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 the 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

President and Vice-President of the United States

Vote for one





Page up

Josué Clemente Amy Hallaren PURPLE

Alvin Boone James Lian Orange

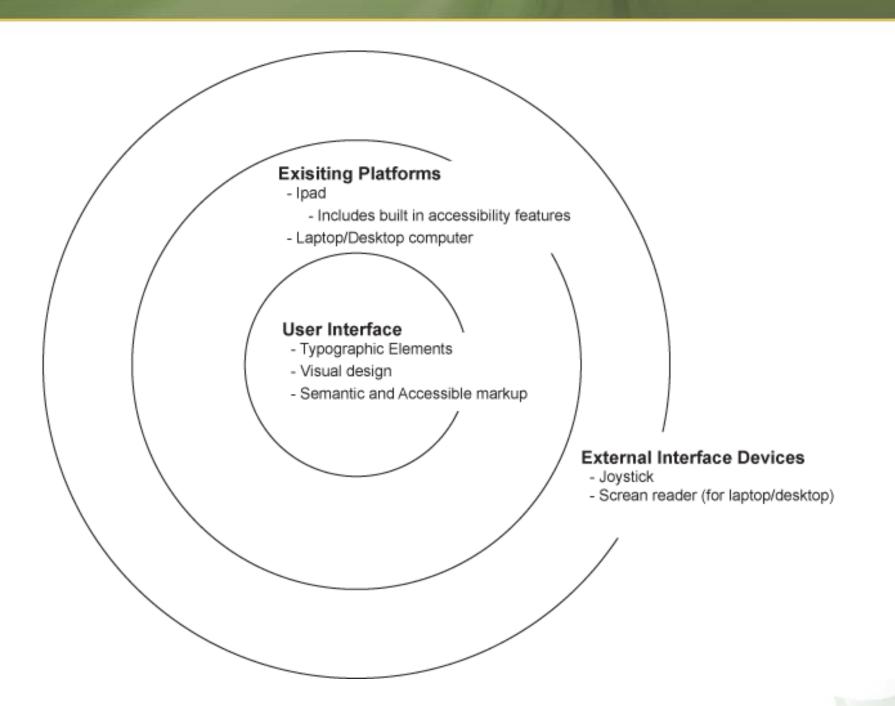


You have selected **Mykaela Robbie** for President, and **Greg Vuocolo** for Vice President



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