Digital Accessibility Checklist for Interactive Video Content

Project Details

Title: _____

Authors: _____

Start Date: _____

Planning and Design

☐ Design the video with a **clear structure** and logical flow for all interaction paths.

☐ Ensure all interactive elements (e.g., buttons, hotspots, menus) are **keyboard accessible**.

☐ Provide **alternative navigation options** (e.g., linear version or transcript).

Captions and Transcripts

☐ Include **accurate, synchronized captions** for all spoken content across all video segments.

☐ Provide a **comprehensive transcript** that includes:
  - All spoken dialogue
  - Descriptions of visual content
  - All interactive choices and outcomes

Audio Description

☐ Include **audio descriptions** for important visual elements not covered in narration.

☐ Ensure descriptions are available for **all branches** of the interactive experience.

Interactive Elements

☐ Ensure all interactive elements are:
- **Keyboard navigable**
- **Screen reader compatible**
- **Clearly labeled** with descriptive text (e.g., "Next Chapter: Design Principles")

☐ Avoid using **color alone** to indicate choices or feedback.

☐ Provide **visual and auditory cues** for interactive prompts.

Visual Design

☐ Maintain **high contrast** between text and background.

☐ Use **large, legible fonts** for all on-screen text and buttons.

☐ Avoid **flashing or strobing effects**.

Timing and Control

☐ Allow users to **pause, rewind, and replay** content at any time.

☐ Provide **sufficient time** to respond to interactive prompts.

☐ Avoid **auto-advancing** without user input.

Feedback and Outcomes

☐ Provide **textual and auditory feedback** for user actions (e.g., "Correct answer," "Try again").

☐ Ensure all feedback is **accessible via screen readers**.

Platform and Player Accessibility

☐ Use a video platform that supports:
  - **Accessible interactive overlays**
  - **Keyboard navigation**
  - **Screen reader compatibility**

☐ Test the video on **multiple devices and browsers** for accessibility.

Testing and Review

☐ Test all interaction paths using:
  - **Keyboard-only navigation**
  - **Screen readers**
  - **Color blindness simulators**

☐ Gather **feedback from users with disabilities** to improve accessibility.