Abra

Begrijp toegankelijkheid

Accessibility research 'de BouwApp' app for Android

Client
Concepteurs

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Executive summary

Abra has carried out accessibility research on behalf of Concepteurs. We have selected 13 screens through a structured sample. We have checked whether these screens comply with the EN 301 549 standard. This standard references 44 success criteria from the WCAG 2.1.

- We found 43 problems on 13 screens.
- The app passes 29 of the 44 succes criteria.
- The app does not pass the following success criteria:
    1. Succes Criterion 1.1.1 - Non-text Content
    2. Succes Criterion 1.2.1 - Audio-only and Video-only (Prerecorded)
    3. Succes Criterion 1.3.1 - Info and Relationships
    4. Succes Criterion 1.4.1 - Use of Color
    5. Succes Criterion 1.4.3 - Contrast (Minimum)
    6. Succes Criterion 1.4.4 - Resize text
    7. Succes Criterion 1.4.5 - Images of Text
    8. Succes Criterion 1.4.11 - Non-text Contrast
    9. Succes Criterion 2.1.1 - Keyboard
    10. Succes Criterion 2.2.2 - Pause, Stop, Hide
    11. Succes Criterion 2.4.3 - Focus Order
    12. Succes Criterion 2.5.1 - Pointer Gestures
    13. Succes Criterion 3.1.1 - Language of Page
    14. Succes Criterion 4.1.2 - Name, Role, Value
    15. Succes Criterion 4.1.3 - Status Messages

We tested 13 screens. Many of them contain a lot of functionality.

The app supports landscape mode and text scaling. However, after scaling, not all text remains visible in all cases. For screen reader users, it’s important that interactive elements have a clear name, role, and value, and in the case of images, a descriptive label. Ensure relationships between elements are clear and that navigation follows a logical order. Also, make sure the app provides sufficient contrast and that videos have a text alternative.

Many of the issues we reported on the Home screen and Search screen also occur on other screens. We did not always report them again for those screens.

Questions about this report can be asked via info@abra.nl. On our website abra.nl you can read more about our services.

1. Introduction

Abra has carried out accessibility research on behalf of Concepteurs. The evaluation method WCAG-EM was used, unless not applicable, in which case Appt-EM was used. We investigated whether the app complies with the EN 301 549 standard. This standard contains 44 success criteria from the WCAG 2.1 guidelines.

WCAG

WCAG stands for Web Content Accessibility Guidelines. The guideline was originally created for websites, but can also partly be applied to apps. Version 2.1 of the WCAG consists of 4 principles, 13 guidelines and 78 success criteria. The success criteria are divided into three levels: A, AA and AAA. Level A consists of 30 success criteria, level AA of 20 success criteria and level AAA of 28 success criteria. To meet level AA you must also meet level A.

EN 301 549

EN 301 549 is the European standard for digital accessibility. We applied version 3.2.1 of this standard for this research. Apps fall under the 'Software' chapter. For apps, 44 of the 50 success criteria from level A and AA of the WCAG 2.1 apply. Minor adjustments have been made to the notes or definitions for 13 success criteria, often keeping the context the same. The following success criteria are not mandatory for apps: 2.4.1, 2.4.2, 2.4.5, 3.1.2, 3.2.3 and 3.2.4.

Accessibility statement

Government agencies are required by law to optimize the accessibility of their apps. They are held accountable for how far they have progressed. For that accountability, government agencies must make and upload an accessibility statement. This report gives a good overview of the level of accessibility.

Support

Abra supports organizations that want to improve the accessibility of their apps. We provide services and software to improve the accessibility of apps. Our reports always contain solutions specifically for apps.

Questions about this report can be asked via info@abra.nl. On our website abra.nl you can read more about our services.

2. Research

Abra has carried out accessibility research on behalf of Concepteurs. This are the details:

App name
de BouwApp

Operating system
Android

Tested version
9.4.0

Installation method
https://play.google.com/store/apps/details?id=nl.concepteurs.debouwapp&hl=en

Research type
WCAG 2.1 level AA

Applied standard
EN 301 549 with WCAG 2.1

Research method
WCAG-EM and Appt-EM

Client
Concepteurs

Researcher
Paul van Workum

Reviewer
Tanya van Workum

Date
25 april 2025

2.1. Scope

The research is based on a structured sample. Part of the app has been selected to draw conclusions about the entire app. Problems that occur several times on a screen might only be described once.

Overview of the selected screens

Nr	Screen	Path
1	Home	Home
2	Image viewer home screen	Home > Image viewer home screen
3	Zoeken	Home > Zoeken
4	Feedback	Home > Feedback
5	Projects	Home > Projects
6	Settings	Home > Settings
7	Reeve	Home > Reeve
8	Login	Home > Settings > Login
9	Permissions	Home > Settings > Permissions
10	My Areas	Home > Settings > My Areas
11	My Areas (Full screen)	Home > Settings > My Areas > My Areas (Full screen)
12	Profile	Home > Settings > Profile
13	Preferences	Home > Settings > Preferences

2.2. Devices

The following devices were used during the research:

- Galaxy A53 5G (Android versie 14, Versie One UI 6.1)

2.3. Techniques

The app has been developed with the following techniques:

- Ionic & Capacitor with Angular

3. Results

The research shows that the 'de BouwApp' app meets 29 of the 44 success criteria from the guideline.

Results per Success Criterion

Success Criterion	Level	Title	Result
1.1.1	A	Non-text Content	Does not pass
1.2.1	A	Audio-only and Video-only (Prerecorded)	Does not pass
1.2.2	A	Captions (Prerecorded)	Passes
1.2.3	A	Audio Description or Media Alternative (Prerecorded)	Passes
1.2.4	AA	Captions (Live)	Passes
1.2.5	AA	Audio Description (Prerecorded)	Passes
1.3.1	A	Info and Relationships	Does not pass
1.3.2	A	Meaningful Sequence	Passes
1.3.3	A	Sensory Characteristics	Passes
1.3.4	AA	Orientation	Passes
1.3.5	AA	Identify Input Purpose	Passes
1.4.1	A	Use of Color	Does not pass
1.4.2	A	Audio Control	Passes
1.4.3	AA	Contrast (Minimum)	Does not pass
1.4.4	AA	Resize text	Does not pass
1.4.5	AA	Images of Text	Does not pass
1.4.10	AA	Reflow	Passes

Success Criterion	Level	Title	Result
1.4.11	AA	Non-text Contrast	Does not pass
1.4.12	AA	Text Spacing	Passes
1.4.13	AA	Content on Hover or Focus	Passes
2.1.1	A	Keyboard	Does not pass
2.1.2	A	No Keyboard Trap	Passes
2.1.4	A	Character Key Shortcuts	Passes
2.2.1	A	Timing Adjustable	Passes
2.2.2	A	Pause, Stop, Hide	Does not pass
2.3.1	A	Three Flashes or Below Threshold	Passes
2.4.3	A	Focus Order	Does not pass
2.4.4	A	Link Purpose (In Context)	Passes
2.4.6	AA	Headings and Labels	Passes
2.4.7	AA	Focus Visible	Passes
2.5.1	A	Pointer Gestures	Does not pass
2.5.2	A	Pointer Cancellation	Passes
2.5.3	A	Label in Name	Passes
2.5.4	A	Motion Actuation	Passes
3.1.1	AA	Language of Page	Does not pass
3.2.1	A	On Focus	Passes
3.2.2	A	On Input	Passes

Success Criterion	Level	Title	Result
3.3.1	A	Error Identification	Passes
3.3.2	A	Labels or Instructions	Passes
3.3.3	AA	Error Suggestion	Passes
3.3.4	AA	Error Prevention (Legal, Financial, Data)	Passes
4.1.1	A	Parsing	Passes
4.1.2	A	Name, Role, Value	Does not pass
4.1.3	AA	Status Messages	Does not pass

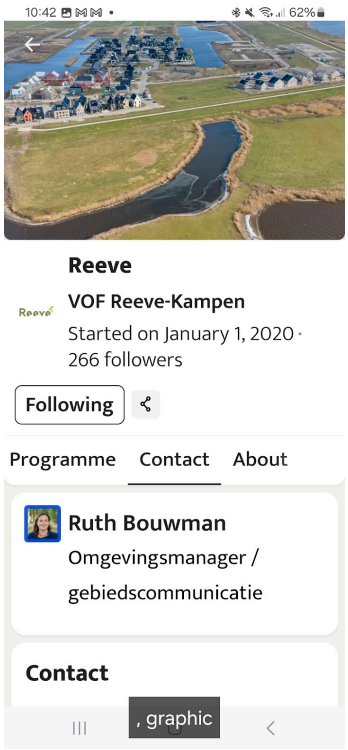
The following pages contain an explanation of each Success Criterion and an overview of the findings.

Succes Criterion 1.1.1 - Non-text Content

Ensure that alternative text is available for all non-text content. This includes images, icons and graphs. Describe the meaning of this content. Blind people use their screen reader to read out this description. Alternative text can also be useful for anyone who is unsure about the meaning of non-text content.

Does not pass

Solution for Success Criterion 1.1.1

Nr	Screen	Problem	Screenshot
1	Reeve	The meaningful non-text content does not have a label. Ensure that all meaningful non-text content has a label that accurately conveys its purpose to users of assistive technologies. The focus does not go to the image of "Ruth Bouwman" so it is unclear what is presented on the image.	

Nr	Screen	Problem	Screenshot
2	Reeve	The label of the meaningful non-text content is incorrect. Users relying on assistive technologies cannot understand its purpose. Ensure the label does clearly, accurately, and fully convey the meaning of the non-text content in its specific context. It is about the logo "Reeve", the image is announced as "Project Logo, image".	

Succes Criterion 1.2.1 - Audio-only and Video-only (Prerecorded)

Ensure a transcript is provided when information is only conveyed by audio or images. With podcasts, the information is conveyed only through audio. People who are deaf cannot hear what is being said. In animation films, the information is often only conveyed through images. People who are blind cannot see the images.

Does not pass

Solution for Success Criterion 1.2.1

Nr	Screen	Problem	Screenshot
3	Home	The prerecorded video-only content lacks an alternative that provides equivalent information. Ensure a text alternative, such as transcript, or an audio track is available to convey all meaningful information. This is a tip for all the video-content. Meaningful information in the video content should have an alternative. For example, the text alternative for this video does not describe what is actually shown on the video.	

Succes Criterion 1.2.2 - Captions (Pre-recorded)

Ensure captions are provided for all videos with sound. People who are hard of hearing, deaf or deafblind depend on captions to understand what is being said. Captions are also useful for anyone who is temporarily unable to perceive sound, for example inside a quiet zone.

Passes

Additional information about Success Criterion 1.2.2

Succes Criterion 1.2.3 - Audio Description or Media Alternative (Prerecorded)

Ensure a transcript or audio description is provided for videos where you can't hear what is displayed. The content can then be read in case of a transcript, or heard in case of audio description.

Passes

Additional information about Success Criterion 1.2.3

Succes Criterion 1.2.4 - Captions (Live)

Ensure real-time captions are available for all live videos with audio. This allows people who need subtitles to directly access the spoken information.

Passes

Additional information about Success Criterion 1.2.4

AD Succes Criterion 1.2.5 - Audio Description (Prerecorded)

Ensure audio description is available when important information is shown which you cannot hear. This can be done by offering an extra audio track. This allows people who are blind or have difficulty processing visual information to also understand the content.

Passes

Additional information about Success Criterion 1.2.5

Succes Criterion 1.3.1 - Info and Relationships

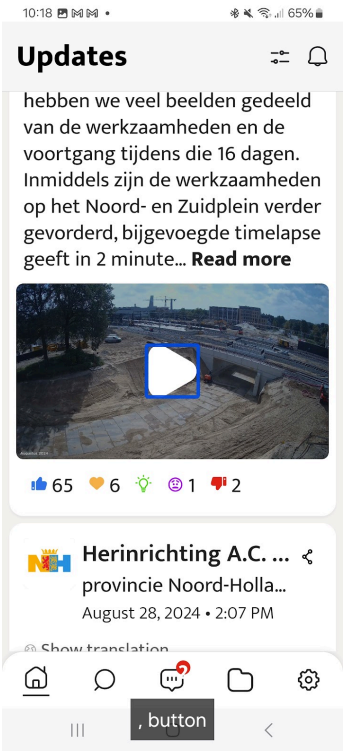
Ensure that the information and relationships on the screen are not just conveyed visually.

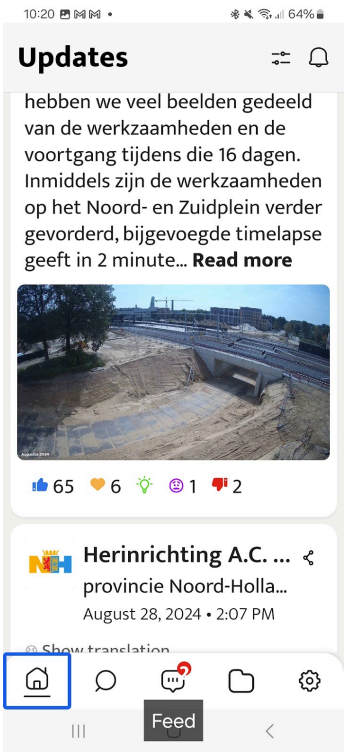
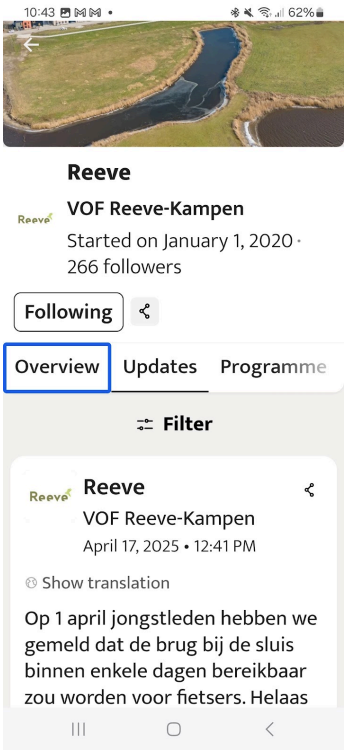
Information on the screen must be conveyed to assistive technologies. For example, make sure that headings are not only bold, but also marked as headings in the code.

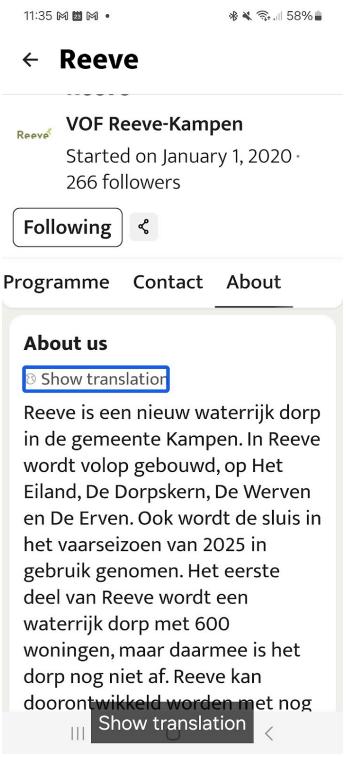
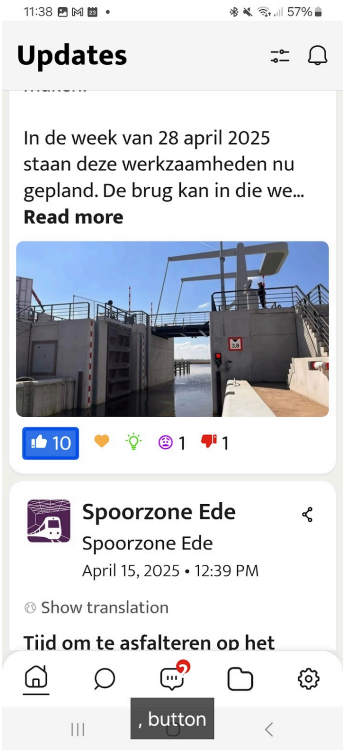
Relationships on the screen must be indicated to assistive technologies. Elements in a list must be navigable one by one. Elements in a table must be navigable by rows and columns.

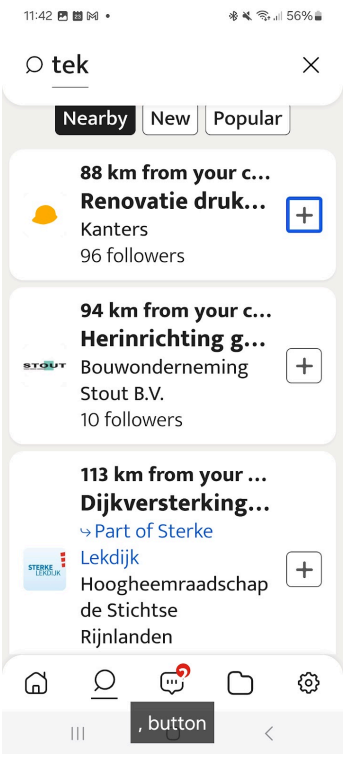
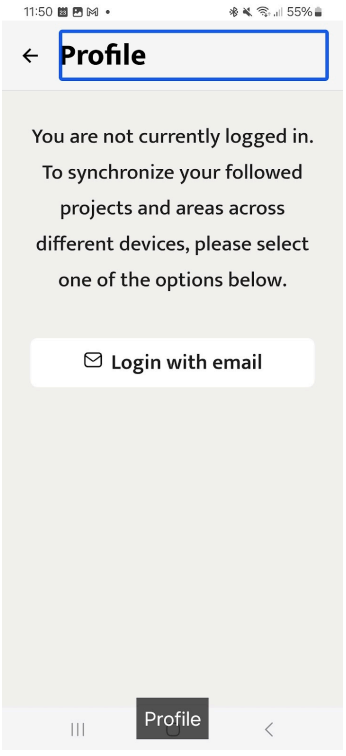
Does not pass

Solution for Success Criterion 1.3.1

Nr	Screen	Problem	Screenshot
4	Home	Two or more elements are related, but this relationship is not conveyed to assistive technologies. This makes it difficult for users of assistive technologies to understand the connection between the elements. Ensure that related elements are properly linked so that their relationship is clear and can be conveyed to assistive technologies. "Play button" does not provide information which video is playing.	

Nr	Screen	Problem	Screenshot
5	Home	The row index within a collection is not announced. Ensure all rows have a row index that is communicated to assistive technologies, such as screen readers. The tabs consist of 5 related elements. The screen reader should announce their position in the sequence (e.g. “Tab Home, selected, 1 of 5”).	
6	Reeve	The row index within a collection is not announced. Ensure all rows have a row index that is communicated to assistive technologies, such as screen readers. The tabs do not have a row index announcing "1 of 5".	

Nr	Screen	Problem	Screenshot
7	Reeve	Two or more elements are related, but this relationship is not conveyed to assistive technologies. This makes it difficult for users of assistive technologies to understand the connection between the elements. Ensure that related elements are properly linked so that their relationship is clear and can be conveyed to assistive technologies. It is not clear which element the “Show translation” button is related to.	
8	Home	The row index within a collection is not announced. Ensure all rows have a row index that is communicated to assistive technologies, such as screen readers. Visually there are 5 options (Like etc.) to respond to the message. It is unclear there are 5 options.	

Nr	Screen	Problem	Screenshot
9	Zoeken	Two or more elements are related, but this relationship is not conveyed to assistive technologies. This makes it difficult for users of assistive technologies to understand the connection between the elements. Ensure that related elements are properly linked so that their relationship is clear and can be conveyed to assistive technologies. "Follow project" is not referring to a single project.	
10	Profile	The heading text is not marked up as a heading. Simply making text bold or larger does not communicate its role to assistive technologies. Ensure headings are marked up properly so assistive technologies can identify them and convey the content structure accurately. It is about the heading "Profile".	

Succes Criterion 1.3.2 - Meaningful Sequence

Ensure that the order which assistive technologies follow accurately reflects the meaning of the content. Elements that belong together must be presented together. Otherwise, users may misunderstand the content.

Passes

Additional information about Success Criterion 1.3.2

Succes Criterion 1.3.3 - Sensory Characteristics

Ensure instructions can be understood by everyone. Instructions that use only shape, size, location, orientation or audio are not understandable for everyone. For example, people who are blind cannot see shapes. Combine multiple properties to allow everyone to understand instructions.

Passes

Additional information about Success Criterion 1.3.3

Succes Criterion 1.3.4 - Orientation

Ensure that content on the screen rotates with the orientation of the device. All screens of an app must be usable in all orientations. Users in wheelchairs sometimes have their device mounted in a fixed position. More words fit on the screen in landscape mode, useful for users with a larger font size.

Passes

Additional information about Success Criterion 1.3.4

Succes Criterion 1.3.5 - Identify Input Purpose

Ensure it is clear what information is expected from users inside input fields. Set the correct input type to allow auto-completion, e.g. for e-mail addresses. This is faster for everyone and reduces errors for users with disabilities.

Passes

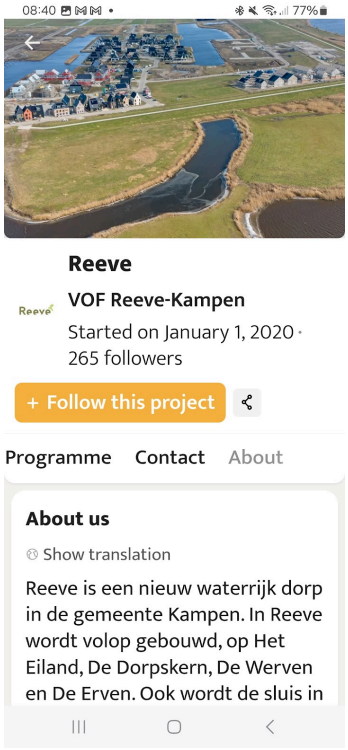
Additional information about Success Criterion 1.3.5

Succes Criterion 1.4.1 - Use of Color

Ensure color is not the only way information is conveyed. Not everyone can perceive color. For example, include shape in your instructions, such as a green check mark or red cross. And inside a legend of a map, use numbers in addition to color, to allow people who are color blind to find what they are looking for.

Does not pass

Solution for Success Criterion 1.4.1

Nr	Screen	Problem	Screenshot
11	Reeve	The focus-indicator is indicated by color alone. This prevents users who cannot perceive color differences, such as those with color blindness, from identifying the focused element. Ensure that focus indication does not rely solely on color. Add additional visual cues, such as a visible focus indicator, to make the focused state clearly distinguishable for all users. The focus lies on "Programme" which is slightly gray.	

Succes Criterion 1.4.2 - Audio Control

Ensure that audio which lasts longer than three seconds can be paused or stopped. This is important for people who have difficulty concentrating. In addition, the screen reader is difficult to use when other audio is playing.

Passes

Additional information about Success Criterion 1.4.2

Succes Criterion 1.4.3 - Contrast (Minimum)

Ensure that the contrast ratio between the text color and background color is at least 4.5:1. For bold and large text, a contrast ratio of 3:1 is sufficient. By maintaining these ratios, visually impaired and color blind users can usually read the text well. In addition, this makes an app easier for everyone to use, for example outside in the sun.

Does not pass

Solution for Success Criterion 1.4.3

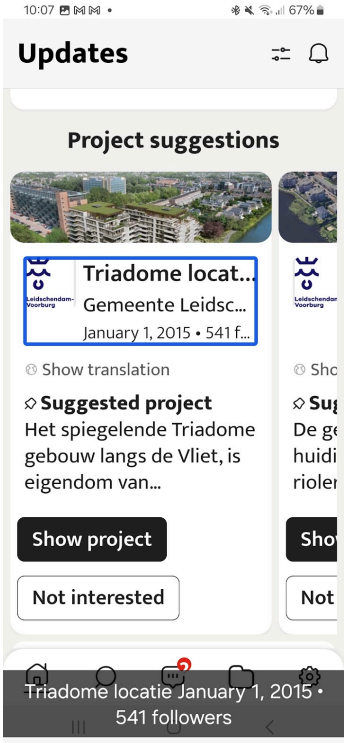
Nr	Screen	Problem	Screenshot
12	Home	The contrast ratio between the color of the normal text and the color of its background is too low. Text smaller than 18pt (24px) in regular font weight or 14pt (18.66px) in bold font is considered normal text. Ensure that all normal text has a contrast ratio of at least 4.5:1 against its background. Even when testing with high contrast mode the text next to the icons (when selected) does not have sufficient contrast. The contrast of the number next to "Good idea, button" is 1,8:1.	

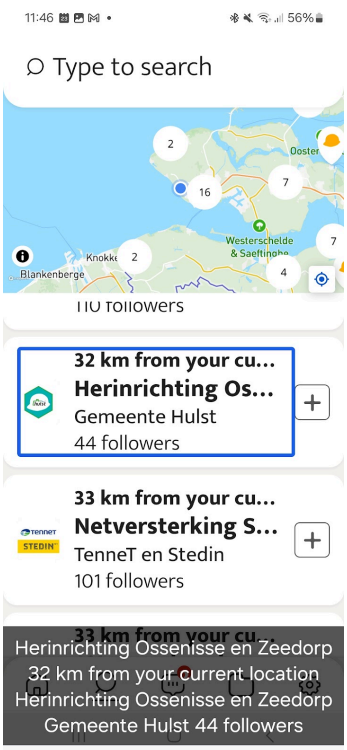
Succes Criterion 1.4.4 - Resize text

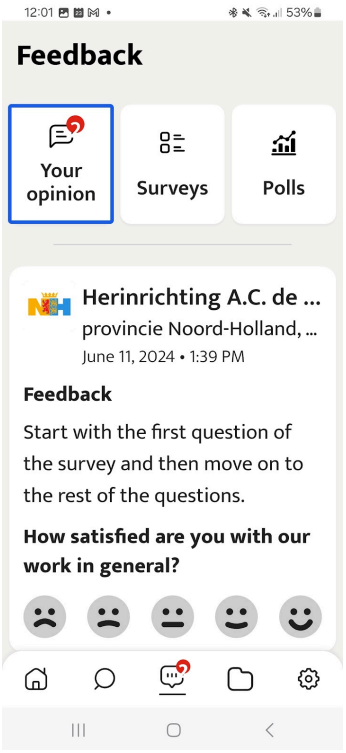
Ensure that text can scale. Users set their preferred font size in the system settings. This is especially important for visually impaired users because they might not be able to read the text otherwise. In addition, scaled text may not be truncated, overlap other text or become unreachable.

Does not pass

Solution for Success Criterion 1.4.4

Nr	Screen	Problem	Screenshot
13	Home	The text(s) on this screen are replaced with ellipses (...) after scaling the text. This results in a loss of information. Ensure that all text is fully displayed and remains accessible when users increase their text size. The subtitle “VOF Reeve-K...” and the time “11:1...” are not fully visible. The full information becomes visible after a single click. While this could meet the success criterion, best practice is to present all information fully visible by default, without requiring user interaction. This is a suggestion for improvement.	

Nr	Screen	Problem	Screenshot
14	Zoeken	The text(s) on this screen are replaced with ellipses (...) after scaling the text. This results in a loss of information. Ensure that all text is fully displayed and remains accessible when users increase their text size. It is about the heading "32 km from you cu...".	
15	Home	The text on the screen is obscured by overlapping elements, making it difficult or impossible to read. Ensure that all text remains visible without being obscured when users increase their text size. It is about the third tab "Messages" that shows 2 new messages. With increased font size the "2" is not fully visible.	

Nr	Screen	Problem	Screenshot
16	Feedback	The text(s) on this screen does not scale when the text is scaled to 200%. Make sure all text scales to 200%. The 2 in the "Your opinion" and tab "Feedback" are not scaling.	

Succes Criterion 1.4.5 - Images of Text

Ensure images are not used to display text. Text in an image often scales to a limited extent or not at all. Use plain text to allow the text to scale based on the user's preferences.

Does not pass

Solution for Success Criterion 1.4.5

Nr	Screen	Problem	Screenshot
17	Image viewer home screen	The text in an image is not offered as plain text. Text in an image often scales to a limited extent or not at all. Ensure images are not used to display text. Use plain text so the text can scale and adjust to the user's needs. The image contains text. Avoid using images of text in apps, as users cannot adjust them to suit their needs. Compliments on the AI-generated image description. This is a great solution for user-generated content.	

Succes Criterion 1.4.10 - Reflow

Ensure content can be reached without having to scroll in two directions at the same time. This can cause users to lose their orientation on the screen. Providing horizontally and vertically scrollable content on one screen is permitted, but the content may only scroll in one direction at a time.

Passes

Additional information about Success Criterion 1.4.10

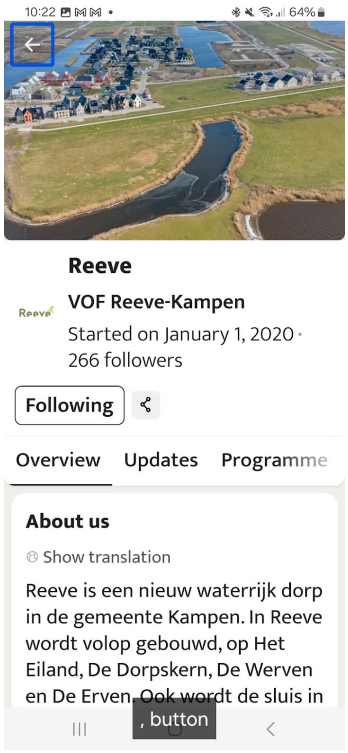
Succes Criterion 1.4.11 - Non-text Contrast

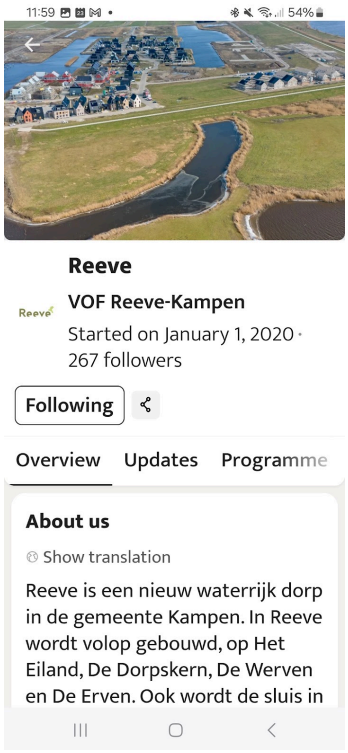
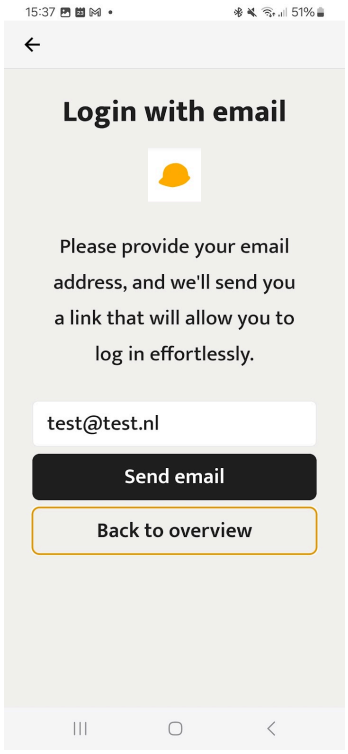
Ensure that content on the screen has a contrast ratio of at least 3:1. This includes graphical elements such as icons, input fields and the focus indicator. Also ensure that selected elements are clearly recognizable. Visually impaired and color blind users need to be able to distinguish content. This makes apps easier to use for everyone, for example outside in the sun.

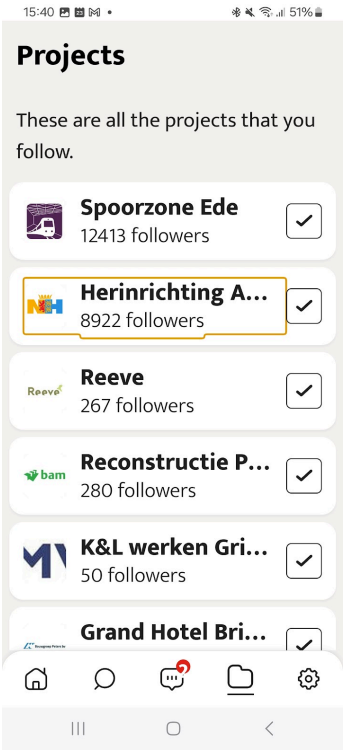
Does not pass

Solution for Success Criterion 1.4.11

Nr	Screen	Problem	Screenshot
18	Home	The contrast of interface elements on this screen is less than 3.0:1. Ensure that all interface elements meet the minimum contrast requirement of 3.0:1. Note: This requirement does not apply if the appearance of the interface component is determined by the operating system and has not been modified during development. Even when testing with high contrast mode the icons do not have sufficient contrast. The contrast of "Good idea, button" is 1,8:1.	

Nr	Screen	Problem	Screenshot
19	Reeve	The contrast of interface elements on this screen is less than 3.0:1. Ensure that all interface elements meet the minimum contrast requirement of 3.0:1. Note: This requirement does not apply if the appearance of the interface component is determined by the operating system and has not been modified during development. The contrast of the arrow is 2.5:1 against the background. Using an image as a background introduces the risk that contrast may not be sufficient. This is a suggestion for improvement, as the contrast becomes sufficient only after scrolling. Consider giving the back button an outline or a fixed background with enough contrast to ensure visibility at all times.	

Nr	Screen	Problem	Screenshot
20	Reeve	The contrast of the keyboard focus indicator is less than 3.0:1. Ensure that the focus indicator meets the minimum contrast requirement of 3.0:1 against adjacent colors. The focus lies on the back button and is indicated with a slight white color.	
21	Login	The contrast of the keyboard focus indicator is less than 3.0:1. Ensure that the focus indicator meets the minimum contrast requirement of 3.0:1 against adjacent colors. The focus lies on the "Back to overview" button.	

Nr	Screen	Problem	Screenshot
22	Projects	The contrast of the keyboard focus indicator is less than 3.0:1. Ensure that the focus indicator meets the minimum contrast requirement of 3.0:1 against adjacent colors. The focus lies on the button "Herinrichting ...".	

Succes Criterion 1.4.12 - Text Spacing

Ensure there is enough space between paragraphs, letters and words. People with dyslexia can read faster as a result. People who are visually impaired can also read the text more easily. White space can also help people with a cognitive impairment to distinguish parts from each other.

Passes

Additional information about Success Criterion 1.4.12

Succes Criterion 1.4.13 - Content on Hover or Focus

Ensure that content shown after hover or focus can be hidden. Content must remain visible until the reason for the hover or focus disappears. In addition, users need to be able to dismiss the content.

Passes

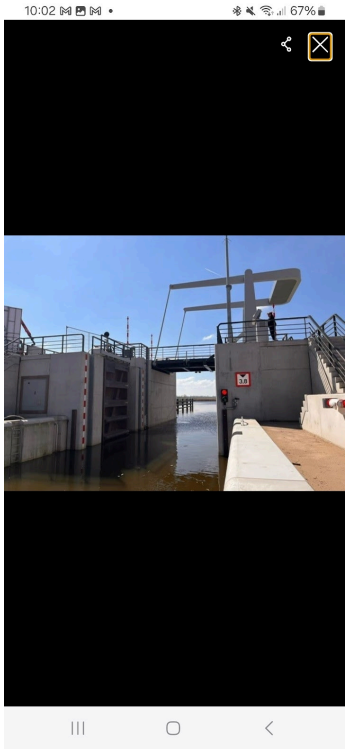
Additional information about Success Criterion 1.4.13

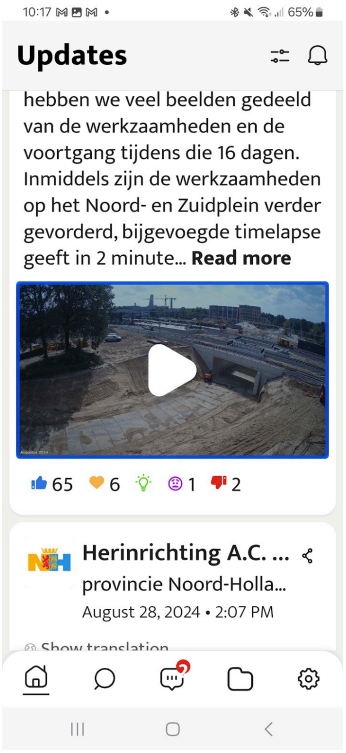
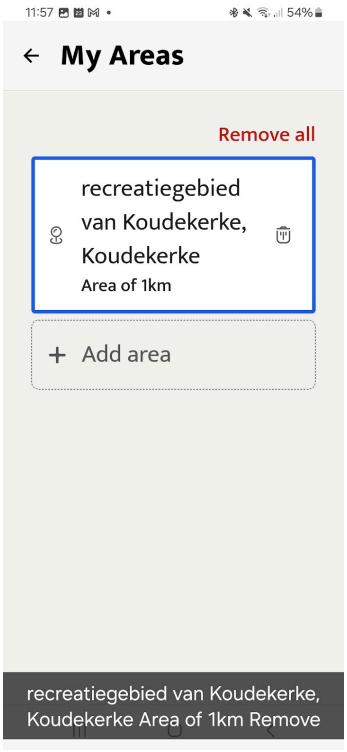
Succes Criterion 2.1.1 - Keyboard

Ensure that all functionality in an app can be used via the keyboard interface. This includes external keyboard, screen reader, switch control and voice control. Visually impaired people use a screen reader. People with a motor disability use switch control and voice control.

Does not pass

Solution for Success Criterion 2.1.1

Nr	Screen	Problem	Screenshot
23	Image viewer home screen	The screen/parts of the screen cannot be operated with an (external) keyboard. Make sure that all functionality is available using a keyboard interface. The focus only goes to the share and close button. It is not possible to control the slider to move to the next image.	

Nr	Screen	Problem	Screenshot
24	Home	The screen/parts of the screen cannot be operated with a screen reader. Make sure that all functionality is available using a screen reader. It is not possible to open the video in a new screen.	
25	My Areas	The screen/parts of the screen cannot be operated with a screen reader. Make sure that all functionality is available using a screen reader. It is not possible to delete one location. After clicking you navigate to the next screen. With touch this is possible.	

Succes Criterion 2.1.2 - No Keyboard Trap

Ensure users of the keyboard interface do not get stuck. Users might not be able to close pop-ups, menus and overlays. Many assistive technologies do not support clicking next to an element. You must include a close button which assistive technologies can activate.

Passes

Additional information about Success Criterion 2.1.2

Succes Criterion 2.1.4 - Character Key Shortcuts

Ensure that shortcuts cannot be accidentally activated when using assistive technologies. Many assistive technologies emulate keystrokes to perform actions. Users might accidentally activate shortcuts. Make it possible to change or disable shortcuts.

Passes

Additional information about Success Criterion 2.1.4

Succes Criterion 2.2.1 - Timing Adjustable

Ensure everyone has enough time to complete tasks. People with disabilities might need more time to navigate through a screen. Operating an app with assistive technologies is often slower compared to touch. People with learning disabilities, dyslexia and cognitive impairments might also need more time. If there are time limits, users need to be able to adjust the time limit. It's best to avoid time limits.

Passes

Additional information about Success Criterion 2.2.1

Succes Criterion 2.2.2 - Pause, Stop, Hide

Ensure it is possible to pause, stop or hide moving elements on the screen. Users may have difficulty using apps with moving elements. For example, flashing content makes it harder for people with attention disorders to stay focused.

Does not pass

Solution for Success Criterion 2.2.2

Nr	Screen	Problem	Screenshot
26	Zoeken	Moving content on this screen cannot be paused, stopped or hidden. Provide a mechanism to pause, stop or hide this content. The text that is too long keeps spinning and there is no way to pause it.	

Succes Criterion 2.3.1 - Three Flashes or Below Threshold

Ensure no more than three flashes per second are shown anywhere in the app. This can cause an epileptic seizure. Trigger warnings are often missed, especially by people who cannot read, such as children.

Passes

Additional information about Success Criterion 2.3.1

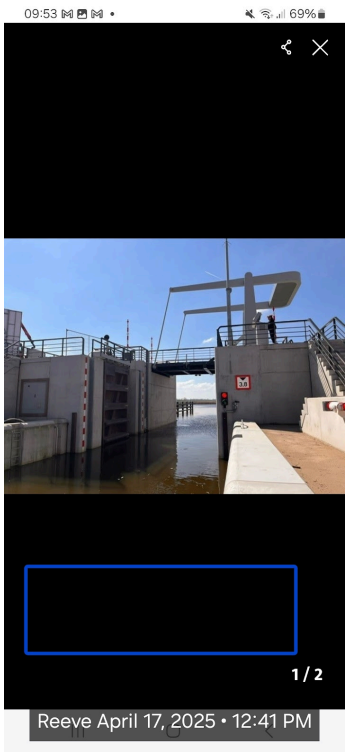
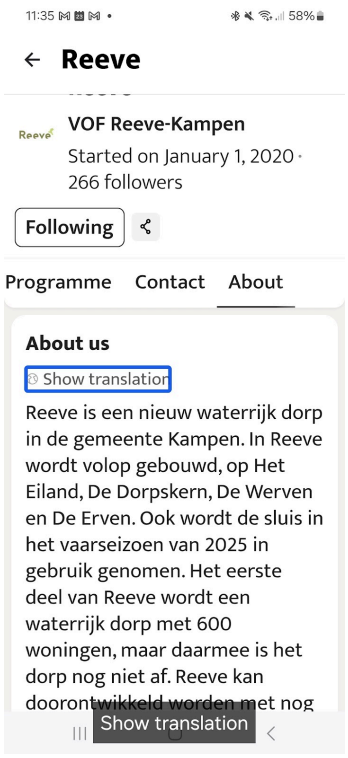
Succes Criterion 2.4.3 - Focus Order

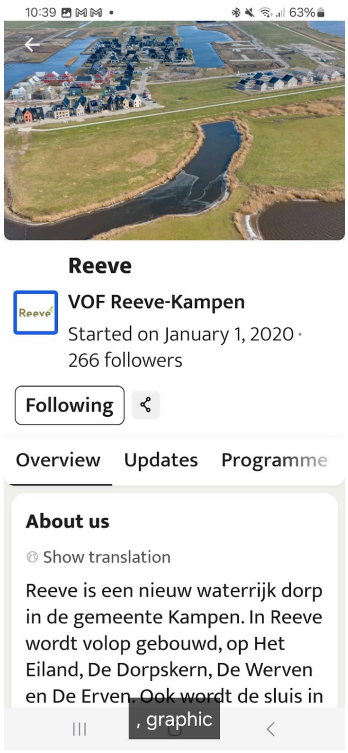
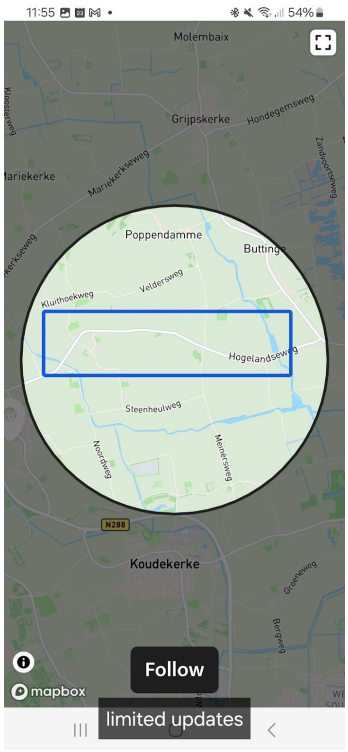
Ensure assistive technologies use a logical focus order when navigating. The order of navigating a screen is usually from left to right, from top to bottom. Make sure assistive technologies use an equivalent focus order.

Does not pass

Solution for Success Criterion 2.4.3

Nr	Screen	Problem	Screenshot
27	Image viewer home screen	The focus does not move directly to the next visible element with each swipe in a sequential navigation. Ensure that focus moves directly to the next visible element on each swipe, skipping any hidden or invisible elements, to maintain a logical and meaningful navigation order. The image and full AI label are announced twice in a row.	

Nr	Screen	Problem	Screenshot
28	Image viewer home screen	When navigating within modals (iOS) or dialogs (Android) with assistive technologies such as a screen reader, the focus can be moved to the underlying screen. This disrupts the logical navigation sequence and can confuse users. Ensure that the focus remains within the modal/dialogs until it is closed to maintain a predictable and accessible navigation flow. When navigating with a screen reader the focus moves to the underlying screen.	
29	Reeve	Some (interactive) elements are skipped during navigation with assistive technologies such as a screen reader, disrupting the logical focus sequence. Ensure that all (interactive) elements are included in the focus sequence and are announced in a logical, predictable order. The focus goes from the heading "About us" to "Reeve is een nieuw...", only afterwards to the element "Show translation".	

Nr	Screen	Problem	Screenshot
30	Reeve	Some (interactive) elements are skipped during navigation with assistive technologies such as a screen reader, disrupting the logical focus sequence. Ensure that all (interactive) elements are included in the focus sequence and are announced in a logical, predictable order. The focus moves from the image to the heading "Reeve". The focus should first go to the heading Reeve as the image belongs to the content of this heading.	
31	My Areas (Full screen)	When navigating within modals (iOS) or dialogs (Android) with assistive technologies such as a screen reader, the focus can be moved to the underlying screen. This disrupts the logical navigation sequence and can confuse users. Ensure that the focus remains within the modal/dialogs until it is closed to maintain a predictable and accessible navigation flow. After moving to the fullscreen mode the focus remains on the underlying screen.	

Succes Criterion 2.4.4 - Link Purpose (In Context)

Ensure the purpose of each link is clear. Users can request a list of links. The link and its surrounding text should indicate where you will navigate to. Clear links are useful for everyone and especially for users of assistive technologies users.

Passes

Additional information about Success Criterion 2.4.4

Succes Criterion 2.4.6 - Headings and Labels

Ensure headings and labels are descriptive.

Descriptive headings are important to understand how the content is constructed. Blind users can navigate through headings using a screen reader.

Descriptive labels help users identify content. Voice control users speak the labels to perform actions.

Passes

Additional information about Success Criterion 2.4.6

Succes Criterion 2.4.7 - Focus Visible

Ensure that elements focused by assistive technologies are clearly indicated. App developers might not be able to adjust the color of the frame. However, it is possible to give elements a different background color when they have focus.

Passes

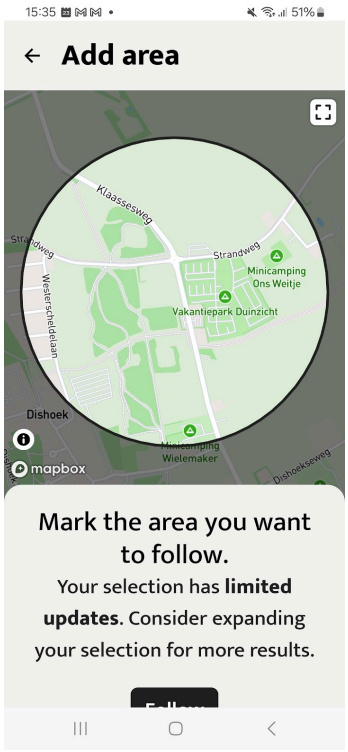
Additional information about Success Criterion 2.4.7

Succes Criterion 2.5.1 - Pointer Gestures

Ensure users can operate the interface with one finger using simple gestures. Not everyone is able to pinch-to-zoom or trace a certain path. Provide an alternative, such as a button, that allows the user to perform the same action.

Does not pass

Solution for Success Criterion 2.5.1

Nr	Screen	Problem	Screenshot
32	My Areas	The app relies on multipoint gestures without providing an alternative. Users who cannot perform these gestures due to motor impairments or adapted input devices are unable to access the functionality. Ensure that all features requiring these gestures have alternative controls, such as buttons or single-point interactions. Pinch to zoom is required to use the map.	

Succes Criterion 2.5.2 - Pointer Cancellation

Ensure it is possible to cancel touches. Buttons should only activate by clicking and not by touching. This gives the user the option to cancel the activation.

Passes

Additional information about Success Criterion 2.5.2

Succes Criterion 2.5.3 - Label in Name

Ensure that the technical name of operable elements includes the visual name. A user should be able to activate a button with the text 'Log in' via this name. This is not possible if the technical name is different. In addition, it is confusing for screen reader users if they hear a different name compared to what is shown on the screen.

Passes

Additional information about Success Criterion 2.5.3

Succes Criterion 2.5.4 - Motion Actuation

Ensure an alternative is provided for motion-triggered actions and make it possible to disable them. Users with limited hand function might not be able to shake their device. On the other hand, users with spasms might accidentally trigger actions.

Passes

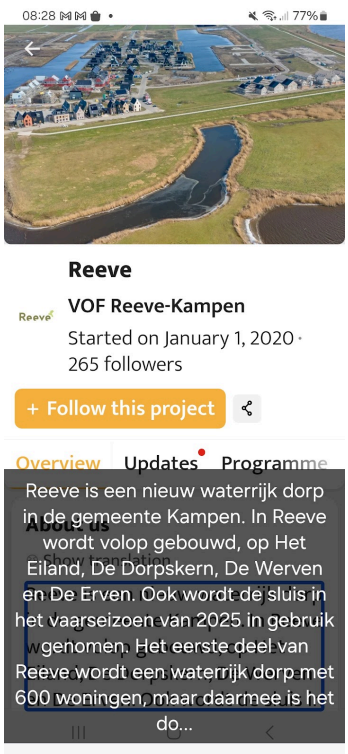
Additional information about Success Criterion 2.5.4

Succes Criterion 3.1.1 - Language of Page

Ensure the language of the app is set. Some assistive technologies read the text shown on the screen. The pronunciation of the words depends on the selected language. An incorrect or missing language causes unclear pronunciation.

Does not pass

Solution for Success Criterion 3.1.1

Nr	Screen	Problem	Screenshot
33	Reeve	The language of the app is not set correctly, causing assistive technologies to apply incorrect pronunciation rules. This makes the content difficult to understand for users relying on these technologies. Ensure the app's language is specified so assistive technologies can read the content accurately. The Dutch text is read with an English pronunciation by the screen reader. Make sure the correct language is set so it’s announced properly.	

Succes Criterion 3.2.1 - On Focus

Ensure it is predictable what happens when users move to an element. When an element receives focus, it should not be activated unexpectedly. Predictable focus behavior makes it easier for people with disabilities to use your app.

Passes

Additional information about Success Criterion 3.2.1

Succes Criterion 3.2.2 - On Input

Ensure it is predictable what happens when entering data. If the focus is automatically moved upon input, this must be indicated in advance. Avoid this behavior for input fields and checkboxes, among others. Unexpected actions can particularly confuse users with visual or cognitive impairments.

Passes

Additional information about Success Criterion 3.2.2

Succes Criterion 3.3.1 - Error Identification

Ensure users receive a clear error message after entering incorrect data. Clearly indicate which entry is incorrect and why. It is important that error messages are also clear to users of assistive technologies. Therefore, also indicate errors in text to allow everyone to perceive them.

Passes

Additional information about Success Criterion 3.3.1

Succes Criterion 3.3.2 - Labels or Instructions

Ensure clear instructions are provided when asking users to input data. Add a label to input fields, for example 'First name'. Mark whether fields are required or optional. Indicate if data must be entered in a specific format, such as dates and phone numbers. Clear instructions help all users, especially users with cognitive disabilities.

Passes

Additional information about Success Criterion 3.3.2

Succes Criterion 3.3.3 - Error Suggestion

Ensure users are provided with suggestions to correct errors. For example, if a date is entered incorrectly, indicate in which format the day, month and year are expected. The format is yyyy-mm-dd for the order year, month, day. In particular, users with cognitive disabilities benefit from clear suggestions.

Passes

Additional information about Success Criterion 3.3.3

Succes Criterion 3.3.4 - Error Prevention (Legal, Financial, Data)

Ensure users submit data intentionally. Allows users to undo, correct, or confirm a submission. Provide at least one of these options for submissions that result in a legal obligation, financial transaction, or loss of data. We recommend offering these options for other types of submission as well.

Passes

Additional information about Success Criterion 3.3.4

Succes Criterion 4.1.1 - Parsing

Ensure the source code of the app does not contain any errors and does not use any deprecated functions. Assistive technologies may not behave as expected when code does not conform to modern standards.

Passes

Additional information about Success Criterion 4.1.1

Succes Criterion 4.1.2 - Name, Role, Value

Ensure a correct name, role and value is set for all interactive elements.

The name helps users to identify elements. The screen reader speaks the name and voice control uses the name for actions.

The role lets users know what to expect. The role "button" indicates which action takes place upon activation.

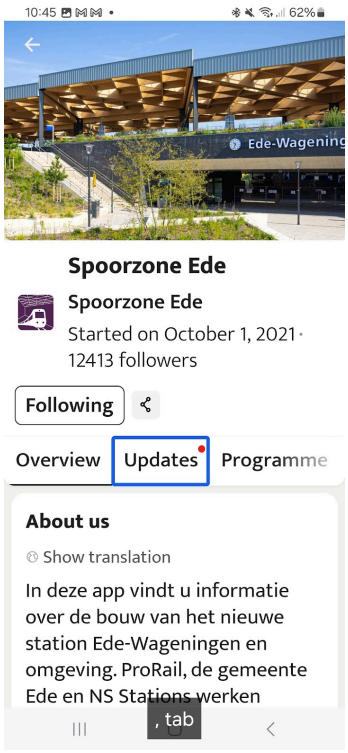
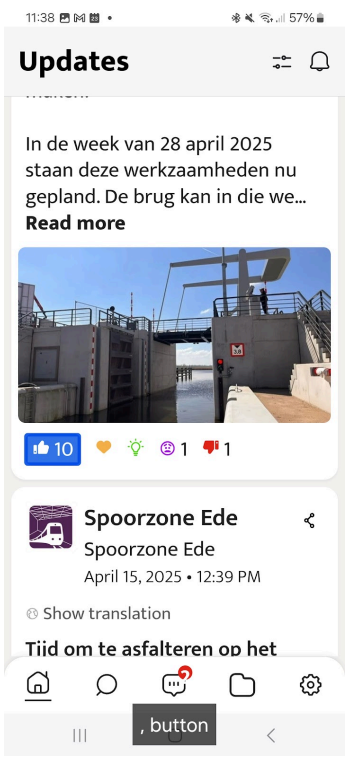
The value informs the user. This includes the state (disabled), properties (selected) and values (50%).

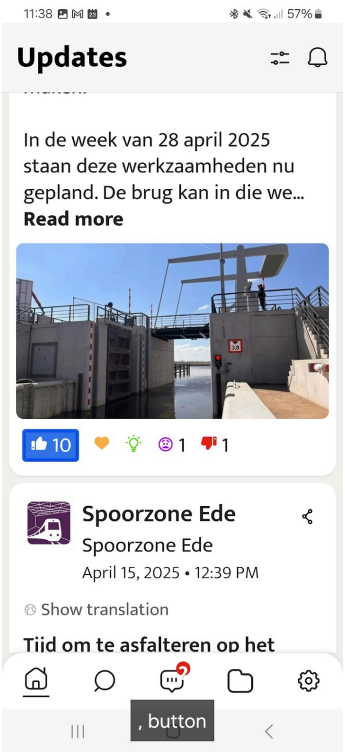
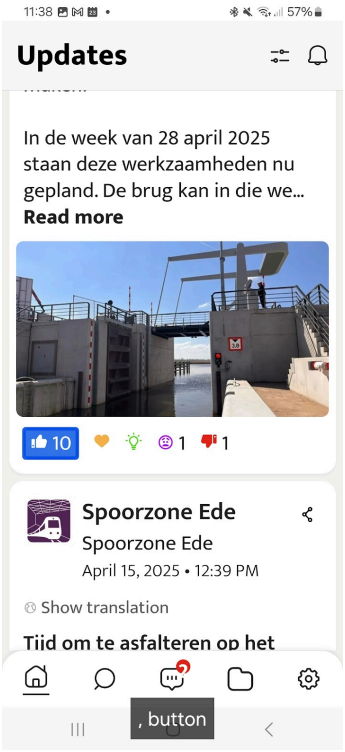
For example, give a tab the name "Home", the role "tab", the property "selected" and the value "1 of 4".

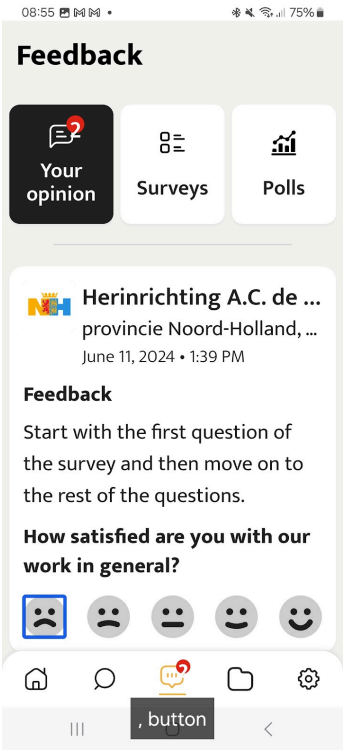
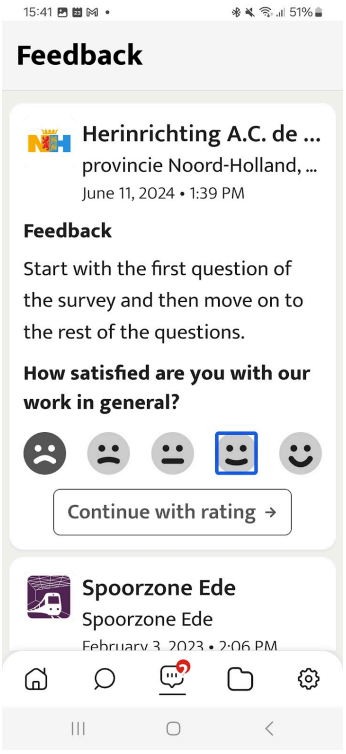
Does not pass

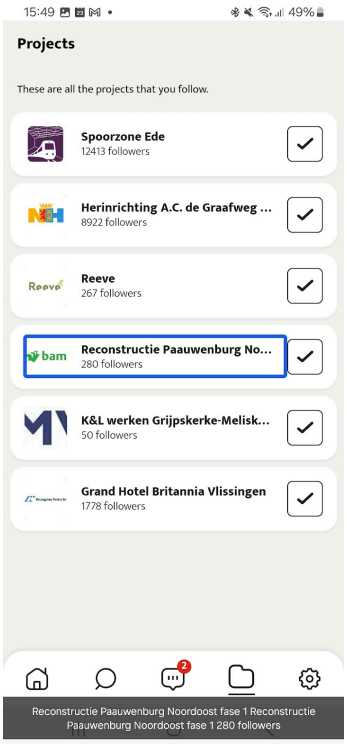
Solution for Success Criterion 4.1.2

Nr	Screen	Problem	Screenshot
34	Image viewer home screen	The interactive element is missing an accessible name. The name helps users to identify elements. Ensure an appropriate accessible name is provided to describe the element accurately. It is about the buttons "Share" and "Close".	

Nr	Screen	Problem	Screenshot
35	Reeve	The interactive element is missing a programmatically determinable value. A value refers to the content or data associated with an element (e.g., the text entered in a text field, the selected option in a dropdown menu, or the current position of a slider). Without a defined value, assistive technologies cannot communicate the element's content or setting, making it difficult for users to understand or interact with the element effectively. Ensure all interactive elements with changeable values have a programmatically defined value. The red circle is indicating there are unread updates. Make sure this is announced by the screen reader as well.	
36	Home	The interactive element is missing a programmatically determinable value. A value refers to the content or data associated with an element (e.g., the text entered in a text field, the selected option in a dropdown menu, or the current position of a slider). Without a defined value, assistive technologies cannot communicate the element's content or setting, making it difficult for users to understand or interact with the element effectively. Ensure all interactive elements with changeable values have a programmatically defined value. The button is announced as "Like, button", this is also the case for "Awesome, button" and other buttons.	

Nr	Screen	Problem	Screenshot
37	Home	The interactive element has an incorrect role assigned. Without the correct role, assistive technologies cannot properly announce how the element behaves or how it should be interacted with, leaving users confused about its purpose. Ensure the correct role is assigned so users relying on assistive technologies can properly understand and interact with the element. The element "Like, button" functions as a radio button that can be switched on or off and if you select one, others are deselected. It would be more clear if you use the correct role. Currently the "Undo like, button" is also announced as "Like, button".	
38	Home	The interactive element has an incorrect accessible name. If the accessible name does not accurately describe the element’s function or purpose, assistive technologies may provide unclear or misleading information, confusing users. Ensure the element’s accessible name correctly reflects its function to help users interact with it effectively. This is about the button "Awesome, button". It is not clear that it refers to the complete message.	

Nr	Screen	Problem	Screenshot
39	Feedback	The interactive element has an incorrect accessible name. If the accessible name does not accurately describe the element's function or purpose, assistive technologies may provide unclear or misleading information, confusing users. Ensure the element's accessible name correctly reflects its function to help users interact with it effectively. "2, button" is not describing the function of the button.	
40	Feedback	The interactive element has an incorrect role assigned. Without the correct role, assistive technologies cannot properly announce how the element behaves or how it should be interacted with, leaving users confused about its purpose. Ensure the correct role is assigned so users relying on assistive technologies can properly understand and interact with the element. The 5 smilie buttons are not operable any more. Make sure the role changes.	

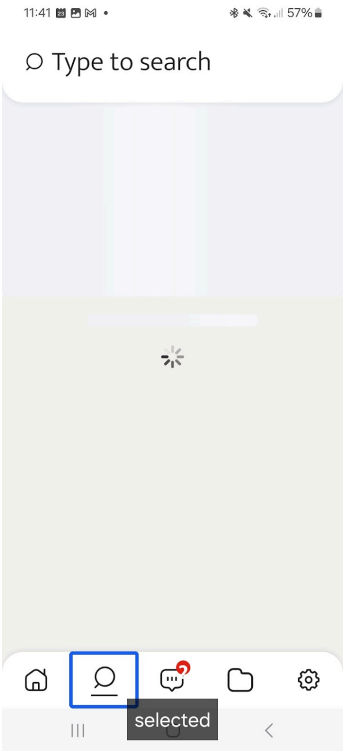
Nr	Screen	Problem	Screenshot
41	Projects	The interactive element has an incorrect accessible name. If the accessible name does not accurately describe the element’s function or purpose, assistive technologies may provide unclear or misleading information, confusing users. Ensure the element’s accessible name correctly reflects its function to help users interact with it effectively. It is about the logo of "BAM", this is not added to the name of the button.	

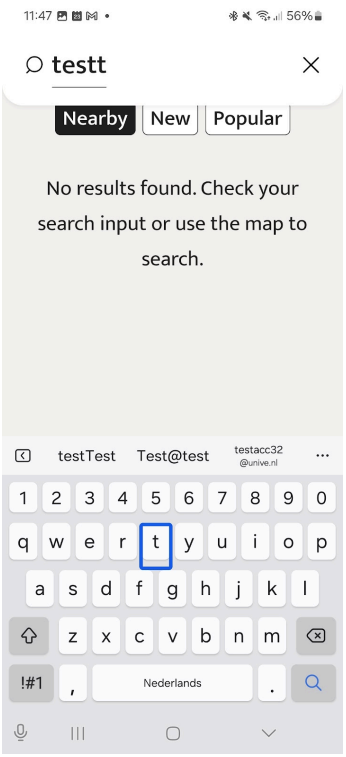
Succes Criterion 4.1.3 - Status Messages

Ensure that status messages are also passed to assistive technologies. A blind user cannot see new information appear on the screen. This includes error messages during input or loss of internet connection.

Does not pass

Solution for Success Criterion 4.1.3

Nr	Screen	Problem	Screenshot
42	Zoeken	The status message on the screen is not announced by assistive technologies. It may inform users about the outcome of their actions or the current state of the app. If not announced, users relying on assistive technologies will be unaware of important updates. Status messages must be communicated to users without automatically receiving focus. It is about the loading indicator.	

Nr	Screen	Problem	Screenshot
43	Zoeken	The status message on the screen is not announced by assistive technologies. It may inform users about the outcome of their actions or the current state of the app. If not announced, users relying on assistive technologies will be unaware of important updates. Status messages must be communicated to users without automatically receiving focus. The error message shown when no search results are found is not announced by the screen reader. Make sure it is programmatically announced so all users are informed.	

4. Recommendations

To comply with the standard, the app needs to be improved on the following points:

Succes Criterion 1.1.1 - Non-text Content

Ensure that alternative text is available for all non-text content. This includes images, icons and graphs. Describe the meaning of this content. Blind people use their screen reader to read out this description. Alternative text can also be useful for anyone who is unsure about the meaning of non-text content.

- Solution for Success Criterion 1.1.1
- Definition of Success Criterion 1.1.1
- Explanation of Success Criterion 1.1.1

Succes Criterion 1.2.1 - Audio-only and Video-only (Prerecorded)

Ensure a transcript is provided when information is only conveyed by audio or images. With podcasts, the information is conveyed only through audio. People who are deaf cannot hear what is being said. In animation films, the information is often only conveyed through images. People who are blind cannot see the images.

- Solution for Success Criterion 1.2.1
- Definition of Success Criterion 1.2.1
- Explanation of Success Criterion 1.2.1

Succes Criterion 1.3.1 - Info and Relationships

Ensure that the information and relationships on the screen are not just conveyed visually.

Information on the screen must be conveyed to assistive technologies. For example, make sure that headings are not only bold, but also marked as headings in the code.

Relationships on the screen must be indicated to assistive technologies. Elements in a list must be navigable one by one. Elements in a table must be navigable by rows and columns.

- Solution for Success Criterion 1.3.1
- Definition of Success Criterion 1.3.1
- Explanation of Success Criterion 1.3.1

Succes Criterion 1.4.1 - Use of Color

Ensure color is not the only way information is conveyed. Not everyone can perceive color. For example, include shape in your instructions, such as a green check mark or red cross. And inside a legend of a map, use numbers in addition to color, to allow people who are color blind to find what they are looking for.

- Solution for Success Criterion 1.4.1
- Definition of Success Criterion 1.4.1
- Explanation of Success Criterion 1.4.1

Succes Criterion 1.4.3 - Contrast (Minimum)

Ensure that the contrast ratio between the text color and background color is at least 4.5:1. For bold and large text, a contrast ratio of 3:1 is sufficient. By maintaining these ratios, visually impaired and color blind users can usually read the text well. In addition, this makes an app easier for everyone to use, for example outside in the sun.

- Solution for Success Criterion 1.4.3
- Definition of Success Criterion 1.4.3
- Explanation of Success Criterion 1.4.3

Succes Criterion 1.4.4 - Resize text

Ensure that text can scale. Users set their preferred font size in the system settings. This is especially important for visually impaired users because they might not be able to read the text otherwise. In addition, scaled text may not be truncated, overlap other text or become unreachable.

- Solution for Success Criterion 1.4.4
- Definition of Success Criterion 1.4.4
- Explanation of Success Criterion 1.4.4

Succes Criterion 1.4.5 - Images of Text

Ensure images are not used to display text. Text in an image often scales to a limited extent or not at all. Use plain text to allow the text to scale based on the user's preferences.

- Solution for Success Criterion 1.4.5
- Definition of Success Criterion 1.4.5
- Explanation of Success Criterion 1.4.5

Succes Criterion 1.4.11 - Non-text Contrast

Ensure that content on the screen has a contrast ratio of at least 3:1. This includes graphical elements such as icons, input fields and the focus indicator. Also ensure that selected elements are clearly recognizable. Visually impaired and color blind users need to be able to distinguish content. This makes apps easier to use for everyone, for example outside in the sun.

- Solution for Success Criterion 1.4.11
- Definition of Success Criterion 1.4.11
- Explanation of Success Criterion 1.4.11

Succes Criterion 2.1.1 - Keyboard

Ensure that all functionality in an app can be used via the keyboard interface. This includes external keyboard, screen reader, switch control and voice control. Visually impaired people use a screen reader. People with a motor disability use switch control and voice control.

- Solution for Success Criterion 2.1.1
- Definition of Success Criterion 2.1.1
- Explanation of Success Criterion 2.1.1

Succes Criterion 2.2.2 - Pause, Stop, Hide

Ensure it is possible to pause, stop or hide moving elements on the screen. Users may have difficulty using apps with moving elements. For example, flashing content makes it harder for people with attention disorders to stay focused.

- Solution for Success Criterion 2.2.2
- Definition of Success Criterion 2.2.2
- Explanation of Success Criterion 2.2.2

Succes Criterion 2.4.3 - Focus Order

Ensure assistive technologies use a logical focus order when navigating. The order of navigating a screen is usually from left to right, from top to bottom. Make sure assistive technologies use an equivalent focus order.

- Solution for Success Criterion 2.4.3
- Definition of Success Criterion 2.4.3
- Explanation of Success Criterion 2.4.3

Succes Criterion 2.5.1 - Pointer Gestures

Ensure users can operate the interface with one finger using simple gestures. Not everyone is able to pinch-to-zoom or trace a certain path. Provide an alternative, such as a button, that allows the user to perform the same action.

- Solution for Success Criterion 2.5.1
- Definition of Success Criterion 2.5.1
- Explanation of Success Criterion 2.5.1

Succes Criterion 3.1.1 - Language of Page

Ensure the language of the app is set. Some assistive technologies read the text shown on the screen. The pronunciation of the words depends on the selected language. An incorrect or missing language causes unclear pronunciation.

- Solution for Success Criterion 3.1.1
- Definition of Success Criterion 3.1.1
- Explanation of Success Criterion 3.1.1

Succes Criterion 4.1.2 - Name, Role, Value

Ensure a correct name, role and value is set for all interactive elements.

The name helps users to identify elements. The screen reader speaks the name and voice control uses the name for actions.

The role lets users know what to expect. The role "button" indicates which action takes place upon activation.

The value informs the user. This includes the state (disabled), properties (selected) and values (50%).

For example, give a tab the name "Home", the role "tab", the property "selected" and the value "1 of 4".

- Solution for Success Criterion 4.1.2
- Definition of Success Criterion 4.1.2
- Explanation of Success Criterion 4.1.2

Succes Criterion 4.1.3 - Status Messages

Ensure that status messages are also passed to assistive technologies. A blind user cannot see new information appear on the screen. This includes error messages during input or loss of internet connection.

- Solution for Success Criterion 4.1.3
- Definition of Success Criterion 4.1.3
- Explanation of Success Criterion 4.1.3

Appendix A: Findings per screen

In total we made 43 findings on 13 screens.

Overview of the findings per screen

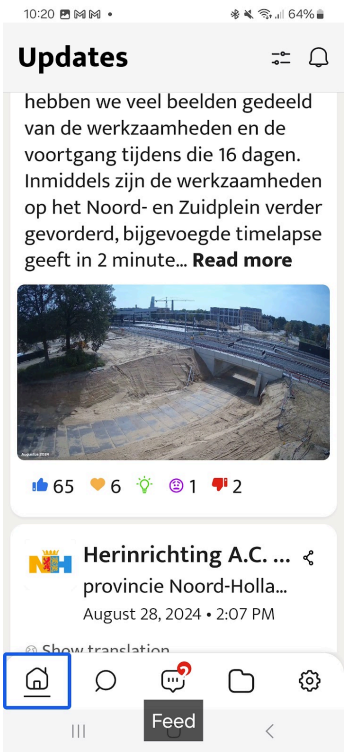
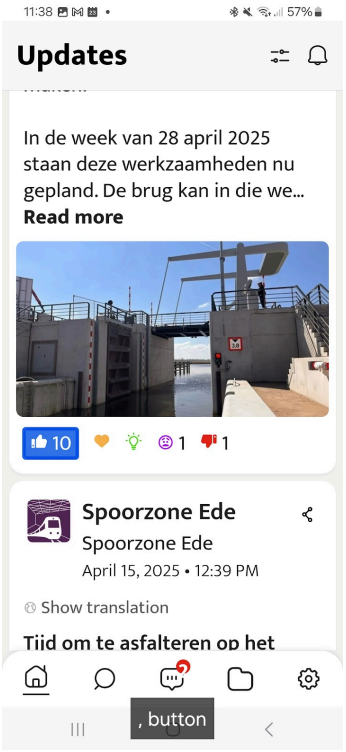
Nr	Screen	Amount of findings
1	Home	12
2	Image viewer home screen	5
3	Zoeken	5
4	Feedback	3
5	Projects	2
6	Settings	0
7	Reeve	11
8	Login	1
9	Permissions	0
10	My Areas	2
11	My Areas (Full screen)	1
12	Profile	1
13	Preferences	0
	Total	**43**

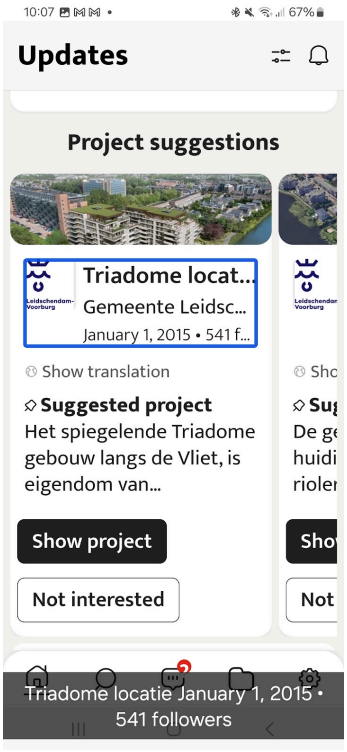
The following pages list all the findings per screen.

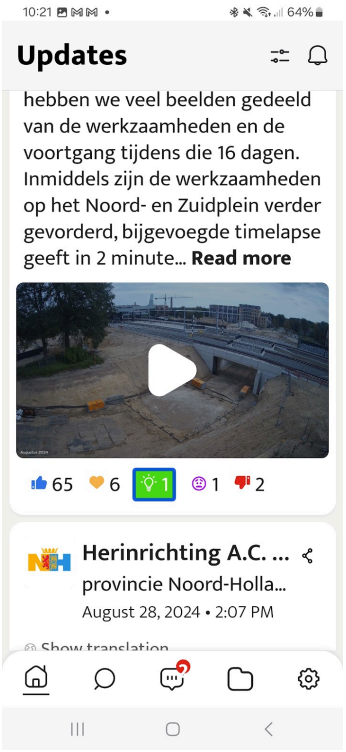
1. Home

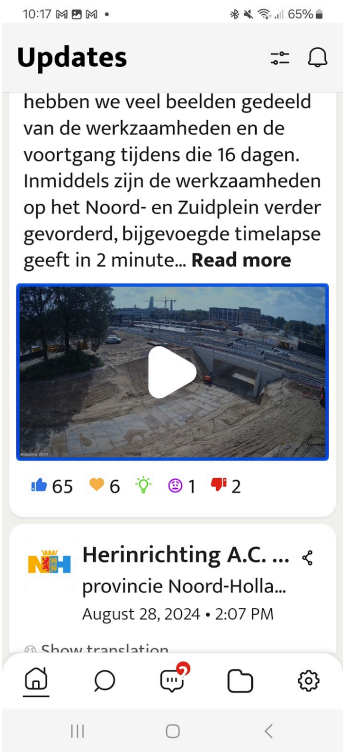
We detected 12 findings on this screen.

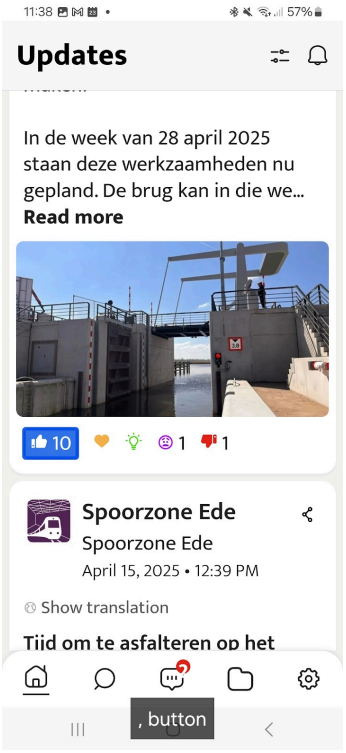
Nr	Success Criterion	Problem	Screenshot
3	1.2.1 Audio-only and Video-only (Prerecorded)	The prerecorded video-only content lacks an alternative that provides equivalent information. Ensure a text alternative, such as transcript, or an audio track is available to convey all meaningful information. This is a tip for all the video-content. Meaningful information in the video content should have an alternative. For example, the text alternative for this video does not describe what is actually shown on the video.	
4	1.3.1 Info and Relationships	Two or more elements are related, but this relationship is not conveyed to assistive technologies. This makes it difficult for users of assistive technologies to understand the connection between the elements. Ensure that related elements are properly linked so that their relationship is clear and can be conveyed to assistive technologies. "Play button" does not provide information which video is playing.	

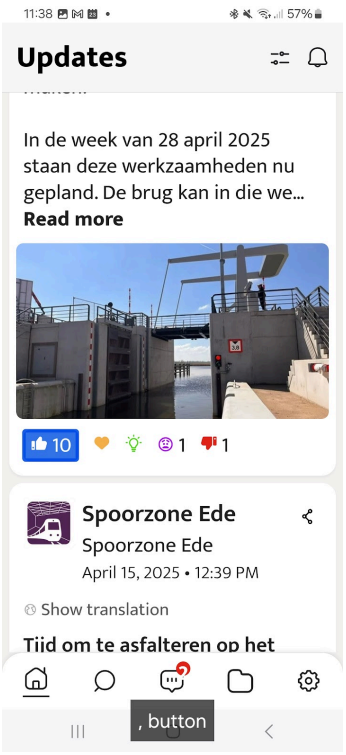
Nr	Success Criterion	Problem	Screenshot
5	1.3.1 Info and Relationships	The row index within a collection is not announced. Ensure all rows have a row index that is communicated to assistive technologies, such as screen readers. The tabs consist of 5 related elements. The screen reader should announce their position in the sequence (e.g. “Tab Home, selected, 1 of 5”).	
8	1.3.1 Info and Relationships	The row index within a collection is not announced. Ensure all rows have a row index that is communicated to assistive technologies, such as screen readers. Visually there are 5 options (Like etc.) to respond to the message. It is unclear there are 5 options.	

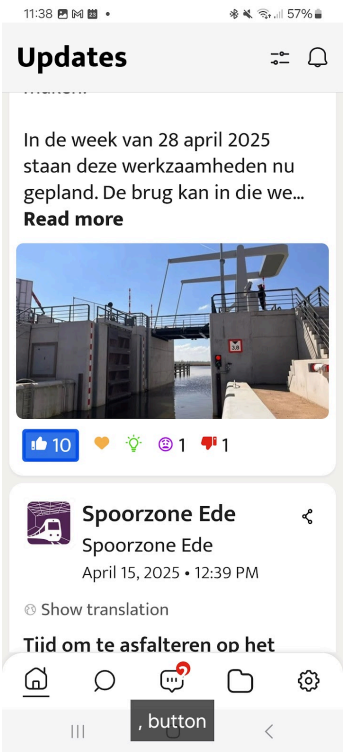
Nr	Success Criterion	Problem	Screenshot
12	1.4.3 Contrast (Mini-mum)	The contrast ratio between the color of the normal text and the color of its background is too low. Text smaller than 18pt (24px) in regular font weight or 14pt (18.66px) in bold font is considered normal text. Ensure that all normal text has a con-trast ratio of at least 4.5:1 against its background. Even when testing with high contrast mode the text next to the icons (when selected) does not have sufficient contrast. The contrast of the number next to "Good idea, button" is 1,8:1.	
13	1.4.4 Resize text	The text(s) on this screen are re-placed with ellipses (...) after scaling the text. This results in a loss of information. Ensure that all text is fully displayed and re-mains accessible when users in-crease their text size. The subtitle “VOF Reeve-K...” and the time “11:1...” are not fully visible. The full information becomes visible after a single click. While this could meet the success criterion, best practice is to present all information fully visible by default, without re-quiring user interaction. This is a suggestion for improvement.	

Nr	Success Criterion	Problem	Screenshot
15	1.4.4 Resize text	The text on the screen is obscured by overlapping elements, making it difficult or impossible to read. Ensure that all text remains visible without being obscured when users increase their text size. It is about the third tab "Messages" that shows 2 new messages. With increased font size the "2" is not fully visible.	
18	1.4.11 Non-text Contrast	The contrast of interface elements on this screen is less than 3.0:1. Ensure that all interface elements meet the minimum contrast requirement of 3.0:1. Note: This requirement does not apply if the appearance of the interface component is determined by the operating system and has not been modified during development. Even when testing with high contrast mode the icons do not have sufficient contrast. The contrast of "Good idea, button" is 1,8:1.	

Nr	Success Criterion	Problem	Screenshot
24	2.1.1 Keyboard	The screen/parts of the screen cannot be operated with a screen reader. Make sure that all functionality is available using a screen reader. It is not possible to open the video in a new screen.	

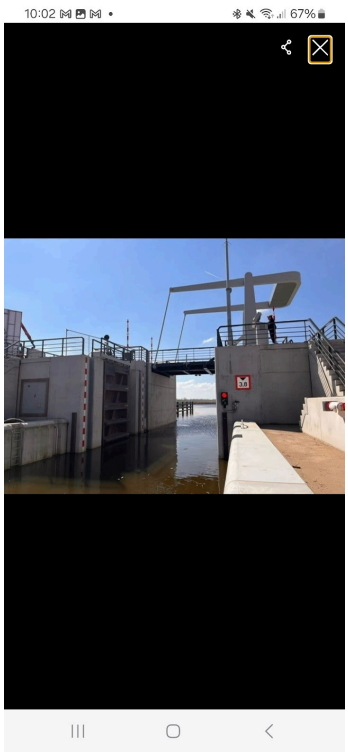
Nr	Success Criterion	Problem	Screenshot
36	4.1.2 Name, Role, Value	The interactive element is missing a programmatically determinable value. A value refers to the content or data associated with an element (e.g., the text entered in a text field, the selected option in a dropdown menu, or the current position of a slider). Without a defined value, assistive technologies cannot communicate the element's content or setting, making it difficult for users to understand or interact with the element effectively. Ensure all interactive elements with changeable values have a programmatically defined value. The button is announced as "Like, button", this is also the case for "Awesome, button" and other buttons.	

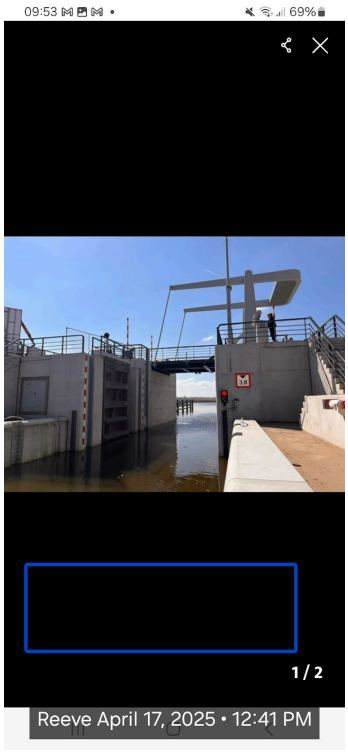
Nr	Success Criterion	Problem	Screenshot
37	4.1.2 Name, Role, Value	The interactive element has an incorrect role assigned. Without the correct role, assistive technologies cannot properly announce how the element behaves or how it should be interacted with, leaving users confused about its purpose. Ensure the correct role is assigned so users relying on assistive technologies can properly understand and interact with the element. The element "Like, button" functions as a radio button that can be switched on or off and if you select one, others are deselected. It would be more clear if you use the correct role. Currently the "Undo like, button" is also announced as "Like, button".	

Nr	Success Criterion	Problem	Screenshot
38	4.1.2 Name, Role, Value	The interactive element has an incorrect accessible name. If the accessible name does not accurately describe the element’s function or purpose, assistive technologies may provide unclear or misleading information, confusing users. Ensure the element’s accessible name correctly reflects its function to help users interact with it effectively. This is about the button "Awesome, button". It is not clear that it refers to the complete message.	

2. Image viewer home screen

We detected 5 findings on this screen.

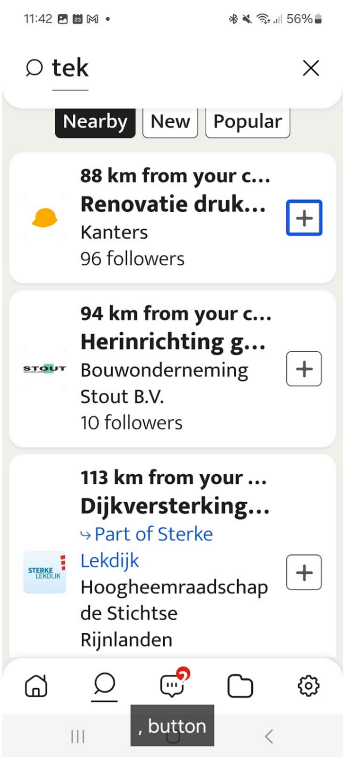
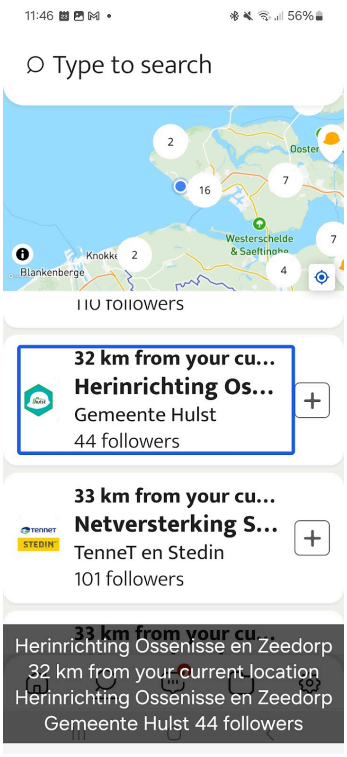
Nr	Success Criterion	Problem	Screenshot
17	1.4.5 Images of Text	The text in an image is not offered as plain text. Text in an image often scales to a limited extent or not at all. Ensure images are not used to display text. Use plain text so the text can scale and adjust to the user's needs. The image contains text. Avoid using images of text in apps, as users cannot adjust them to suit their needs. Compliments on the AI-generated image description. This is a great solution for user-generated content.	
23	2.1.1 Keyboard	The screen/parts of the screen cannot be operated with an (external) keyboard. Make sure that all functionality is available using a keyboard interface. The focus only goes to the share and close button. It is not possible to control the slider to move to the next image.	

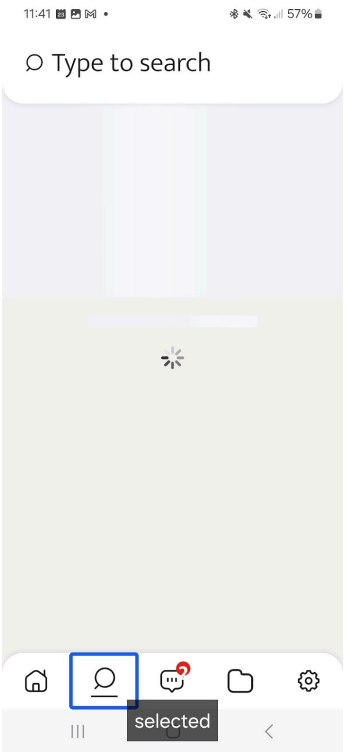
Nr	Success Criterion	Problem	Screenshot
27	2.4.3 Focus Order	The focus does not move directly to the next visible element with each swipe in a sequential navigation. Ensure that focus moves directly to the next visible element on each swipe, skipping any hidden or invisible elements, to maintain a logical and meaningful navigation order. The image and full AI label are announced twice in a row.	
28	2.4.3 Focus Order	When navigating within modals (iOS) or dialogs (Android) with assistive technologies such as a screen reader, the focus can be moved to the underlying screen. This disrupts the logical navigation sequence and can confuse users. Ensure that the focus remains within the modal/dialogs until it is closed to maintain a predictable and accessible navigation flow. When navigating with a screen reader the focus moves to the underlying screen.	

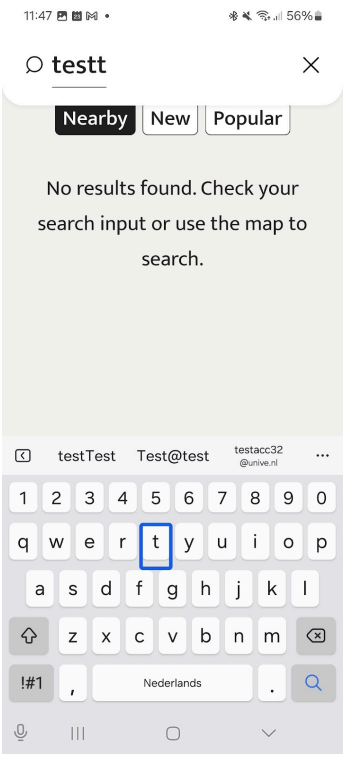
Nr	Success Criterion	Problem	Screenshot
34	4.1.2 Name, Role, Value	The interactive element is missing an accessible name. The name helps users to identify elements. Ensure an appropriate accessible name is provided to describe the element accurately. It is about the buttons "Share" and "Close".	

3. Zoeken

We detected 5 findings on this screen.

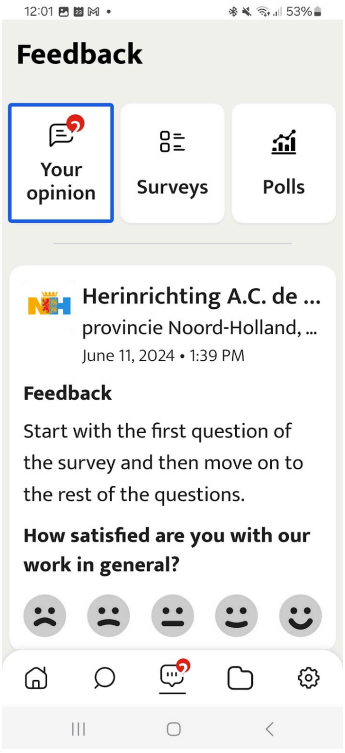
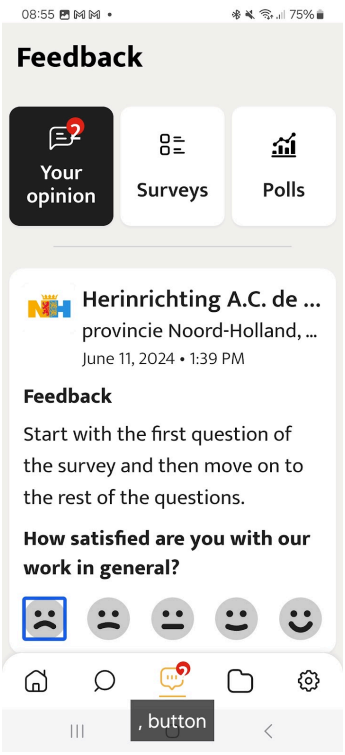
Nr	Success Criterion	Problem	Screenshot
9	1.3.1 Info and Relationships	Two or more elements are related, but this relationship is not conveyed to assistive technologies. This makes it difficult for users of assistive technologies to understand the connection between the elements. Ensure that related elements are properly linked so that their relationship is clear and can be conveyed to assistive technologies. "Follow project" is not referring to a single project.	
14	1.4.4 Resize text	The text(s) on this screen are replaced with ellipses (...) after scaling the text. This results in a loss of information. Ensure that all text is fully displayed and remains accessible when users increase their text size. It is about the heading "32 km from you cu...".	

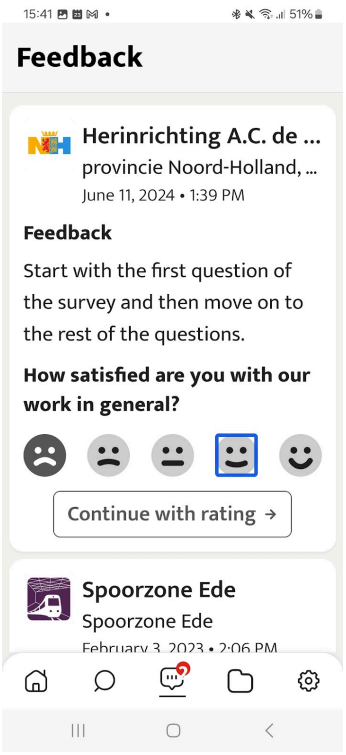
Nr	Success Criterion	Problem	Screenshot
26	2.2.2 Pause, Stop, Hide	Moving content on this screen cannot be paused, stopped or hidden. Provide a mechanism to pause, stop or hide this content. The text that is too long keeps spinning and there is no way to pause it.	
42	4.1.3 Status Messages	The status message on the screen is not announced by assistive technologies. It may inform users about the outcome of their actions or the current state of the app. If not announced, users relying on assistive technologies will be unaware of important updates. Status messages must be communicated to users without automatically receiving focus. It is about the loading indicator.	

Nr	Success Criterion	Problem	Screenshot
43	4.1.3 Status Messages	The status message on the screen is not announced by assistive technologies. It may inform users about the outcome of their actions or the current state of the app. If not announced, users relying on assistive technologies will be unaware of important updates. Status messages must be communicated to users without automatically receiving focus. The error message shown when no search results are found is not announced by the screen reader. Make sure it is programmatically announced so all users are informed.	

4. Feedback

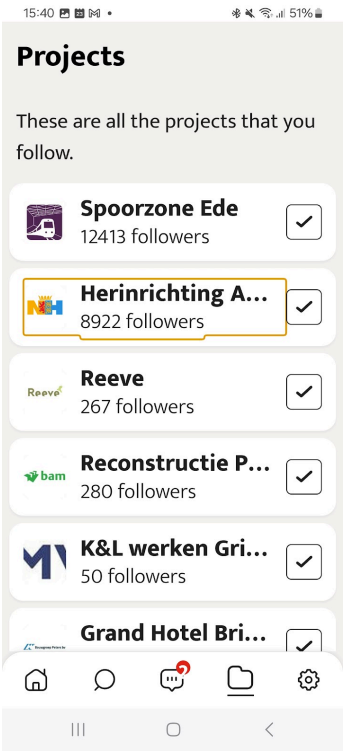
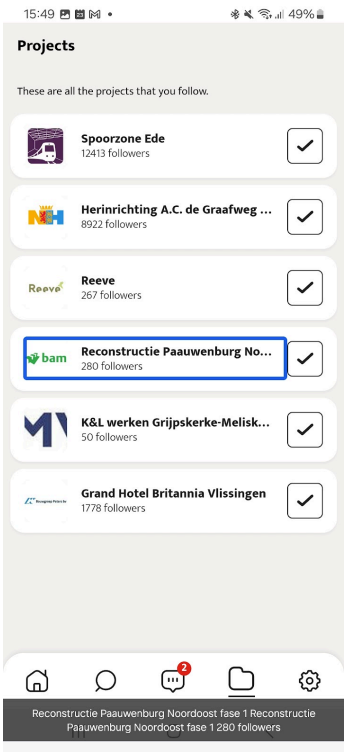
We detected 3 findings on this screen.

Nr	Success Criterion	Problem	Screenshot
16	AA 1.4.4 Resize text	The text(s) on this screen does not scale when the text is scaled to 200%. Make sure all text scales to 200%. The 2 in the "Your opinion" and tab "Feedback" are not scaling.	
39	4.1.2 Name, Role, Value	The interactive element has an incorrect accessible name. If the accessible name does not accurately describe the element's function or purpose, assistive technologies may provide unclear or misleading information, confusing users. Ensure the element's accessible name correctly reflects its function to help users interact with it effectively. "2, button" is not describing the function of the button.	

Nr	Success Criterion	Problem	Screenshot
40	4.1.2 Name, Role, Value	The interactive element has an incorrect role assigned. Without the correct role, assistive technologies cannot properly announce how the element behaves or how it should be interacted with, leaving users confused about its purpose. Ensure the correct role is assigned so users relying on assistive technologies can properly understand and interact with the element. The 5 smilie buttons are not operable any more. Make sure the role changes.	

5. Projects

We detected 2 findings on this screen.

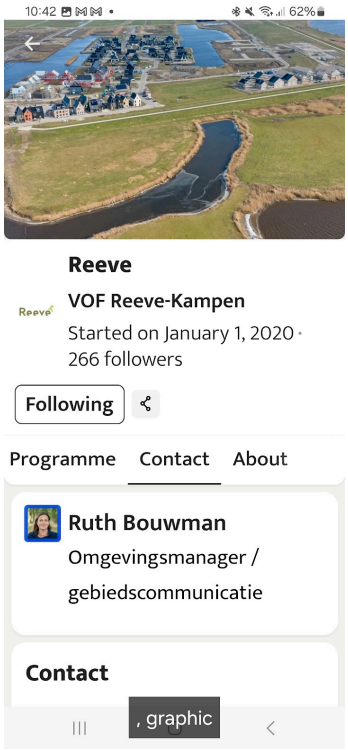
Nr	Success Criterion	Problem	Screenshot
22	1.4.11 Non-text Contrast	The contrast of the keyboard focus indicator is less than 3.0:1. Ensure that the focus indicator meets the minimum contrast requirement of 3.0:1 against adjacent colors. The focus lies on the button "Herinrichting ...".	
41	4.1.2 Name, Role, Value	The interactive element has an incorrect accessible name. If the accessible name does not accurately describe the element's function or purpose, assistive technologies may provide unclear or misleading information, confusing users. Ensure the element's accessible name correctly reflects its function to help users interact with it effectively. It is about the logo of "BAM", this is not added to the name of the button.	

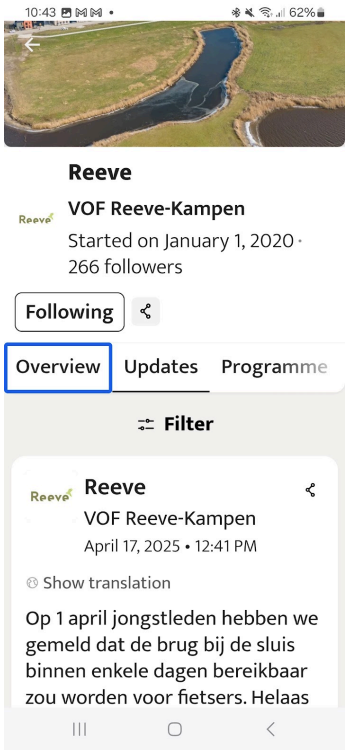
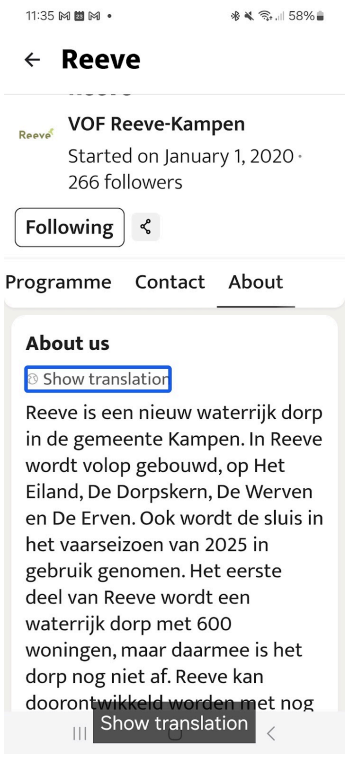
6. Settings

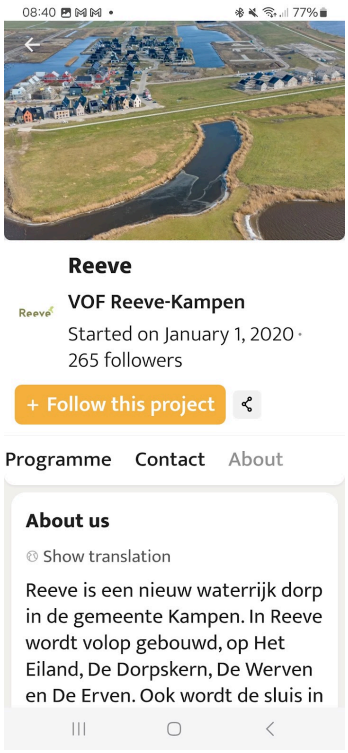
We have not made any (new) findings this screen. This screen may contain recurring findings that have already been reported on other screens.

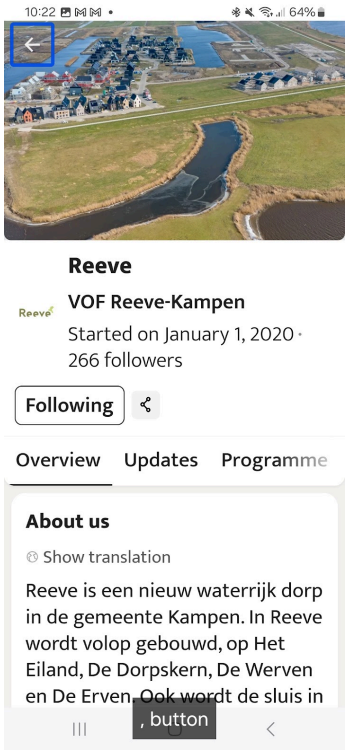
7. Reeve

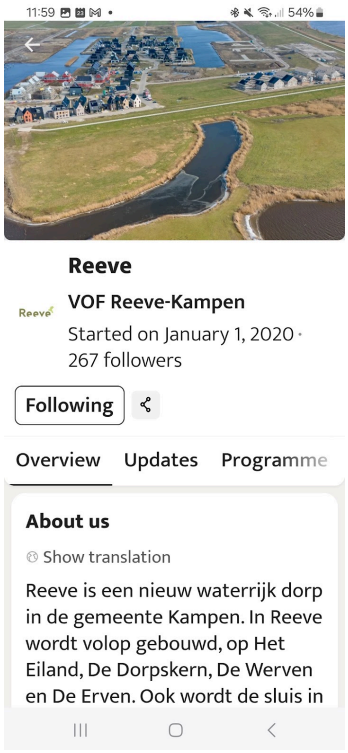
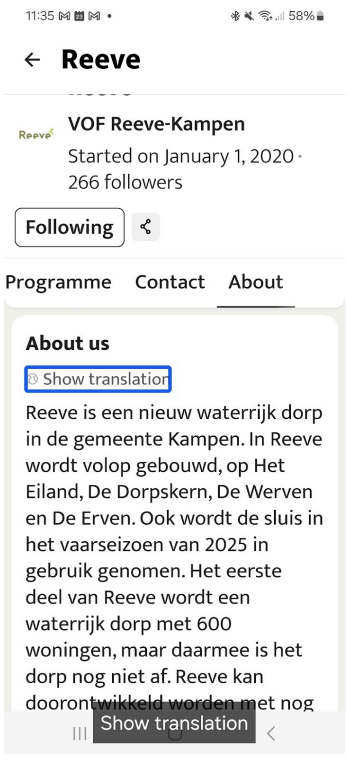
We detected 11 findings on this screen.

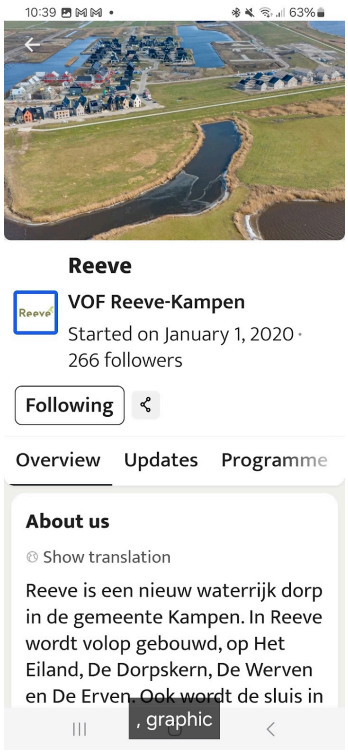
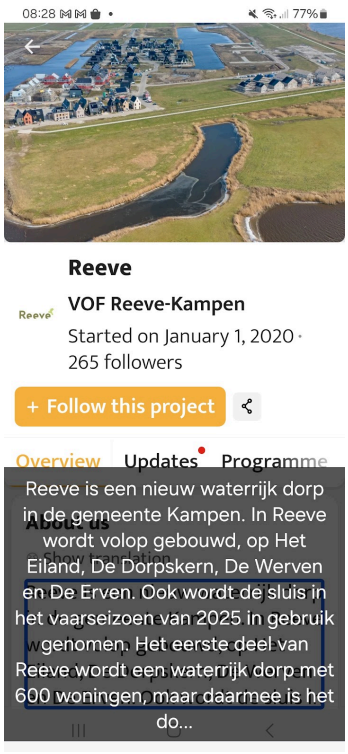
Nr	Success Criterion	Problem	Screenshot
1	1.1.1 Non-text Content	The meaningful non-text content does not have a label. Ensure that all meaningful non-text content has a label that accurately conveys its purpose to users of assistive technologies. The focus does not go to the image of "Ruth Bouwman" so it is unclear what is presented on the image.	
2	1.1.1 Non-text Content	The label of the meaningful non-text content is incorrect. Users relying on assistive technologies cannot understand its purpose. Ensure the label does clearly, accurately, and fully convey the meaning of the non-text content in its specific context. It is about the logo "Reeve", the image is announced as "Project Logo, image".	

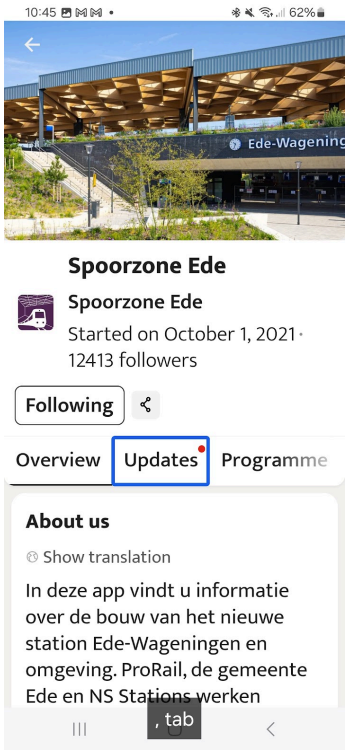
Nr	Success Criterion	Problem	Screenshot
6	1.3.1 Info and Relationships	The row index within a collection is not announced. Ensure all rows have a row index that is communicated to assistive technologies, such as screen readers. The tabs do not have a row index announcing "1 of 5".	
7	1.3.1 Info and Relationships	Two or more elements are related, but this relationship is not conveyed to assistive technologies. This makes it difficult for users of assistive technologies to understand the connection between the elements. Ensure that related elements are properly linked so that their relationship is clear and can be conveyed to assistive technologies. It is not clear which element the “Show translation” button is related to.	

Nr	Success Criterion	Problem	Screenshot
11	1.4.1 Use of Color	The focus-indicator is indicated by color alone. This prevents users who cannot perceive color differences, such as those with color blindness, from identifying the focused element. Ensure that focus indication does not rely solely on color. Add additional visual cues, such as a visible focus indicator, to make the focused state clearly distinguishable for all users. The focus lies on "Programme" which is slightly gray.	

Nr	Success Criterion	Problem	Screenshot
19	1.4.11 Non-text Contrast	The contrast of interface elements on this screen is less than 3.0:1. Ensure that all interface elements meet the minimum contrast requirement of 3.0:1. Note: This requirement does not apply if the appearance of the interface component is determined by the operating system and has not been modified during development. The contrast of the arrow is 2.5:1 against the background. Using an image as a background introduces the risk that contrast may not be sufficient. This is a suggestion for improvement, as the contrast becomes sufficient only after scrolling. Consider giving the back button an outline or a fixed background with enough contrast to ensure visibility at all times.	

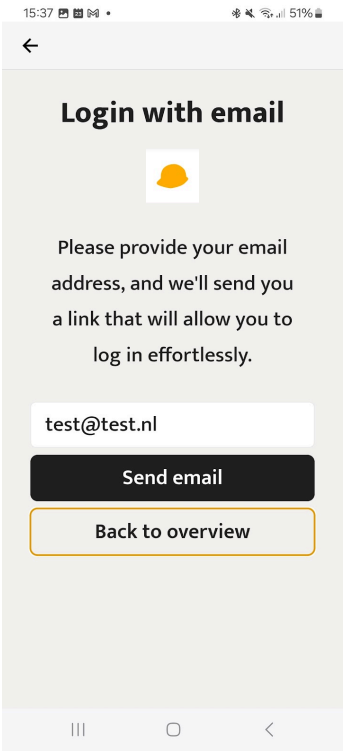
Nr	Success Criterion	Problem	Screenshot
20	1.4.11 Non-text Contrast	The contrast of the keyboard focus indicator is less than 3.0:1. Ensure that the focus indicator meets the minimum contrast requirement of 3.0:1 against adjacent colors. The focus lies on the back button and is indicated with a slight white color.	
29	2.4.3 Focus Order	Some (interactive) elements are skipped during navigation with assistive technologies such as a screen reader, disrupting the logical focus sequence. Ensure that all (interactive) elements are included in the focus sequence and are announced in a logical, predictable order. The focus goes from the heading "About us" to "Reeve is een nieuw...", only afterwards to the element "Show translation".	

Nr	Success Criterion	Problem	Screenshot
30	2.4.3 Focus Order	Some (interactive) elements are skipped during navigation with assistive technologies such as a screen reader, disrupting the logical focus sequence. Ensure that all (interactive) elements are included in the focus sequence and are announced in a logical, predictable order. The focus moves from the image to the heading "Reeve". The focus should first go to the heading Reeve as the image belongs to the content of this heading.	
33	3.1.1 Language of Page	The language of the app is not set correctly, causing assistive technologies to apply incorrect pronunciation rules. This makes the content difficult to understand for users relying on these technologies. Ensure the app's language is specified so assistive technologies can read the content accurately. The Dutch text is read with an English pronunciation by the screen reader. Make sure the correct language is set so it’s announced properly.	

Nr	Success Criterion	Problem	Screenshot
35	4.1.2 Name, Role, Value	The interactive element is missing a programmatically determinable value. A value refers to the content or data associated with an element (e.g., the text entered in a text field, the selected option in a dropdown menu, or the current position of a slider). Without a defined value, assistive technologies cannot communicate the element's content or setting, making it difficult for users to understand or interact with the element effectively. Ensure all interactive elements with changeable values have a programmatically defined value. The red circle is indicating there are unread updates. Make sure this is announced by the screen reader as well.	

8. Login

We detected 1 findings on this screen.

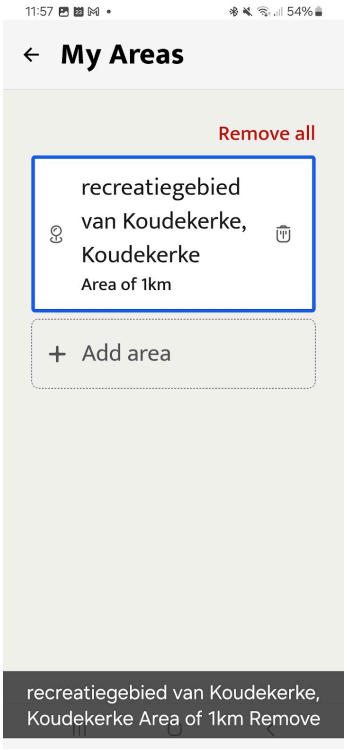
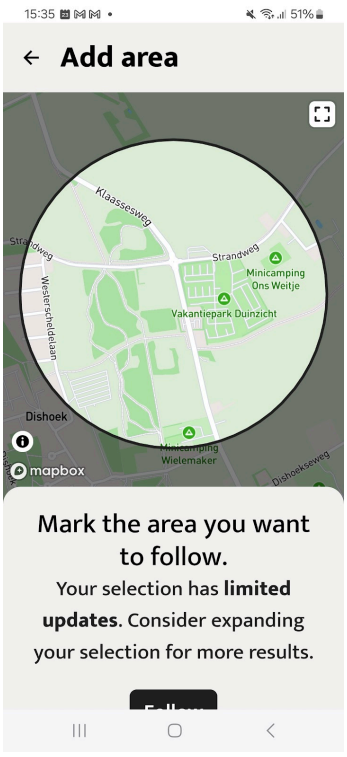
Nr	Success Criterion	Problem	Screenshot
21	1.4.11 Non-text Contrast	The contrast of the keyboard focus indicator is less than 3.0:1. Ensure that the focus indicator meets the minimum contrast requirement of 3.0:1 against adjacent colors. The focus lies on the "Back to overview" button.	

9. Permissions

We have not made any (new) findings this screen. This screen may contain recurring findings that have already been reported on other screens.

10. My Areas

We detected 2 findings on this screen.

Nr	Success Criterion	Problem	Screenshot
25	2.1.1 Keyboard	The screen/parts of the screen cannot be operated with a screen reader. Make sure that all functionality is available using a screen reader. It is not possible to delete one location. After clicking you navigate to the next screen. With touch this is possible.	
32	2.5.1 Pointer Gestures	The app relies on multipoint gestures without providing an alternative. Users who cannot perform these gestures due to motor impairments or adapted input devices are unable to access the functionality. Ensure that all features requiring these gestures have alternative controls, such as buttons or single-point interactions. Pinch to zoom is required to use the map.	

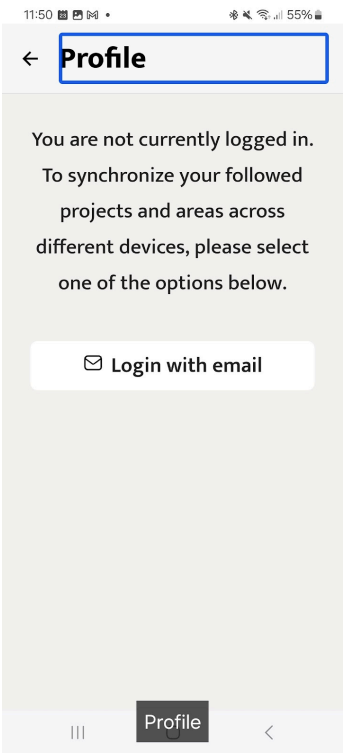
11. My Areas (Full screen)

We detected 1 findings on this screen.

Nr	Success Criterion	Problem	Screenshot
31	2.4.3 Focus Order	When navigating within modals (iOS) or dialogs (Android) with assistive technologies such as a screen reader, the focus can be moved to the underlying screen. This disrupts the logical navigation sequence and can confuse users. Ensure that the focus remains within the modal/dialogs until it is closed to maintain a predictable and accessible navigation flow. After moving to the fullscreen mode the focus remains on the underlying screen.	

12. Profile

We detected 1 findings on this screen.

Nr	Success Criterion	Problem	Screenshot
10	1.3.1 Info and Relationships	The heading text is not marked up as a heading. Simply making text bold or larger does not communicate its role to assistive technologies. Ensure headings are marked up properly so assistive technologies can identify them and convey the content structure accurately. It is about the heading "Profile".	

13. Preferences

We have not made any (new) findings this screen. This screen may contain recurring findings that have already been reported on other screens.