# Transcript for What’s new in WCAG 2.2 webinar

KELLY:

Hello everyone. Welcome to today's webinar. It's just gone 1 o'clock, UK time. So, we'll just give it a little bit more time for everyone to join us.

Do feel free to drop into Q and A box and say hi, let us know where you are joining us. We have disabled the chat feature; it can cause problems for people using the screen readers. So, we'll make a start. So, hi, everyone, and welcome to our webinar on "What's New in WCAG 2.2." I'm Kelly Chan, Digital Marketing Executive at AbilityNet. Today we have the pleasure of being joined by my colleagues Alice Taylor and Claire Poste, who will take you through the web content accessibility guideline updates, Web Content Accessibility Guidelines, the new criteria and how it impacts you and your customers. Before we get started, I'll run you through a bit of housekeeping today. So, we are joined today by Denise from MyClearText, who will be providing live captions. You can turn on captions using the C.C. option on the control panel. And additional captions are available via streamtext.net/player?event= AbilityNet. The slides and transcript and recording of this webinar will be available in a couple of days on the website.

If you have technical issues and need to receive early, you'll receive a recording, transcript, and slides. Depending on how you joined the webinar, you'll find a Q and A window, if you want to ask questions, drop those into the Q and A area. So, we can address them online, most likely after the webinar. So, I'll start a little bit about AbilityNet, in case you are not familiar, we are a charity and our vision is a digital world accessible to all.

Able -- accessible to us all, to help we offer business services and organisations build accessible workplace, websites, and apps. In relation to the web content accessibility guidelines we offer online accessibility training, workshops, including the upcoming guide to WCAG 2.2 on 29 February and 18 July. If you use the code WCAGtraining20 you can get 20% off. And just our website for training. We offer ability testing in splaying you with WCAG 2.2. I'm just going to start with a couple of polls to find out a bit more about you, and before we begin the webinar consent. So, if you can lunch the first poll. Thank you very much. If you can answer the poll. If you select other or can't access the poll please reply on the Q and A section of zoom. I'll give that a few more seconds. There's a few others, communication manager.

We have marketing and events manager.

We have a librarian, and we have lots coming through. Digital inclusion lead. That's great.

If we can end the poll, please.

10% of you accessibility testers, 7% of you software developer. We have 12% of you UX/UI designers, 6% Product Manager, 15% contented tore.

51% others - which I mentioned.

I can see a few more coming through. Captain accessibility - that's a cool job title. Fab. If we can launch the second poll. We just want to find out how confident do you feel about the WCAG 2.2 update. The options are: (on screen) Again, if you can't access the poll, please feel free to drop into the Q and A box at all.

We'll end the poll there. Thank you for answering. So, 1% of you said very confident. 21% somewhat confident. 14% neutral/no opinion. 24% said somewhat uncertain and 8% of you said not at all confident. And 32% said I'm not familiar with the WCAG 2.2 update. Thank you very much for answering our polls. Yes, without further ado, we'll get into the discussion main consent of the webinar. I'll hand you over to my colleagues Alison and Claire.

Over to you guys, thank you to you both.

ALICE: Thank you, Kelly, hi, everyone, thank you for joining, I'm Alice Taylor, and I'm a Principal Accessibility Consultant Team Leader at AbilityNet. Prior to AbilityNet I worked as a front-end developer building websites where I got a lot of hand on experience working with web content accessibility guidelines, in my role at AbilityNet my specialism is standard and guidelines within development and I have been leading the 2.2 projects. I'm excited to see the new guidelines implemented.

CLAIRE: I’m Claire Poste. I'm a Senior Accessibility Consultant at AbilityNet.

My background is initially publishing, then moved to online education before moving into accessibility. And day to day I do all manner of accessibility work. I do audits. I work on our digital accessibility maturity model. And a lot of training and general consulting as well as a lot of research into things like WCAG 2.2, which is at the forefront of what I've been doing recently. It will be great to introduce these new principles to you. I'll hand back over to the list. We'll have a general introduction first.

ALICE: Thank you, Claire. You should be able to see my screen.

CLAIRE: That's a yes.

ALICE: Yes, a brief outline of what we'll cover. First, we'll talk about the Web Content Accessibility Guidelines, and a brief history, we'll look at the new 2.2 success criteria, A and AA levels. And talking about them in more detail. We'll talk about beyond 2.2, what we can expect in the future. And then also you can pop questions in the Q and A as well. So just in a nutshell, the WCAG is the web content accessibility guidelines, created by the worldwide web consortium.

W.B.C. 3, and they are like the HTML and W3C recommendation, it's an A, AA, and AAA standard.

It's the gold design. And are used for some legislation. The UK public sector bodies website and mobile applications accessibility regulations 2018 and the European Accessibility Act 2025. There's three compliance levels. A, AA, and AAA. The usual target is AA including all the A success criteria. If you wanted to achieve Triple-A compliance, you need to meet the A requirement, AA, and the Triple-A requirements as well. Just a brief history of the versions of WCAG. WCAG 1.0 was released May 1999. It had the A, AA, and AAA structure that I mentioned. It was very focussed on HTML and on physical disabilities as well. Then, WCAG 2.0 came out in December 2008. And this came about as there were big changes in technology, and it needed to be reflected in the guidelines as well. Expanded beyond HTML, applying to all digital content.

There was an increase in disabilities and impairments, covered under the guidelines.

WCAG 2.1 was released in 2018.

10 years later and build upon 2.0. If you comply with 2.1, you'll be complying with 2.0.

This change came about, there was more advancements in technology, and the new criteria focussed on low vision, cognitive and mobile users.

current update is WCAG 2.2, released in October 2023.

Again, the way this works, it builds upon 2.1. It's backward combat ability. There's one exception. One criteria, 4.1.1 parsing, no longer included in 2.2. If you wanted to meet 2.1.

You would need to meet this 4.1 criteria. For 2.2. This no longer is included. The new additions were included improvements for people with cognitive impairments. Low disabilities as well. Looking to the future. WCA G3.0, potentially coming toward the end of the decade. We don't know for sure. This will involve things like a new performance model. New structure, we'll talk about that later. So, what is new in 2.2.

There are two new success criteria, these are consistent help and redoes not and entry.

There are four new AA criteria, focussed not obscured.

Authentication, dragging movements, target size minimum and three AAA criteria, focussed, not obscured. Enhanced. Accessible authentication, focus appearance.

Four focus on cognitive abilities, two on low vision, and two enhancing accessibility for people with mobility disabilities. Today well talk about the A and AA not the AAA criteria. As mentioned, there's one success criteria removed.

4.1.1 parsing. The reason it was moved, it's no longer required due to advances in standard and technology, including HTML advancements, browsers and assisted technologies, and failures failing under other success criteria, 1.3.1 - a lot of things that would - Han caught by parsing criteria would fall into that, as well as 4.1.2. As I mentioned WCAG 2.1 requires this criteria. I'll hand back to Claire, who'll talk about the first criteria.

CLAIRE: Thank you, Alice. We'll move on to talk about each of the A and AA new criteria introduced in WCAG 2.2.

Starting with one of the slightly easier ones, this is focussed not obscured. There are two versions of this. A minimum version, the AA and there is an enhanced version brought in in 2.2, which is Triple-A. And I'll mention the differences between them as we go through. For this AA criteria, we are looking at when a user interface component receives keyboard focus, that component is not entirely hidden do you to author created content. Something that has been programmed into the website or the app or whatever content you are looking at. So, an example of this is on the slide.

We have a LinkedIn News column.

One of those news stories has the keyboard focus on it. Just partially on top of that news column. Half blocking out the highlighted item is a messaging chat window.

INTERVIEWER: Because it is only partially covering that highlighted element, it's got The Focus, the board focus on it, that means that this would pass this focus and not obscured, because it's only partially obscuring it. It means they can see where they are on the page at all times, if you had something that was fully hiding the keyboard.

It would be difficult to know where you are to use the keyboard rather than using a mouse or another technology.

Common components that might cause this issue, sticky footers and headers, dialogue, cookie planners, and a couple of things to kind of note in terms of kind of thoughts around when you are looking to test this or does my website comply with this. One thing to say is that if the component can be moved around, so this messaging window, if that could be moved around, only the initial position of that messaging window count in terms of seeing if it fails or passes.

The fact you can move it around and being in the way of the component in focus is irrelevant in terms of conforming to the success criteria. And I have a quick example on the next slide, if you could go on for me, Alice. So, this is the IKEA website. As you can see, we have a cookie banner, and you can see as I have done this little example of tabbing through, at some point the focus disappears and you are unable to see where it is. Alice, I think you may have pressed pause by accident.

Thank you. So, you can see where there are some elements which get - you can only see part of them. That would be fine for this criteria. But anything where you have gone beyond that Cookie banner, the focus is behind it, and you can't see it without getting rid of that Cookie banner, that would fail.

As I have kind of mentioned a few times, if you see it partially, that's fine for this success criteria, if you were looking at the Triple-A version, it would need - you would need to see the entirety of the focus to meet the Triple-A success criteria. That is the difference between the AA, which is what we are looking at here, and the enhanced version at Triple-A if you were going to go for the stretch used target which is nice to tie in and get to the Triple-A version.

>> As I said one of the easier ones, focussed but not obscured.

Alice will now talk to you about dragging movements.

ALICE: Thank you, Claire. Yes, so the next one we'll talk about is 2.5.7, dragging movements.

This is an AA criteria, all functionality that uses a dragging movement for operation can be achieved be a single pointer without dragging. For any action involving dragging you must have a single pointer alternative. Some people may not be using a mouse or may be using a finger to drag items.

This plies to things like drag and drop or sorting, two common examples. The dragging movements in this success criteria are interactions where only the start and the end point matter. The reason I say this, we have something like drag and drop. The way it works, is that you grab on element from one election location, point A. And you drop it somewhere else, and this is point B. Actually, the path of how you get from point A to B for this success criteria doesn't matter. The thing that matters for the success criteria, is point A and B.

This applies to desktop and mobile. This is not a keyboard specific requirement recollects or related to mouse users. It's for touch devices, on mobile, you could still drag and drop, you'd wanted to - this would apply to mobile as well. If dragging something is possible, you'd need to provide an alternative. An example is a button that would help you move from one place to another. It could be a drop down where you select the position. Or it could be an input field, where you enter a value. These are both two different examples of single pointers, it doesn't need to just be a button to pass this criteria.

>> It doesn't apply if it is essential. Page strolling, that would be exempt from this criteria, or system level gestures, browser gestures. It is different to the keyboard requirement. Keyboard requires everything can be operated with the keyboard.

Dragging movements means if can be achieved with a single point ee applying to a touch screen.

You may have a screen reader, may be told there may be an announcement saying to use certain keyboard interactions to achieve the same thing, if there is no single pointer alternative. That wouldn't pass this criteria, you need to make sure you have the single pointer visible alternative for all users. If we look at an example. We have a map.

The user can drag from one side to the other using a mouse. On the right-hand side we have a compass button, allowing you to do the same functionality, saying you to move from left to right. Here, as another example, we can do the same thing, we can drag from left to right but then in the bottom right-hand side corner there's not an option to do that. You can zoom in and out. You can't move from left to right. You can't replicate that dragging movement. Another example, this one we have a box that you can drag from one column to the next. You can move it forward and backwards. And for this one, there's an option where you can actually select to move lists, and from a drop down you can change the position and move it. And similarly, you can do it the other way as well. So, you have that dragging movement which you can a. eve with - by during with mouse or you have a single pointer alternative, which is the button and the drop down to achieve the same thing.

So, I'll hand back to Claire who will talk about target size.

CLAIRE: Thank you, Alice. So, yes, our next one is target size minimum. Which I would say is one of the more complicated criteria to get your head around the exceptions that are involved. Target slide minimums is an AA and is a new success criteria which basically says that the size of the target for any pointer inputs has to be 24 by 24 CSL pixels. If you have a button, a link, anything where you might use a mouse or a finger to activate that, we are saying that that target for pointer input must be 24 by 24 CSS pixels. Hopefully, this helps people with tremors, physical impairments, which may mean they have difficulty pinpointing a specific area with a mouse or their finger. Helps people using mobile devices, we have been there trying to open a button, and we can't quite get on the right part of the screen to get the button to work.

Other physical impairments, as well as people in a shaky environment, on a train. Which means your hand is not as steady as it would be as you see in this little image, we have what would be an image, and in the top corner is a button for magnifying that image, and from the dimensions we see that that is magnifying image is 24 by 24.

At the baseline, that would pass a success criteria, no problem one thing that makes this a success criteria is outside the 24 by 24 CSS pixels, there are five exemptions that you can look for in the criteria, if you were testing for it. I would encourage you to go for the 24 by 24 minimum. If there's a reason to use an exemption, there's a number of exemptions.

The first that is the most significant one of the spacing exemption Alice, if you can go to the next part of the slide.

That essentially says if the target size is not 24 by 24 CSL pixels, you can have an exemption whereby if there's enough spacing around the target so that essentially a 24 by 24 area of that target including the spacing around it, and it doesn't interact your overlap, that size with another target that is nearby, then that can be seen as an exemption. The example that has popped up on the screen is that the target is only 16 by 16 pixels, but it has a margin of 4 pixels, meaning that combined. The width of that would be 24 by 24 pixels, if you look at the size of the target, plus the 4-pixel margin around it. That is an exemption, and that is possible.

Essentially meaning that although it's not that size, the 24 by 24, it gives you less likelihood of hitting another target by accident. By virtue of the spacing around it. The second is one we'll be familiar with, the idea of an equivalent.

Where there's an alternative target meeting the success criteria and achieves the same functionality, you would be able to say that potentially the one that you are examining, if there's an equivalent. That would not be a problem for that to be under the 24 by 24 pixel.

Nest part of the slide. The other one - there's two, the other one that you would look at in terms of content and how you put it together is online, there are three Los Angeles Kings within the text. The height is restrained. The in-line exemption says you don't have to meet the requirements where the height of nontarget text restricts the height of the targets.

These three links, because they are in a paragraph of text, and restrained in terms of their size, they would meet the success criteria by virtue of that exemption. The last two, one is user agent control.

Determined by the user agent.

Kind of the default radio button, set by the browser, that would not have to meet the success criteria, it's the essential exemption, the way it's presented is essential or legally required. One last thing to say about this is that there's an enhanced version of this success criteria, target slide enhanced which was already in WCAG 2.1, but has been renamed to add the advance and it's an AAA, the same requirement, but the size of the target area is 44 pixels by 44 pixels. Spacing exemption is not valid in the AAA criteria. Next slide. Just a couple of quick examples. We have a line of icons for social media. And what I have done is look at how these are - the size of the pixels within the computing section of the inspect panel. This is from home base, all the social media icon links are 44 by 47 pixels, easily meeting the requirements. In fact, they meet the enhanced version of this requirement for the touch target. And then the second example that Alice is going to bring up for us is actually from the Brighton centre, not too far from where I live and is the email social media links, and in the computed window underneath you can see that this actually is 18 by 18 pixels, so would not meet the baseline for the target size minimum success criteria. But because it has a margin of 8 pixels all around, encircling the target. That takes you up to 34 by 34 pixels meaning that that would meet the requirements. One thing to be aware of is margin collapsing, where if you have two components side by side with a margin of eight pixels, each with a margin of eight pixels, something called margin collapsing happens, where the two margins B one, inside of 16 pixels, have you eight. Something to bear in mind when you look at putting in padding or margin, to be aware to check whether that will happen or not. Yes, quick dash through target sides minimum.

Have a look at the guidelines it's a large guidance, which exemptions would meet it make your targets as big as you can.

Makes it easier for everyone, not just those with physical disabilities.

I shall and hand over to Alice and she'll talk about help.

ALICE: The next is 3.2.6 second help. A level axe. If a web page contains help mechanisms, and they are repeated on multiple web pages within a set of web parges they occur in the same relative order to other page content unless a change is initiated by the user.

There's a lot of information there. Essentially put help on multiple pages so those that need help can find it if it's in the same place. A plies to desktop and mobile. We'll talk about terms that are used.

Firstly, if a web page contains help mechanisms, this can be on the page itself or a link to a different page. Help mechanisms could be human contact. It could be an email address or the phone number of. It could be human content. Live chat where a person, it could be a self-help. A link to an FAQ page or FAQs themselves, or it could be a fully automated content mechanism. A chat bot. As I mentioned help can be on the page or as a direct link to another page. The example on the screen, there are links to other pages, and the fully automated chat bot. If you have a human chat bot - human live chat, for example, and they are only available at set times, it's a good idea to make your users aware of this, however that's not a failure of this criteria, if that's not the case.

One thing to be aware of with this criteria, it doesn't require that help mechanisms are provided, just requires that when they are provided, they are located in the same relative order across a set of pages.

Just to clarify the term same relative order. This should be in the same place problematically in the mark up.

If it's located in the mark-up in your footer on one page, if it exists on another page, it should be in the footer on that page as well. Same relative order is restricted to the zoom level, viewpoint, or the orientation of your device. If the position of your link to direct page changes on a mobile device as opposed to a desktop. It will be out scope. You want to look at the same order. It applies to multiple web pages within a set of web pages, this can be user journeys, for example, if you are looking on - if you are reading a news story, and directs you to jobs website, then this is considered two separate journeys, and two sets of web pages. Again, it doesn't require that the help is provided. It just requires that when it is, it can be found in the same place. If we have a look at an example of this.

Here on this website. When we scroll down, there's a list of help options, we have an FAQ link there, on a different page scrolling to the bottom. We have the footer, and the help section and the FAQs link in the footer again. But then e if I were to go and go to the log in journey, and log in, the FAQ link is no longer in the footer.

It's not there at all in this.

This is it - this is a different set of web pages, the fact that the FAX link isn't there wouldn't matter for this particular success criteria, it's classed as a different set of pages. So again, we have gone through that quickly, again, definitely I would advise looking at the criteria, or we have the guides to 2.2 where we go into more depth about all the different criteria, back to Claire, talking about redundant entry.

CLAIRE: So redundant entry is a level A. It's one that I'm a big fan of because even though, you know, the list of people doesn't necessarily help me. As we know accessibility helps everyone. Redundant entry means that information previously entered or provided to the user that is required to be entered again, in the same process is either auto populated or available for the user to select. Which is probably a complicated way of saying if you enter something within a set of forms, for example, and then you move onto the next page of the form, any information that you have included is there again, you don't need to put it back, in there again. So, obviously one would hope that this helps people who may have cognitive impairments. People with short-term memory impairments.

Because they may not necessarily remember what they entered in the previous stage, and people with mobility impairments benefit and are grateful for not having to go through the physical stress of re-entering data they entered. So, basically not asking for the same information twice in the same session. So, one other thing on the side, there is sort of evidence that by making processes like this easier, including redoes not and entry, the -- redundant entry, the conversion rate is likely to increase because you are making it easy for people. One of the example that we could look at, as you can see, this is an example from the apple store. I have decided to by something and put in my name and address in the shipping address, and then if we pop onto the next page, it's asking me how I want to pay, but also for my billing address and there's a check box there saying use my shipping address. If I select that, it pops what I entered into and I don't have to type that in again, or whichever way anyone may enter that information. A basic example of what this redundant entry success requires. There are several ways that you can conform to this. You can have a check box example. You can have autocomplete. So, you may go on to a form and it's taken the information from your previous answers and put it into the form. One thing to point out, is the developers amongst this using the autocomplete Field or the browser autocomplete doesn't meet the success criteria, it needs to be put in kind of author-created rather than because the user happens to have all their information saved within their browser. You can say select from a drop down, if you ask for an address, you may say do you want to use your home address, business address, someone can select from a drop down which one they want to use.

If you have stages where they are going through a long page, if they needed to put information in again, that they have done, they can go up the page and copy and paste it.

Having that ability to copy and paste things and having that information available in a way that is easy to access on the next stage is also a way of doing it. A few exceptions to mention, when the re-entry is essential, if you play a memory game, it won't be great if you have to re-enter. If you play a game relying on your memory. If the information is required to ensure the security of the content. A passcode for example. Not having them be copyable and using the stars to cover them up. And if the previously entered information is not valid. If you are changing your address, you don't want it prepopulated with your old address. And then the last thing to talk about for redundant entry is the information doesn't need to be stored. So, if, for example, I filed in the check out. The first section of it, and then I got distracted. Went off and had lunch, came back and I went back into this process, I would have to enter the information again, because, you know, I kind of stopped the process, gone away for a significant period of time and come back. That is -

wouldn't be required by the success criteria. So, yes, that's redundant entry. I'm a big fan of redundant entry -

anything that means you don't have to type lots of things in twice is great from my point of view. Alice will take you through the last one, it's a biggy. Accessible authentication.

ALICE: Thank you, Claire. So, yes, this is the last criteria we'll talk about, and it's 3.3.8 accessible authentication minimum, and AA. This says a cognitive function test such as remembering a password or solving a puzzle is not required for any step-in authentication process unless that step provides at least one of the following. And the options are alternative, mechanism, object recognition, personal content. Some people may struggle to memorise or retype passwords. So, let's break it down a bit to understand it a bit better. Firstly, if we look at a definition of what a cognitive function test is.

This is a task that requires a user to remember manipulate or transcribe information.

Examples include but are not limited to remembering a username or password. Transcribing, typing characters, performing calculations, or solving puzzles for example. If we look at what we mean by what is an authentication process, this is where you could be confirming your identity. So, logging in to an account of some kind. It could be shopping, online banking, or you could log into a device. It could be entering your pin on your phone, or it could be verifying your I.D. if you make a payment, you may be asked to verify the I.D. or you could be recovering an email or password, so going for a forgotten password journey. Now we know what those mean, a cognitive function test is not required in an authentication process, unless it provide one of the following, and that is alternative. This would be another authentication method.

You may be asked for your password, but there could be an alternative available such as -

or click a link to sign in through your email, for example.

The second one is mechanism.

That is available to assist the user to completing the cognitive function test. If you think about entering a password, the mechanism that is supporting that could be the ability to copy and paste into that field.

Or it could be allowing it to be prefilled with a third-party password manager or biometrics.

They are mechanisms which assist the user in completing that test. Then the final two are object recognition. If the cognitive function test is to recognize objects, this would be sufficient. With personal content, if the personal cognitive test is it to recognize content the user provided that's efficient. An example, if the user uploads on image and asked to identify it.

That would be sufficient to pass this. However, there is also an AAA criteria, accessible authentication enhanced. This does not allow for the object or recognition or personnel content to be used. Only alternative or mechanism would be proficient.

It's not necessary to provide all option, wherever a cognitive function test is required there must be one of these options, this is for every step in the authentication process as well.

Well look at quick examples of conformance for this one. To help give you an idea of where this - ideas of conformance for this. In the first example, we have a password entry field.

However, below it is a lining to sign in with verification link.

This is an example of providing an alternative method to the cognitive function test. Here we have a pin entry field. The second example, the user it asked to fill in the pin. We have a face I.D. biometric function. This is an alternative to the cognitive test. In the third example is capture, it pass, if it relies on recognising objects or content from the user, the user has been asked to select the squares with traffic lights. If this was - if capture was asking the user to type the word in the picture or do a sum, for example, that would not pass as it's requiring that transcription. However, if it is object recognition, or the user provided content. That would be allowed at Double-A level, but not at Triple-A level. For the fourth example, the user has an O.T. P code.

Sent to a phone. If you are using multifactual authentic authentication it must pass, the requirement for O.T. Ps is the same as passwords. It must be possible to paste into the Field or allow is to be automatically filled. With O.T. Ps, it by me change, the code may be on a strait device. The user may be on a desktop using this message, and the code sent to the mobile phone. Providing the O.T. P field accepts the concept the method would pass. If the code was generated on a device such as a card reader, if the O.T. P field accepted pacing, it's possible to copy that. The user is required to manually do that information. If using O.T. Ps, think about how the user it going to achieve them. As a best practice, give your user choice, they may prefer information by develop or phone call. Having those options there is good to provide choice for the user, in this last example, there's a link saying sign in another way. There's an alternative here. However, this could pass if there is an alternative. One of the other methods must pass this criteria, it's not sufficient to just provide a link to an alternative. It has to pass as well. And as I mentioned as well. This criteria plies to every stage, O.T. P, pen entry, passwords, all the different stages. A caveat for banks as well. It's difficult to meet the accessibility -- agile authentication and legal --

accessible authentication and legal requirements of banks, we can't advise on the financial legalities side of things.

Quickly running through failures, failures could we requiring a user to enter a password or code in a different form at from the original. For example, requesting a use to enter the 1st, 2nd and 6th character of a password. It could be a pat word input requiring a user to select a fixed length from drop downs.

Another is blocking users from pasting a password or blocking from integrated third-party password managers, and managers transcribing a passcode from a secondary device, such as card reader. There's a quick run through, that was the last that we were running through today. Claire will talk about beyond 2.2.

CLAIRE: We'll have a quick 5 minutes to talk about what comes next and other thoughts on best practices. As Alice mentioned at the beginning of the hour, the WCAG 3.0 famed to the "W" 3 C accessibility guidelines, rather than the Web Content Accessibility Guidelines, are coming by the latest estimate.

It will be sometime towards the end of the decade. But it will be a complete restructure of the WCAG guidelines in terms of making them easier to under.

Addressing more user needs.

Looking at different consent outside of web content and apps looking at different technologies and tools, different organisations. At the moment we understand that there'll be a new structure, new conformance model and a broader scope of what is being assessed in terms of looking at technology, tools, and organisations. We'll change conform apps levels to Bronze, silver, and gold. At the moment Bronze would be the minimum conformance level that everyone is aiming for. For silver.

This would incentivise organisations to go further to improve their accessibility, and the cold standard would be for organisations that are exemplary, good role models for accessibility, and one of the key things that we are at the moment will be coming is assertions, this will be something new, which will be a formal statement of fact from a person or organisation that can be used to support their conformance. Implementation of training, usability testing, assisted technology testing to show they have implemented this procedure to make sure they are meeting that conformance. The recent draft come out in July last year, it's not expected to be a standard for several more years, they say updated drafts every 3-6 months, it's a slightly moveable fee. We'll keep an eye and see what comes up next. Then the last thing that I wanted to touch on was in terms of outside of just compliance, just WCAG, which I am sure a lot of you are aware of. We don't want to just look at accessibility in terms of conformance. That is important, but outside of that, there are bigger areas in terms of, you know, usability. You want to -

looking at user research, can you get a better understanding of your product and service, looking at the user perspective in terms of users who are who are not somebody like the person who designed the service. So, looking at testing with disabled users who have a wide range of disabilities, impairments or people who are neurodivergent, getting a deeper understanding of those issues from their perspective. And practical insight into is the sight useable. It may be accessible from WCAG complains, and complimenting a WCAG order to give you a comprehensive evaluation of what you are providing for your users and looking at best practice. As I said hopefully forcefully earlier, the requirements for targets from 2.2 point of view is 24 by 24. Best practice has been to be a minimum of 44x44 for eyes of use. It gives you an idea between conformance, and what is best practice.

Hopefully, we have given you a good overview of what has come in WCAG 2.2. We have a webinar later in the year, which is just, you know, a deeper dive into this area. And I'm going to hand back now to Kelly, who is going to take us out. Thank you, Kelly.

KELLY: Thank you, Claire, and Alice. That was a really informative session on WCAG 2.2.

Thank you, thank you to everyone who participated and asked questions in the Q and A section, as mentioned at the beginning of the webinar, we hope to answer a section of your questions online, and you'll receive an email with the link to access them. We hope the session is informative. At the start of the webinar, we ran a poll to see how confident you felt. I'll run it again and see how useful you found today's session, please pop in now you have - how confident you feel about WCAG 2.2. Just run that for a few more seconds, and if we can end the poll. And check the results. 19% Very confident. 65% Somewhat confident. 9% Neutral or No opinion. 5% Somewhat uncertain. 1% Not at all confident. 1% I'm not familiar with the WCAG 2.2 update. Thank you. Thank you everyone. So, if you would like to learn more about WCAG 2.2. We do have an upcoming training course on 29 February and 18 July on the essential guide to WCAG 2.2, find out more abilities at abilitynet.org.UK/training.

There's be opportunities to pose questions about 2.2 to the course trainers, if you cues the WCAGtraining20 you can get 20% off the course, or bring along count members, you can't use the discount code on this. If you wanted to book 2.2 training for your team, email training@abilitynet.org.uk and set up a workshop with us, or if you need support complying with WCAG 2.2, email sales@abilitynet.org.uk and find out how we can help you work with WCAG through an accessibility audit or user testing. Finally, stay in touch with the latest webinars and resources by signing up to the news alert. The next free webinars that you can look at.

Coming up is the digital discovery at any age with Amazon on 28 February, and dementia and simple tech tweets that can help. That will be on to 10 July. Sign up on the website.

Once again, thank you Claire and Alice and everyone that joined us. Please complete the feedback form, and we'll be in touch with you very soon.