

Coolmath LLC Accessibility Conformance Report

(Based on VPAT Version 2.5)

Product Information

Product: Coolmath Games

Platform: Web

Report Date: October 2024

Contact: support@coolmath.com

Product Description: Games Publishing Website

Note: This report covers accessibility conformance for published pages accessible to end users on the CoolmathGames.com domain when using standards-compliant browsers and/or screen readers. This report does not discuss the design or testing environments or other portions of the website not intended for use by end users.

Evaluation Methods: Conformance to the standards below has been evaluated by both automated analysis tools and manual testing using assistive technologies.

Applicable Standards/Guidelines

This report covers the degree of conformance for the following accessibility standard/guidelines:

Standard/Guideline	Documentation in Report
Web Content Accessibility Guidelines 2.2	Level A - Yes Level AA - Yes Level AAA - No
Section 508 Standards	Yes
EN 301 549 v3.2.1	Yes

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 2.2 Level AAA.

WCAG 2.2 Report

Tables 1 and 2 also document conformance with

- EN 301 549:
 - Chapter 9 (Web)
 - Chapter 10, Sections 10.1-10.4 (Non-Web Documents)
 - Chapter 11, Sections 11.1-11.4 (Non-Web Software)
 - Chapter 12 (Documentation)
- Section 508:
 - Chapter 5
 - 501.1 Scope
 - 504.2 Content Creation or Editing
 - Chapter 6
 - 602.3 Electronic Support Documentation

Note: When reporting on conformance with the WCAG 2.2 Success Criteria, they are scoped for full pages, complete processes, and accessibility-supported ways of using technology as documented in the [WCAG 2.2 Conformance Requirements](#).

Table 1: Success Criteria, Level A

Criteria	Conformance	Remarks/Explanations
1.1.1 Non-text Content (Level A) Also applies to: <ul style="list-style-type: none">● EN 301 549 - 9.1.1.1● Section 508.501	Supports	All non-text content on Coolmath Games is either described by alt text, aria labels, or adjacent text that conveys the same message. All decorative non-text content is presented in a way for assistive technology to ignore it.

<p>1.2.1 Audio-only and Video-only (Prerecorded) (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.1.2.1 • Section 508.501 	<p>Supports</p>	<p>Pre-recorded content is very limited in use on CMG, but is always:</p> <ol style="list-style-type: none"> Decorative in nature, and described as such; or implemented via embedded partner applications such as YouTube which offer accessibility features.
<p>1.2.2 Captions (Prerecorded) (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.1.2.2 • Section 508.501 	<p>Supports</p>	<p>All relevant media is implemented by partner applications which support this feature.</p>
<p>1.2.3 Audio Description or Media Alternative (Prerecorded) (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.1.2.3 • Section 508.501 	<p>Supports</p>	<p>All relevant media has descriptive text.</p>
<p>1.3.1 Info and Relationships (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.1.3.1 • Section 508.501 	<p>Supports</p>	<p>The product uses semantically-correct markup so that information, structure, and relationships can be understood independent of presentation.</p>
<p>1.3.2 Meaningful Sequence (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.1.3.2 • Section 508.501 	<p>Supports</p>	<p>The product generates additional markup to assist screen readers in displaying information properly where not automatically done by semantically-correct markup.</p>
<p>1.3.3 Sensory Characteristics (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.1.3.3 • Section 508.501 	<p>Supports</p>	<p>The product does not depend solely on sensory characteristics such as shape, size, visual location, orientation, or sound to convey content.</p>

<p>1.4.1 Use of Color (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.1.4.1 • Section 508.501 	<p>Supports</p>	<p>Color is only used as a decorative or supplemental attribute of user interface elements. A textual representation is always used as the primary mechanism for conveying information.</p>
<p>1.4.2 Audio Control (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.1.4.2 • Section 508.501 	<p>Supports</p>	<p>Auto-playing audio is not utilized in the design of Coolmath Games website interface.</p> <p>All auto-playing audio content can be controlled directly by interacting with the content (such as games or advertisements) or can be muted by utilizing capabilities built into modern web browsers.</p>
<p>2.1.1 Keyboard (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.2.1.1 • Section 508.501 	<p>Partially Supports</p>	<p>All interface content is navigable by keyboard input without requiring specific timings for individual keystrokes.</p> <p>Exceptions:</p> <ul style="list-style-type: none"> • Some gameplay content may not fit this criterion based on rules/objectives of the game in question.
<p>2.1.2 No Keyboard Trap (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.2.1.2 • Section 508.501 	<p>Supports</p>	<p>Focus can be moved away from any component that receives focus by using only a keyboard interface.</p>
<p>2.1.4 Character Key Shortcuts (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.2.1.4 	<p>Not Applicable</p>	<p>Character Key Shortcuts are not used on Coolmath Games</p>

<p>2.2.1 Timing Adjustable (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.2.2.1 • Section 508.501 	<p>Partially Supports</p>	<p>The Coolmath Games product is in full compliance with all required timeout limits.</p> <p>Exception:</p> <ul style="list-style-type: none"> • Some games may have timers that are not adjustable as part of their gameplay mechanics.
<p>2.2.2 Pause, Stop, Hide (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.2.2.2 • Section 508.501 	<p>Supports</p>	<p>The Coolmath Games product does not feature moving, blinking, scrolling, or auto-updating information.</p> <p>Note:</p> <ul style="list-style-type: none"> • Some games may contain these features with varying support for this requirement based on gameplay requirements.
<p>2.3.1 Three Flashes or Below Threshold (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.2.3.1 • Section 508.501 	<p>Supports</p>	<p>The Coolmath Games product does not use flashing interface elements and game content is moderated as much as possible to provide a safe environment for users with relevant disabilities.</p>
<p>2.4.1 Bypass Blocks (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.2.4.1 • Section 508.501 	<p>Supports</p>	<p>The Coolmath Games product uses a skip link to bypass repeated navigation links and has ARIA landmarks defined.</p>
<p>2.4.2 Page Titled (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.2.4.2 • Section 508.501 	<p>Supports</p>	<p>Web pages within the Coolmath Games product have descriptive titles that indicate the topic or purpose of each page.</p>

<p>2.4.3 Focus Order (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.2.4.3 • Section 508.501 	Supports	Focusable components receive focus in an order that preserves meaning and operability.
<p>2.4.4 Link Purpose (In Context) (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.2.4.4 • Section 508.501 	Supports	Links generated by the Coolmath Games product use descriptive text to identify the purpose of links. Where links can contain images, Coolmath Games allows for the inclusion of text in the link or a text alternative for the image.
<p>2.5.1 Pointer Gestures (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.2.5.1 	Not Applicable	The Coolmath Games product does not rely on multipoint or path-based gestures for operation.
<p>2.5.2 Pointer Cancellation (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.2.5.2 	Supports	<p>The Coolmath Games product allows for pointer cancellation to prevent accidental or erroneous pointer input. Actions are not invoked on the Down event.</p> <p>Note:</p> <ul style="list-style-type: none"> • Some gameplay actions may not adhere to this criterion where essential for gameplay.
<p>2.5.3 Label in Name (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.2.5.3 	Supports	All components with labels are properly matched with their accessible name.
<p>2.5.4 Motion Actuation (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.2.5.4 	Not Applicable	The Coolmath Games product does not include functionality that can be operated by device or user motion.

<p>3.1.1 Language of Page (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.3.1.1 • Section 508.501 	Supports	The Coolmath Games product uses the lang attribute on the HTML element to specify the default language of each page.
<p>3.2.1 On Focus (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.3.2.1 • Section 508.501 	Supports	When a component in the Coolmath Games user interface receives focus, it does not initiate a change of context.
<p>3.2.2 On Input (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.3.2.2 • Section 508.501 	Supports	Changing the setting of components in the Coolmath Games user interface does not initiate a change of context.
<p>3.2.6 Consistent Help (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.3.2.6 	Supports	Help mechanisms on Coolmath Games are consistently provided in the same location and order on all pages.
<p>3.3.1 Error Identification (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.3.3.1 • Section 508.501 	Supports	All user inputs that support error detection provide textual information and instructions to rectify the error.
<p>3.3.2 Labels or Instructions (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.3.3.2 • Section 508.501 	Supports	All user inputs are properly labeled to provide sufficient instructions to all users.
<p>3.3.7 Redundant Entry (Level A)</p>	Supports	There are no user inputs in the Coolmath Games product where repeated information must be entered in the same process, with the allowed exception of account security operations (Ex. password change).

<p>4.1.1 Parsing (Level A)</p> <p>Note: This was removed from WCAG 2.2, but included for backwards compatibility.</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.4.1.1 • Section 508.501 	Supports	For WCAG 2.0, 2.1, EN 301 549, and Revised 508 Standards, the September 2023 errata update indicates this criterion is always supported. See the WCAG 2.0 Editorial Errata and the WCAG 2.1 Editorial Errata .
<p>4.1.2 Name, Role, Value (Level A)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.4.1.2 • Section 508.501 	Supports	The Coolmath Games product uses standard HTML and WAI-ARIA attributes to describe the identity, operation, and state of user interface elements to assistive technologies.

Table 2: Success Criteria, Level AA

Criteria	Conformance	Remarks/Explanations
<p>1.2.4 Captions (Live) (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.1.2.4 • Section 508.501 	Not applicable	Live media content is not used on Coolmath Games
<p>1.2.5 Audio Description (Prerecorded) (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.1.2.5 • Section 508.501 	Supports	All relevant media is implemented by partner applications which support this feature.
<p>1.3.4 Orientation (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.1.3.4 	Supports	<p>User interfaces are not restricted to a single display orientation except where essential.</p> <p>Essential interfaces for restricted orientation may include game content.</p>

<p>1.3.5 Identify Input Purpose (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.1.3.5 	<p>Supports</p>	<p>CMG provides a mechanism to indicate the purpose of each input field that gathers user information in a programmatically identifiable way</p>
<p>1.4.3 Contrast (Minimum) (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.1.4.3 • Section 508.501 	<p>Supports</p>	<p>The visual presentation of Coolmath Games provides sufficient contrast.</p>
<p>1.4.4 Resize Text (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.1.4.4 • Section 508.501 	<p>Supports</p>	<p>The product user interfaces support standard zoom capabilities built into modern web browsers and operating systems.</p>
<p>1.4.5 Images of Text (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.1.4.5 • Section 508.501 	<p>Supports</p>	<p>Images of text are not used by default in the Coolmath Games interface.</p> <p>Note: Essential Exceptions:</p> <ul style="list-style-type: none"> • Logotypes • Decorative/Game Content
<p>1.4.10 Reflow (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.1.4.10 	<p>Partially Supports</p>	<p>All primary interface elements reflow to fit the width of the window.</p> <p>Exception:</p> <ul style="list-style-type: none"> • Some text content may over-run the bounds at extreme narrow widths. • Most game content has minimum dimensions for proper operation.

<p>1.4.11 Non-text Contrast (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.1.4.11 	Partially Supports	<p>All critical interface elements and all required interface state changes meet the required ratio of 3:1.</p> <p>Exception:</p> <ul style="list-style-type: none"> • Some non-critical (decorative) interface features may have lower-contrast.
<p>1.4.12 Text Spacing (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.1.4.12 	Supports	The CMG platform allows users to override text spacing via user stylesheets, bookmarklets, extensions, or applications to help improve reading experience.
<p>1.4.13 Content on Hover or Focus (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.1.4.13 	Supports	When a component in the Coolmath Games user interface triggers additional content to become visible, that content is dismissible, hoverable, and persistent.
<p>2.4.5 Multiple Ways (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.2.4.5 • Section 508.501 	Supports	Content is able to be located on all pages using multiple methods unless limited as part of a process.
<p>2.4.6 Headings and Labels (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.2.4.6 • Section 508.501 	Supports	All headings and labels used in the Coolmath Games interface are descriptive and relevant to their associated content.
<p>2.4.7 Focus Visible (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.2.4.7 • Section 508.501 	Supports	The Coolmath Games product uses visual changes to elements to indicate the current position of focus.

<p>2.4.11 Focus Not Obscured (Minimum) (Level AA)</p>	<p>Supports</p>	<p>When a user interface component receives keyboard focus, the component is not entirely hidden due to author-created content.</p>
<p>2.5.7 Dragging Movements (Level AA)</p>	<p>Not Applicable</p>	<p>The Coolmath Games product does not have functionality that requires dragging movement for operation.</p> <p>Note:</p> <ul style="list-style-type: none"> Some game content may require dragging.
<p>2.5.8 Target Size (Minimum) (Level AA)</p>	<p>Supports</p>	<p>Most pointer inputs on Coolmath Games have a minimum target size of 24 by 24 CSS pixels. In cases where this is not achieved, there is sufficient space between adjacent inputs. Additionally browser features may be used to achieve the required result.</p> <p>Note:</p> <ul style="list-style-type: none"> Some game content may have small features where deemed essential, however this content is moderated to reduce this as much as possible.
<p>3.1.2 Language of Parts (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> EN 301 549 - 9.3.1.2 Section 508.501 	<p>Supports</p>	<p>The only location of alternative language on the Coolmath Games product is the language selection feature, which supports alternative language definitions.</p>
<p>3.2.3 Consistent Navigation (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> EN 301 549 - 9.3.2.3 Section 508.501 	<p>Supports</p>	<p>The Coolmath Games product provides a consistent navigational experience across the entire product.</p>

<p>3.2.4 Consistent Identification (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.3.2.4 • Section 508.501 	Supports	Components that appear across multiple pages of the Coolmath Games product provide the same functionality across the entire product.
<p>3.3.3 Error Suggestion (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.3.2.4 • Section 508.501 	Supports	All user inputs that support error detection provide textual information and instructions to rectify the error.
<p>3.3.4 Error Prevention (Legal, Financial, Data) (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.3.3.4 • Section 508.501 	Not Applicable	The Coolmath Games product does not engage in legal commitments or financial transactions. Any financial transactions related to the Coolmath Games product are processed by a partner, Stripe, which does meet this criterion.
<p>3.3.8 Accessible Authentication (Minimum) (Level AA)</p>	Supports	Coolmath Games allows support for password entry by password managers and the ability to copy and paste to reduce the cognitive burden of re-typing.
<p>4.1.3 Status Messages (Level AA)</p> <p>Also applies to:</p> <ul style="list-style-type: none"> • EN 301 549 - 9.4.1.3 	Partially Supports	<p>Coolmath Games uses semantically-correct markup to allow assistive technologies to interpret status messages that do not receive focus.</p> <p>Exception:</p> <ul style="list-style-type: none"> • On Game Pages as a player earns enough XP to “level up”, this is not announced to the user so as to not interrupt gameplay.

Table 3: Success Criteria, Level AAA

Notes: This product has not been evaluated for WCAG 2.2 Level AAA conformance, nor does it make any claim of any such support.

Section 508 Report

Chapter 3: [Functional Performance Criteria \(FPC\)](#)

Criteria	Conformance	Remarks/Explanations
302.1 Without Vision	Partially Supports	Screen reader users may experience some difficulty understanding some controls, control states, and changes in page language as noted in Table 1 and Table 2.
302.2 With Limited Vision	Partially Supports	Users having limited vision may encounter some content that is difficult to perceive or interact with as noted in Table 1 and Table 2.
302.3 Without Perception of Color	Partially Supports	Users without perception of color may encounter some content that is presented via color that is not provided in a visual mode that does not require perception of color as noted in Table 2.
302.4 Without Hearing	Supports	The core product does not require the use of hearing, however gameplay experience may be affected.
302.5 With Limited Hearing	Supports	The core product does not require the use of hearing, however gameplay experience may be affected.
302.6 Without Speech	Supports	The core product does not require the use of speech.
302.7 With Limited Manipulation	Partially Supports	Users with limited manipulation may encounter some content that may not be easily used with a keyboard or other pointer device.

302.8 With Limited Reach and Strength	Supports	The Coolmath Games product supports standard input mechanisms such as user-provided keyboards, pointing devices and speech recognition. Usage of the product does not require reach or level of strength.
302.9 With Limited Language, Cognitive, and Learning Abilities	Partially Supports	Users having limited language, cognitive, and learning abilities may encounter some content that is difficult to perceive based on the order in which it can be accessed, some keyboard interaction patterns, and control names, roles, or states as noted in Table 1 and Table 2.

Chapter 4: [Hardware](#)

Note: The Coolmath Games product is considered as web software and is not subject to the requirements of this section.

Chapter 5: [Software](#)

501 - [General](#)

Note: See WCAG 2.2 report for compliance information.

502 - [Interoperability with Assistive Technology](#)

Note: As a result of conformance to Level A and Level AA success criteria of WCAG 2.2 (and therefore also WCAG 2.0), 502 compliance is inferred.

503 - [Accessibility Services](#)

Note: As a result of conformance to Level A and Level AA success criteria of WCAG 2.2 (and therefore also WCAG 2.0), 503 compliance is inferred.

504 - [Authoring Tools](#)

Note: This section is not applicable to the Coolmath Games product.

Chapter 6: [Support Documentation and Services](#)

Note: This report covers accessibility conformance for the Coolmath Games product and does not discuss Documentation or Support Services.

EN 301 549 Report

Chapter 4: [Functional Performance](#)

[4.2 Functional Performance Statements](#)

Criteria	Conformance	Remarks/Explanations
4.2.1 Usage Without Vision	Partially Supports	Screen reader users may experience some difficulty understanding some controls, control states, and changes in page language as noted in Table 1 and Table 2.
4.2.2 Usage with Limited Vision	Partially Supports	Users having limited vision may encounter some content that is difficult to perceive or interact with as noted in Table 1 and Table 2.
4.2.3 Usage Without Perception of Color	Partially Supports	Users without perception of color may encounter some content that is presented via color that is not provided in a visual mode that does not require perception of color as noted in Table 2.
4.2.4 Usage Without Hearing	Supports	The core product does not require the use of hearing. Gameplay experience may be affected, however game content is moderated to minimize reliance on auditory information.

4.2.5 Usage With Limited Hearing	Supports	<p>The core product does not require the use of hearing.</p> <p>Gameplay experience may be affected, however game content is moderated to minimize reliance on auditory information.</p>
4.2.6 Usage with No or Limited Vocal Capability	Supports	The Coolmath Games product does not require the use of speech.
4.2.7 Usage with Limited Manipulation or Strength	Partially Supports	Users with limited manipulation may encounter some content that may not be easily used with a keyboard or other pointer device.
4.2.8 Usage with Limited Reach	Supports	The Coolmath Games product supports standard input mechanisms such as user-provided keyboards, pointing devices and speech recognition. Usage of the product does not require reach.
4.2.9 Minimize Photosensitive Seizure Triggers	Supports	The Coolmath Games product does not use flashing interface elements and game content is moderated as much as possible to provide a safe environment for users with relevant disabilities.
4.2.10 Usage with Limited Cognition, Language, or Learning	Partially Supports	Users having limited language, cognitive, and learning abilities may encounter some content that is difficult to perceive based on the order in which it can be accessed, some keyboard interaction patterns, and control names, roles, or states as noted in Table 1 and Table 2.

4.2.11 Privacy	Supports	The Coolmath Games product does not impede usage of standard privacy controls alongside assistive technologies. For example, users can connect a headset for private listening to screen reader announcements.
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Chapter 5: [Generic Requirements](#)

Note: The Coolmath Games product supports standard assistive technologies and is therefore not subject to the Closed Functionality criteria described in this Chapter.

Chapter 6: [ICT with Two-Way Voice Communication](#)

Note: The Coolmath Games product does not offer two-way voice communication and is not subject to the requirements of this section.

Chapter 7: [ICT with Video Capabilities](#)

Note: The Coolmath Games product offers very limited video capabilities that are not subject to the requirements of this section. In the event of embedded video, the partner product YouTube is utilized as it offers full support for the requirements of this section. See WCAG 2.2 report for further details.

Chapter 8: [Hardware](#)

Note: The Coolmath Games product is considered as web software and is not subject to the requirements of this section.

Chapter 9: [Web](#)

Note: See WCAG 2.2 Report for documentation of compliance.

Chapter 10: [Non-web Documents](#)

Note: The Coolmath Games product does not include non-web documents and is not subject to the requirements of this section.

Chapter 11: [Software](#)

Note: The Coolmath Games product is considered as web software and is not subject to the requirements of this section.

Chapter 12: [Documentation and Support Services](#)

Note: This report covers accessibility conformance for the Coolmath Games product and does not discuss Documentation or Support Services.

Chapter 13: [ICT providing relay or emergency service access](#)

Note: The Coolmath Games product does not provide relay or emergency service access and is not subject to the requirements of this section.