

Learn Accessibility (web.dev)

Source (official): <https://web.dev/learn/accessibility>

Retrieved: 2026-07-26. Content extracted from the official page (sandbox network blocks direct access to this Google domain; content obtained via authenticated browser rendering) and reformatted to PDF.

Google — web.dev / Chrome Developer Relations. "An evergreen accessibility course and reference to level up your web development." 21 activities + 1 quiz.

Course modules

- 1. Welcome to Learn Accessibility!
- 2. What is digital accessibility, and why does it matter?
- 3. How is digital accessibility measured?
- 4. ARIA and HTML
- 5. Content structure
- 6. The Document
- 7. Keyboard focus
- 8. JavaScript
- 9. Images
- 10. Color and contrast
- 11. Animation and motion
- 12. Typography
- 13. Video and audio
- 14. Forms
- 15. Patterns, components, and design systems
- 16. Design and user experience
- 17. Automated accessibility testing
- 18. Manual accessibility testing
- 19. Assistive Technology testing
- 20. Conclusion and next steps
- 21. Glossary
- Optional: Quiz — answer questions to test your knowledge of accessibility and collect a badge ([Take the quiz](#)).

About

Learn Accessibility is an evergreen accessibility course and reference to level up your web development, published on web.dev by the Chrome team and external experts. Each module is an in-depth article (e.g., module 9 "Images" covers informative/decorative images and alt text best practices; module 10 "Color and contrast" covers WCAG contrast ratios; modules 17–19 cover automated, manual, and assistive-technology testing).

Related: [Chrome for Developers](#), web.dev case studies.