
Information technology — Gesture-based interfaces across devices and methods —

**Part 61:
Single-point gestures for screen readers**

Technologies de l'information — Interfaces gestuelles entre dispositifs et méthodes —

Partie 61: Gestes n'utilisant qu'un seul point pour lecteurs d'écran



IECNORM.COM : Click to view the full PDF of ISO/IEC 30113-61:2020



COPYRIGHT PROTECTED DOCUMENT

© ISO/IEC 2020

All rights reserved. Unless otherwise specified, or required in the context of its implementation, no part of this publication may be reproduced or utilized otherwise in any form or by any means, electronic or mechanical, including photocopying, or posting on the internet or an intranet, without prior written permission. Permission can be requested from either ISO at the address below or ISO's member body in the country of the requester.

ISO copyright office
CP 401 • Ch. de Blandonnet 8
CH-1214 Vernier; Geneva
Phone: +41 22 749 01 11
Email: copyright@iso.org
Website: www.iso.org

Published in Switzerland

Contents

Page

Foreword	iv
Introduction	v
1 Scope	1
2 Normative references	1
3 Terms and definitions	1
4 Description of single-point gestures for screen readers	2
5 Descriptions of single-point gestures	2
5.1 "Left" gesture	2
5.1.1 General	2
5.1.2 Specific instance	2
5.2 "Right" gesture	3
5.2.1 General	3
5.2.2 Specific instances	3
5.3 "Up" gesture	3
5.3.1 General	3
5.3.2 Specific instance: Going back to an upper item of a menu	3
5.4 "Down" gesture	3
5.4.1 General	3
5.4.2 Specific instance: Going back to a lower item of a menu	4
5.5 "Tap" gesture	4
5.5.1 General	4
5.5.2 Specific instances	4
5.6 "Double-tap" gesture	4
5.6.1 General	4
5.6.2 Specific instance: Executing a selected application	4
5.7 "Triple-tap" gesture	4
5.7.1 General	4
5.7.2 State description	5
5.7.3 Specific instances	5
5.8 "Double-tap and hold" gesture	5
5.8.1 General	5
5.8.2 State description	6
5.8.3 Specific instances	6
Bibliography	7

Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular, the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives).

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights. Details of any patent rights identified during the development of the document will be in the Introduction and/or on the ISO list of patent declarations received (see www.iso.org/patents) or the IEC list of patent declarations received (see <https://patents.iec.ch>).

Any trade name used in this document is information given for the convenience of users and does not constitute an endorsement.

For an explanation of the voluntary nature of standards, the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the World Trade Organization (WTO) principles in the Technical Barriers to Trade (TBT) see www.iso.org/iso/foreword.html.

This document was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 35, *User interfaces*.

A list of all parts in the ISO/IEC 30113 series can be found on the ISO website.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html.

Introduction

Screen readers are regarded as a default method of accessing ICT devices for people with visual impairments who are unable to see and understand the screens of these devices. The content on the screens, such as letters, words, numbers, punctuation, elements and so on, are spoken out loud by screen readers. Speakers or headphones connected to the ICT device become the main output components.

Single-point gestures are used for screen readers of several commercially available ICT devices including smart phones, PCs and so on. Potential variety and inconsistency among the single-point gestures might cause a serious accessibility problem for people with visually impairments. There is a strong need for international standards to define the single-point gesture so that visually impaired users do not get confused while they use ICT devices.

The functions of the screen readers include reading an item under the user's finger, pausing/resuming speech, speaking the location of the user's fingers on a screen, such as page numbers or rows, and so on. This document presents descriptions of single-point gestures and the corresponding functions of the screen readers.

The standard single-point gestures will harmonize with multi-point gestures for the screen readers. It is expected that users can use the screen readers easily and without confusion by executing the standard single-point gestures. The gestures are performed by the users regardless of a specific recognition technique, a certain interaction method or a device.

IECNORM.COM : Click to view the full PDF of ISO/IEC 30113-61:2020

Information technology — Gesture-based interfaces across devices and methods —

Part 61: Single-point gestures for screen readers

1 Scope

This document defines single-point gestures for screen readers.

It specifies movements for clear and classified single-point gestures recognized by the screen readers.

It describes single-point gestures performed by a POI (point of interest). The single-point gestures are intended to operate in a consistent manner regardless of systems, platforms, applications or devices.

NOTE A POI can be manipulated by using an object such as a fingertip, a stylus, etc.

2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 30113-11:2017, *Information technology — Gesture-based interfaces across devices and methods — Part 11: Single-point gestures for common system actions*

3 Terms and definitions

For the purposes of this document, the following terms and definitions apply.

ISO and IEC maintain terminological databases for use in standardization at the following addresses:

- IEC Electropedia: available at <http://www.electropedia.org/>
- ISO Online browsing platform: available at <https://www.iso.org/obp>

3.1

gesture command

instruction to the system resulting from a gesture input by the user, e.g. select, move, delete

[SOURCE: ISO/IEC 30113-1:2015, 3.3]

3.2

screen reader

function that reads characters and other information on a screen aloud to a user in order to allow access to the information on the screen without viewing the screen

[SOURCE: ISO/IEC 24786:2009, 4.11]

3.3

tap

touch a real (or virtual) surface briefly, typically less than one second, with POI(s) and then lift-off in approximately the same position

Note 1 to entry: Example points of interest are a fingertip, pen point, hand, etc.

[SOURCE: ISO/IEC 14754:1999, 4.13, modified – changed from digitizer to 'real (or virtual) surface' and from pen to 'point(s) of interest' and note added]

3.4

double-tap

touch twice rapidly a surface with POI(s)

[SOURCE: ISO/IEC 30113-12:2019, 3.15]

3.5

triple- tap

touch three times rapidly a surface with POI(s)

3.6

direct touch gesture

gesture utilized with a body part (e.g. a finger) or a physical object (e.g. a stylus) on an input device (e.g. a touch pad or a touch screen)

[SOURCE: ISO/IEC 30113-12:2019, 3.9]

3.7

tile menu

set of options displayed with a number of rows and columns, one of which is to be selected

[SOURCE: ISO/IEC 17549-2:2020, 3.9]

4 Description of single-point gestures for screen readers

To describe single-point gestures for screen readers, this document follows the form in ISO/IEC 30113-1:2015, A.3 and ISO/IEC 30113-11:2017, 5.4.

5 Descriptions of single-point gestures

5.1 “Left” gesture

5.1.1 General

The “left” gesture for screen readers is as specified in ISO/IEC 30113-11:2017, 8.2.2.

5.1.2 Specific instance

5.1.2.1 Going to a previous item

In the context of an object related to a time-based dimension (playing a video or a sound, browsing already used applications, etc.), the “left” gesture should be used to roll back to a previous status.

5.1.2.2 Going to a previous hierarchical level

In the context of an object related to a hierarchical dimension (menu and sub-menu navigation, list browsing), the “left” gesture should be used to roll back to a previous hierarchical level.

5.1.2.3 Going to the left item in a tile menu

In tile menu navigation, the “left” gesture should be used to move from the previously focused item to the left one.

When the previously focused item is on the far left and there is a tile menu item(s) of the upper row, the focus moves to the far-right item of the upper row by the gesture.

After the focus moves to the item, the screen reader speaks the description of it.

5.2 “Right” gesture

5.2.1 General

The “right” gesture for screen readers is as specified in ISO/IEC 30113-11:2017, 8.2.3.

5.2.2 Specific instances

5.2.2.1 Going to a next item

In the context of an object related to a time-based dimension (playing a video or a sound, browsing already used applications, etc.), the “right” gesture should be used to reach a next status.

5.2.2.2 Going deeper inside the hierarchy

In the context of an object related to a hierarchical dimension (menu and sub-menu navigation, list browsing), the “right” gesture should be used to go deeper inside the hierarchy or to validate the current focused item, or both.

5.2.2.3 Going to the right item in tile menu

In tile menu navigation, the “right” gesture should be used to move from the previously focused item to the right one.

When the previously focused item is on the far right and there is a tile menu item(s) of the lower row, the focus moves to the far-left item of the lower row by the gesture.

After the focus moves to the item, the screen reader speaks the description of it.

5.3 “Up” gesture

5.3.1 General

The “up” gesture for screen readers is as specified in ISO/IEC 30113-11:2017, 8.2.4.

5.3.2 Specific instance: Going back to an upper item of a menu

When a user is using a screen reader to listen to items in a menu list from top to bottom, the “up” gesture should be used for going to an upper menu item in the menu list.

5.4 “Down” gesture

5.4.1 General

The “down” gesture for screen readers is as specified in ISO/IEC 30113-11:2017, 8.2.5.

5.4.2 Specific instance: Going back to a lower item of a menu

When a user is using a screen reader to listen to items in a menu list from top to bottom, the “down” gesture should be used for going to a lower menu item in the menu list.

5.5 “Tap” gesture

5.5.1 General

The “tap” gesture for screen readers is as specified in ISO/IEC 30113-11:2017, 8.3.2.

5.5.2 Specific instances

5.5.2.1 Reading an item under a POI aloud

The “tap” gesture should be used to get information from the selected item by playing audible feedbacks.

5.5.2.2 Stop reading aloud

While the system is reading aloud the item, the tap gesture may be used to stop reading aloud the item.

5.6 “Double-tap” gesture

5.6.1 General

The “double-tap” gesture for screen readers is as specified in ISO/IEC 30113-11:2017, 8.3.4.

5.6.2 Specific instance: Executing a selected application

The “double-tap” gesture should be used for executing an application which is represented by a selected item on a screen.

5.7 “Triple-tap” gesture

5.7.1 General

The parameters for the “triple-tap” gesture are:

- unique (internal) identifier: G61-1;
- text name of the gesture: triple-tap;
- text description of the gesture: a gesture of triple-tapping with a POI;
- graphic representation of the gesture (shown in [Figure 1](#));

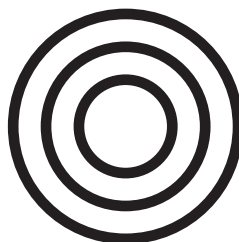


Figure 1 — Triple-tap with a POI

- number of states involved in the gesture: 3 (initial state, intermediate state, final state).

5.7.2 State description

- Initial state:
 - order identifier of the state: 1;
 - starting position(s): on the surface of an input device (i.e. touchscreen) where a user performs the gesture;
 - movement(s) or condition(s): a POI is on the surface of the touchscreen and recognized by the device.
- Intermediate state:
 - order identifier of the state: 2;
 - starting position(s): the position of the POI in the initial state;
 - movement(s) or condition(s): detaching the POI from the surface of the input device and touching it followed by detaching and touching the POI again for a short time (less than 1 second).
- Final state:
 - order identifier of the state: 3;
 - starting position(s): the final position of the POIs after the intermediate state;
 - movement(s) or condition(s): detaching one or all the POIs from the surface.

5.7.3 Specific instances

5.7.3.1 Activating secondary action

With a cursor at the end of a block of text in which a user wishes to highlight, the “triple-tap” gesture should be used for performing the “cut and paste” function in text editing applications.

5.7.3.2 Zooming in and out

When a user with low vision wants to magnify a specific part of the screen, the “triple-tap” gesture should be used for pinpointing an exact spot to be zoomed in and/or out.

5.8 “Double-tap and hold” gesture

5.8.1 General

The parameters for the “double-tap and hold” gesture are:

- unique (internal) identifier: G61-2;
- text name of the gesture: double-tap and hold;
- text description of the gesture: a gesture of double-tap and hold with a POI;
- graphic representation of the gesture (shown in [Figure 2](#));