UsableNet AQA

Accessibility conformance summary

New Orleans House Key West

Using their Dev link https://neworleanshouse.queertouristic.com/

Team: Two Oceans Digital
Type of test: web accessibility
Standard: WCAG 2.1 AA

Mar 27, 2023 - 10:08 am EDT

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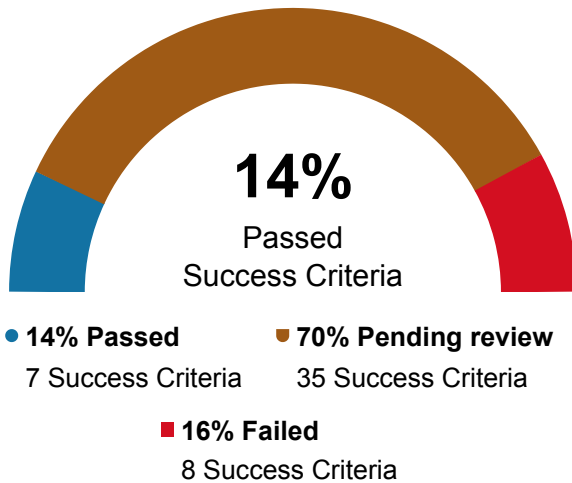
1. Conformance overview based on WCAG 2.1 AA standard

Overall conformance

1 user journey | **596** issues to fix

14%
Passed
Success Criteria

- **14% Passed**
7 Success Criteria
- **70% Pending review**
35 Success Criteria
- **16% Failed**
8 Success Criteria

This section show which WCAG 2.1 AA Success Criteria failed across the entire scope and communicates the broad issues that will needed to be understood and remedied.

Principle 1: Perceivable

Needs fix (**213**) | Check manually (**1832**)

| 1.1.1 A | 1.2.1 A | 1.2.2 A | 1.2.3 A | 1.2.4 AA | 1.2.5 AA | 1.3.1 A | 1.3.2 A | 1.3.3 A | 1.3.4 AA |
| 1.3.5 AA | 1.4.1 A | 1.4.2 A | 1.4.3 AA | 1.4.4 AA | 1.4.5 AA | 1.4.10 AA | 1.4.11 AA | 1.4.12 AA | 1.4.13 AA |

Principle 2: Operable

Needs fix (**138**) | Check manually (**2832**)

| 2.1.1 A | 2.1.2 A | 2.1.4 A | 2.2.1 A | 2.2.2 A | 2.3.1 A | 2.4.1 A | 2.4.2 A | 2.4.3 A | 2.4.4 A |
| 2.4.5 AA | 2.4.6 AA | 2.4.7 AA | 2.5.1 A | 2.5.2 A | 2.5.3 A | 2.5.4 A | | | |

Principle 3: Understandable

Needs fix (**11**) | Check manually (**467**)

| 3.1.1 A | 3.1.2 AA | 3.2.1 A | 3.2.2 A | 3.2.3 AA | 3.2.4 AA | 3.3.1 A | 3.3.2 A | 3.3.3 AA | 3.3.4 AA |

Principle 4: Robust

Needs fix (**234**) | Check manually (**113**)

| 4.1.1 A | 4.1.2 A | 4.1.3 AA |

Code quality

Average A11Y Score

62.5%
3126/5000

The average A11Y Score is the sum of all the score results and divided by the number of the evaluated user journeys. It represents a basic indicator of the overall code quality across the scope of the test.

Remediation focus

→ **596** total issues to fix

→ **435** issues have a high impact on the site's user experience

→ **Dev Site for New Website** is the user journey where high severity issues are more concentrated

→ **Dev Site for New Website** is the user journey with the highest number of issues

2. Failed Criteria Data Breakdown

SUCCESS CRITERIA	A11Y SCORE	ISSUES TO FIX	HIGH SEVERITY ISSUES	
1.1.1: Non-text Content	47	127	127	‼️
1.3.1: Info and Relationships	48	30	11	‼️
1.4.3: Contrast (Minimum)	25	56		
2.4.4: Link Purpose (In Context)	48	137	137	‼️
2.4.6: Headings and Labels	50	1	1	‼️
3.3.2: Labels or Instructions	94	11	11	‼️
4.1.1: Parsing	0	86		
4.1.2: Name, Role, Value	37	148	148	‼️

3. Issue classification by check type
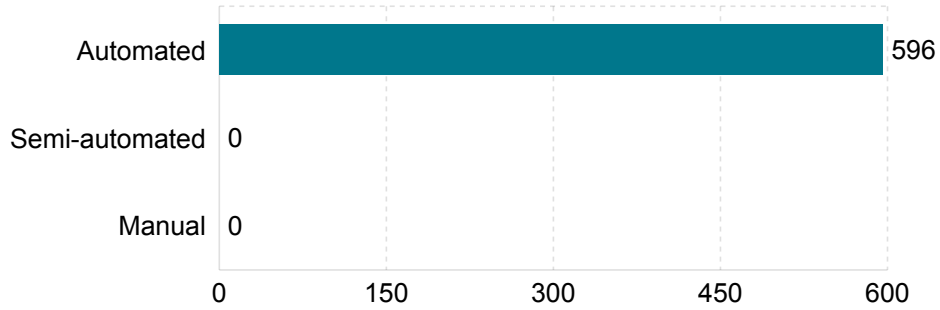
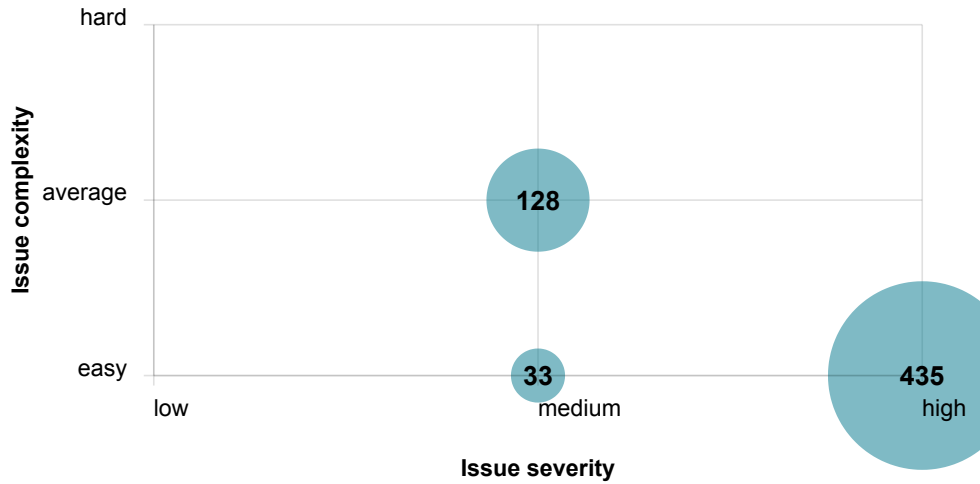|	
Automated	596
Semi-automated	0
Manual	0
Total	596

4. Issue classification by responsibility
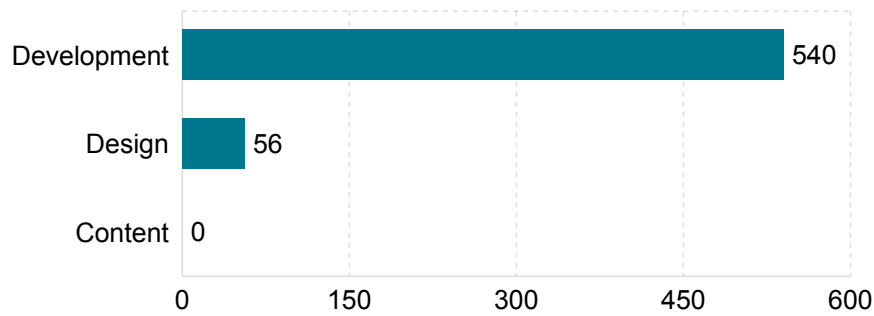
Development	540
Design	56
Content	0
Total	596

5. Issues overview by severity and complexity

	Low severity	Medium severity	High severity	Total
Easy complexity	0	33	435	468
Average complexity	0	128	0	128
Hard complexity	0	0	0	0
Total	0	161	435	596

Breakdown by Severity
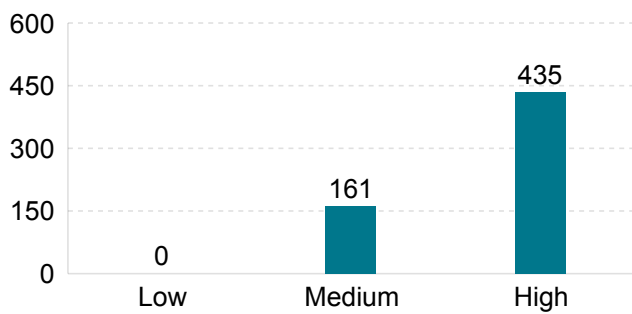
Breakdown by Complexity
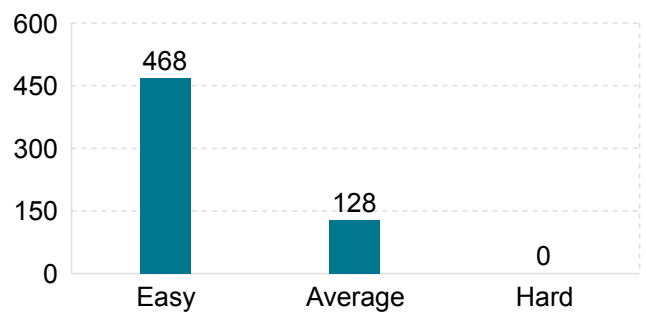
6. In-scope user journeys

PAGE COLLECTION

Dev Site for New Website

Entry point URL: https://neworleanshouse.queertouristic.com/

User journey ID:	Device:	No. of pages:
T125820	Chrome 102 (Windows), medium 1600 x 900	132

7. Testing results

USER JOURNEY	REVIEW STATUS	CONFORMANCE [1]	A11Y SCORE [2]	ISSUES TO FIX
Dev Site for New Website	0% reviewed	Passed: 7 ▬ Pending review: 35 ▬▬▬▬ Failed: 8 ▬	**62.5%** ± 33.5% ESTIMATED ~3126/5000	596

[1] Depending on the current review status, the Conformance column displays the temporary or final state of Success Criteria for each tested user journey. For WCAG 2.1 AA standard (used in this test), there are 50 Success Criteria you can find listed as passed, pending review or failed. ↵

[2] The A11Y Score of each evaluated user journey may fall into one of the following levels: ↵
- Estimated (Not reviewed)
- Very low (< 40%)
- Low (41% – 55%)
- Medium (56% – 75%)
- High (76% – 95%)
- Very high (96% – 100%)

8. Fixes needed by user journey

	USER JOURNEY	ISSUES TO FIX	SEVERITY			COMPLEXITY		
			LOW	MEDIUM	HIGH	EASY	AVERAGE	HARD
1	Dev Site for New Website	596	0	161	435	468	128	0
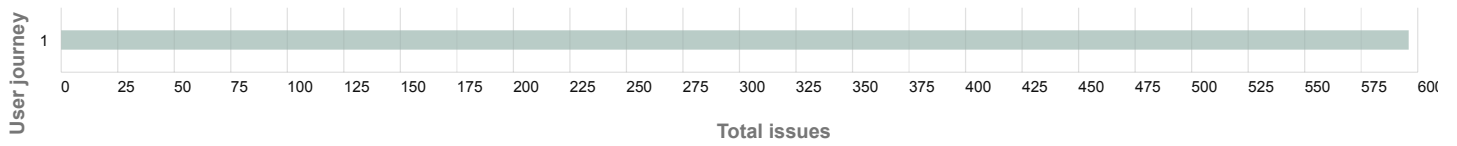
9. Definitions

Check type
Issue check type indicates how the issue was created and reviewed.

Automated
These issues were generated by UsableNet AQA's own issue detection process resulting in a "need fix" status.

Semi-automated
These issues were first detected by UsableNet AQA's own detection process as an element that could be an issue or has to be checked manually due to its nature, resulting in a "check manually" initial status. Subsequently, a human has reviewed the item and updated it to a "need fix" status.

Manual
These issues were created by a human reviewer using a range of manual review processes and given a "need fix" status.

Responsibility
Responsibility describes which team / department or competence should be involved to solve the issue.

Content
These issues are related to the text content and text alternatives in the web page.

Design
These issues are related to the design decision made on visual aspect of the web page components across whole site structure.

Development
These issues are related to the way web page structure and functionalities have been implemented.

Severity
The issues severity has been classified under three levels, depending on the impact it has on the user.

High
These issues should be considered as the most dangerous for Web Accessibility, since they are including defects which drastically impact the navigation and can be treated as blocker issues for assistive technology used by a big part of users (e.g. screen readers, braille displays, etc...).

Medium
This level of severity includes all those issues that break in a moderate way the website navigation; they often include informative attributes missing in the page content, which could be helpful for users in order to better understand what they are looking at.

Low
These issues don't affect in a huge way the site navigation, but they could be relevant in order to let the user understand all the information included into website's pages appropriately.

Complexity
The classification of fixes complexity has been done under three levels, depending on the general approach developers should have in order to provide the correct fix to the defect. These values are partially subjective, since they could depend on the framework used, third parts involved and readiness client has got to interact with the site code, e.g. CMS (Content Management System).

Hard
Issues with this level of complexity may be very hard to resolve (in terms of time and resources), generally because the features affected by these issues are framework-related and the development team should significantly change (or, in the worst case, entirely re-build) their implementation; an example could be provided looking at those actions executed in asynchronous mode, instead of using synchronous (or predictable) technologies, such as server-side computations.

Average
This level of complexity includes all those issues that will take some level of understanding to resolve and affect the website navigation or informative attributes missing in the page content, which are used by users in order to better understand what they are looking at.

Easy
The challenge to fix this kind of issue is quite low and should not take much time to provide the solution/ workaround; most typical issues included in this category are concerning easy data management, information that could be presented to the user in a more accessible way and content which can be improved with quick fixes.

10. Success criteria

Principle 1: Perceivable

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. (Level A)

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: (Level A)

- **Prerecorded Audio-only:** An alternative for time-based media is provided that presents equivalent information for prerecorded audio-only content.

- **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.

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. (Level A)

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. (Level A)

1.2.4: Captions (Live)

Captions are provided for all live audio content in synchronized media. (Level AA)

1.2.5: Audio Description (Prerecorded)

Audio description is provided for all prerecorded video content in synchronized media. (Level AA)

1.3.1: Info and Relationships

Information, structure, and relationships conveyed through presentation can be programmatically determined or are available in text. (Level A)

1.3.2: Meaningful Sequence

When the sequence in which content is presented affects its meaning, a correct reading sequence can be programmatically determined. (Level A)

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. (Level A)

1.3.4: Orientation

Content does not restrict its view and operation to a single display orientation, such as portrait or landscape, unless a specific display orientation is [essential](). (Level AA)

Examples where a particular display orientation may be essential are a bank check, a piano application, slides for a projector or television, or virtual reality content where binary display orientation is not applicable.

1.3.5: Identify Input Purpose

The purpose of each input field collecting information about the user can be [programmatically determined]() when:

- The input field serves a purpose identified in the [Input Purposes for User Interface Components section](); and
- The content is implemented using technologies with support for identifying the expected meaning for form input data.

(Level AA)

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. (Level A)

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. (Level A)

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 the following: (Level AA)

- **Large Text:** [Large-scale]() text and images of large-scale text have a contrast ratio of at least 3:1;

- **Incidental:** 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.

- **Logotypes:** Text that is part of a logo or brand name has no minimum contrast requirement.

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. (Level AA)

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 the following: (Level AA)

- **Customizable:** The image of text can be [visually customized]() to the user's requirements;

- **Essential:** A particular presentation of text is [essential]() to the information being conveyed.

Note: Logotypes (text that is part of a logo or brand name) are considered essential.

1.4.10: Reflow

Content can be presented without loss of information or functionality, and without requiring scrolling in two dimensions for:

- Vertical scrolling content at a width equivalent to 320 CSS pixels;
- Horizontal scrolling content at a height equivalent to 256 CSS pixels.

Except for parts of the content which require two-dimensional layout for usage or meaning.

1.4.11: Non-Text Contrast

The visual presentation of the following have a contrast ratio of at least 3:1 against adjacent color(s):

User Interface Components
Visual information required to identify user interface components and states, except for inactive components or where the appearance of the component is determined by the user agent and not modified by the author;

Graphical Objects
Parts of graphics required to understand the content, except when a particular presentation of graphics is essential to the information being conveyed.

(Level AA)

1.4.12: Text Spacing

In content implemented using markup languages that support the following text style properties, no loss of content or functionality occurs by setting all of the following and by changing no other style property:

- Line height (line spacing) to at least 1.5 times the font size;
- Spacing following paragraphs to at least 2 times the font size;
- Letter spacing (tracking) to at least 0.12 times the font size;
- Word spacing to at least 0.16 times the font size.

Exception: Human languages and scripts that do not make use of one or more of these text style properties in written text can conform using only the properties that exist for that combination of language and script.

(Level AA)

1.4.13: Content on Hover or Focus

Where receiving and then removing pointer hover or keyboard focus triggers additional content to become visible and then hidden, the following are true:

Dismissable
A mechanism is available to dismiss the additional content without moving pointer hover or keyboard focus, unless the additional content communicates an input error or does not obscure or replace other content;

Hoverable
If pointer hover can trigger the additional content, then the pointer can be moved over the additional content without the additional content disappearing;

Persistent
The additional content remains visible until the hover or focus trigger is removed, the user dismisses it, or its information is no longer valid.

Exception: The visual presentation of the additional content is controlled by the user agent and is not modified by the author.

Examples of additional content controlled by the user agent include browser tooltips created through use of the HTML `title` attribute.

Custom tooltips, sub-menus, and other nonmodal popups that display on hover and focus are examples of additional content covered by this criterion.

(Level AA)

Principle 2: Operable

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. (Level A)

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. (Level A)

2.1.4: Character Key Shortcuts

If a keyboard shortcut is implemented in content using only letter (including upper- and lower-case letters), punctuation, number, or symbol characters, then at least one of the following is true:

Turn off
A mechanism is available to turn the shortcut off;

Remap
A mechanism is available to remap the shortcut to use one or more non-printable keyboard characters (e.g. Ctrl, Alt, etc);

Active only on focus
The keyboard shortcut for a user interface component is only active when that component has focus.

(Level A)

2.2.1: Timing Adjustable

For each time limit that is set by the content, at least one of the following is true: (Level A)

- **Turn off:** The user is allowed to turn off the time limit before encountering it; or

- **Adjust:** 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

- **Extend:** 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

- **Real-time Exception:** 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

- **Essential Exception:** The time limit is essential and extending it would invalidate the activity; or

- **20 Hour Exception:** The time limit is longer than 20 hours.

2.2.2: Pause, Stop, Hide

For moving, blinking, scrolling, or auto-updating information, all of the following are true: (Level A)

- **Moving, blinking, scrolling:** 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

- **Auto-updating:** 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.

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. (Level A)

2.4.1: Bypass Blocks

A mechanism is available to bypass blocks of content that are repeated on multiple Web pages. (Level A)

2.4.2: Page Titled

Web pages have titles that describe topic or purpose. (Level A)

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. (Level A)

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. (Level A)

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](#). (Level AA)

2.4.6: Headings and Labels

Headings and [labels](#) describe topic or purpose. (Level AA)

2.4.7: Focus Visible

Any keyboard operable user interface has a mode of operation where the keyboard focus indicator is visible. (Level AA)

2.5.1: Pointer Gestures

All [functionality](#) that uses multipoint or path-based gestures for operation can be operated with a [single pointer](#) without a path-based gesture, unless a multipoint or path-based gesture is [essential](#). (Level A)

This requirement applies to web content that interprets pointer actions (i.e. this does not apply to actions that are required to operate the user agent or assistive technology).

2.5.2: Pointer Cancellation

For [functionality](#) that can be operated using a [single pointer](#), at least one of the following is true:

No Down-Event
The [down-event](#) of the pointer is not used to execute any part of the function;

Abort or Undo
Completion of the function is on the [up-event](#), and a [mechanism](#) is available to abort the function before completion or to undo the function after completion;

Up Reversal
The up-event reverses any outcome of the preceding down-event;

Essential
Completing the function on the down-event is [essential](#).

Functions that emulate a keyboard or numeric keypad key press are considered essential.

This requirement applies to web content that interprets pointer actions (i.e. this does not apply to actions that are required to operate the user agent or assistive technology).

(Level A)

2.5.3: Label in Name

For [user interface components](#) with [labels](#) that include [text](#) or [images of text](#), the [name](#) contains the text that is presented visually. (Level A)

A best practice is to have the text of the label at the start of the name.

2.5.4: Motion Actuation

Functionality that can be operated by device motion or user motion can also be operated by [user interface components](#) and responding to the motion can be disabled to prevent accidental actuation, except when:

Supported Interface
The motion is used to operate functionality through an [accessibility supported](#) interface;

Essential
The motion is [essential](#) for the function and doing so would invalidate the activity.

(Level A)

Principle 3: Understandable

3.1.1: Language of Page

The default human language of each Web page can be programmatically determined. (Level A)

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. (Level AA)

3.2.1: On Focus

When any component receives focus, it does not initiate a change of context. (Level A)

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. (Level A)

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. (Level AA)

3.2.4: Consistent Identification

Components that have the same functionality within a set of Web pages are identified consistently. (Level AA)

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. (Level A)

3.3.2: Labels or Instructions

Labels or instructions are provided when content requires user input. (Level A)

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. (Level AA)

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: (Level AA)

1. **Reversible:** Submissions are reversible.

2. **Checked:** Data entered by the user is checked for input errors and the user is provided an opportunity to correct them.

3. **Confirmed:** A mechanism is available for reviewing, confirming, and correcting information before finalizing the submission.

Principle 4: Robust

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. (Level A)

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. (Level A)

4.1.3: Status Messages

In content implemented using markup languages, status messages can be programmatically determined through role or properties such that they can be presented to the user by assistive technologies without receiving focus. (Level AA)

11. References