Abra

Understand accessibility

Accessibility research 'BuitenBeter 2.0 (early access)' app for iOS

Client
DigiToegankelijk TOP

Date
16 June 2023

Report version
1.0.0

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Executive summary

Abra has carried out accessibility research on behalf of DigiToegankelijk TOP. Through a sample, we have selected 6 screens. We have checked whether these screens comply with the EN 301 549 standard. This standard references 44 success criteria from the WCAG 2.1.

- We found 55 problems on 6 screens.
- The app passes 32 of the 44 succes criteria.
- The app does not pass the following success criteria:
    1. Succes Criterion 1.1.1 - Non-text Content
    2. Succes Criterion 1.3.1 - Info and Relationships
    3. Succes Criterion 1.3.4 - Orientation
    4. Succes Criterion 1.4.3 - Contrast (Minimum)
    5. Succes Criterion 1.4.4 - Resize text
    6. Succes Criterion 1.4.11 - Non-text Contrast
    7. Succes Criterion 2.4.3 - Focus Order
    8. Succes Criterion 2.4.6 - Headings and Labels
    9. Succes Criterion 2.4.7 - Focus Visible
    10. Succes Criterion 3.2.2 - On Input
    11. Succes Criterion 4.1.2 - Name, Role, Value
    12. Succes Criterion 4.1.3 - Status Messages

The app is mostly accessible, and currently in the beta stage. A lot of improvements have already been made the last few months. There are quite some issues left, but many of them are easy to fix. Such as contrast issues, or adding a name/rol/value to relevant elements. Text scaling is not working on all screens, this likely requires more effort to fix. Lastly, focus is not always starting at the first element when opening a new screen.

Questions about this report can be asked via info@abra.nl. On our website abra.nl you can read more about our services.

1. Introduction

Abra has carried out accessibility research on behalf of DigiToegankelijk TOP. The evaluation method Appt-EM was used for researching. This method has been developed specifically for apps and is based on WCAG-EM. We investigated whether the app complies with the EN 301 549 standard. This standard contains 44 success criteria from the WCAG 2.1 guidelines.

WCAG

WCAG stands for Web Content Accessibility Guidelines. The guideline was originally created for websites, but can also partly be applied to apps. Version 2.1 of the WCAG consists of 4 principles, 13 guidelines and 78 success criteria. The success criteria are divided into three levels: A, AA and AAA. Level A consists of 30 success criteria, level AA of 20 success criteria and level AAA of 28 success criteria. To meet level AA you must also meet level A.

EN 301 549

EN 301 549 is the European standard for digital accessibility. We applied version 3.2.1 of this standard for this research. Apps fall under the 'Software' chapter. For apps, 44 of the 50 success criteria from level A and AA of the WCAG 2.1 apply. Minor adjustments have been made to the notes or definitions for 13 success criteria, often keeping the context the same. The following success criteria are not mandatory for apps: 2.4.1, 2.4.2, 2.4.5, 3.1.2, 3.2.3 and 3.2.4.

Accessibility statement

Government agencies are required by law to optimize the accessibility of their apps. They are held accountable for how far they have progressed. For that accountability, government agencies must make and upload an accessibility statement. This report gives a good overview of the level of accessibility.

Support

Abra supports organizations that want to improve the accessibility of their apps. We provide services and software to improve the accessibility of apps. Our reports always contain solutions specifically for apps.

Questions about this report can be asked via info@abra.nl. On our website abra.nl you can read more about our services.

2. Research

Abra has carried out accessibility research on behalf of DigiToegankelijk TOP. This are the details:

App name
BuitenBeter 2.0 (early access)

Operating system
iOS

Tested version
1.4.192

Installation method
Installed via Testflight

Research type
WCAG 2.1 level AA

Applied standard
EN 301 549 with WCAG 2.1

Research method
Appt-EM, based on WCAG-EM

Client
DigiToegankelijk TOP

Researcher
Paul van Workum

Reviewer
Jan Jaap de Groot

Date
16 June 2023

2.1. Scope

The research is based on a sample. Part of the app has been selected to draw conclusions about the entire app. Problems that occur several times on a screen might only be described once.

Overview of the selected screens

Nr	Screen	Path
1	Onboarding	Onboarding > Home
2	Home (Nieuwe melding)	Home
3	Meldingen en Berichten	Home > Meldingen en Berichten
4	Mijn gegevens	Home > Mijn gegevens
5	Over BuitenBeter	Home > Over BuitenBeter
6	Mijn meldingen	Home > Meldingen en Berichten > Mijn meldingen

2.2. Devices

The following devices were used during the research:

- iPod Touch (7th generation)

2.3. Techniques

The app has been developed with the following techniques:

- .net MAUI

3. Results

The research shows that the 'BuitenBeter 2.0 (early access)' app meets 32 of the 44 success criteria from the guideline.

Results per success criterion

Success criterion	Level	Title	Result
1.1.1	A	Non-text Content	Does not pass
1.2.1	A	Audio-only and Video-only (Prerecorded)	Passes
1.2.2	A	Captions (Prerecorded)	Passes
1.2.3	A	Audio Description or Media Alternative (Prerecorded)	Passes
1.2.4	AA	Captions (Live)	Passes
1.2.5	AA	Audio Description (Prerecorded)	Passes
1.3.1	A	Info and Relationships	Does not pass
1.3.2	A	Meaningful Sequence	Passes
1.3.3	A	Sensory Characteristics	Passes
1.3.4	AA	Orientation	Does not pass
1.3.5	AA	Identify Input Purpose	Passes
1.4.1	A	Use of Color	Passes
1.4.2	A	Audio Control	Passes
1.4.3	AA	Contrast (Minimum)	Does not pass
1.4.4	AA	Resize text	Does not pass
1.4.5	AA	Images of Text	Passes

Success criterion	Level	Title	Result
1.4.10	AA	Reflow	Passes
1.4.11	AA	Non-text Contrast	Does not pass
1.4.12	AA	Text Spacing	Passes
1.4.13	AA	Content on Hover or Focus	Passes
2.1.1	A	Keyboard	Passes
2.1.2	A	No Keyboard Trap	Passes
2.1.4	A	Character Key Shortcuts	Passes
2.2.1	A	Timing Adjustable	Passes
2.2.2	A	Pause, Stop, Hide	Passes
2.3.1	A	Three Flashes or Below Threshold	Passes
2.4.3	A	Focus Order	Does not pass
2.4.4	A	Link Purpose (In Context)	Passes
2.4.6	AA	Headings and Labels	Does not pass
2.4.7	AA	Focus Visible	Does not pass
2.5.1	A	Pointer Gestures	Passes
2.5.2	A	Pointer Cancellation	Passes
2.5.3	A	Label in Name	Passes
2.5.4	A	Motion Actuation	Passes
3.1.1	AA	Language of Page	Passes
3.2.1	A	On Focus	Passes

Success criterion	Level	Title	Result
3.2.2	A	On Input	Does not pass
3.3.1	A	Error Identification	Passes
3.3.2	A	Labels or Instructions	Passes
3.3.3	AA	Error Suggestion	Passes
3.3.4	AA	Error Prevention (Legal, Financial, Data)	Passes
4.1.1	A	Parsing	Passes
4.1.2	A	Name, Role, Value	Does not pass
4.1.3	AA	Status Messages	Does not pass

The following pages contain an explanation of each success criterion and an overview of the findings.

Succes Criterion 1.1.1 - Non-text Content

Ensure that alternative text is available for all content without text. These include images, icons and graphs. Describe what there is to see. People who are blind have this description read aloud through their screen reader. Alternative text can also be useful for anyone who is unsure about the meaning of the content.

Does not pass

Solution for success criterion 1.1.1

Nr	Screen	Problem	Screenshot
1	Onboarding	The image receives focus but is missing a label. The image could be seen as decorative if it does not depict essential information and does not receive focus. But if the image receives focus, it needs a correct label that explains the function of this interactive element. The name of the image is "afbeelding". iOS automatically adds "Afbeelding van een megafoon". We consider this image decorative, therefore the screen reader should not focus on it. If you consider the image to be functional, you have to add an appropriate accessibility label.	

Nr	Screen	Problem	Screenshot
2	Home (Nieuwe melding)	The image receives focus but is missing a label. The image could be seen as decorative if it does not depict essential information and does not receive focus. But if the image receives focus, it needs a correct label that explains the function of this interactive element. You can solve the issue by grouping the icon and the text "Voor deze melding..."	

Succes Criterion 1.2.1 - Audio-only and Video-only (Prerecorded)

Ensure a transcript is provided when information is only conveyed by audio or images. With podcasts, the information is conveyed only through audio. People who are deaf cannot hear what is being said. In animation films, the information is often only conveyed through images. People who are blind cannot see the images. By making a transcript available, the information can be read instead.

Passes

Additional information about success criterion 1.2.1

Succes Criterion 1.2.2 - Captions (Prerecorded)

Ensure captions are provided for all videos with sound. People who are hard of hearing, deaf or deafblind depend on captions to understand what is being said. Captions are also useful for anyone who is temporarily unable to perceive sound, for example inside a quiet zone.

Passes

Additional information about success criterion 1.2.2

Succes Criterion 1.2.3 - Audio Description or Media Alternative (Prerecorded)

Ensure a transcript or audio description is provided for videos where you can't hear what is displayed. The content can then be read in case of a transcript, or heard in case of audio description. If you choose to add a audio description, you also meet success criterion 1.2.5.

Passes

Additional information about success criterion 1.2.3

Succes Criterion 1.2.4 - Captions (Live)

Ensure real-time captions are available for all live videos with audio. This allows people who need subtitles to directly access the spoken information.

Passes

Additional information about success criterion 1.2.4

AD Succes Criterion 1.2.5 - Audio Description (Prerecorded)

Ensure audio description is available when important information is shown which you cannot hear. An extra sound track must be provided where where the visual information is described. This allows people who are blind or have difficulty processing visual information to also understand the content.

Passes

Additional information about success criterion 1.2.5

Succes Criterion 1.3.1 - Info and Relationships

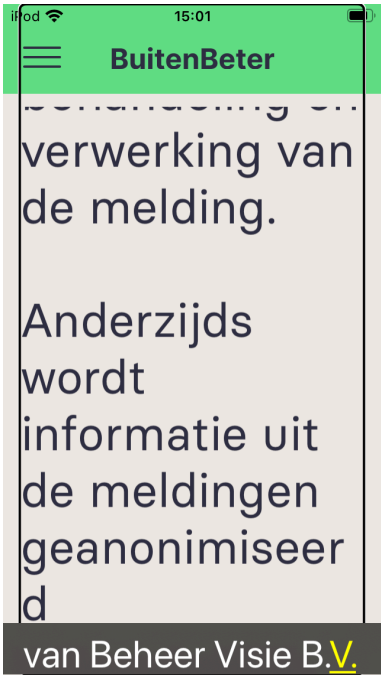
Ensure that the information and relationships on the screen are not only conveyed visually.

Information on the screen must be conveyed to assistive technologies. For example, make sure that headings are not only bold, but also marked as headings in the code.

Relationships on the screen must be usable with assistive technologies. Elements in a list must be navigable one by one. Elements in a table must be navigable by rows and columns.

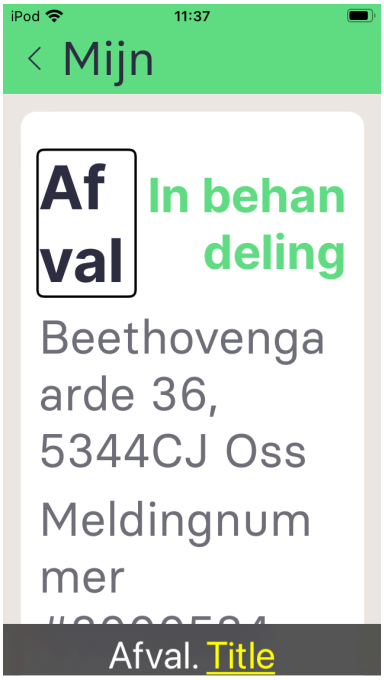
Does not pass

Solution for success criterion 1.3.1

Nr	Screen	Problem	Screenshot
3	Over BuitenBeter	Visually, there are more paragraphs to see. The screen reader reads the text on the screen as one paragraph. Make sure that the visual structure matches with the structure of the information in the code.	

Nr	Screen	Problem	Screenshot
4	Meldingen en Berichten	It should not only be read that it is an active tab, but also the position of the tab in the collection, for example "4 out of 5". This is about all tabs at this screen. For example "Mijn meldingen"-tab.	
5	Home (Nieuwe melding)	On this screen, there are headings that are not marked-up as headings. Make sure that assistive technology recognizes headings as headings. It is about the heading: "VOEG AFBEELDINGEN TOE".	

Nr	Screen	Problem	Screenshot
6	Home (Nieuwe melding)	A list is read in one go by a screen reader. This list is not seperately navigable. Make sure list can be navigated seperately. It is about the list in the pop-up describing how you can give the app permission to use the camera.	
7	Home (Nieuwe melding)	The label is not programmatically associated with the related input field. Make sure that by selecting an input field, the screen reader reads the label. The text of the switch should be grouped together with the switch to make the screen reader read out all information at once.	

Nr	Screen	Problem	Screenshot
8	Mijn meldingen	On this screen, there are headings that are not marked-up as headings. Make sure that assistive technology recognizes headings as headings. The title "Afval" is not marked as heading.	

Succes Criterion 1.3.2 - Meaningful Sequence

Ensure that the order which assistive technologies follow reflect the meaning of the content. Otherwise, users of assistive technology may misunderstand the content. Most content is presented from left to right, from top to bottom. The information should also be presented to users of assistive technologies in this way.

Passes

Additional information about success criterion 1.3.2

Succes Criterion 1.3.3 - Sensory Characteristics

Ensure instructions can be understood by everyone. Instructions that only use shape, size, location, orientation or sound are not understandable for everyone. For example, people who are blind cannot see shape. Combine multiple properties to allow everyone to understand the instructions.

Passes

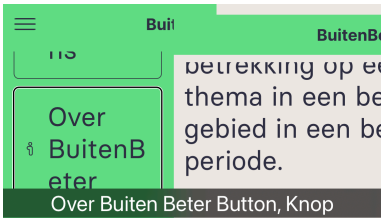
Additional information about success criterion 1.3.3

Succes Criterion 1.3.4 - Orientation

Ensure that the screen content rotates with the device display. All screens of an app must be usable in all orientations. Users in wheelchairs sometimes have their device mounted horizontally. People who use an enlarged font also often rotate their device so that more words fit on the screen.

Does not pass

Solution for success criterion 1.3.4

Nr	Screen	Problem	Screenshot
9	Over BuitenBeter	It is not possible to use all the functionality on the screen in both landscape and portrait mode. In landscape modus the "BuitenBeter" logo is not shown. This issue occurs on multiple screens.	

Succes Criterion 1.3.5 - Identify Input Purpose

Ensure it is clear what information is expected from users inside input fields. Set the correct input type to allow auto-completion, e.g. for e-mail addresses. This is faster for everyone and prevents errors for users of assistive technology.

Passes

Additional information about success criterion 1.3.5

Succes Criterion 1.4.1 - Use of Color

Ensure colour isn't the only way information is conveyed. Information which is conveyed only by colour cannot be perceived by everyone. For example, also use shape to give instructions, e.g. reference a green checkmark or red cross. Inside a legend, use numbers in addition to colour, to allow people who are colour blind to find what they are looking for.

Passes

Additional information about success criterion 1.4.1

Succes Criterion 1.4.2 - Audio Control

Ensure that audio which lasts longer than three seconds can be paused or stopped. It is disturbing if audio cannot be paused, especially for people who use a screen reader. As a result, they can no longer hear the screen reader's voice properly. For people who have difficulty concentrating, it is also nice if audio can be paused. This allows them to focus better on the other information.

Passes

Additional information about success criterion 1.4.2

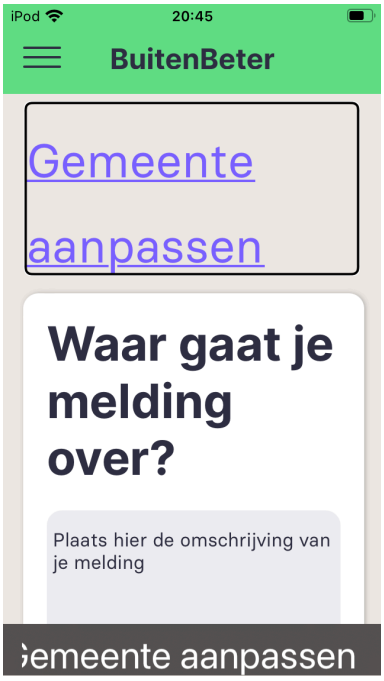
Succes Criterion 1.4.3 - Contrast (Minimum)

Ensure that the contrast ratio between the text colour and background colour is at least 4.5:1. For bold and large text, a ratio of 3:1 is sufficient. By maintaining these ratios, visually impaired and colour blind users can usually read the text well. In addition, this makes an app easier for everyone to use, for example outside in the sun.

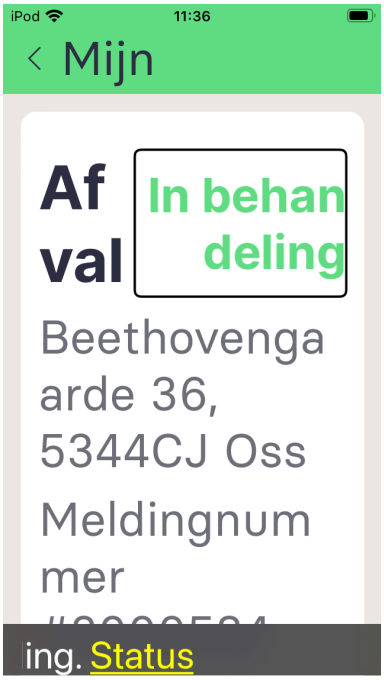
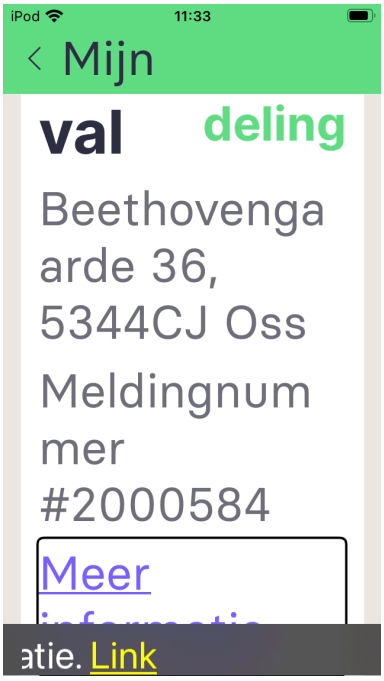
Does not pass

Solution for success criterion 1.4.3

Nr	Screen	Problem	Screenshot
10	Over BuitenBeter	The text contrast ratio is too low. Provide a minimum contrast of 4.5:1. This is about the link: "https://buitenbeter.nl"	

Nr	Screen	Problem	Screenshot
11	Meldingen en Berichten	The text contrast ratio is too low. Provide a minimum contrast of 4.5:1. The text "Vernieuwen" has too low contrast.	
12	Home (Nieuwe melding)	The text contrast ratio is too low. Provide a minimum contrast of 4.5:1. It is about the text "Gemeente aanpassen".	

Nr	Screen	Problem	Screenshot
13	Home (Nieuwe melding)	The text contrast ratio is too low. Provide a minimum contrast of 4.5:1. The text "Locatie van afbeelding" has a contrast of 3.7:1.	
14	Home (Nieuwe melding)	The text contrast ratio is too low. Provide a minimum contrast of 4.5:1. The contrast of the orange text and icons in the error message is 2:1.	

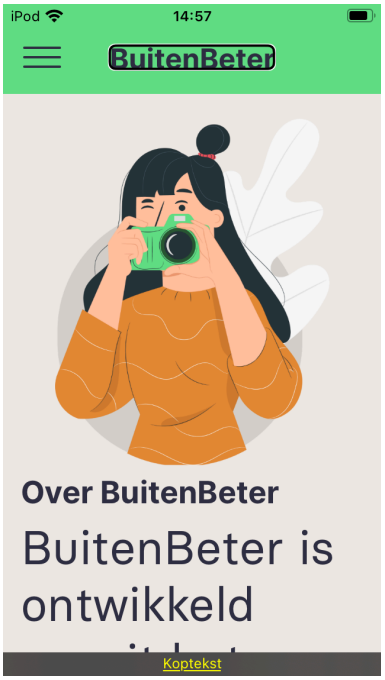
Nr	Screen	Problem	Screenshot
15	Mijn meldingen	The text contrast ratio is too low. Provide a minimum contrast of 4.5:1. The text "In behandeling" has a contrast of 1.7:1.	
16	Mijn meldingen	The text contrast ratio is too low. Provide a minimum contrast of 4.5:1. It is about the link "Meer informatie". The contrast is 4.3:1, but needs to be at least 4,5:1.	

Succes Criterion 1.4.4 - Resize text

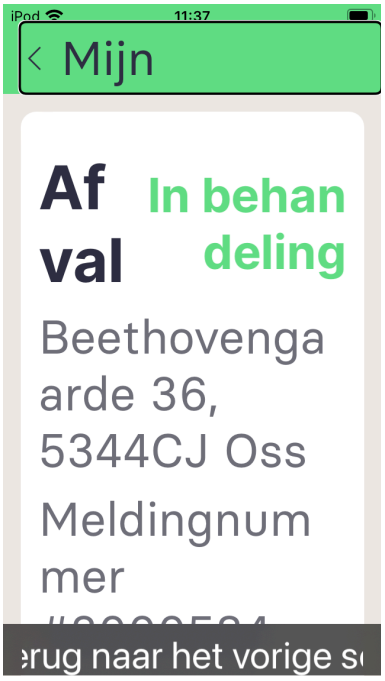
Ensure that the text in your app supports resizing. Users specify their preferred font size in the system settings. Text in your app should resize according to the preferred font size. This is especially important for visually impaired users because otherwise they might not be able to read the text. Text should not be abbreviated with dots.

Does not pass

Solution for success criterion 1.4.4

Nr	Screen	Problem	Screenshot
17	Over BuitenBeter	(Parts of) text on this screen does not scale when the text is scaled to 200%. Make sure all text remains readable when magnified. The heading "BuitenBeter" does not scale. We suggest to implement a Large Content Viewer to show an enlarged version of the heading on long press. This issue occurs on multiple screens.	

Nr	Screen	Problem	Screenshot
18	Mijn gegevens	(Parts of) text on this screen are no longer visible when the text is magnified to 200%. Make sure that all text remains available to users who use the app with an enlarged text. It is about the text in the input fields: "Voer emailadres in" and "Voer telefoonnummer in". Additionally, the values users enter in are truncated. These input fields should support multiple lines of text, or horizontal scrolling.	
19	Meldingen en Berichten	(Parts of) text on this screen are no longer visible when the text is magnified to 200%. Make sure that all text remains available to users who use the app with an enlarged text. Also with smaller letters not all text is shown. But with larger font a lot of text from the list items is not shown any more. We suggest to let the issues scale to multiple lines so all text can be read fully.	

Nr	Screen	Problem	Screenshot
20	Home (Nieuwe melding)	(Parts of) text on this screen are no longer visible when the text is magnified to 200%. Make sure that all text remains available to users who use the app with an enlarged text. The text: "Nieuwe melding starten" gets truncated.	
21	Mijn meldingen	(Parts of) text on this screen are no longer visible when the text is magnified to 200%. Make sure that all text remains available to users who use the app with an enlarged text. It is about the title "Mijn ...".	

Succes Criterion 1.4.5 - Images of Text

Ensure images are not used to display text. Always use plain text to allow the text to be adapted to the user's preferences. The font size inside an image often scales to a limited extent or not at all. As a result, the text cannot be read by everyone.

Exception: If an image of text does scale or if text as image is specifically needed to convey information.

Passes

Additional information about success criterion 1.4.5

Succes Criterion 1.4.10 - Reflow

Ensure that all content on the screen remains readable even with the largest font. Content should be readable without having to scroll in two directions. Because the text is displayed larger, it can push other elements off the screen. Ensure content can still be reached, for example, by scrolling vertically.

Passes

Additional information about success criterion 1.4.10

Succes Criterion 1.4.11 - Non-text Contrast

Ensure that the content on the screen has a contrast of at least 3:1 with the surrounding colour. Think of graphic elements such as icons, buttons and input fields. By keeping this ratio, visually impaired and colour blind users can distinguish the content well. In addition, this makes an app easier for everyone to use, for example outside in the sun.

Does not pass

Solution for success criterion 1.4.11

Nr	Screen	Problem	Screenshot
22	Home (Nieuwe melding)	The contrast of interface elements on this screen is less than 3.0:1. Provide a minimum contrast of 3.0:1. This is about the green button. Note: when no text is added to the input field the button is "gray" (=disabled) but this is not indicated to users. Also no feedback is provided to users what they did wrong. It's best-practice to enable buttons at all times nad give appropriate error messages.	

Nr	Screen	Problem	Screenshot
23	Home (Nieuwe melding)	The contrast of interface elements on this screen is less than 3.0:1. Provide a minimum contrast of 3.0:1. This is about the green button "Voeg een omschrijving toe om door te gaan".	
24	Home (Nieuwe melding)	The contrast of interface elements on this screen is less than 3.0:1. Provide a minimum contrast of 3.0:1. It is about the "plus" sign in the buttons where you can add an image. Make sure the contrast is at least 3:1.	

Nr	Screen	Problem	Screenshot
25	Home (Nieuwe melding)	The contrast of interface elements on this screen is less than 3.0:1. Provide a minimum contrast of 3.0:1. The contrast of the green checkbox "Ja, dat is goed" has a contrast of 2,75:1, which is lower than the minimum of 3.0.	
26	Home (Nieuwe melding)	The contrast of interface elements on this screen is less than 3.0:1. Provide a minimum contrast of 3.0:1. The contrast of the close button inside the search field is 2,2:1.	

Succes Criterion 1.4.12 - Text Spacing

Ensure there is enough space between paragraphs, letters and words. People with dyslexia can read faster as a result. People who are visually impaired can also read the text more easily. White space can also help people with a cognitive impairment to distinguish parts from each other.

Passes

Additional information about success criterion 1.4.12

Succes Criterion 1.4.13 - Content on Hover or Focus

Ensure it possible to hide content which appears automatically when touching an element. It often happens that an element is touched accidentally. If new content appears, it may affect the completion of a task. Automatic content mainly causes problems for users of assistive technologies.

Passes

Additional information about success criterion 1.4.13

Succes Criterion 2.1.1 - Keyboard

Ensure that all functionality in the app can be used with assistive technologies. People who are blind use the screen reader. People with a motor disability use switch control, voice control and/or the keyboard. These assistive technologies are built into the operating system.

Passes

Additional information about success criterion 2.1.1

Succes Criterion 2.1.2 - No Keyboard Trap

Ensure users of assistive technologies can't get stuck anywhere in the app. It is especially common that overlays cannot be closed. Many assistive technologies do not support clicking next to an overlay. As a result, the user gets stuck. You must include a close button which assistive technologies can activate.

Passes

Additional information about success criterion 2.1.2

Succes Criterion 2.1.4 - Character Key Shortcuts

Ensure that shortcuts cannot be accidentally activated when using assistive technologies. Many assistive technologies mimic keystrokes to perform actions. This can result in unwanted shortcuts being activated. Make it possible to change or disable shortcuts.

Passes

Additional information about success criterion 2.1.4

Succes Criterion 2.2.1 - Timing Adjustable

Ensure everyone has enough time to complete tasks. People with disabilities sometimes need more time to navigate through a screen. Operating an app with assistive technologies is often slower compared to touch. People with learning disabilities, dyslexia and cognitive impairments may also need more time. If there are time limits, then the time limit should be adjustable. It's best to make sure there are no time limits.

Passes

Additional information about success criterion 2.2.1

Succes Criterion 2.2.2 - Pause, Stop, Hide

Ensure it is possible to pause, stop or hide moving parts on the screen. Users of assistive technologies may find it difficult to use animated elements. After pausing or stopping animations, interaction is often possible. Flashing content makes it more difficult for people with attention disorders to stay focused. Hiding the distracting content makes it easier for them to use an app.

Passes

Additional information about success criterion 2.2.2

Succes Criterion 2.3.1 - Three Flashes or Below Threshold

Ensure no more than three flashes per second are shown anywhere in the app. This can cause an epileptic seizure. Warnings do not work well, because they are often overlooked. This is especially the case with children who cannot read yet.

Passes

Additional information about success criterion 2.3.1

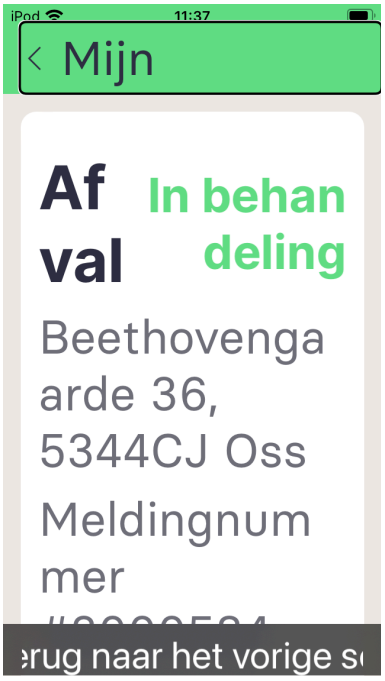
Succes Criterion 2.4.3 - Focus Order

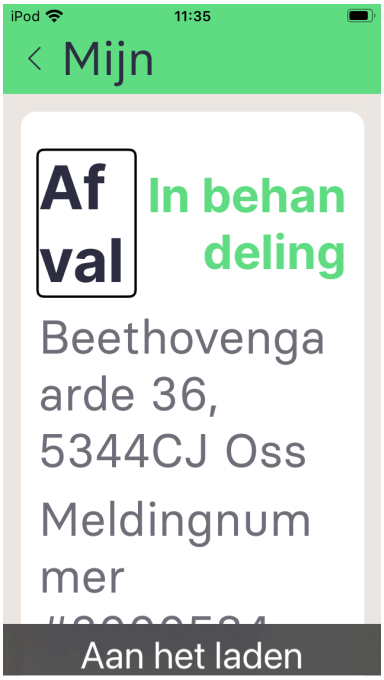
Ensure assistive technologies use a logical focus order when navigating. The order of navigating a screen is usually from left to right, from top to bottom. Make sure assistive technologies use an equivalent focus order. The difference with success criterion 1.3.2 is that this only concerns the focus order.

Does not pass

Solution for success criterion 2.4.3

Nr	Screen	Problem	Screenshot
27	Home (Nieuwe melding)	After landing on the screen, the focus of the screen reader does not go to the first element of the screen. Make sure that no elements are skipped. People with visual impairments then miss part of the screen. The focus lands on the heading: "Waar gaat je melding over?".	

Nr	Screen	Problem	Screenshot
28	Home (Nieuwe melding)	If a pop-up is open, the focus moves to the pop-up. After going through all the items in the pop-up, the focus will leave this pop-up and continue on the underlying screen. Make sure to keep the focus within the popup until it closes. After pressing "yes" the pop-up "Voeg afbeelding toe" shows. The focus of the screen reader goes to the heading "BuitenBeter". The same happens after making a photo and sending it to the app.	
29	Mijn meldingen	The focus order of the elements on the screen is not the same as the visual order of the elements. Ensure that the screen is read by assistive technology in the same order as the visual order of elements. The title "Mijn ..." is not read out by the screen reader and skipped altogether.	

Nr	Screen	Problem	Screenshot
30	Mijn meldingen	After landing on the screen, the focus of the screen reader does not go to the first element of the screen. Make sure that no elements are skipped. People with visual impairments then miss part of the screen. The focus moves directly to "Afval".	

Succes Criterion 2.4.4 - Link Purpose (In Context)

Ensure links are clear without the surrounding content. Users of assistive technologies can request an overview of all links on the screen. It is important that the purpose of each link is clear. A common mistake is to name a link 'here'. Without the surrounding text it is not clear what you will read more about.

Passes

Additional information about success criterion 2.4.4

Succes Criterion 2.4.6 - Headings and Labels

Ensure to use descriptive headings and labels.

Descriptive headings are important to understand how the content is constructed. Blind users can navigate through headings using a screen reader.

Descriptive labels help users identify content. Voice control users speak the labels to perform actions.

Does not pass

Solution for success criterion 2.4.6

Nr	Screen	Problem	Screenshot
31	Home (Nieuwe melding)	A heading/label is present, but this heading/label is too cryptic/unclear. Provide clear headings/labels. Suggestion: the name of the button "send" is in the wrong language.	

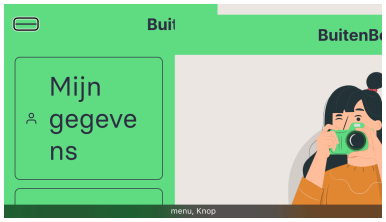
Nr	Screen	Problem	Screenshot
32	Home (Nieuwe melding)	A heading/label is present, but this heading/label is too cryptic/unclear. Provide clear headings/labels. It is about the close button after the search field. The label is not in Dutch language.	
33	Home (Nieuwe melding)	A heading/label is present, but this heading/label is too cryptic/unclear. Provide clear headings/labels. It is about the "Scroll down BTN". Make sure the label is in Dutch language.	

Succes Criterion 2.4.7 - Focus Visible

Ensure that elements focused by assistive technologies are clearly indicated. Focus is often shown by placing a box around the element. Make sure that the placement is correct and that the colour is clearly visible. For apps it is not possible to adjust the colour of the frame. However, it is possible to give elements a different background colour when they have focus.

Does not pass

Solution for success criterion 2.4.7

Nr	Screen	Problem	Screenshot
34	Over BuitenBeter	The color of the focus indicator has been adjusted. It is not clear which interactive element has focus. Provide a good visible focus. The title "BuitenBeter" is not fully visible.	
35	Home (Nieuwe melding)	The focus lands on invisible elements. Make sure that the focus only lands on visible elements. The pop-up blocks the information. With the screen reader you cannot focus on the error message.	

Succes Criterion 2.5.1 - Pointer Gestures

Ensure an alternative is provided for all gesture-triggered actions. People with a motor disability cannot perform all gestures. For example, not everyone is able to move two fingers apart to zoom. Add an alternative, such as a button, to allow users to zoom in without gestures.

Passes

Additional information about success criterion 2.5.1

Succes Criterion 2.5.2 - Pointer Cancellation

Ensure it is possible to cancel touches. Buttons may only be activated with a click and not with a touch. This gives the user the option to cancel the touch.

Passes

Additional information about success criterion 2.5.2

Succes Criterion 2.5.3 - Label in Name

Ensure the technical name of elements contain the visual name. A button with the text 'Log in' must be able to be activated by voice control via this name. This is not possible if the technical name is different. For visually impaired people using a screen reader, it is also confusing when they hear a different name compared to what they see on the screen.

Passes

Additional information about success criterion 2.5.3

Succes Criterion 2.5.4 - Motion Actuation

Ensure an alternative is provided for motion-triggered actions and make it possible to disable them. For users with limited hand function, shaking is often not possible. Provide an alternative, such as a button. For users with spasms, the actions can be triggered inadvertently. Make it possible to disable motion-triggered actions.

Passes

Additional information about success criterion 2.5.4

Succes Criterion 3.1.1 - Language of Page

Ensure the language is set for all content. A screen reader reads all text that appears on the screen. The pronunciation of the words depends on the language that has been set. When the language is not set, or a wrong language is set, the pronunciation is unclear. A correctly set language also helps to display letters and to display subtitles.

Passes

Additional information about success criterion 3.1.1

Succes Criterion 3.2.1 - On Focus

Ensure it is predictable what happens when you move the focus. When users move their finger over a button, it should not be activated unexpectedly. If the last field of a form is filled in, it should not be sent unexpectedly. These types of actions should only be performed automatically if users are notified in advance. By making focus behavior predictable, you help people with a visual, cognitive or motor impairment.

Passes

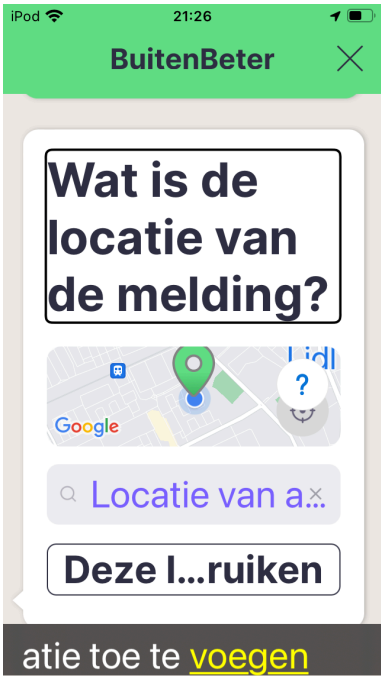
Additional information about success criterion 3.2.1

Succes Criterion 3.2.2 - On Input

Ensure it is predictable what will happen when entering data. In case the focus moves automatically on correct input, this should be indicated in advance. Indicate if a new screen will be opened when submitting a form. Unexpected actions can confuse users with visual or cognitive impairments.

Does not pass

Solution for success criterion 3.2.2

Nr	Screen	Problem	Screenshot
36	Home (Nieuwe melding)	When the user enters data in the input field, the data is sent automatically. Make sure the user is informed about this behavior in advance. After answering a question the focus automatically goes to the next question. This behavior must be announced to the user to avoid confusion.	

Succes Criterion 3.3.1 - Error Identification

Ensure a clear error message is shown when data has been entered incorrectly. It often happens that data is entered incorrectly. Clearly indicate which input is incorrect and explain why. It is important that error messages are also clear for user of assistive technologies. Ensure errors are also indicated in text to allow everyone to perceive them.

Passes

Additional information about success criterion 3.3.1

Succes Criterion 3.3.2 - Labels or Instructions

Ensure clear instructions are provided in places users have to input data. Add a label to the input fields, for example 'First name'. Mark whether fields are required or optional. Indicate if data must be entered in a specified order. All users benefit from clear instructions. Clear instructions are indispensable for users with cognitive impairments.

Passes

Additional information about success criterion 3.3.2

Succes Criterion 3.3.3 - Error Suggestion

Ensure suggestions are provided when data has been entered incorrectly. Users regularly make mistakes when entering data. Help users to fix these errors by providing suggestions. For example, when a date has been entered incorrectly, indicate in which order the day, month and year are expected.

Passes

Additional information about success criterion 3.3.3

Succes Criterion 3.3.4 - Error Prevention (Legal, Financial, Data)

Ensure data is submitted intentionally. Allows users to undo, correct or confirm a submission. At least one of these options must be provided for submissions that cause a legal obligation, financial transaction, or loss of data. These options reduce the chance of unforeseen consequences.

Passes

Additional information about success criterion 3.3.4

</> Succes Criterion 4.1.1 - Parsing

Ensure the source code of the app does not contain any errors and does not use any deprecated functions. Assistive technologies may not behave as expected when code is not updated to modern standards. Adhere to the standards of the platforms which are supported. heck that the app works on all versions of the supported operating systems.

Passes

Additional information about success criterion 4.1.1

Succes Criterion 4.1.2 - Name, Role, Value

Ensure it is clear for users of assistive technologies what actions can be performed.

Set a name. The name is used for identification. By setting a name, assistive technologies such as voice control can perform targeted actions.

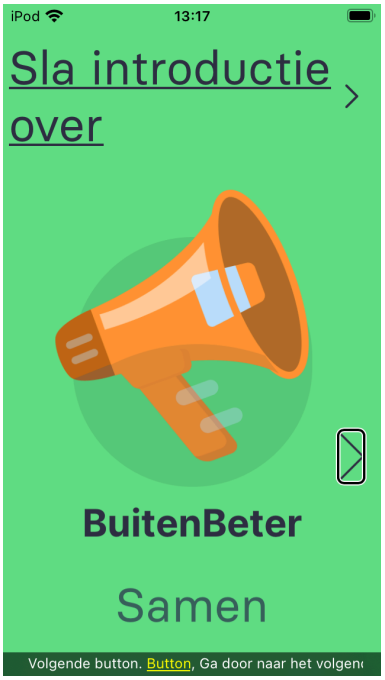
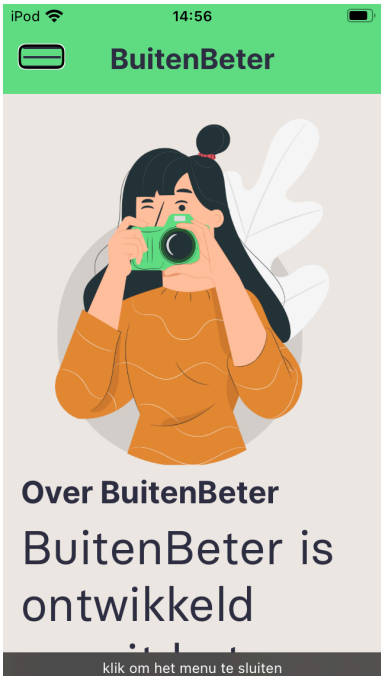
Set a role. With the role “button” it is clear that an action takes place upon activation. With the role “link” it is clear that you will be referred to another location. By setting a role, it is clear to users of assistive technologies what they can do.

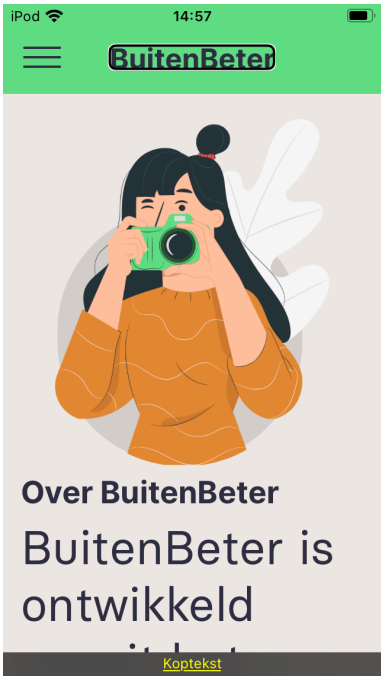
Set a value. A check box should have the value “selected” or “not selected”. With a volume control, the value can be “50%”. By setting a value, this text value can be passed to assistive technologies.

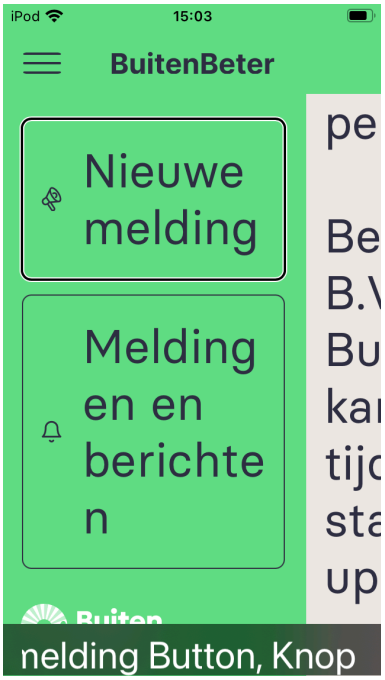
Does not pass

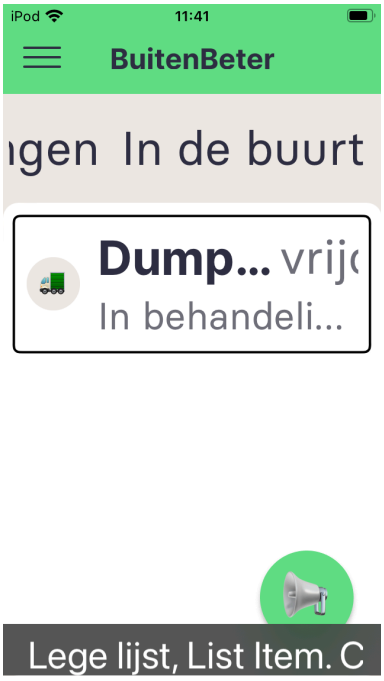
Solution for success criterion 4.1.2

Nr	Screen	Problem	Screenshot
37	Onboarding	This interactive element does not have a proper role. This element looks and behaves like a button. Make sure the screen reader announces the correct role of this element. It is about the button "Sla introductie over. Button". Remove "Button" from the name and add 'button' as accessibility role.	

Nr	Screen	Problem	Screenshot
38	Onboarding	The name of the interactive element is not correct. Make sure the name describes the function of the element. Remove "button" and "Button" from the "Volgende button", instead, make the name "Volgende" and add the 'button' accessibility role.	
39	Over BuitenBeter	The button's name does not describe the function of the button any more when this function changes. Make sure that the alternate text of a functional image describes the function of the button. "klik om het menu te sluiten" must be "klik om het menu te openen" ('openen' instead of 'sluiten') This issue occurs on multiple screens.	

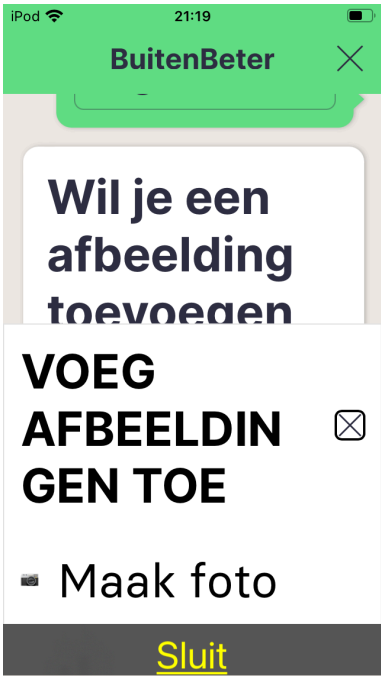
Nr	Screen	Problem	Screenshot
40	Over BuitenBeter	The element does not have an accessible name. The name is not read out by assistive software. Provide a correct name. The text "BuitenBeter" should be read by the screenreader as well. This issue occurs on multiple screens.	
41	Over BuitenBeter	This interactive element does not have a proper role. This element looks and behaves like a link. Make sure the screen reader announces the correct role of this element. This is about the link: "https://buitenbeter.nl"	

Nr	Screen	Problem	Screenshot
42	Over BuitenBeter	The button has no accessible name. Provide a correct name that describes the function of this button. The name of an interactive element should not include a role. Remove "Button" from the name. The screen reader should read: "Nieuwe melding, knop". This issue occurs on multiple screens.	
43	Meldingen en Berichten	The tab elements are missing the correct role. Make sure the screen reader reads the correct role of this element. An additional issue is that the value is added to the label of the tabs instead of using an accessibility value.	

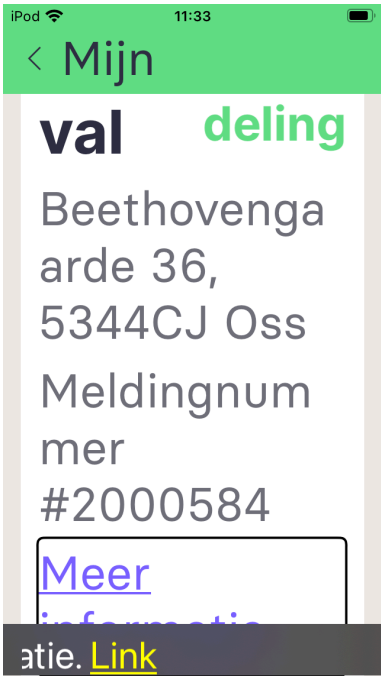
Nr	Screen	Problem	Screenshot
44	Meldingen en Berichten	This interactive element does not have a proper role. This element looks and behaves like a link. Make sure the screen reader announces the correct role of this element. The element "Vernieuwen" looks like a link, mark it as link. However, it behaves like a button, you could also mark it as button.	
45	Meldingen en Berichten	This interactive element does not have a proper role. This element looks and behaves like a button. Make sure the screen reader announces the correct role of this element. It is about the list item "Probleem met ...".	

Nr	Screen	Problem	Screenshot
46	Home (Nieuwe melding)	This interactive element does not have a proper role. This element looks and behaves like a link. Make sure the screen reader announces the correct role of this element. It is about the link "Gemeente aanpassen". There are multiple links on this screen with the same issue.	
47	Home (Nieuwe melding)	This interactive element does not have a proper role. This element looks and behaves like a button. Make sure the screen reader announces the correct role of this element. The role is missing for a lot of answers. For example: "Nee".	

Nr	Screen	Problem	Screenshot
48	Home (Nieuwe melding)	This interactive element does not have a proper role. This element looks and behaves like a button. Make sure the screen reader announces the correct role of this element. The text "Button" is added to the button. Delete this from the name and mark button as button.	
49	Home (Nieuwe melding)	The value/state of a button should be obvious without changing this state. Make sure the screen reader announces the value/state together with the button name. It is about the answers that were given. Mark that "Dumping afval/grof vuil" was the answer that was given by adding an accessibility state/value.	

Nr	Screen	Problem	Screenshot
50	Home (Nieuwe melding)	The button has no accessible name. Provide a correct name that describes the function of this button. The close button does not have a label. The label that is shown in the subtitles is automatically added by VoiceOver.	
51	Home (Nieuwe melding)	This interactive element does not have a proper role. This element looks and behaves like a button. Make sure the screen reader announces the correct role of this element. It is about the buttons "Maak foto" and "Kies uit fotobibliotheek".	

Nr	Screen	Problem	Screenshot
52	Home (Nieuwe melding)	This interactive element does not have a proper role. This element looks and behaves like a switch. Make sure the screen reader announces the correct role of this element. The switch does not have a role, it should be marked as a Switch. The screen reader should announce "Schakelknop" in Dutch.	
53	Home (Nieuwe melding)	The name of the interactive element is not correct. Make sure the name describes the function of the element. The value should be added as accessibility value. Currently it is included in the accessibility name.	

Nr	Screen	Problem	Screenshot
54	Mijn meldingen	This interactive element does not have a proper role. This element looks and behaves like a link. Make sure the screen reader announces the correct role of this element. The link "Meer informatie" does not have a role. The text "Link" is added to the label and should be deleted.	

Succes Criterion 4.1.3 - Status Messages

Ensure that status messages are also passed to assistive technologies. A blind user cannot see new information appearing anywhere on the screen. By providing a status message, the screen reader can announce that new information is available.

Does not pass

Solution for success criterion 4.1.3

Nr	Screen	Problem	Screenshot
55	Home (Nieuwe melding)	After finishing the process, a message appears showing the result of this action. This message is not read aloud. Make sure this information is accessible. It is about the error message "Let op! Het is niet mogelijk ...".	

4. Recommendations

To comply with the standard, the app needs to be improved on the following points:

Succes Criterion 1.1.1 - Non-text Content

Ensure that alternative text is available for all content without text. These include images, icons and graphs. Describe what there is to see. People who are blind have this description read aloud through their screen reader. Alternative text can also be useful for anyone who is unsure about the meaning of the content.

- Solution for success criterion 1.1.1
- Definition of success criterion 1.1.1
- Explanation of success criterion 1.1.1

Succes Criterion 1.3.1 - Info and Relationships

Ensure that the information and relationships on the screen are not only conveyed visually.

Information on the screen must be conveyed to assistive technologies. For example, make sure that headings are not only bold, but also marked as headings in the code.

Relationships on the screen must be usable with assistive technologies. Elements in a list must be navigable one by one. Elements in a table must be navigable by rows and columns.

- Solution for success criterion 1.3.1
- Definition of success criterion 1.3.1
- Explanation of success criterion 1.3.1

Succes Criterion 1.3.4 - Orientation

Ensure that the screen content rotates with the device display. All screens of an app must be usable in all orientations. Users in wheelchairs sometimes have their device mounted horizontally. People who use an enlarged font also often rotate their device so that more words fit on the screen.

- Solution for success criterion 1.3.4
- Definition of success criterion 1.3.4
- Explanation of success criterion 1.3.4

Succes Criterion 1.4.3 - Contrast (Minimum)

Ensure that the contrast ratio between the text colour and background colour is at least 4.5:1. For bold and large text, a ratio of 3:1 is sufficient. By maintaining these ratios, visually impaired and colour blind users can usually read the text well. In addition, this makes an app easier for everyone to use, for example outside in the sun.

- Solution for success criterion 1.4.3
- Definition of success criterion 1.4.3
- Explanation of success criterion 1.4.3

Succes Criterion 1.4.4 - Resize text

Ensure that the text in your app supports resizing. Users specify their preferred font size in the system settings. Text in your app should resize according to the preferred font size. This is especially important for visually impaired users because otherwise they might not be able to read the text. Text should not be abbreviated with dots.

- Solution for success criterion 1.4.4
- Definition of success criterion 1.4.4
- Explanation of success criterion 1.4.4

Succes Criterion 1.4.11 - Non-text Contrast

Ensure that the content on the screen has a contrast of at least 3:1 with the surrounding colour. Think of graphic elements such as icons, buttons and input fields. By keeping this ratio, visually impaired and colour blind users can distinguish the content well. In addition, this makes an app easier for everyone to use, for example outside in the sun.

- Solution for success criterion 1.4.11
- Definition of success criterion 1.4.11
- Explanation of success criterion 1.4.11

Succes Criterion 2.4.3 - Focus Order

Ensure assistive technologies use a logical focus order when navigating. The order of navigating a screen is usually from left to right, from top to bottom. Make sure assistive technologies use an equivalent focus order. The difference with success criterion 1.3.2 is that this only concerns the focus order.

- Solution for success criterion 2.4.3
- Definition of success criterion 2.4.3
- Explanation of success criterion 2.4.3

Succes Criterion 2.4.6 - Headings and Labels

Ensure to use descriptive headings and labels.

Descriptive headings are important to understand how the content is constructed. Blind users can navigate through headings using a screen reader.

Descriptive labels help users identify content. Voice control users speak the labels to perform actions.

- Solution for success criterion 2.4.6
- Definition of success criterion 2.4.6
- Explanation of success criterion 2.4.6

Succes Criterion 2.4.7 - Focus Visible

Ensure that elements focused by assistive technologies are clearly indicated. Focus is often shown by placing a box around the element. Make sure that the placement is correct and that the colour is clearly visible. For apps it is not possible to adjust the colour of the frame. However, it is possible to give elements a different background colour when they have focus.

- Solution for success criterion 2.4.7
- Definition of success criterion 2.4.7
- Explanation of success criterion 2.4.7

Succes Criterion 3.2.2 - On Input

Ensure it is predictable what will happen when entering data. In case the focus moves automatically on correct input, this should be indicated in advance. Indicate if a new screen will be opened when submitting a form. Unexpected actions can confuse users with visual or cognitive impairments.

- Solution for success criterion 3.2.2
- Definition of success criterion 3.2.2
- Explanation of success criterion 3.2.2

Succes Criterion 4.1.2 - Name, Role, Value

Ensure it is clear for users of assistive technologies what actions can be performed.

Set a name. The name is used for identification. By setting a name, assistive technologies such as voice control can perform targeted actions.

Set a role. With the role “button” it is clear that an action takes place upon activation. With the role “link” it is clear that you will be referred to another location. By setting a role, it is clear to users of assistive technologies what they can do.

Set a value. A check box should have the value “selected” or “not selected”. With a volume control, the value can be “50%”. By setting a value, this text value can be passed to assistive technologies.

- Solution for success criterion 4.1.2
- Definition of success criterion 4.1.2
- Explanation of success criterion 4.1.2

Succes Criterion 4.1.3 - Status Messages

Ensure that status messages are also passed to assistive technologies. A blind user cannot see new information appearing anywhere on the screen. By providing a status message, the screen reader can announce that new information is available.

- Solution for success criterion 4.1.3
- Definition of success criterion 4.1.3
- Explanation of success criterion 4.1.3

Appendix A: Findings per screen

In total we made 55 findings on 6 screens.

Overview of the findings per screen

Nr	Screen	Amount of findings
1	Onboarding	3
2	Home (Nieuwe melding)	29
3	Meldingen en Berichten	6
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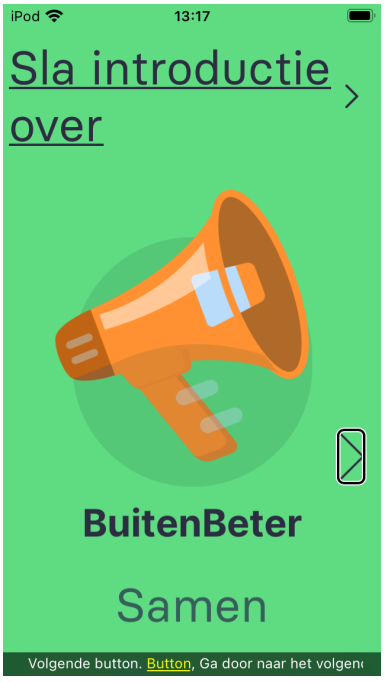
The following pages list all the findings per screen.

1. Onboarding

We d 3 findings on this screen.

Nr	Success criterion	Problem	Screenshot
1	1.1.1 Non-text Content	The image receives focus but is missing a label. The image could be seen as decorative if it does not depict essential information and does not receive focus. But if the image receives focus, it needs a correct label that explains the function of this interactive element. The name of the image is "afbeelding". iOS automatically adds "Afbeelding van een megafoon". We consider this image decorative, therefore the screen reader should not focus on it. If you consider the image to be functional, you have to add an appropriate accessibility label.	

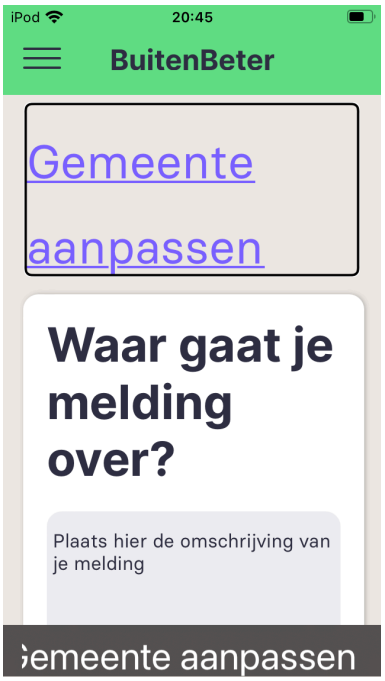
Nr	Success criterion	Problem	Screenshot
37	4.1.2 Name, Role, Value	This interactive element does not have a proper role. This element looks and behaves like a button. Make sure the screen reader announces the correct role of this element. It is about the button "Sla introductie over. Button". Remove "Button" from the name and add 'button' as accessibility role.	
38	4.1.2 Name, Role, Value	The name of the interactive element is not correct. Make sure the name describes the function of the element. Remove "button" and "Button" from the "Volgende button", instead, make the name "Volgende" and add the 'button' accessibility role.	

2. Home (Nieuwe melding)

We d 29 findings on this screen.

Nr	Success criterion	Problem	Screenshot
2	1.1.1 Non-text Content	The image receives focus but is missing a label. The image could be seen as decorative if it does not depict essential information and does not receive focus. But if the image receives focus, it needs a correct label that explains the function of this interactive element. You can solve the issue by grouping the icon and the text "Voor deze melding..."	
5	1.3.1 Info and Relationships	On this screen, there are headings that are not marked-up as headings. Make sure that assistive technology recognizes headings as headings. It is about the heading: "VOEG AFBEELDINGEN TOE".	

Nr	Success criterion	Problem	Screenshot
6	1.3.1 Info and Relationships	A list is read in one go by a screen reader. This list is not seperately navigable. Make sure list can be navigated seperately. It is about the list in the pop-up describing how you can give the app permission to use the camera.	
7	1.3.1 Info and Relationships	The label is not programmatically associated with the related input field. Make sure that by selecting an input field, the screen reader reads the label. The text of the switch should be grouped together with the switch to make the screen reader read out all information at once.	

Nr	Success criterion	Problem	Screenshot
12	1.4.3 Contrast (Minimum)	The text contrast ratio is too low. Provide a minimum contrast of 4.5:1. It is about the text "Gemeente aanpassen".	
13	1.4.3 Contrast (Minimum)	The text contrast ratio is too low. Provide a minimum contrast of 4.5:1. The text "Locatie van afbeelding" has a contrast of 3.7:1.	

Nr	Success criterion	Problem	Screenshot
14	1.4.3 Contrast (Minimum)	The text contrast ratio is too low. Provide a minimum contrast of 4.5:1. The contrast of the orange text and icons in the error message is 2:1.	
20	1.4.4 Resize text	(Parts of) text on this screen are no longer visible when the text is magnified to 200%. Make sure that all text remains available to users who use the app with an enlarged text. The text: "Nieuwe melding starten" gets truncated.	

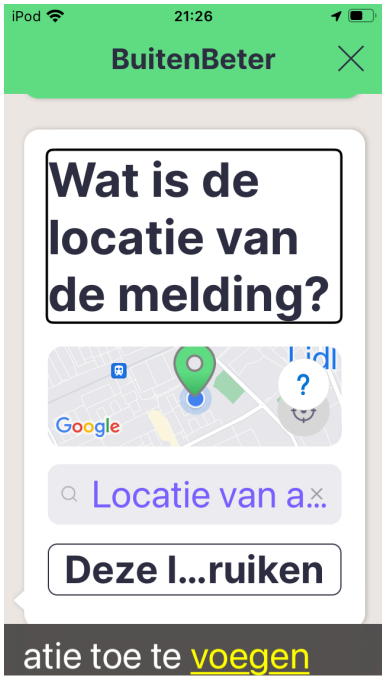
Nr	Success criterion	Problem	Screenshot
22	1.4.11 Non-text Contrast	The contrast of interface elements on this screen is less than 3.0:1. Provide a minimum contrast of 3.0:1. This is about the green button. Note: when no text is added to the input field the button is "gray" (=disabled) but this is not indicated to users. Also no feedback is provided to users what they did wrong. It's best-practice to enable buttons at all times nad give appropriate error messages.	
23	1.4.11 Non-text Contrast	The contrast of interface elements on this screen is less than 3.0:1. Provide a minimum contrast of 3.0:1. This is about the green button "Voeg een omschrijving toe om door te gaan".	

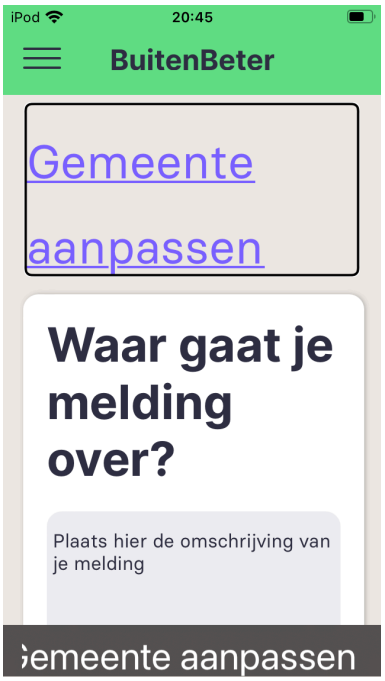
Nr	Success criterion	Problem	Screenshot
24	1.4.11 Non-text Contrast	The contrast of interface elements on this screen is less than 3.0:1. Provide a minimum contrast of 3.0:1. It is about the "plus" sign in the buttons where you can add an image. Make sure the contrast is at least 3:1.	
25	1.4.11 Non-text Contrast	The contrast of interface elements on this screen is less than 3.0:1. Provide a minimum contrast of 3.0:1. The contrast of the green checkbox "Ja, dat is goed" has a contrast of 2,75:1, which is lower than the minimum of 3.0.	

Nr	Success criterion	Problem	Screenshot
26	1.4.11 Non-text Contrast	The contrast of interface elements on this screen is less than 3.0:1. Provide a minimum contrast of 3.0:1. The contrast of the close button inside the search field is 2,2:1.	
27	2.4.3 Focus Order	After landing on the screen, the focus of the screen reader does not go to the first element of the screen. Make sure that no elements are skipped. People with visual impairments then miss part of the screen. The focus lands on the heading: "Waar gaat je melding over?".	

Nr	Success criterion	Problem	Screenshot
28	2.4.3 Focus Order	If a pop-up is open, the focus moves to the pop-up. After going through all the items in the pop-up, the focus will leave this pop-up and continue on the underlying screen. Make sure to keep the focus within the popup until it closes. After pressing "yes" the pop-up "Voeg afbeelding toe" shows. The focus of the screen reader goes to the heading "BuitenBeter". The same happens after making a photo and sending it to the app.	
31	2.4.6 Headings and Labels	A heading/label is present, but this heading/label is too cryptic/unclear. Provide clear headings/labels. Suggestion: the name of the button "send" is in the wrong language.	

Nr	Success criterion	Problem	Screenshot
32	2.4.6 Headings and Labels	A heading/label is present, but this heading/label is too cryptic/unclear. Provide clear headings/labels. It is about the close button after the search field. The label is not in Dutch language.	
33	2.4.6 Headings and Labels	A heading/label is present, but this heading/label is too cryptic/unclear. Provide clear headings/labels. It is about the "Scroll down BTN". Make sure the label is in Dutch language.	

Nr	Success criterion	Problem	Screenshot
35	2.4.7 Focus Visible	The focus lands on invisible elements. Make sure that the focus only lands on visible elements. The pop-up blocks the information. With the screen reader you cannot focus on the error message.	
36	3.2.2 On Input	When the user enters data in the input field, the data is sent automatically. Make sure the user is informed about this behavior in advance. After answering a question the focus automatically goes to the next question. This behavior must be announced to the user to avoid confusion.	

Nr	Success criterion	Problem	Screenshot
46	4.1.2 Name, Role, Value	This interactive element does not have a proper role. This element looks and behaves like a link. Make sure the screen reader announces the correct role of this element. It is about the link "Gemeente aanpassen". There are multiple links on this screen with the same issue.	
47	4.1.2 Name, Role, Value	This interactive element does not have a proper role. This element looks and behaves like a button. Make sure the screen reader announces the correct role of this element. The role is missing for a lot of answers. For example: "Nee".	

Nr	Success criterion	Problem	Screenshot
48	4.1.2 Name, Role, Value	This interactive element does not have a proper role. This element looks and behaves like a button. Make sure the screen reader announces the correct role of this element. The text "Button" is added to the button. Delete this from the name and mark button as button.	
49	4.1.2 Name, Role, Value	The value/state of a button should be obvious without changing this state. Make sure the screen reader announces the value/state together with the button name. It is about the answers that were given. Mark that "Dumping afval/grof vuil" was the answer that was given by adding an accessibility state/value.	

Nr	Success criterion	Problem	Screenshot
50	4.1.2 Name, Role, Value	The button has no accessible name. Provide a correct name that describes the function of this button. The close button does not have a label. The label that is shown in the subtitles is automatically added by VoiceOver.	
51	4.1.2 Name, Role, Value	This interactive element does not have a proper role. This element looks and behaves like a button. Make sure the screen reader announces the correct role of this element. It is about the buttons "Maak foto" and "Kies uit fotobibliotheek".	

Nr	Success criterion	Problem	Screenshot
52	4.1.2 Name, Role, Value	This interactive element does not have a proper role. This element looks and behaves like a switch. Make sure the screen reader announces the correct role of this element. The switch does not have a role, it should be marked as a Switch. The screen reader should announce "Schakelknop" in Dutch.	
53	4.1.2 Name, Role, Value	The name of the interactive element is not correct. Make sure the name describes the function of the element. The value should be added as accessibility value. Currently it is included in the accessibility name.	

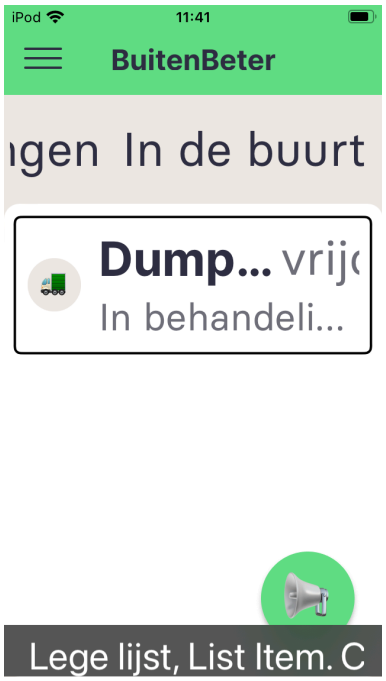
Nr	Success criterion	Problem	Screenshot
55	4.1.3 Status Messages	After finishing the process, a message appears showing the result of this action. This message is not read aloud. Make sure this information is accessible. It is about the error message "Let op! Het is niet mogelijk ...".	

3. Meldingen en Berichten

We d 6 findings on this screen.

Nr	Success criterion	Problem	Screenshot
4	1.3.1 Info and Relationships	It should not only be read that it is an active tab, but also the position of the tab in the collection, for example "4 out of 5". This is about all tabs at this screen. For example "Mijn meldingen"-tab.	
11	1.4.3 Contrast (Minimum)	The text contrast ratio is too low. Provide a minimum contrast of 4.5:1. The text "Vernieuwen" has too low contrast.	

Nr	Success criterion	Problem	Screenshot
19	1.4.4 Resize text	(Parts of) text on this screen are no longer visible when the text is magnified to 200%. Make sure that all text remains available to users who use the app with an enlarged text. Also with smaller letters not all text is shown. But with larger font a lot of text from the list items is not shown any more. We suggest to let the issues scale to multiple lines so all text can be read fully.	
43	4.1.2 Name, Role, Value	The tab elements are missing the correct role. Make sure the screen reader reads the correct role of this element. An additional issue is that the value is added to the label of the tabs instead of using an accessibility value.	

Nr	Success criterion	Problem	Screenshot
44	4.1.2 Name, Role, Value	This interactive element does not have a proper role. This element looks and behaves like a link. Make sure the screen reader announces the correct role of this element. The element "Vernieuwen" looks like a link, mark it as link. However, it behaves like a button, you could also mark it as button.	
45	4.1.2 Name, Role, Value	This interactive element does not have a proper role. This element looks and behaves like a button. Make sure the screen reader announces the correct role of this element. It is about the list item "Probleem met ...".	

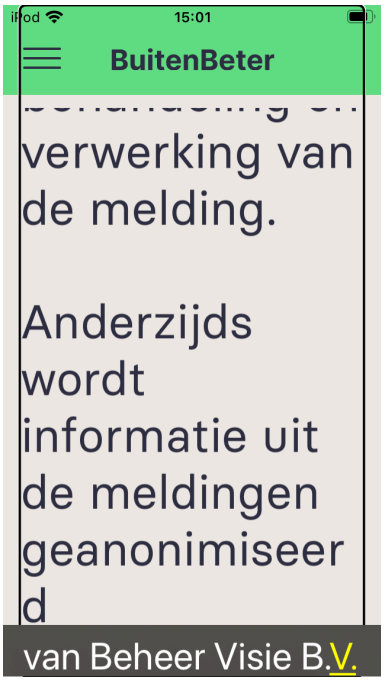
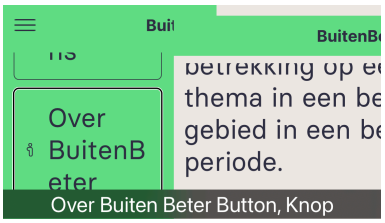
4. Mijn gegevens

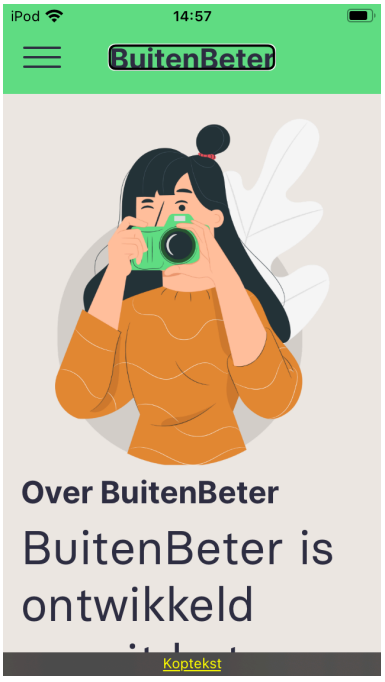
We d 1 findings on this screen.

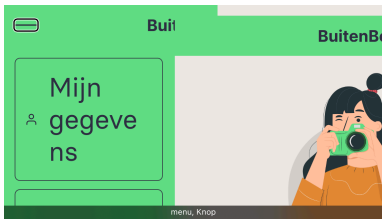
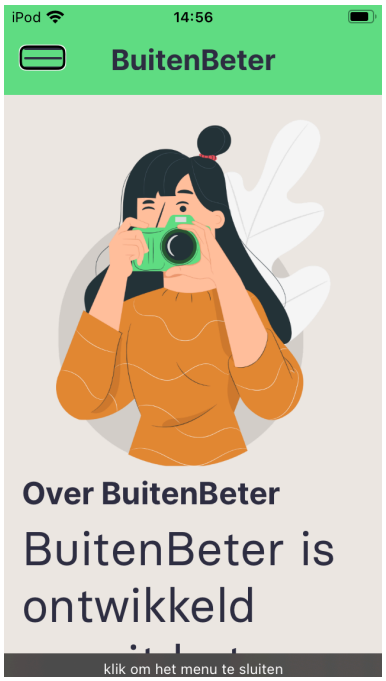
Nr	Success criterion	Problem	Screenshot
18	AA 1.4.4 Resize text	(Parts of) text on this screen are no longer visible when the text is magnified to 200%. Make sure that all text remains available to users who use the app with an enlarged text. It is about the text in the input fields: "Voer emailadres in" and "Voer telefoonnummer in". Additionally, the values users enter in are truncated. These input fields should support multiple lines of text, or horizontal scrolling.	

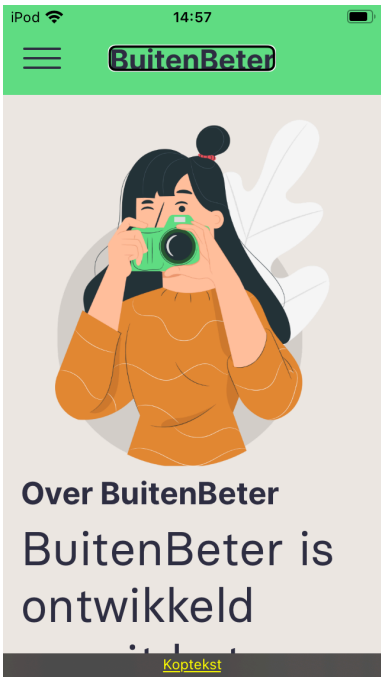
5. Over BuitenBeter

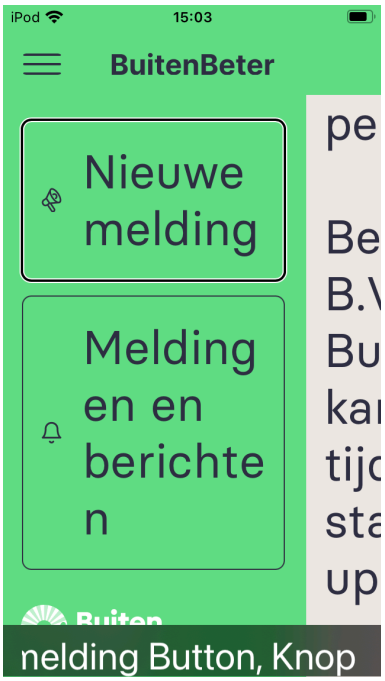
We d 9 findings on this screen.

Nr	Success criterion	Problem	Screenshot
3	1.3.1 Info and Relationships	Visually, there are more paragraphs to see. The screen reader reads the text on the screen as one paragraph. Make sure that the visual structure matches with the structure of the information in the code.	
9	1.3.4 Orientation	It is not possible to use all the functionality on the screen in both landscape and portrait mode. In landscape modus the "BuitenBeter" logo is not shown. This issue occurs on multiple screens.	

Nr	Success criterion	Problem	Screenshot
10	1.4.3 Contrast (Minimum)	The text contrast ratio is too low. Provide a minimum contrast of 4.5:1. This is about the link: "https://buitenbeter.nl"	
17	1.4.4 Resize text	(Parts of) text on this screen does not scale when the text is scaled to 200%. Make sure all text remains readable when magnified. The heading "BuitenBeter" does not scale. We suggest to implement a Large Content Viewer to show an enlarged version of the heading on long press. This issue occurs on multiple screens.	

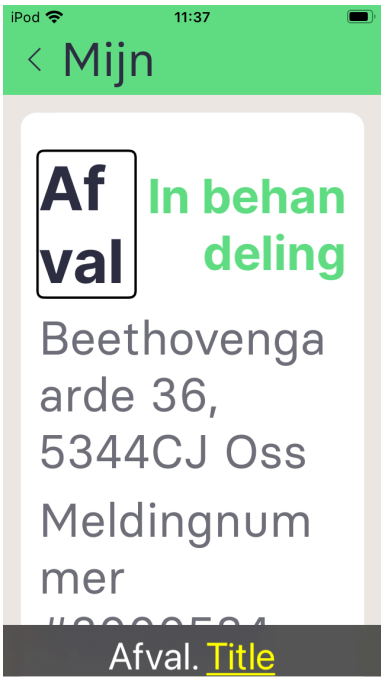
Nr	Success criterion	Problem	Screenshot
34	2.4.7 Focus Visible	The color of the focus indicator has been adjusted. It is not clear which interactive element has focus. Provide a good visible focus. The title "BuitenBeter" is not fully visible.	
39	4.1.2 Name, Role, Value	The button's name does not describe the function of the button any more when this function changes. Make sure that the alternate text of a functional image describes the function of the button. "klik om het menu te sluiten" must be "klik om het menu te openen" ('openen' instead of 'sluiten') This issue occurs on multiple screens.	

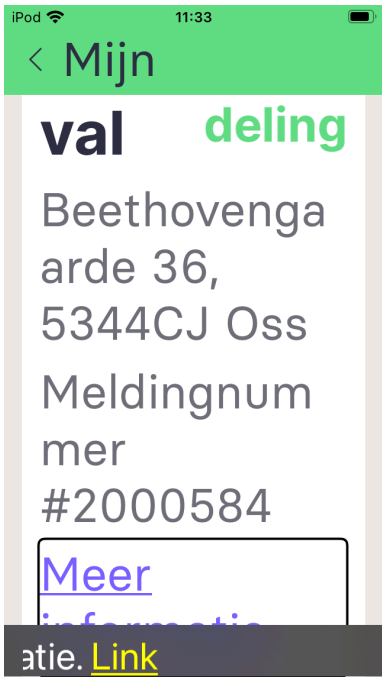
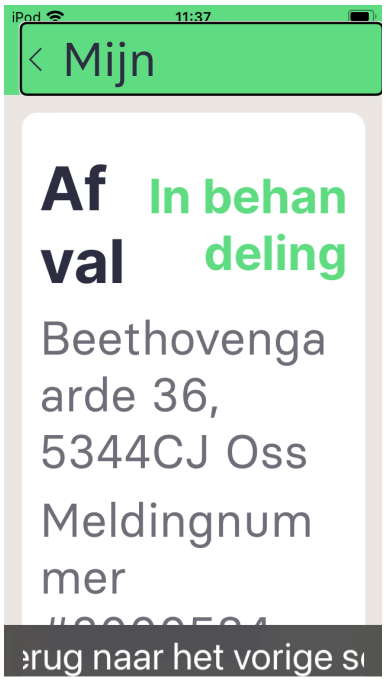
Nr	Success criterion	Problem	Screenshot
40	4.1.2 Name, Role, Value	The element does not have an accessible name. The name is not read out by assistive software. Provide a correct name. The text "BuitenBeter" should be read by the screenreader as well. This issue occurs on multiple screens.	
41	4.1.2 Name, Role, Value	This interactive element does not have a proper role. This element looks and behaves like a link. Make sure the screen reader announces the correct role of this element. This is about the link: "https://buitenbeter.nl"	

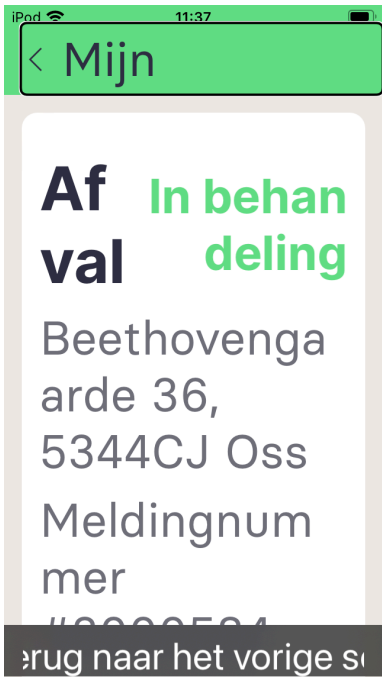
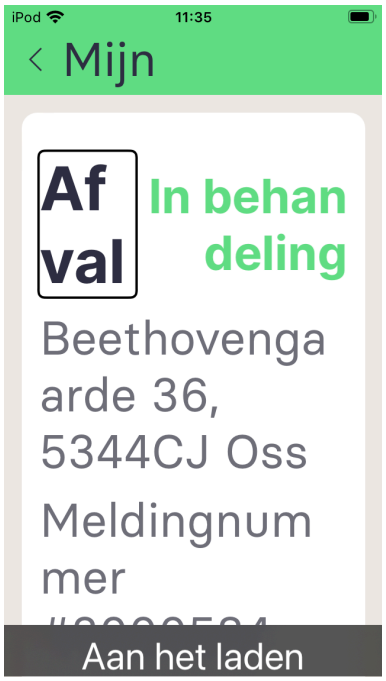
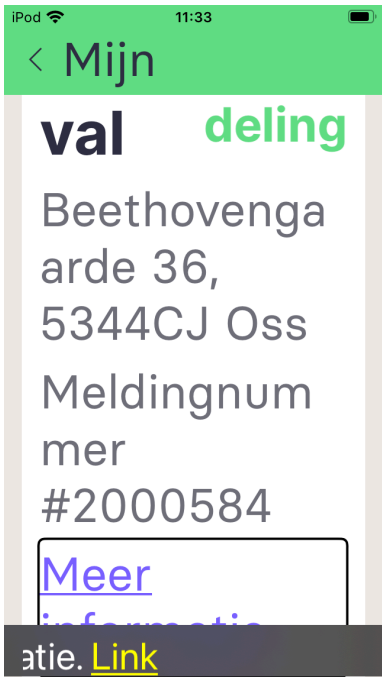
Nr	Success criterion	Problem	Screenshot
42	4.1.2 Name, Role, Value	The button has no accessible name. Provide a correct name that describes the function of this button. The name of an interactive element should not include a role. Remove "Button" from the name. The screen reader should read: "Nieuwe melding, knop". This issue occurs on multiple screens.	

6. Mijn meldingen

We d 7 findings on this screen.

Nr	Success criterion	Problem	Screenshot
8	1.3.1 Info and Relationships	On this screen, there are headings that are not marked-up as headings. Make sure that assistive technology recognizes headings as headings. The title "Afval" is not marked as heading.	
15	1.4.3 Contrast (Minimum)	The text contrast ratio is too low. Provide a minimum contrast of 4.5:1. The text "In behandeling" has a contrast of 1.7:1.	

Nr	Success criterion	Problem	Screenshot
16	1.4.3 Contrast (Minimum)	The text contrast ratio is too low. Provide a minimum contrast of 4.5:1. It is about the link "Meer informatie". The contrast is 4.3:1, but needs to be at least 4,5:1.	
21	1.4.4 Resize text	(Parts of) text on this screen are no longer visible when the text is magnified to 200%. Make sure that all text remains available to users who use the app with an enlarged text. It is about the title "Mijn ...".	

Nr	Success criterion	Problem	Screenshot
29	2.4.3 Focus Order	The focus order of the elements on the screen is not the same as the visual order of the elements. Ensure that the screen is read by assistive technology in the same order as the visual order of elements. The title "Mijn ..." is not read out by the screen reader and skipped altogether.	
30	2.4.3 Focus Order	After landing on the screen, the focus of the screen reader does not go to the first element of the screen. Make sure that no elements are skipped. People with visual impairments then miss part of the screen. The focus moves directly to "Afval".	

Nr	Success criterion	Problem	Screenshot
54	4.1.2 Name, Role, Value	This interactive element does not have a proper role. This element looks and behaves like a link. Make sure the screen reader announces the correct role of this element. The link "Meer informatie" does not have a role. The text "Link" is added to the label and should be deleted.