

Digital Accessibility:

How to make your Mobile App Accessible

## How to make your Mobile App Accessible

1. **Mobile app user interface must be operable with Gesture and Keyboard**

* **App menus and sub menus**
* **Form fields and media player controls**
* **Static and Dynamic content**
* **Never use actions that are dependent on sight; example drag / drop or sliders**
* **All content must be focusable and Focus Ring on all content must be visible, never disrupted and operate in a predicable way**

1. **All content and user interfaces must operate in a consistent logical sequence**

* **Consistent logical tab / gesture reading orders**
* **As an example, all Form Fields and Menus must be usable by Gesture**

**3. All non-text element and content must have a text equivalent**

* **Meaningful and Functional graphics must have associations to meaningful text descriptions**
* **Audio content must have caption or link to text transcript**
* **Videos require Caption and Audio / Text description**

**4. App layout, navigation, content and function must be consistent**

* **App menus visual layout and presentation must be consistent**
* **Form field layout and placement must be consistent**

**5. App document structure is used appropriately**

* **Each screen has a proper Title**
* **Heading elements are used appropriately**
* **List elements are used for actual lists**
* **Paragraph element is used appropriately**
* **Table structure is used only for tabular data; table header and caption attributes are used**

**6. Keep the Design and Layout Simple**

* **Minimize content to display in minimal Screen size; 5 to 6 inches**
* **Minimize use of images, text loads much quicker**
* **Left align all content and fully utilize space**
* **Button and text links minimum touch area size should be 48 x 48 pixels**

**7. Scalable and Minimum Text size**

* **Text size should scale using percentages, relative sizing**
* **Minimum test size: Font size on 5-6 inch screen should be 4.8 mm in height**
* **Use San Serif fonts like Arial, Tahoma, Verdana for Arabic and English text**

**8. Foreground (Text) Color should be used with High Color contrast and not   
 used alone to convey a meaning, prompt an action or response**

* **Avoid using color alone to convey a meaning, Example; Avoid using Red color alone to convey a error message**
* **Minimum color contrast between text and background should be 4.5:1**
* **Minimum color contrast between graphic elements and background   
  should be 3:1**

**9. Form controls must be labeled properly with usable layout**

* Visual layout of labels and form controls must be tight with minimal space
* Use label elements to associate text labels with form controls
* Ensure usability with Gesture and Screen Reader

**10. Mobile App content and functions must be understandable by everyone**

* **Use simple language in the App for people with language barriers and cognitive disabilities**
* **Use descriptive link phrases that describe link destination; avoiding using Only link phrases like; “Click Here”, “More” and “Learn More”**
* **Programmatically identify different languages or change of languages in the App to maximize compatibility with screen readers and multi languages**

**References:**

**Follow and use the WCAG 2.2 guidelines to ensure your Mobile App is accessible to people with disabilities.**

**Updated:**

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