Smart Voting Joystick

Sarah J. Swierenga Graham L. Pierce Stephen Blosser

Usability/Accessibility Research and Consulting Michigan State University sswieren@msu.edu

NIST AVT Workshop Gaithersburg, MD April 1, 2013

Project Team

- Sarah Swierenga, Director, MSU UARC (PI)
- Graham Pierce, User Experience Researcher, MSU UARC
- Stephen Blosser, MSU Resource Center for Persons with Disabilities
- Engineering Design Capstone Team:
 - Yangyi Chen, Tyler Dennis, Graham Pence,
 Behdad Rashidian, Joy Yang
- Introductory engineering student teams

Accessible Voting Systems

- Electronic voting systems do not work well.
 - Many individuals with disabilities can't use them at all.
 - Take a very long time and are painful to use, even with no major disabilities.
- Project funded by ITIF to create "Smart Voting Joystick"
- Other Michigan State University voting projects
 - Design of accessible mobile voting system standards
 - Ongoing, funded by NIST
 - Testing Usability Performance of Accessible Voting Systems
 - Complete, funded by NIST

Electronic Voting System Controls

- Common Standard Controls:
- Touchscreen requires hand, arm, and shoulder strength and accuracy.
- Button panel requires finger/hand strength and accuracy.
- Neither can be used by individuals with significant hand/arm/shoulder disabilities.
- Most cannot be moved individuals with limited reach (including those in wheelchairs) can't use them.

Alternative Electronic Voting System Controls

- Common Alternatives:
- **Sip/puff** is only used by individuals with no hand/arm control.
- Two-button switch painful/impossible with hand/arm problems.
 - Requires up to 1200 button-presses to complete the NIST
 Standard Test Ballot with no mistakes.
 - Every change or mistake can take 100+ button-presses to modify/fix.



Smart Voting Joystick

- MSU Electrical and Computer Engineering capstone design team
- Create a smart joystick to plug in to electronic voting systems.
- Obtain feedback from users voting a shortened NIST ballot using the joystick



Mounting Options Design Challenge

- Engineering student teams asked to design universal mounting devices
- Design Goal:
 - Must be easy to set up
 - Quick mounting
- Several options:
 - Table mount
 - Chair mount (with/without armrests)
 - Wheelchair mount
 - Free-standing mount (locking swing arm?)
 - Other ideas?



Contact Information

Sarah Swierenga, PhD, CPE

Usability/Accessibility Research and Consulting

Michigan State University

Phone: 517-353-8977

E-mail: <u>sswieren@msu.edu</u>

Web: <u>usability.msu.edu</u>

