:</b> 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. (Level A)</p> <p><i>Note: Since any content that does not meet this success criterion can interfere with a user's ability to use the whole page, all content on the Web page (whether or not it is used to meet other success criteria) must meet this success criterion. See Conformance Requirement 5: Non-Interference.</i></p>	Y	The Adapt framework and core components do not contain or support any audio that plays automatically.	N/A	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/visual-audio-contrast-dis-audio.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/visual-audio-contrast-dis-audio.html</a>
<p><b>1.4.3 Contrast (Minimum):</b> The visual presentation of text and images of text has a contrast ratio of at least 4.5:1, except for the following: (Level AA)</p> <p><b>Large Text:</b> Large-scale text and images of large-scale text have a contrast ratio of at least 3:1</p> <p><b>Incidental:</b> Text or images of text that are part of an inactive user interface component, that are pure decoration, that are not visible to anyone, or that are part of a picture that contains significant other visual content, have no contrast requirement.</p> <p><b>Logotypes:</b> Text that is part of a logo or brand name has no minimum contrast requirement.</p>	Y	The Vanilla theme that is packaged as standard with the Adapt framework has a contrast ratio of at least 4.5:1.	Users are able to use their own themes using custom colours. To ensure that a sufficient contrast ratio is achieved, users can check their selected colours using tools such as <a href="http://webaim.org/resources/contrastchecker/">http://webaim.org/resources/contrastchecker/</a>	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/visual-audio-contrast-contrast.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/visual-audio-contrast-contrast.html</a>
<p><b>1.4.4 Resize text:</b> Except for captions and images of text, text can be resized without assistive technology up to 200 percent without loss of content or functionality. (Level AA)</p>	Y	All browsers that Adapt supports include functionality that allows text to be resized without assistive technology. To ensure that the layout is preserved during resizing, text containers resize accordingly.	N/A	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/visual-audio-contrast-scale.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/visual-audio-contrast-scale.html</a>
<p><b>1.4.5 Images of Text:</b> If the technologies being used can achieve the visual presentation, text is used to convey information rather than images of text except for the following: (Level AA)</p> <p><b>Customizable:</b> The image of text can be visually customized to the user's requirements</p> <p><b>Essential:</b> A particular presentation of text is essential to the information being conveyed.</p> <p><i>Note: Logotypes (text that is part of a logo or brand name) are considered essential.</i></p>	Y	The Adapt framework and components do not use images of text to convey information.	Users can add images to Adapt courses, and therefore have the ability to include images of text. <p>We recommend avoiding the use of images of text. Where the images are necessary, e.g. an image of a document, a text alternative should also be provided.</p>	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/visual-audio-contrast-text-presentation.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/visual-audio-contrast-text-presentation.html</a>

<p><b>Principle 2: Operable</b> - User interface components and navigation must be operable.</p>	<p><b>Guideline 2.1 Keyboard Accessible:</b> Make all functionality available from a keyboard.</p> <p><a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/keyboard-operation.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/keyboard-operation.html</a></p>	<p><b>2.1.1 Keyboard:</b> 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. (Level A)</p> <p><i>Note 1: This exception relates to the underlying function, not the input technique. For example, if using handwriting to enter text, the input technique (handwriting) requires path-dependent input but the underlying function (text input) does not.</i></p> <p><i>Note 2: This does not forbid and should not discourage providing mouse input or other input methods in addition to keyboard operation.</i></p>	Y	The Adapt framework and core components do not include situations where specific timings for individual keystrokes are required. The Adapt framework and core components ensure keyboard control for all functionality.	N/A	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/keyboard-operation-keyboard-operable.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/keyboard-operation-keyboard-operable.html</a>
		<p><b>2.1.2 No Keyboard Trap:</b> 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. (Level A)</p> <p><i>Note: Since any content that does not meet this success criterion can interfere with a user's ability to use the whole page, all content on the Web page (whether it is used to meet other success criteria or not) must meet this success criterion. See Conformance Requirement 5: Non-Interference.</i></p>	Y	The Adapt framework and core components ensure keyboard control for all functionality.	N/A	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/keyboard-operation-trapping.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/keyboard-operation-trapping.html</a>
	<p><b>Guideline 2.2 Enough Time:</b> Provide users enough time to read and use content.</p> <p><a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/time-limits.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/time-limits.html</a></p>	<p><b>2.2.1 Timing Adjustable:</b> For each time limit that is set by the content, at least one of the following is true: (Level A)</p> <p><b>Turn off:</b> The user is allowed to turn off the time limit before encountering it; or</p> <p><b>Adjust:</b> The user is allowed to adjust the time limit before encountering it over a wide range that is at least ten times the length of the default setting; or</p> <p><b>Extend:</b> The user is warned before time expires and given at least 20 seconds to extend the time limit with a simple action (for example, "press the space bar"), and the user is allowed to extend the time limit at least ten times; or</p> <p><b>Real-time Exception:</b> The time limit is a required part of a real-time event (for example, an auction), and no alternative to the time limit is possible; or</p> <p><b>Essential Exception:</b> The time limit is essential and extending it would invalidate the activity; or</p> <p><b>20 Hour Exception:</b> The time limit is longer than 20 hours.</p> <p><i>Note: This success criterion helps ensure that users can complete tasks without unexpected changes in content or context that are a result of a time limit. This success criterion should be considered in conjunction with Success Criterion 3.2.1, which puts limits on changes of content or context as a result of user action.</i></p>	Y	The Adapt framework and core components do not include time limits set by the content.	N/A	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/time-limits-required-behaviors.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/time-limits-required-behaviors.html</a>

	<p><b>2.2.2 Pause, Stop, Hide:</b> For moving, blinking, scrolling, or auto-updating information, all of the following are true: (Level A)</p> <p><b>Moving, blinking, scrolling:</b> 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; and</p> <p><b>Auto-updating:</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.</p> <p><i>Note 1: For requirements related to flickering or flashing content, refer to Guideline 2.3.</i></p> <p><i>Note 2: Since any content that does not meet this success criterion can interfere with a user's ability to use the whole page, all content on the Web page (whether it is used to meet other success criteria or not) must meet this success criterion. See Conformance Requirement 5: Non-Interference.</i></p> <p><i>Note 3: Content that is updated periodically by software or that is streamed to the user agent is not required to preserve or present information that is generated or received between the initiation of the pause and resuming presentation, as this may not be technically possible, and in many situations could be misleading to do so.</i></p> <p><i>Note 4: An animation that occurs as part of a preload phase or similar situation can be considered essential if interaction cannot occur during that phase for all users and if not indicating progress could confuse users or cause them to think that content was frozen or broken.</i></p>	Y	The Adapt framework and core components do not include blinking, scrolling or auto-updating information.	Users must ensure that they do not include moving, blinking, scrolling or auto-updating information that cannot be controlled, e.g. by using the media component which includes the ability to stop or pause the information.	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/time-limits-pause.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/time-limits-pause.html</a>
<p><b>Guideline 2.3 Seizures:</b> Do not design content in a way that is known to cause seizures.</p> <p><a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/seizure.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/seizure.html</a></p>	<p><b>2.3.1 Three Flashes or Below Threshold:</b> 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. (Level A)</p> <p><i>Note: Since any content that does not meet this success criterion can interfere with a user's ability to use the whole page, all content on the Web page (whether it is used to meet other success criteria or not) must meet this success criterion. See Conformance Requirement 5: Non-Interference.</i></p>	Y	The Adapt framework and core components do not contain anything that flashes.	Users must be aware of this requirement when including video content. This is critical, as flashes above the threshold may trigger seizures.	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/seizure-does-not-violate.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/seizure-does-not-violate.html</a>
<p><b>Guideline 2.4 Navigable:</b> Provide ways to help users navigate, find content, and determine where they are.</p> <p><a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/navigation-mechanisms.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/navigation-mechanisms.html</a></p>	<p><b>2.4.1 Bypass Blocks:</b> A mechanism is available to bypass blocks of content that are repeated on multiple Web pages. (Level A)</p>	Y	The Adapt framework and core components do not include blocks of content that are repeated on multiple Web pages.	N/A	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/navigation-mechanisms-skip.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/navigation-mechanisms-skip.html</a>
	<p><b>2.4.2 Page Titled:</b> Web pages have titles that describe topic or purpose. (Level A)</p>	Y	Web pages built using the Adapt framework and core components can be titled appropriately by users.	Users have the ability to title each page appropriately. Descriptive titling helps users find the information they want quickly and easily.	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/navigation-mechanisms-title.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/navigation-mechanisms-title.html</a>

		<b>2.4.3 Focus Order:</b> 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. (Level A)	Y	The Adapt framework and core components define a default and sequential tab order for interactive elements.		<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/navigation-mechanisms-focus-order.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/navigation-mechanisms-focus-order.html</a>
		<b>2.4.4 Link Purpose (In Context):</b> 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. (Level A)	Y	Links within the Adapt framework and core components are named descriptively so that the purpose of each link can be easily determined by users.	Users can include links within courses created with the Adapt framework. To conform with this accessibility requirement, links should be descriptive and placed in context (e.g. a link that simply says 'Click here' should always be avoided).	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/navigation-mechanisms-refs.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/navigation-mechanisms-refs.html</a>
		<b>2.4.5 Multiple Ways:</b> 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. (Level AA)	Y	Courses created in the Adapt framework include, as standard, links to all site pages from the menu page, and links to navigate to related Web pages.	N/A	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/navigation-mechanisms-mult-loc.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/navigation-mechanisms-mult-loc.html</a>
		<b>2.4.6 Headings and Labels:</b> Headings and labels describe topic or purpose. (Level AA)	Y	Headings and labels in courses creating using the Adapt framework and core components are user defined.	Users must ensure that the topic or purpose of content is easily understandable from the headings or labels that they use.	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/navigation-mechanisms-descriptive.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/navigation-mechanisms-descriptive.html</a>
		<b>2.4.7 Focus Visible:</b> Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible. (Level AA)	Y	Courses created using the Adapt framework and core components include an accessibility option which, when selected, ensures the keyboard focus indicator is visible.	N/A	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/navigation-mechanisms-focus-visible.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/navigation-mechanisms-focus-visible.html</a>
<b>Principle 3: Understandable</b> - Information and the operation of user interface must be understandable.	<b>Guideline 3.1 Readable:</b> Make text content readable and understandable. <a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/meaning.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/meaning.html</a>	<b>3.1.1 Language of Page:</b> The default human language of each Web page can be programmatically determined. (Level A)	Y	Users can specify the default human language of courses created using the Adapt framework and core components by using language attributes on the HTML element.	Users must specify the correct human language used within courses created using Adapt.	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/meaning-doc-lang-id.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/meaning-doc-lang-id.html</a>
		<b>3.1.2 Language of Parts:</b> 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. (Level AA)	Y	Users can specify the human language of each passage or phrase in the content programmatically is courses created using the Adapt framework and core components by using language attributes to identify changes in the human language.	Users must specify the correct human language used within courses created using Adapt.	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/meaning-other-lang-id.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/meaning-other-lang-id.html</a>

<p><b>Guideline 3.2 Predictable:</b> Make Web pages appear and operate in predictable ways.</p> <p><a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/consistent-behavior.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/consistent-behavior.html</a></p>	<p><b>3.2.1 On Focus:</b> When any component receives focus, it does not initiate a change of context. (Level A)</p>	Y	The Adapt framework and core components use 'click', 'keypress' and 'touch' rather than 'focus' as a trigger for changes of context.	N/A	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/consistent-behavior-receive-focus.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/consistent-behavior-receive-focus.html</a>
	<p><b>3.2.2 On Input:</b> 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. (Level A)</p>	Y	Courses built using the Adapt framework and core components do not allow changing the setting of any user interface component.	N/A	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/consistent-behavior-unpredictable-change.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/consistent-behavior-unpredictable-change.html</a>
	<p><b>3.2.3 Consistent Navigation:</b> 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. (Level AA)</p>	Y	Courses built using the Adapt framework and core components present repeated components in the same relative order each time they appear.	N/A	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/consistent-behavior-consistent-locations.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/consistent-behavior-consistent-locations.html</a>
	<p><b>3.2.4 Consistent Identification:</b> Components that have the same functionality within a set of Web pages are identified consistently. (Level AA)</p>	Y	The Adapt framework and core components have consistent functionality and identification by default.	Users may add new components or change the identification of components, so it's important that these remain consistent across Adapt courses.	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/consistent-behavior-consistent-functionality.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/consistent-behavior-consistent-functionality.html</a>
<p><b>Guideline 3.3 Input Assistance:</b> Help users avoid and correct mistakes.</p> <p><a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/minimize-error.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/minimize-error.html</a></p>	<p><b>3.3.1 Error Identification:</b> 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. (Level A)</p>	Y	Where courses created using the Adapt framework and core components require input from users (e.g. answering questions), a text description is provided to identify fields that were not completed.	N/A	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/minimize-error-identified.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/minimize-error-identified.html</a>
	<p><b>3.3.2 Labels or Instructions:</b> Labels or instructions are provided when content requires user input. (Level A)</p>	Y	Courses built using the Adapt framework and core components use both labels and instructions when content requires user input. Users can change labels and instructions as appropriate. We show labels, instructions and states.	Users must ensure they provide accurate instructions and labels where appropriate.	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/minimize-error-cues.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/minimize-error-cues.html</a>



		<p><b>3.3.3 Error Suggestion:</b> 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. (Level AA)</p>	Y	Courses built using the Adapt framework and core components only include user input options where suggestions for correction cannot be provided without jeopardizing the purpose of the content (i.e. user input elements are test elements), except where users attempt to submit an answer but miss mandatory fields (see 3.3.1).	N/A	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/minimize-error-suggestions.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/minimize-error-suggestions.html</a>
		<p><b>3.3.4 Error Prevention (Legal, Financial, Data):</b> 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: (Level AA)</p> <p><b>Reversible:</b> Submissions are reversible.</p> <p><b>Checked:</b> Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.</p> <p><b>Confirmed:</b> A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.</p>	Y	Courses built using the Adapt framework and core components may be used to submit user test responses. In these instances, no question spans multiple pages, and users are required to 'submit' answers. This ensures all users have an opportunity to correct mistakes before submission.	N/A	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/minimize-error-reversible.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/minimize-error-reversible.html</a>
<p><b>Principle 4: Robust -</b> Content must be robust enough that it can be interpreted reliably by a wide variety of user agents, including assistive technologies.</p>	<p><b>Guideline 4.1 Compatible:</b> Maximize compatibility with current and future user agents, including assistive technologies</p> <p><a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/ensure-compat.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/ensure-compat.html</a></p>	<p><b>4.1.1 Parsing:</b> 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. (Level A)</p> <p><i>Note: Start and end tags that are missing a critical character in their formation, such as a closing angle bracket or a mismatched attribute value quotation mark are not complete.</i></p>	Y	The Adapt framework and core components have been validated for the range of the technical specification. This includes compatibility fixes that do not strictly adhere to the standards but to provide valid code across the technical specification.	When users edit information within the framework, they must ensure that they validate it to ensure it can be correctly parsed.	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/ensure-compat-parses.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/ensure-compat-parses.html</a>
		<p><b>4.1.2 Name, Role, Value:</b> 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. (Level A)</p> <p><i>Note: This success criterion is primarily for Web authors who develop or script their own user interface components. For example, standard HTML controls already meet this success criterion when used according to specification.</i></p>	Y	The Adapt framework and core components use aria-label and WAI-ARIA roles to provide labels and expose the roles of user interface components. We use a minimum-set approach to provide the broadest browser coverage.	N/A	<a href="http://www.w3.org/TR/UNDERSTANDING-WCAG20/ensure-compat-rsv.html">http://www.w3.org/TR/UNDERSTANDING-WCAG20/ensure-compat-rsv.html</a>