

# 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

**Mykaela Robbie**  
**Greg Vuocolo**  
YELLOW

**Josué Clemente**  
**Amy Hallaren**  
PURPLE

**Alvin Boone**  
**James Lian**  
Orange

  
Page  
up

Page  
Down  


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



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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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