Accessibility Conformance Report

International Edition — Based on VPAT® Version 2.5Rev INT (April 2025)

Name of Product/Version	**Educaplay (educaplay.com) — cloud-based educational game platform, continuous release (SaaS). Version evaluated: production platform as of July 2026.**
Report Date	November 3, 2026
Product Description	Educaplay is a web platform for creating and playing educational games. It offers 19 game types (quizzes, crosswords, word searches, matching, dictation, interactive maps, video quizzes, and more), an AI-assisted authoring flow, score reports, and integrations with learning platforms (Google Classroom, Microsoft Teams, LTI 1.1/1.3, SCORM, iframe embedding). Players do not need an account to play.
Contact Information	soporte@educaplay.com — Educaplay is developed by ADR Formación (Spain).
Notes	This report covers the Educaplay web platform: the public portal, the game player (all 19 game types), the authoring environment, reports, and LMS integration surfaces. Game content itself is created by authors (teachers, trainers); the accessibility of a specific game also depends on choices made by its author (media, time limits, game type). Third-party advertising shown on the free plan is outside Educaplay's control; paid plans display no advertising.
Evaluation Methods Used	Internal preliminary self-evaluation (July 2026): expert review of the platform against WCAG 2.2, including live inspection of the public portal and hands-on testing of representative game types (Crossword, Froggy Jumps, Quiz) covering DOM semantics, keyboard operation, ARIA attributes, and time-limit behavior. A remediation batch addressing findings of this evaluation was deployed and re-verified live on July 20, 2026. In November 2026, the issues found by an automated axe-core audit (WCAG 2.2 AA) of the comparison pages were fixed and verified live in the development environment: text contrast in the headers of the information pages, visible focus on buttons in high-contrast mode, horizontally scrolling tables that are keyboard-accessible and have an accessible name, a footer link exposed to assistive technologies, and the floating button placed inside a landmark region. A full formal audit with assistive-technology testing is planned; conformance levels in this report are preliminary and will be updated as the audit progresses.

Applicable Standards/Guidelines

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

STANDARD/GUIDELINE	INCLUDED IN REPORT
Web Content Accessibility Guidelines 2.0 (W3C, 2008)	Level A: Yes · Level AA: Yes · Level AAA: No
Web Content Accessibility Guidelines 2.1 (W3C, 2018)	Level A: Yes · Level AA: Yes · Level AAA: No
Web Content Accessibility Guidelines 2.2 (W3C, 2023)	Level A: Yes · Level AA: Yes · Level AAA: No
Revised Section 508 standards — U.S. Federal accessibility standard (2017)	Yes
EN 301 549 Accessibility requirements for ICT products and services (V3.2.1, 2021) — EU standard	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 Level AAA criteria.

Important note on the status of this report: conformance levels reflect a preliminary internal self-evaluation (see Evaluation Methods). Where a level is marked as a preliminary finding, it is Educaplay's best current assessment pending completion of a formal audit with assistive-technology testing.

WCAG 2.x Report

Tables 1 and 2 also document conformance with Revised Section 508 (Chapters 5 and 6 web/software criteria incorporate WCAG 2.0 AA) and EN 301 549 (Clause 9 — Web, which

incorporates WCAG 2.1 AA). The WCAG column indicates the version in which each criterion was introduced.

Table 1: Success Criteria, Level A

CRITERIA	WCAG	CONFORMANCE LEVEL	REMARKS AND EXPLANATIONS
1.1.1 Non-text Content	2.0	Partially Supports	Portal images carry text alternatives and player images reviewed had alt text. However, in arcade-style game types (e.g., Froggy Jumps) the play surface is rendered on an HTML canvas without a text alternative, and some icon controls in the game player lack accessible names. Text alternatives for author-uploaded media depend on the game author.
1.2.1 Audio-only and Video-only (Prerecorded)	2.0	Partially Supports	Most game audio is generated from on-screen text via the built-in text-to-speech feature, so an equivalent text version exists in the game itself. Author-uploaded audio (e.g., Dictation games) does not always have a text alternative available to the player until the answer is revealed.
1.2.2 Captions (Prerecorded)	2.0	Partially Supports	Video Quiz games can use YouTube videos, which retain any captions provided on YouTube. For videos uploaded by the author, captions must already be embedded in the video file; providing captioned media is the responsibility of the game author. Educaplay does not yet offer caption tooling in the native player.
1.2.3 Audio Description or Media Alternative (Prerecorded)	2.0	Partially Supports	Depends on the media chosen by the game author; the platform does not currently provide audio-description tooling.
1.3.1 Info and Relationships	2.0	Partially Supports	The portal uses landmarks (main, nav, footer) and headings. Form-based game types (Quiz, Crossword, Fill-in, Dictation) expose inputs with programmatic labels, but some labels are generic (e.g., "insert letter" without row/column context) and heading order on some pages is not strictly hierarchical. Since November 2026, comparison tables carry a programmatic title (caption), and all content on the reviewed comparison pages sits inside landmark regions.
1.3.2 Meaningful Sequence	2.0	Partially Supports	DOM order generally follows the visual order on the portal and in form-based games. Not yet verified across all 19 game types.

CRITERIA	WCAG	CONFORMANCE LEVEL	REMARKS AND EXPLANATIONS
1.3.3 Sensory Characteristics	2.0	Supports	Instructions are provided as text and do not rely solely on shape, location, or sound. Preliminary finding.
1.4.1 Use of Color	2.0	Partially Supports	Correct/incorrect feedback combines color with icons, motion, and score changes in the game types reviewed. Systematic verification across all game types is pending.
1.4.2 Audio Control	2.0	Supports	The game player provides a persistent Sound on/off control; game audio does not autoplay on the portal pages.
2.1.1 Keyboard	2.0	Partially Supports	Text-entry game types (Crossword, Dictation, Fill-in — typing mode) are operable from the keyboard, and since the July 2026 remediation batch (verified live on July 20, 2026) multiple-choice answers are focusable native checkboxes using a visually-hidden pattern, reachable with Tab and operable with the keyboard. Since November 2026, horizontally scrolling comparison tables receive keyboard focus and scroll with the arrow keys. Arcade-style and drag-based interactions (e.g., Froggy Jumps, Memory) still require a pointer and remain a remediation priority.
2.1.2 No Keyboard Trap	2.0	Supports	No keyboard traps were observed in the preliminary review; focus can always be moved away using standard keys.
2.1.4 Character Key Shortcuts	2.1	Not Applicable	The product does not implement single-character keyboard shortcuts.
2.2.1 Timing Adjustable	2.0	Partially Supports	Time limits are off by default in most game types and are set by the game author. Some game types include per-question countdowns (e.g., Froggy Jumps, 20 seconds by default, author-adjustable); players cannot extend a timer the author has set. The multiplayer live mode leaves questions open until all players answer unless the host enables a countdown.
2.2.2 Pause, Stop, Hide	2.0	Partially Supports	Games can be paused from the player. On the free plan, third-party advertisements may contain moving content whose playback Educaplay does not control; paid plans remove advertising entirely.
2.3.1 Three Flashes or Below Threshold	2.0	Supports	No flashing content was identified in the game player or portal. Preliminary finding.

CRITERIA	WCAG	CONFORMANCE LEVEL	REMARKS AND EXPLANATIONS
2.4.1 Bypass Blocks	2.0	Supports	Landmark regions are provided, and a visible "skip to content" link was added as the first focusable element on portal pages in the July 2026 remediation batch (verified live on July 20, 2026).
2.4.2 Page Titled	2.0	Supports	Pages carry descriptive titles that include the game name and type.
2.4.3 Focus Order	2.0	Partially Supports	Focus order follows a logical sequence in the flows reviewed; full verification across all game types and dialogs is pending.
2.4.4 Link Purpose (In Context)	2.0	Partially Supports	Nearly all links reviewed have descriptive names; isolated icon links without an accessible name were detected and are queued for remediation.
2.5.1 Pointer Gestures	2.1	Supports	No multipoint or path-based gestures are required; all pointer interactions are single-pointer.
2.5.2 Pointer Cancellation	2.1	Supports	Activation occurs on the up-event in the interfaces reviewed. Preliminary finding.
2.5.3 Label in Name	2.1	Supports	Visible labels reviewed are contained in the corresponding accessible names. Preliminary finding.
2.5.4 Motion Actuation	2.1	Not Applicable	No functionality is operated by device motion or user motion.
3.1.1 Language of Page	2.0	Supports	Pages declare a language attribute. The interface language of each game can be set by its author independently of the content (27 interface languages available).
3.2.1 On Focus	2.0	Supports	Receiving focus does not initiate a change of context. Preliminary finding.
3.2.2 On Input	2.0	Supports	Changing a setting or entering data does not cause unexpected context changes. Preliminary finding.
3.2.6 Consistent Help	2.2	Supports	Help ("Soporte"/Help Center) is available from a consistent location in the site header and footer; each game exposes an Information control in a consistent position in the player.

CRITERIA	WCAG	CONFORMANCE LEVEL	REMARKS AND EXPLANATIONS
3.3.1 Error Identification	2.0	Partially Supports	Answer feedback in games is conveyed visually and by sound; portal form errors are described in text. Programmatic announcement of errors to assistive technologies is not yet consistent (see 4.1.3).
3.3.2 Labels or Instructions	2.0	Partially Supports	Games provide instructions through the Information control and on-screen prompts. Portal controls were remediated in July 2026; a small number of fields without programmatic labels remain and are being addressed.
3.3.7 Redundant Entry	2.2	Supports	Processes do not require re-entering previously provided information within a session.
4.1.1 Parsing	2.0	Supports	Obsolete and removed in WCAG 2.2. Reported for WCAG 2.0/2.1 compatibility: no parsing errors affecting assistive technologies were identified.
4.1.2 Name, Role, Value	2.0	Partially Supports	Following the July 2026 remediation batch (verified live on July 20, 2026): player controls (Start, Sound, Information, Abandon, Options, Full screen) are native buttons with accessible names, the game iframe carries a descriptive title, crossword cells expose contextual names (row, column and clue), and portal buttons were remediated (0 unnamed out of 243 sampled). In November 2026, a footer link that was hidden from assistive technologies but still focusable was fixed. Remaining gaps: canvas-rendered play surfaces expose no name/role/value, some in-game navigation arrows lack accessible names, and the selected state of multiple-choice answer cards is not yet exposed programmatically.

Table 2: Success Criteria, Level AA

CRITERIA	WCAG	CONFORMANCE LEVEL	REMARKS AND EXPLANATIONS
1.2.4 Captions (Live)	2.0	Not Applicable	The product does not deliver live audio or video media. Live multiplayer sessions are not media streams.
1.2.5 Audio Description (Prerecorded)	2.0	Partially Supports	Depends on the media chosen by the game author; the platform does not provide audio-description tooling.

CRITERIA	WCAG	CONFORMANCE LEVEL	REMARKS AND EXPLANATIONS
1.3.4 Orientation	2.1	Supports	The interface is responsive and operates in both portrait and landscape orientations.
1.3.5 Identify Input Purpose	2.1	Partially Supports	A fix standardizing autocomplete tokens on the login and registration forms ("email", "current-password", "new-password", "name") and labeling the name field was deployed in the July 2026 remediation batch; verification from a signed-out session is pending.
1.4.3 Contrast (Minimum)	2.0	Partially Supports	Most body text meets the 4.5:1 ratio. In the July 2026 remediation batch (verified July 20, 2026), main-menu text was sized as large text (meeting the 3:1 threshold over the brand green) and small player labels were moved onto dark chips measuring above 12:1. A full contrast sweep of remaining components and states is ongoing. In November 2026, the text in the headers of the information pages (About us, Research and the comparison pages) was raised to at least 4.5:1 (measured between 4.9:1 and 5.9:1). Players can turn on a high-contrast mode from the game settings, and teachers can turn it on for each guest. In a November 2026 check of seven game types with the default colors, all measured text reached at least 4.5:1 with the mode on. Commercial-plan customers can apply custom colors to the player.
1.4.4 Resize Text	2.0	Partially Supports	Browser zoom up to 200% keeps portal content usable; behavior in all game types at 200% has not yet been fully verified.
1.4.5 Images of Text	2.0	Supports	Text is rendered as text throughout the interface; images of text are limited to logos.
1.4.10 Reflow	2.1	Partially Supports	The portal reflows responsively at 320 CSS px. Game boards scale to the viewport; some board-type games may require two-dimensional scrolling at high zoom.
1.4.11 Non-text Contrast	2.1	Partially Supports	Key controls reviewed appear to meet 3:1; systematic measurement across components and states is pending.
1.4.12 Text Spacing	2.1	Partially Supports	No loss of content was observed with adjusted text spacing on the portal; verification in the game player is pending.
1.4.13 Content on Hover or Focus	2.1	Supports	Tooltips and hover content reviewed are dismissible and persistent. Preliminary finding.

CRITERIA	WCAG	CONFORMANCE LEVEL	REMARKS AND EXPLANATIONS
2.4.5 Multiple Ways	2.0	Supports	Games can be located by search, by the educational-resources directory, by game type, by tags, and by author profile.
2.4.6 Headings and Labels	2.0	Partially Supports	Headings and labels are generally descriptive; some generic labels (e.g., repeated "insert letter" fields) and non-hierarchical heading sequences were identified.
2.4.7 Focus Visible	2.0	Partially Supports	Keyboard navigation on the portal shows a visible 3 px focus outline. The contrast of the indicator on light backgrounds and its coverage across all custom components and the game player are pending verification. Since November 2026, buttons keep their focus indicator in forced-colors (high-contrast) modes.
2.4.11 Focus Not Obscured (Minimum)	2.2	Partially Supports	Not yet verified against overlays such as the statement bank and floating footer in the game player.
2.5.7 Dragging Movements	2.2	Partially Supports	Several game types use dragging as a primary interaction. Some offer single-pointer alternatives (e.g., Yes-or-No games accept button presses instead of dragging); a click-based alternative is not yet available in every drag-based game type. Remediation priority.
2.5.8 Target Size (Minimum)	2.2	Partially Supports	Primary controls meet the 24×24 CSS px minimum; small targets may occur in dense boards (e.g., crossword cells) on small screens. Verification pending.
3.1.2 Language of Parts	2.0	Partially Supports	The interface language of each game is set by its author and marked programmatically; foreign-language passages inside author content are not always marked.
3.2.3 Consistent Navigation	2.0	Supports	Navigation is consistent across the portal; the player layout is consistent across game types.
3.2.4 Consistent Identification	2.0	Supports	Components with the same function are identified consistently (e.g., Share, Options, Full screen).
3.3.3 Error Suggestion	2.0	Partially Supports	Portal forms suggest corrections where applicable; in-game feedback indicates incorrect answers but suggestions are inherent to the pedagogical design chosen by the author.
3.3.4 Error Prevention (Legal, Financial, Data)	2.0	Supports	Destructive actions (e.g., resetting rankings) require explicit confirmation and are labeled as irreversible; purchases follow a standard reviewable checkout.

CRITERIA	WCAG	CONFORMANCE LEVEL	REMARKS AND EXPLANATIONS
3.3.8 Accessible Authentication (Minimum)	2.2	Supports	Verified July 2026: authentication is by email/password with paste permitted and a show-password control, or by third-party sign-on (Google, Facebook). No CAPTCHA or other cognitive function test was present on the login or registration forms.
4.1.3 Status Messages	2.1	Partially Supports	A polite live region was added to the game player in the July 2026 remediation batch; question-progression announcements were verified live on July 20, 2026. Coverage of score, lives and answer-feedback announcements across all game types and modes is still being completed.

Table 3: Success Criteria, Level AAA

Level AAA criteria have not been evaluated and are not claimed in this report.

Revised Section 508 Report

Chapter 3: Functional Performance Criteria (FPC)

CRITERIA	CONFORMANCE LEVEL	REMARKS AND EXPLANATIONS
302.1 Without Vision	Partially Supports	Text-entry and multiple-choice game types are usable with a screen reader following the July 2026 remediation batch (contextual cell labels, focusable answers, live-region announcements), with refinements pending (selected-state exposure, feedback announcements). Arcade-style canvas game types are not yet usable without vision. Authors can enable text-to-speech audio for content.
302.2 With Limited Vision	Partially Supports	Full-screen mode, responsive scaling, browser zoom, and text-to-speech audio support users with limited vision. Players can also turn on a high-contrast mode and a dyslexia-friendly font from the game settings. Some brand-color text combinations fall below the minimum contrast ratio (see WCAG 1.4.3).
302.3 Without Perception of Color	Supports	Color is not the only means of conveying information in the flows reviewed; feedback combines color with icons, text, and sound.

CRITERIA	CONFORMANCE LEVEL	REMARKS AND EXPLANATIONS
302.4 Without Hearing	Partially Supports	Almost all content is visual and textual; audio is optional and typically generated from visible text. Game types that are inherently auditory (e.g., Dictation) are usable without hearing only after the answer is revealed; captions for author-uploaded video depend on the author.
302.5 With Limited Hearing	Partially Supports	Audio is supplementary in most game types; a sound toggle is provided. Volume granularity relies on the operating system/browser.
302.6 Without Speech	Supports	No functionality requires speech input.
302.7 With Limited Manipulation	Partially Supports	Text-entry and multiple-choice game types are keyboard-operable (verified live on July 20, 2026); drag-based and arcade game types still require fine pointer control. Time limits are author-configurable and off by default in most types.
302.8 With Limited Reach and Strength	Partially Supports	The product is operable with standard pointing devices and partially by keyboard; no simultaneous actions are required.
302.9 With Limited Language, Cognitive, and Learning Abilities	Partially Supports	Simple, consistent game mechanics; instructions per game; no default time pressure in most types; lives and difficulty are author-configurable. On the free plan, third-party advertising adds distraction; paid plans remove it.

Chapter 4: Hardware

CRITERIA	CONFORMANCE LEVEL	REMARKS AND EXPLANATIONS
4.x Hardware	Not Applicable	Educaplay is a web application (SaaS); it does not supply hardware.

Chapter 5: Software

CRITERIA	CONFORMANCE LEVEL	REMARKS AND EXPLANATIONS
501.1 Scope – Incorporation of WCAG 2.0 AA	See WCAG section	Educaplay is web software; WCAG conformance is reported in the WCAG 2.x section of this document.

CRITERIA	CONFORMANCE LEVEL	REMARKS AND EXPLANATIONS
502 Interoperability with Assistive Technology	Partially Supports	The product runs in the browser and relies on standard HTML/ARIA semantics, which are exposed to assistive technologies. Gaps identified (unnamed icon controls, canvas play surfaces, missing status announcements) are described in the WCAG section.
503 Applications	Partially Supports	The product respects contrast modes and browser zoom; on portal pages, pinch-to-zoom on mobile devices is currently disabled and under review. No non-standard input restrictions were identified.
504 Authoring Tools	Partially Supports	Educaplay is an authoring tool for educational games. It enables the creation of content with accessible features (text alternatives, text-to-speech audio, unlimited time by default, interface language per game), but it does not yet guide authors with accessibility prompts or checks (e.g., prompting for alt text, warning about time limits). Planned improvement.

Chapter 6: Support Documentation and Services

CRITERIA	CONFORMANCE LEVEL	REMARKS AND EXPLANATIONS
602.2 Accessibility and Compatibility Features	Partially Supports	The Help Center documents product features; dedicated documentation of accessibility features is being prepared (this report and the accessibility statement are part of that effort).
602.3 Electronic Support Documentation	Supports	All support documentation is provided as web content (Help Center), subject to the WCAG conformance described in this report.
602.4 Alternate Formats for Non-Electronic Support Documentation	Not Applicable	No non-electronic support documentation is provided.
603.2 Information on Accessibility and Compatibility Features	Supports	Support staff can be reached by email (soporte@educaplay.com) and provide information on accessibility features.
603.3 Accommodation of Communication Needs	Supports	Support is provided in written form by email, in Spanish and English, which accommodates users who cannot use telephone support.

EN 301 549 Report

The following table summarizes conformance with EN 301 549 clauses. Clause 9 (Web) incorporates WCAG 2.1 Level AA and is reported in detail in the WCAG section above.

CLAUSE	CONFORMANCE LEVEL	REMARKS AND EXPLANATIONS
4.2 Functional Performance Statements	Partially Supports	Corresponds to the Functional Performance Criteria reported in the Revised Section 508 section (302.1–302.9): usage without vision, with limited vision, without perception of colour, without hearing, with limited hearing, without vocal capability, with limited manipulation or strength, with limited reach, minimizing photosensitive seizure triggers, with limited cognition. See that section for detail.
5. Generic Requirements	Partially Supports	5.2 Activation of accessibility features: no such features requiring activation. 5.3 Biometrics: Not Applicable. 5.4 Preservation of accessibility information during conversion: partially — printable PDF exports and SCORM packages do not yet preserve all semantics of the online version.
6. ICT with Two-Way Voice Communication	Not Applicable	The product does not provide two-way voice communication.
7. ICT with Video Capabilities	Partially Supports	Video Quiz games play author-selected video (YouTube or uploaded). Caption display depends on the source: YouTube captions are available when the author selects captioned videos; for uploaded video, captions must be embedded in the file by the author, as the native player does not yet include a caption track feature.
9. Web	Partially Supports	Reported in the WCAG 2.x section of this document (WCAG 2.1 AA coverage is included in the Level A and Level AA tables).
10. Non-web Documents	Partially Supports	Printable PDF exports of games are tagged PDFs: a sample export verified in July 2026 contains a structure tree with headings (H1–H3), paragraphs, table and link tags, real extractable text and a declared document language. Remaining gaps in the sample: 37 of 38 images lacked alternative text, and the document title metadata is a non-descriptive internal file name. PDFs are an optional complement; the interactive game remains the primary format.
11. Software	Not Applicable	The product is delivered exclusively as web content; no non-web software is distributed. (SCORM packages contain the web player and are covered by the Web/WCAG sections.)

CLAUSE	CONFORMANCE LEVEL	REMARKS AND EXPLANATIONS
12. Documentation and Support Services	Partially Supports	See the Revised Section 508 Chapter 6 section: web-based Help Center, email support in Spanish and English; dedicated accessibility documentation in preparation.
13. ICT Providing Relay or Emergency Service Access	Not Applicable	Not applicable to the product.

Legal Disclaimer (Educaplay / ADR Formación)

This document is provided for information purposes only and represents Educaplay's current, good-faith assessment of the accessibility of its platform as of the report date, based on the evaluation methods described above. It does not constitute a legally binding certification or warranty. Educaplay is continuously improving the platform; conformance levels may change with each release, and this report will be revised as formal audit results become available. For the latest version of this report or to report an accessibility barrier, contact soporte@educaplay.com.

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