

## 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.