Base Distribution - Story # 44912

Status:	Accepted	**Priority:**	Must have
Author:	Sebastian Kurfuerst	**Category:**	Content Editing
Created:	2013-01-29	**Assigned To:**	Patrick Broens
Updated:	2013-01-29	**Due date:**	

Subject:	Exploration: Accessible Neos Content Editing Module

Description

As a user with disabilities, I want an accessible Neos Content Editing Module in order to interact with the website. **This task is about exploring the steps towards a more accessible Neos.**

DoD is an **answer to the following question**:

- What do we need to change in order to improve accessibility? What are easy-to-fix things in this area?
- Which general guidelines should we adhere to when creating new JavaScript parts in the Content Module?
- What needs to be done in the remaining Neos backend (f.e. Management Module) to make it accessible?
- How can keyboard shortcuts help with Accessibility?

Subtasks:

Task # 44926: Define roles for navigational landmarks	**Accepted**
Task # 44927: Define roles for document structure	**Accepted**
Task # 44929: Define roles for widgets	**Accepted**
Task # 44930: Check if parts marked as widget need HTML markup changes	**Accepted**

History

#1 - 2013-01-29 15:02 - Sebastian Kurfuerst

- Assigned To set to Patrick Broens

#2 - 2013-01-29 15:02 - Sebastian Kurfuerst

- Status changed from New to Accepted

#3 - 2013-01-29 15:14 - Sebastian Kurfuerst

- Subject changed from Explore responsive Neos backend to Exploration: Accessible Neos Content Editing Module