



Accessibility Checklist – Before Design Handoff

Use this checklist to review designs before handing them to development. If any item cannot be checked, pause and resolve before handoff.

Structure & Layout

Establish clear hierarchy and logical flow to ensure all users can navigate and understand your content effectively.



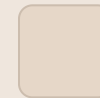
Visual hierarchy is clear

Page has a clear, logical reading order with headings used to convey structure (H1–H3)



Layout is single-column friendly

Layout works in a single-column reading flow, with content order matching visual order



Grouping is obvious

Sections are clearly grouped with visible boundaries or spacing

Text & Content Clarity



Readability First

- Text is readable and not too dense
- No instructions rely on position, shape, or color alone
- Link and button text is descriptive
- Icons have text labels or clear meaning
- Placeholder text is not used as a label

Color & Contrast Standards

Text contrast

Text meets minimum contrast requirements against all backgrounds

UI element contrast

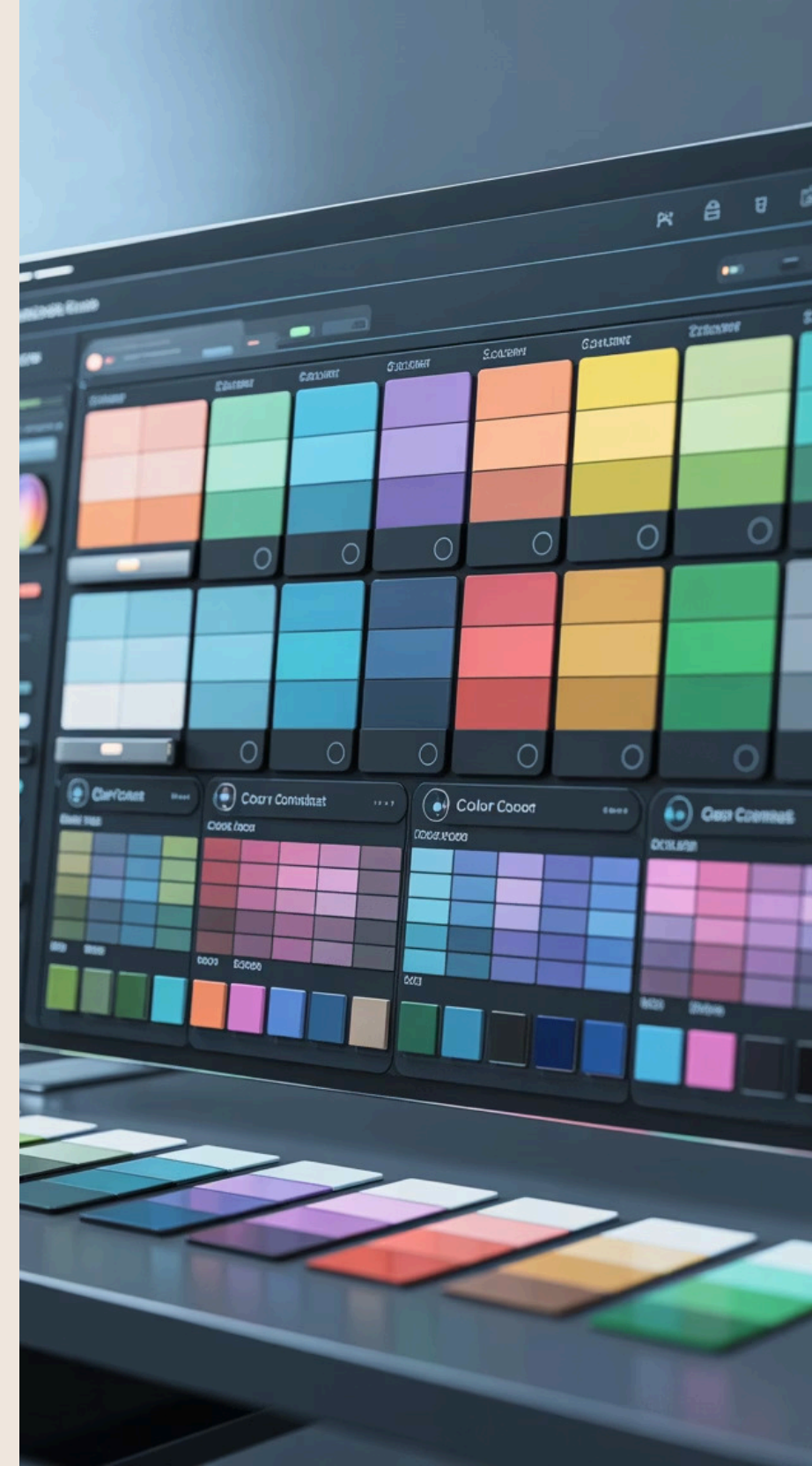
Icons and UI controls meet contrast requirements for visibility

Color independence

Color is not the only way to convey meaning or information

State differentiation

Error, success, and focus states are visually distinct beyond color



Interactive Elements

Make all interactive components immediately recognizable and usable for everyone.



Clear affordances

All interactive elements are clearly identifiable with proper visual cues



Consistent patterns

Buttons look like buttons; links look like links throughout the interface



Touch targets

Touch targets are large enough for comfortable interaction (minimum 44×44px)



Disabled states

Disabled states are clear and not conveyed by color alone

Focus & Keyboard Behavior

Navigation Essentials

Design visible and logical keyboard navigation paths to support users who navigate without a mouse.

- Focus order follows a logical path**
- Focus states are designed and visible**
- No interaction relies on hover only**
- Modals, menus, and dialogs define focus behavior**



Forms & Error Handling



Label visibility

Every input has a visible label that remains visible when the field is filled



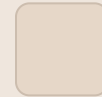
Required fields

Required fields are clearly indicated with multiple visual cues



Error messaging

Error messages are clear, specific, and placed near relevant fields



Error consistency

Error placement is obvious and consistent across all forms



Success states

Success and confirmation states are designed and communicated clearly

Motion, Feedback & Responsiveness

Motion & Animation

- Motion is purposeful and not excessive
- Animations are not required to understand content
- Feedback is provided for user actions
- Loading and progress states are designed

Responsive & Zoom

- Design works at 200% zoom
- Content reflows without loss of information
- No horizontal scrolling for standard content
- Controls remain usable at all sizes

Handoff Readiness

Document critical details to ensure smooth implementation and reduce developer questions.



Focus order is documented



Component states are documented



Reusable patterns are identified



Open questions are noted



Accessibility risks are flagged

Final Check

Review complete

I reviewed this design using this checklist

Issues documented

Known issues are documented and communicated

Ready to build

I am confident this design supports accessible implementation

 Accessibility issues are cheaper to fix before code is written.