Human-Computer Interaction
INFR11017

Week 10: Accessibility

21\textsuperscript{st} November 2023

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Content

- Course Overview
- Accessibility - activities
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Course Overview
Course overview and status

- **Lectures**
  - This week (Week 10) Accessibility and other topics

- **Coursework**
  - This week (Week 8)
    - 5: Select two screens (and revise their designs)
    - Start 6: Write the report
  - Deadlines
    - CW3 – group work - 30/11/2023 12 Noon
    - Quiz 3 – individual work – 1/12/2023 12:00 AM - 11:59 PM
Accessibility
Accessibility – Activity 1

- [https://edin.ac/49JkgOk](https://edin.ac/49JkgOk)
Accessibility – Activity 2

- https://edin.ac/3MNWQhg
Raising Awareness

- Increasing accessibility awareness is essential to help lay the foundation for creating change in society
- Influences empathy and attitudes
- However, awareness without action dilutes the message
- Accessibility requires specialist knowledge
Accessibility Persona

- Includes specific access considerations
- May have the same goals, but different needs.
- Helps us consider the varying cognitive, motor, visual, and auditory needs of users.
Accessibility Persona – Alex Example

"When digital content is tailored to suit my needs, there are no obstacles I cannot overcome."

**Background**
- MSc in AI from the UK
- Recently moved to Edinburgh
- Has ADHD and Dyslexia

**Main Challenges and Pains**
- Finds it challenging to manage their time
- Has difficulty focusing a long period of time
- Sometimes they cannot remember things and that makes them missing deadlines
- Struggles with big chunks of text; has difficulty in understanding textbook material
- Complex layouts creates problems, distracting their attention
- Has substantial difficulty reading
- Struggles with spelling

**Goals**
- Wants to finish their degree and get a job in a company
- Would need a summary of the key points in the lectures, tutorials and labs
- Since they struggles with spelling, they would like search functionality that suggest alternative spellings and provide error corrections

**Devices**
- has a Windows laptop
- uses an Android phone
- has an Alexa Echo Show 8
Accessibility – Activity 3

Think/ Pair/ Share

■ What are the difficulties that Alex may encounter with Learn. Focus on the content of the course that you selected for your CW1

■ What design changes do you suggest?

Padlet: https://edin.ac/3G4p9nM
Skyscanner Accessibility and Inclusion Award

- Recognises and celebrates disability inclusion by students in their UG4/MInf dissertations.

- Includes £500, a trophy and a certificate

- Eligibility: UG4/MInf students
CW2
CW2 marking

- Quiz 2 is marked and moderated!
- We are in the process of marking the reports
  - we mark each report separately and average the two marks
  - then, we will moderate the marks, by double checking:
    - each fail mark,
    - randomly chosen reports from each level (i.e., two at level C, two at level B and two at level A)
- The aim is to finish by Monday 27th of November or earlier
- We will offer office hours to give more detailed feedback - TBA
CW3
Coursework 3 – main points

■ Your goal is to improve your mock up from CW1 or start over again

■ Revise the identified problem
  - Frame the problem to be people-focused issue and relate it to your persona

■ Revise the design goals
  - Align the design goals to the identified problem

■ Revise task 4
  - State task 4 as an instruction to a participant, relate it to the problem and design goals, and justify

■ Redesign focusing on the identified problem, design goals and tasks, as well as persona
  - Justify your design decisions – these must be connected to the identified problem. Think of how your design is related to your persona
  - Think of Gestalt Principles, other HCI Principles, Design Patterns, Page Layout
Coursework 3 – marking scheme

- 40% of mark on:
  - Mock up (10%)
  - Identified Problem (10)
  - Design Goals (10%)
  - Tasks (10%)

- 60% of mark on screens:
  - 30% of mark per screen
  - Gelstalt principle and other principles must be different for the two screens
  - Explain how exactly the principle supports the persona
Coursework 2 feedback

- Select and prioritise
- You don’t need to fix everything
Common Mistakes

■ Mock-up
  – Links are not clickable

■ Identified Problem
  – Is too general and not related to persona
  – There is a collection of related problems

■ Design Goals
  – A list of changes is provided instead of goals
  – The goals are too vague
  – Mixing the goals with the problem
Common Mistakes

■ Tasks
  – *Task 4 is not related to the identified problem*

■ Screens
  – *Lack of justification of the design decision*
  – *Gestalt principles or other principles are not well named or applied*
  – *Mentioning too many principles but not covering them in depth*
Q&A
Any questions...

- Post to the Piazza
- Ask the TA during the TA open hour
- Ask the lecturers during the office hour
- Aurora Constantin: aurora.constantin@ed.ac.uk
- John Vines: john.vines@ed.ac.uk
HCI final mark

- CW2: 35%
- CW3: 35%
- Quiz 2: 15%
- Quiz 3: 15%