

# Digital Accessibility and Mobile Apps

Mobile apps are included in the Public Sector Bodies (Websites and Mobile Applications) (No. 2) Accessibility Regulations 2018.

This means that we must ensure that all existing apps are as accessible as possible, and that they each have an accessibility statement giving information about their accessibility.

New mobile apps must be accessible from the start, unless the purpose of the app requires a particular type of interaction, e.g. vision required for virtual/augmented reality.

## Key Accessibility Areas to Consider

Ensure that:

- any images, graphs or infographics have text alternatives
- any video content has captions and/or a transcript
- any form fields used in the app are labelled correctly
- changes in screen orientation don't affect visibility of the content
- colour is not the only way to distinguish between objects or communicate important information
- there is sufficient colour contrast between any text and its background
- items that users interact with (e.g. buttons) have names so they can be read out by a screen reader, or a user can refer to them when using voice commands
- items that users interact with (e.g. buttons or links) are large enough to be easily activated
- all text can be read out using a screen reader (e.g. Voiceover or Talkback)

- each screen within the app has a heading
- any tables used in the app are marked up correctly
- navigation is consistent across the app

## Further Reading

- [Mobile Accessibility at W3C](#)
- [Accessibility documentation](#) (iOS)
- [Build more accessible apps](#) (Android)
- [Material Design: accessibility](#) (Android)
- [Material Design: colour tool](#)
- [Google: developing for accessibility](#) (Android)
- [HMRC sketch mobile components](#)