Accessible Mobile Voting Systems

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Accessible Mobile Voting Systems

• Project goal
  – Create an accessible user interface and interaction design for mobile voting
  – Developers can use design to create accessible mobile voting systems
  – Voters could fill out ballots on personal devices outside the polling place
Design Goals

• Design all screens for voting the NIST Test Ballot
  – Provide instructions
  – Preferences/settings, e.g., accessibility options
  – All contest types, e.g., straight party, pick two
  – Write-in interface
    • Alternative keyboard layout
    • Switch access scanning
  – Ballot review
Design Goals

• Develop detailed interaction design
  – Touch screen
    • Swiping
    • Flicking
    • Tap, double tap
  – Keyboard
  – Joystick
• System feedback
  – Alerts and warnings
  – Timing and response
Design Goals

• Design layout for each screen – UI defaults
  – Text
    • Fonts
    • Size
    • Letter spacing, line height and width
    • Text and background colors
  – User interface elements
    • Button size
    • Scroll bar functionality
    • Alternative on-screen keyboard
<table>
<thead>
<tr>
<th>President and Vice-President of the United States</th>
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<tbody>
<tr>
<td>Vote for one</td>
</tr>
<tr>
<td>☐ Mykaela Robbie</td>
</tr>
<tr>
<td>☐ Josué Clemente</td>
</tr>
<tr>
<td>☐ Alvin Boone</td>
</tr>
<tr>
<td>☐ Greg Vuocolo</td>
</tr>
<tr>
<td>☐ Amy Hallaren</td>
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<tr>
<td>☐ James Lian</td>
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</tbody>
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You have selected **Mykaela Robbie** for President, and **Greg Vuocolo** for Vice President

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<th>&lt;&lt; Previous Contest</th>
<th>Next Contest &gt;&gt;</th>
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Existing Platforms
- Ipad
  - Includes built in accessibility features
  - Laptop/Desktop computer

User Interface
- Typographic Elements
- Visual design
- Semantic and Accessible markup

External Interface Devices
- Joystick
- Screen reader (for laptop/desktop)
Contact Information

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