Clickable Video Accessibility & Tracking Checklist

Ship hotspots and overlays that everyone can use and you can measure. The companion article explains every line.

A. Build the layer - hotspots and overlays over the video

- [ ] Put hotspots and overlays on a transparent layer above the HTML video element
- [ ] Store every position as a % of the frame, never fixed pixels, so it scales on phones
- [ ] Time each element with a WebVTT metadata cue; show/hide on the cuechange event
- [ ] Decide what each click does: pop-up text, a link, a quiz, or a jump in the video

B. Make it accessible - WCAG 2.2 Level AA (legally required in the EU and US)

- [ ] Target at least 24x24 CSS pixels, or enough spacing around it (SC 2.5.8)
- [ ] Every hotspot reachable by Tab and activated by Enter/Space, with a visible focus ring (SC 2.1.1)
- [ ] Pop-up overlays are dismissible, hoverable, and stay until dismissed (SC 1.4.13)
- [ ] Mark hotspots with a shape and a text label - never colour or motion alone

C. Track it - a click is only data if the player reports it

- [ ] Emit an xAPI statement on every click (actor - interacted - hotspot), not just at the end
- [ ] Use the xAPI Video Profile verbs for the clip itself: played, paused, seeked, completed
- [ ] Send statements to a Learning Record Store; with SCORM, log clicks as fixed interactions
- [ ] Plan hotspot analytics: which spots get used, which are ignored, where learners drop off

The right-tool test before you build

Use hotspots and overlays for spatial or exploratory learning - labelling equipment, walking through an interface, offering optional depth. They are the cheapest interactivity, so reach for them first. When you need to MEASURE understanding, add an in-player quiz that produces a score. When learners must practise a CONSEQUENTIAL decision, use a branching scenario - far more expensive, but it teaches judgment. And remember: clicking a hotspot is engagement, not mastery; do not let 'clicked all hotspots' count as 'completed'.

Companion to: 'Hotspots, Overlays, and Clickable Video'
www.forasoft.com/learn/elearning-video/articles-elearning/hotspots-overlays-clickable-video



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This checklist covers hotspot layers, WCAG 2.2 AA access and xAPI tracking for interactive learning video. Our seven-volume handbook covers the video stack under that layer; start with Volume 3 for players, subtitles and QoE, then Volume 4 for captions and audio accessibility, and Volume 1 for encoding.

WHAT YOU WILL FIND INSIDE

- Players, trick play and subtitles (Vol. 3)
- Accessibility and captions (Vol. 4)
- QoE monitoring in the player (Vol. 3)
- Encoding for course video (Vol. 1)

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Vol. 4 · Audio for Video I — PCM, codecs, loudness, accessibility, real-time voice processing
Vol. 5 · Audio for Video II — jitter buffers, lip sync, Atmos, quality metrics, neural codecs
Vol. 6 · AI for Video I — models and inference, computer vision, speech, search, generative video
Vol. 7 · AI for Video II — real-time pipelines, agents, serving, cost, compliance, verticals

Adding hotspots, overlays or quizzes to your course player?

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