International Standard

ISO/IEC 11581-7

First edition
2024-09

Information technology — User interface icons —

Part 7: Icons for setting interaction modes

Technologies de l'information — Icônes d'interface utilisateur —

Partie 7: Icônes utilisées pour régler les modes d'interaction

Reference number
ISO/IEC 11581-7:2024(en)

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Published in Switzerland

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Foreword

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

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Introduction

Many different user needs exist and many interaction modes have to respond to those needs. There is a need to represent these interaction modes with icons. They can be used to indicate to a user which modes are available to access the system and even which kind of adapted parameters a user can find inside the system.

Information technology — User interface icons —

Part 7: Icons for setting interaction modes

1 Scope

This document provides requirements for the icons that are suitable for setting up interaction modes in all kinds of devices. It gives guidance about their purpose, their function, and how they are designed in order to be usable.

This document specifies two sets of icons:

a) icons that deal with global constraints that are taken into account by the product or service;

b) icons that are oriented to more specific functions.

Each icon is illustrated through a glyph, name, description and function.

2 Normative references

There are no normative references in this document.

3 Terms and definitions

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

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

— ISO Online browsing platform: available at https://www.iso.org/obp

— IEC Electropedia: available at https://www.electropedia.org/

3.1
accessibility
extent to which products, systems, services, environments and facilities can be used by people from a population with the widest range of characteristics and capabilities to achieve a specified goal in a specified context of use

Note 1 to entry: Context of use includes direct use or use supported by assistive technologies.

[SOURCE: ISO 9241-112:2017, 3.15]

3.2
icon
visual icon
user interface visual symbol representing either an object or a function, or both, of the computer system

Note 1 to entry: Within this part of ISO/IEC 11581, "icon" is also used to refer to the function or object represented by the user interface symbol. An icon, which is generally rendered using an identifiable user interface symbol, is much more than just a user interface symbol, it also includes functionality (either as the object it represents or as the function that it represents).

Note 2 to entry: The concept of a symbol is used in the most generic of senses and can be rendered in various modalities. Some renderings of these user interface symbols include: visual (graphical) icons, auditory icons, and tactile icons.

[SOURCE: ISO/IEC 11581-10:2010, 3.4, modified — Visual icon added as term, "visual" added to definition, Note 2 to entry adjusted.]

3.3
earcon
auditory icon
user interface audio symbol representing either an object or a function of the computer system (feedforward or feedback), or both

EXAMPLE 1 An earcon can be a "click" sound representing a click achievement on a button.

EXAMPLE 2 An earcon can be a "coins" sound representing a payment function.

3.4
graphical symbol
visually perceptible figure with a particular meaning used to transmit information independently of language

[SOURCE: ISO 7001:2023, 3.1]

3.5
tacton
tactile icon
user interface tactile symbol representing either an object or a function of the computer system (feedforward or feedback), or both

Note 1 to entry: A tacton can have several properties as a shape or dynamic properties (vibration).

EXAMPLE 1 A tacton can be a short vibration indicating to user that an item is focused.

EXAMPLE 2 A tacton can be a long vibration indicating to user that an item was activated.

4 Conformance

An icon for setting interaction mode is in conformance with this document if it meets the requirements of Clause 5.

5 Icons to indicate that accessibility is taken into account

5.1 Accessibility icon

Many user needs exist as detailed in ISO/IEC 29138-1, and several interaction capacities can be available. From an accessibility point of view, when a user wants to interact with a device, the user first needs to know if the device takes into account accessibility.

An accessibility icon (design for all / universal design / handicap / assistive technology compliant) shall be provided either on the packaging, the device or inside the settings, or all (see Table 1).

An iconic representation is an abstract representation of an element, a status or a function. It can be visually, auditorily or tactilely displayed to the user. Visual icons shall have matching a tacton and earcon.

Table 1 — Accessibility icon

Generic icon	Label / description	Internal identifier	Icon function	Icon state	Icon modality	Alternative text
	**1.1 Accessibility icon. Product or service that takes into account diversity of users.** To indicate the product or service as being optimized for several perceptive, cognitive and manipulation constraints. The user interface includes either many parameters or user interaction modes, or both, that enable many kinds of users to use it. To indicate the control for accessibility settings or more generally interaction settings (perceptive, action-oriented and cognitive settings). NOTE "Accessibility" icon is licensed under CC0 v1.0 Universal.[1)]		Simple indicator or navigation function giving access to accessibility settings	Avail= AVAILABLE	graphic	short alt. text: Accessibility icon long alt. text: Vitruve man

5.2 Icons for system generic optimizations

5.2.1 Generic icons

Generic icons can help a user to be aware of product or service capacities to match the user's abilities in terms of perception, understanding, access and manipulation. Such icons describe the global constraints that the product or service takes into account. Those situational constraints are due to user limitation (unable to hear, to see, to manipulate) or due to system or contextual limitation (too noisy environment, no screen available, pointing mouse not available). This is a generic level that only expresses that the product or service is built in order to respond to such constraints.

5.2.2 Common rules for generic icon design

Generic icons shall be in the form of a circle.

Generic icons should have a deep blue background colour without any gradient effect (Figure 1).

Figure 1 — Deep blue generic icon

NOTE 1 Black background and white glyph is acceptable (Figure 2).

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Figure 2 — Black background and white glyph icon

NOTE 2 White background and blue or dark glyph is acceptable (Figure 3).

Figure 3 — White background and a deep blue or dark glyph icon

Generic icons shall be flat, without any shadow.

Generic icons shall be without depth effect.

Generic icons shall be positive icons without any strikethrough.

5.2.3 Visual or audio perception optimizations

Table 2 provides generic icons for perception optimizations together with respective names and descriptions.