

# Auditory Accessibility Checklist

## Captioning

- Are captions available?
- Have the captions been reviewed and edited to fit the video (especially for automated captions)?
- If closed captioning/SDH is not available to the user, is the video understandable?
- Do the captions transcribe audio cues (ambient noises, off-screen actions) and identify the speaker?
- Are the captions legible (able to be seen regardless of background)?
- Are there at maximum 2 lines of text per caption with less than 37 characters a line?
- Are the line breaks after punctuation marks and before conjunctions and prepositions?
- Do the line breaks avoid separating nouns from articles and adjectives, subject from verb, first name from last name, prepositional verb from preposition, and verb from auxiliary, reflexive pronoun or negation?
- Do the captions stay on for at least 5/6 of a second and no more than 7 seconds per subtitle event?
- Are subtitles centered at either the bottom or top of the screen? (exception: Japanese which can be vertical)
- Do the subtitles avoid any overlapping text?
- Is there the option to customize the captions (changing font, color, opacity, etc.)?

## UI/UX Considerations (for Apps<sup>^</sup>, Video Games<sup>\*</sup>, Websites<sup>°</sup>)

- Are there multiple support contact options other than a phone number?<sup>^\*°</sup>
- Are transcripts available for auditory content (videos, podcasts, etc.)?<sup>^°</sup>
- Is there the option for non-auditory focus cues (visual cues, haptic feedback, etc.)?<sup>\*°</sup>
- Are titles/descriptions written in simple plain English?<sup>^\*°</sup>
- Is there the option for a player to communicate with other players using text?<sup>\*</sup>
- Is there the option to transcribe auditory events to the user?<sup>^\*</sup>
- Are notifications displayed visually and auditorily?<sup>^\*°</sup>

## Sign Language Communication

- For digital content, is the virtual signer visible on screen?
- Is the virtual signer resizeable and moveable?
- Is there the option to contact support via an interpreter (TTY or Video chat)?
- For physical locations, is a sign language interpreter available?
- Is there a means for the user to communicate non-verbally (i.e.: visual representations to use, ability to write rather than speak)?