Human-Computer Interaction INFR11017

Week 10: Accessibility

21st November 2023

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Content

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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

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*

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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%