Digital Accessibility: Time is Running Out

New regulations, new deadlines: here are the obligations for products services, and annual declarations.

Design

from June 28

All new digital products and services must be accessible

Mandatory for all companies from 2025, except for micro-enterprises

Compliance

by September 23

Annual deadline for submitting the accessibility declaration

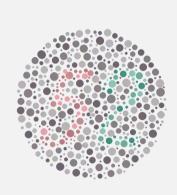
Already mandatory for public utility companies and/or those with a turnover exceeding €500M in the last 3 years

Commitment

from 2030

All digital products and services must be fully compliant with regulations

> Penalties can reach up to 5% of the company's revenues



inside the circle? If so, consider yourself lucky! 1 in 12 people would struggle to read it. In Italy, 8% of the population is affected by colour blindness.

Can you see the number

Disability arises from the interaction between individual limitations and the environment, which can hinder full participation in social, work, and cultural life. Disabilities can be:

PHYSICAL · COGNITIVE · SENSORY · MENTAL · TEMPORARY



Population with Disabilities **3,1 M** people in

Italy live with disabilities

5,2% of the Italian

population has a disability

20%

of the global population experiences temporary disabilities or age-related impairments

Over 70% of users with disabilities abandon non-accessible websites or apps within the first 10 seconds

How Can We Help You?

+ ADVISORY

Audits Regulatory Consulting **+** GOVERNANCE

Project Management Coordination

+ DELIVERY

UX/UI Design Front-end Development

+ TRAINING

Planning Training Delivery

Our Success Stories

We have developed and made over 100 digital platforms accessible by conducting technical audits, planning intervention, and performing testing activities for public administrations and private sector.



Government

Back-Office Platform



Financial Services

Digital Documents



Government

Information Website



Retail & Fashion

E-Commerce



Brand Strategy & Activation

CREATING MEMORABLE AND INTERACTIVE EXPERIENCES **BETWEEN BRANDS AND**

PEOPLE

Communication DESIGNING THE BEST

Marketing &

STRATEGIES TO PROMOTE PRODUCTS AND SERVICES THROUGH DIGITAL CHANNELS

Experience Design

STRATEGIES TO ENGAGE AND **ENHANCE THE CUSTOMER EXPERIENCE**

DESIGN-LED INNOVATION

Solutions Development

A COMPLETE SUITE OF MARTECH SOLUTIONS TO MEET THE EVOLVING NEEDS OF MODERN BUSINESSES

- **300+** Digital Experience Professionals
- **150+** Individual Certifications
- **45+** Active R&D Projects 10+ Strategic and Technological
- **Partnerships**

DISCOVER MORE

Accessibility Over Time

1990 **Americans with**

Disabilities Act (ADA) The United States passes

a law on digital accessibility

1999 **WCAG 1.0 Guidelines**

The W3C publishes the first

Web Content Accessibility Guidelines (WCAG) for web accessibility

2004

Stanca Law (L. 4/2004) Italy introduces its first

accessibility law, requiring

public administrations to make digital services accessible

2008 **WCAG 2.0**

WCAG is updated with

universal criteria (POUR). In Italy, the Stanca Law alians with WCAG 2.0 standards

2020 **Mandatory Accessibility**

Declarations Italian public

administrations must publish an annual accessibility statement for their websites

2018 WCAG 2.1

New version of the WCAG with updated criteria

for mobile devices and cognitive accessibility, improving readability, navigation, and interaction

2018 **Legislative Decree**

106/2018

Italy adopts the European Directive 2016/2102,

requiring public administrations to comply with accessibility standards

2016 **European Accessibility**

Directive (2016/2102) The EU issues a directive on

the accessibility of public

sector websites and apps

WCAG 2.2

2023

The latest version of WCAG is published, introducing

enhance digital accessibility

additional criteria to further

European Accessibility Act

2025 - Today

Italy, as part of the

European Union, must implement the "European Accessibility Act," extending accessibility requirements to certain private organizations and specific sectors





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