VEX Robotics Accessibility Conformance Report

WCAG Edition

(Based on VPAT® Version 2.5)

Name of Product: VEX Digital Coder - coder.vex.com

Platform: Web

Version: 1.0.1 - Evaluated as of November 10, 2026

Report Date: November 10, 2026

Product Description: A web app for building VEX 123 and VEX GO projects with a digital Coder and Coder cards, and running them on a robot over Bluetooth.

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Notes: VEX Digital Coder connects to robots with Web Bluetooth, which Chrome and Edge support. Other browsers show a message asking the user to open the app in Chrome or Edge, so this report covers the app in those two browsers.

Evaluation Methods Used: Manual and automated testing with screen readers (VoiceOver), SortSite, and axe-core (Deque Systems).

Applicable Standards/Guidelines

This report covers the degree of conformance for the following accessibility standards/guidelines (Some of the WCAG 2.2 criteria have also been considered):

Standard/Guideline	Included In Report
Web Content Accessibility Guidelines 2.1	Level A Level AA

Terms

The terms used in the Conformance Level information are defined as follows:

- **Supports**: The functionality of the product has at least one method that meets the criterion without known defects or meets with equivalent facilitation.

- **Partially Supports**: Some functionality of the product does not meet the criterion.
- **Does Not Support**: The majority of product functionality does not meet the criterion.
- **Not Applicable**: The criterion is not relevant to the product.
- **Not Evaluated**: The product has not been evaluated against the criterion. This can only be used in WCAG Level AAA criteria.

Table 1: Success Criteria, Level A

Criteria	Conformance Level	Remarks and Explanations
1.1.1 Non-text Content (Level A)	Supports	Every image that conveys information has a text alternative. Each Coder card's picture is named with the card's text, and icon-only buttons and the Coder's lights have text names. Decorative images are hidden from assistive technology.
1.2.1 Audio-only and Video-only (Prerecorded) (Level A)	Not Applicable	The app has no prerecorded audio or video.
1.2.2 Captions (Prerecorded) (Level A)	Not Applicable	The app has no prerecorded video.
1.2.3 Audio Description or Media Alternative (Prerecorded) (Level A)	Not Applicable	The app has no prerecorded video.
1.3.1 Info and Relationships (Level A)	Supports	Information, structure, and relationships shown through visual formatting (such as headings, lists, and the Coder's numbered slots) are correctly defined in the code.
1.3.2 Meaningful Sequence (Level A)	Supports	The reading order of content is correctly defined in the code so assistive technologies can present it in a meaningful sequence.
1.3.3 Sensory Characteristics (Level A)	Supports	Instructions do not rely only on visual cues like shape, size, or location. Text-based descriptions are also provided.
1.4.1 Use of Color (Level A)	Supports	As on the physical Coder, the Coder's lights show each card's state by color, and each light's state is also part of its text name for assistive technology.

Criteria	Conformance Level	Remarks and Explanations
		Accessibility mode in Settings adds a symbol to each light (✓ on green, ! on yellow, and ✕ on red), so color is not the only visual cue.
1.4.2 Audio Control (Level A)	Not Applicable	The app plays no audio. Sound cards play their sounds on the robot.
2.1.1 Keyboard (Level A)	Supports	All functionality is operable with a keyboard. To build a project, select a card with Enter or Space, then select a slot to place it. Delete or Backspace removes a selected card, and Escape cancels. Dragging is never required.
2.1.2 No Keyboard Trap (Level A)	Supports	There are no keyboard traps. Focus can be moved away from a component using only a keyboard interface.
2.1.4 Character Key Shortcuts (Level A 2.1 and 2.2)	Not Applicable	There are no character key shortcuts.
2.2.1 Timing Adjustable (Level A)	Not Applicable	There are no time limits in the app.
2.2.2 Pause, Stop, Hide (Level A)	Supports	The only animations are progress indicators shown while the app looks for, connects to, or updates a robot, and they stop when that step finishes.
2.3.1 Three Flashes or Below Threshold (Level A)	Supports	Nothing in the app flashes more than three times in any one-second period.
2.4.1 Bypass Blocks (Level A)	Supports	A ‘Skip to the Coder’ button, the first item in the tab order, moves keyboard focus past the card list to the Coder. The page is also divided into header and main landmarks.
2.4.2 Page Titled (Level A)	Supports	The page is titled ‘VEX Digital Coder’, which describes its purpose.
2.4.3 Focus Order (Level A)	Supports	Focusable components receive focus in an order that preserves meaning and operability.
2.4.4 Link Purpose (In Context) (Level A)	Supports	Each link’s text describes its purpose (for example, ‘Privacy Policy’).

Criteria	Conformance Level	Remarks and Explanations
2.5.1 Pointer Gestures (Level A 2.1 and 2.2)	Supports	Everything can be done with single taps or clicks. To build a project, tap a card, then tap a slot. The Coder can be enlarged with a two-finger pinch or with the Zoom in and Zoom out buttons in the corner of the Coder area.
2.5.2 Pointer Cancellation (Level A 2.1 and 2.2)	Supports	Buttons act when a tap or click is released, not when it is pressed. A dragged card is placed only when it is released over a slot; releasing it anywhere else cancels the move.
2.5.3 Label in Name (Level A 2.1 and 2.2)	Supports	Each control's accessible name includes its visible label, so speech-control users can select controls by the words they see (for example, 'GO' or 'Connect robot').
2.5.4 Motion Actuation (Level A 2.1 and 2.2)	Not Applicable	There are no motion operations.
3.1.1 Language of Page (Level A)	Supports	The page identifies its language in the code, and the language changes when the user switches the app to Spanish or French.
3.2.1 On Focus (Level A)	Supports	When any component receives focus, it does not initiate a change of context.
3.2.2 On Input (Level A)	Supports	Changing a form setting (such as choosing the robot type or the card language) does not automatically navigate the user away or change the page without warning unless the user has been advised of the behavior before using the component.
3.2.6 Consistent Help (Level A 2.2 only)	Not Applicable	The app does not provide a help mechanism.
3.3.1 Error Identification (Level A)	Supports	When a project can't run, the light beside the problem card turns red and the reason is announced to assistive technology (for example, 'Card 1: add a card after When start 123.'). With Accessibility mode on, the reason is also shown on screen. Connection problems are described in text.

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3.3.2 Labels or Instructions (Level A)	Supports	Labels or instructions are provided when content requires user input.
3.3.7 Redundant Entry (Level A 2.2 only)	Not Applicable	There are no redundant entry patterns.
4.1.1 Parsing (Level A)	Supports	WCAG 2.0 and 2.1 – Always answer 'Supports' WCAG 2.2 (obsolete and removed) - Does not apply
4.1.2 Name, Role, Value (Level A)	Supports	All user interface components have their names, roles, and values correctly defined in the code.

Table 2: Success Criteria, Level AA

Criteria	Conformance Level	Remarks and Explanations
1.2.4 Captions (Live) (Level AA)	Not Applicable	The app has no live audio or video.
1.2.5 Audio Description (Prerecorded) (Level AA)	Not Applicable	The app has no prerecorded video.
1.3.4 Orientation (Level AA 2.1 and 2.2)	Supports	The content can be viewed in both portrait and landscape and does not lose any functionality or content when viewed in either orientation.
1.3.5 Identify Input Purpose (Level AA 2.1 and 2.2)	Not Applicable	The app has no inputs that collect information about the user.
1.4.3 Contrast (Minimum) (Level AA)	Supports	Text has enough contrast against its background (at least 4.5 to 1, or 3 to 1 for large text). In the default view, some Coder card pictures match the colors of the printed cards and have white text below 4.5 to 1. Accessibility mode in Settings uses darker card colors that reach at least 4.5 to 1.
1.4.4 Resize text (Level AA)	Supports	Text can be resized to 200 percent without loss of content or functionality: in desktop browsers with browser zoom, and on phones and tablets with the

Criteria	Conformance Level	Remarks and Explanations
		browser's pinch zoom (outside the Coder and the card list, which use touch gestures of their own). A pinch on the Coder enlarges the Coder itself, up to 2.5 times.
1.4.5 Images of Text (Level AA)	Supports	The Coder cards are pictures of the printed VEX Coder cards, whose appearance is essential, and each card's text is its accessible name. All other text is real text.
1.4.10 Reflow (Level AA 2.1 and 2.2)	Supports	At 320 CSS pixels wide, the app switches to its phone layout without horizontal page scrolling or loss of content or functionality. Below 375 CSS pixels, the top bar leaves out the platform logo so that every control and label stays whole; the platform menu still names the platform.
1.4.11 Non-text Contrast (Level AA 2.1 and 2.2)	Supports	Buttons, form fields, icons, and other non-text elements have enough contrast against their background (at least 3 to 1).
1.4.12 Text Spacing (Level AA 2.1 and 2.2)	Supports	The app meets all the text spacing requirements without loss of content or functionality.
1.4.13 Content on Hover or Focus (Level AA 2.1 and 2.2)	Not Applicable	The app shows no additional content on hover or focus. Button tooltips are the browser's own.
2.4.5 Multiple Ways (Level AA)	Not Applicable	The app is a single page, not a set of Web pages.
2.4.6 Headings and Labels (Level AA)	Supports	Headings and labels describe the topic or purpose.
2.4.7 Focus Visible (Level AA)	Supports	Every control shows a blue focus ring when it has keyboard focus.
2.4.11 Focus Not Obscured (Minimum) (Level AA 2.2 only)	Supports	When a component receives keyboard focus, it is not hidden by author-created content. On phones held upright, moving focus to a Coder slot under the open card list closes the list, and a focused card in the list scrolls fully into view.

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2.5.7 Dragging Movements (Level AA 2.2 only)	Supports	Cards can be dragged, but every drag has a single-pointer alternative: tap a card, then tap a slot to place, move, or swap it, or use Remove.
2.5.8 Target Size (Minimum) (Level AA 2.2 only)	Supports	Pointer targets are at least 24 by 24 CSS pixels, except the Accessibility mode checkbox (22 by 22 CSS pixels), which has enough space around it.
3.1.2 Language of Parts (Level AA)	Supports	The language names in the language menu (Español and Français) are marked with their own languages in the code.
3.2.3 Consistent Navigation (Level AA)	Not Applicable	The app is a single page, not a set of Web pages.
3.2.4 Consistent Identification (Level AA)	Supports	Components that have the same function are identified consistently across the app's layouts and windows.
3.3.3 Error Suggestion (Level AA)	Supports	When a project can't run, the announced message (and, with Accessibility mode on, the message on screen) says how to fix it, such as which card to add. Connection messages say what to do next, such as turning on Bluetooth.
3.3.4 Error Prevention (Legal, Financial, Data) (Level AA)	Not Applicable	The app does not require users to enter legal commitments or financial transaction data.
3.3.8 Accessible Authentication (Minimum) (Level AA 2.2 only)	Not Applicable	The app does not require users to log in.
4.1.3 Status Messages (Level AA 2.1 and 2.2)	Supports	Status messages, such as a card being selected or placed or a robot connecting, are identified using appropriate roles so they can be presented by assistive technologies.

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