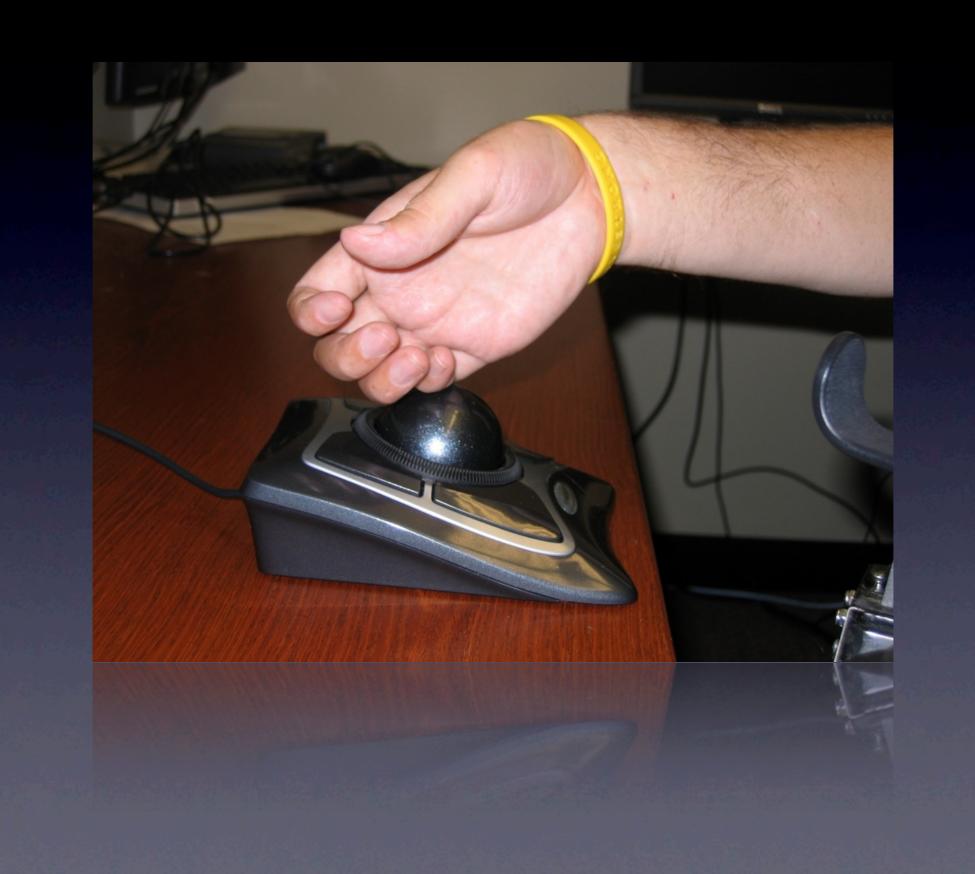
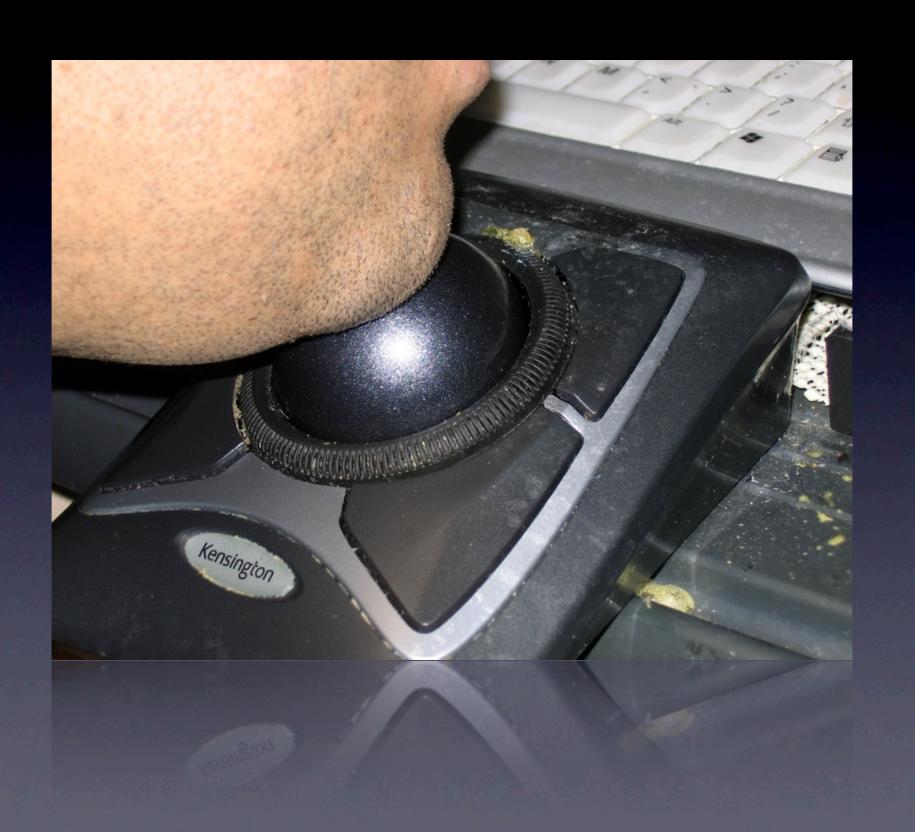
Scalable Personalized Adaptive (Computer) Accessibility

Krzysztof Z. Gajos































ACCESSIBLE PATH

Main Group First Floor At Main Compos Une Their Floor Elevation

Atheretic Route Easternett Contact To Easternett Contact To









It's not enough to make access possible

You have to ensure that access is equitable

Definition of Disability?

Definition of Disability?

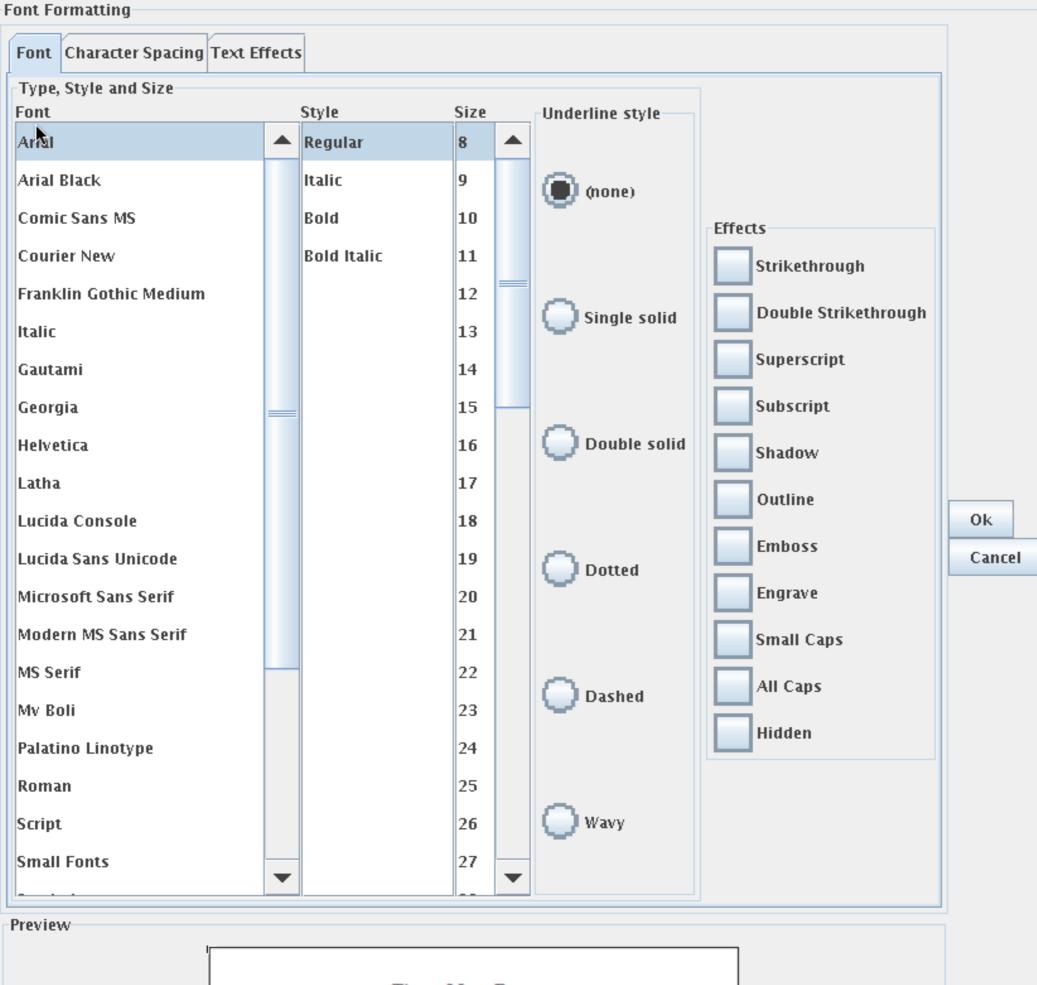
- Health condition?
 A disease, disorder, injury, or trauma
- Impairment?
 A loss or abnormality of body structure or function
- Disability?
 Activity limitations: Difficulties an individual may have in executing a task or action
- Handicap?
 Participation restrictions: Problems an individual may experience in involvement in life situations

A Vision for Equitable (Computer) Accessibility

- Interfaces share the burden of adaptation
- Accessibility solutions are personalized
- Accessibility solutions are adaptive
- Solutions can **scale** to millions of individuals

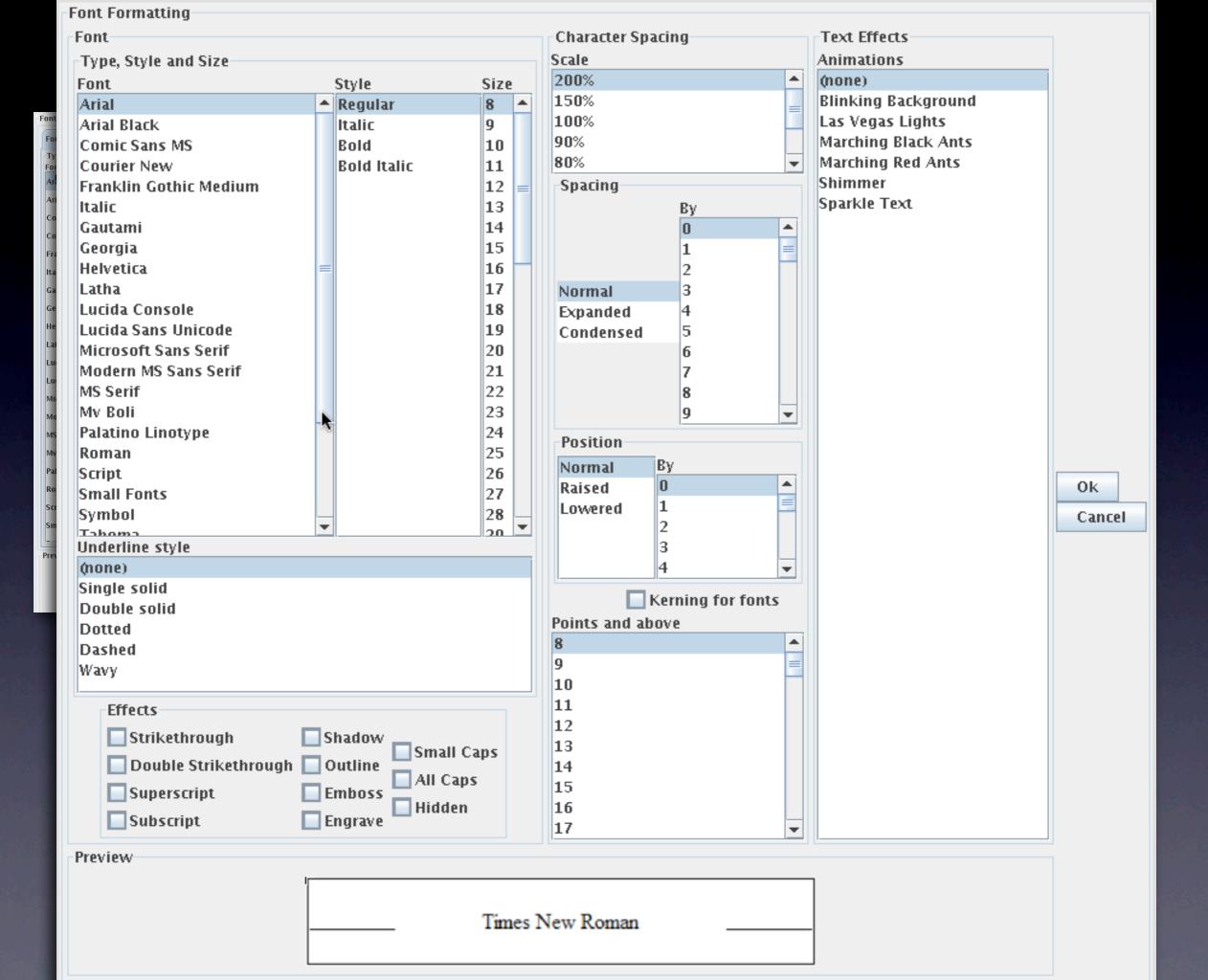
Supple Project

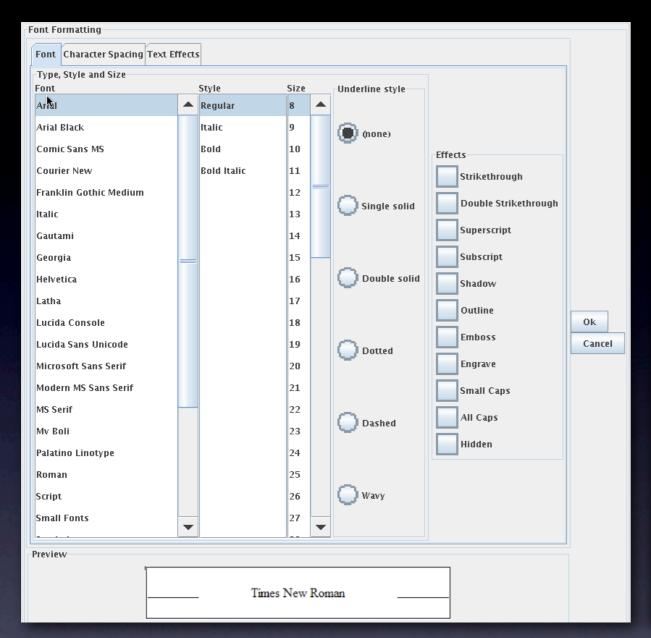
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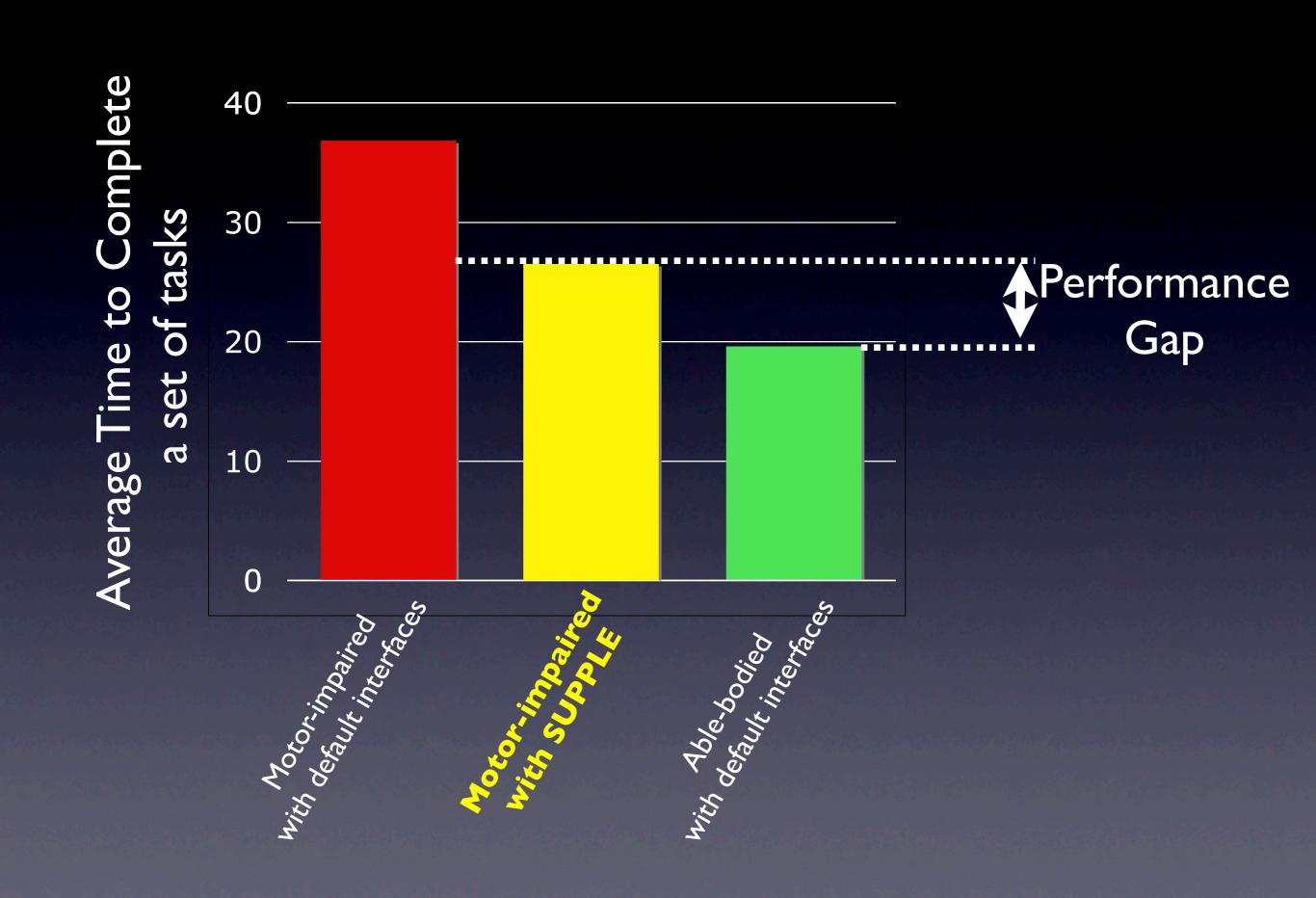




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Impaired dexterity

Low strength

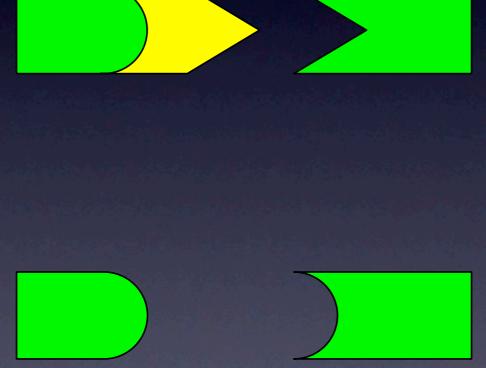


Interfaces share the burden of adaptation









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Type: Ink jet	Manual Duplex				
Where: Printer room					
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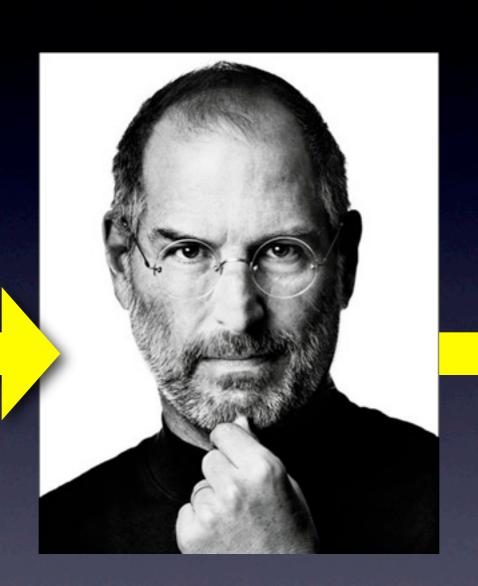


Solutions can scale to millions of individuals

DESIGNATION OF THE PROPERTY OF

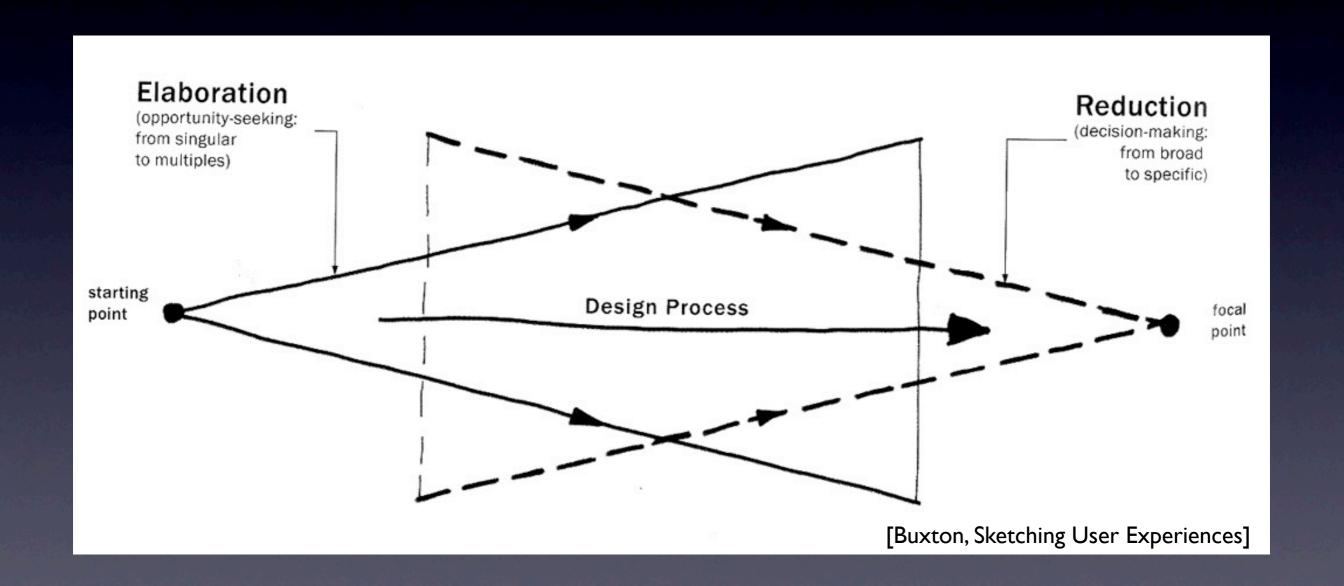
Design by Genius

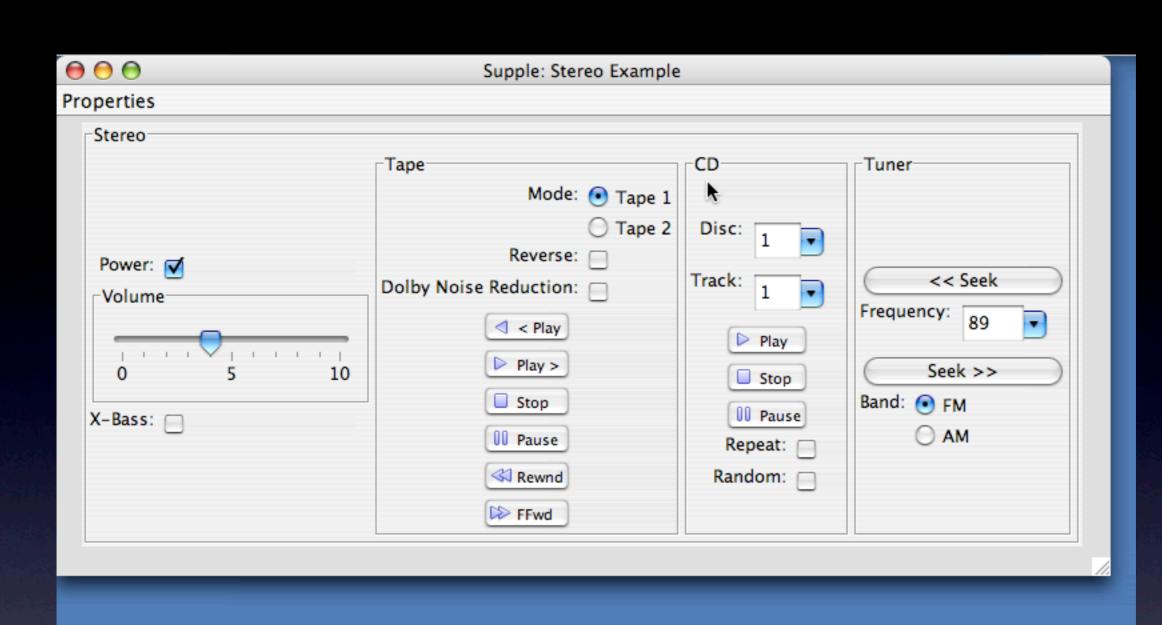
Specification



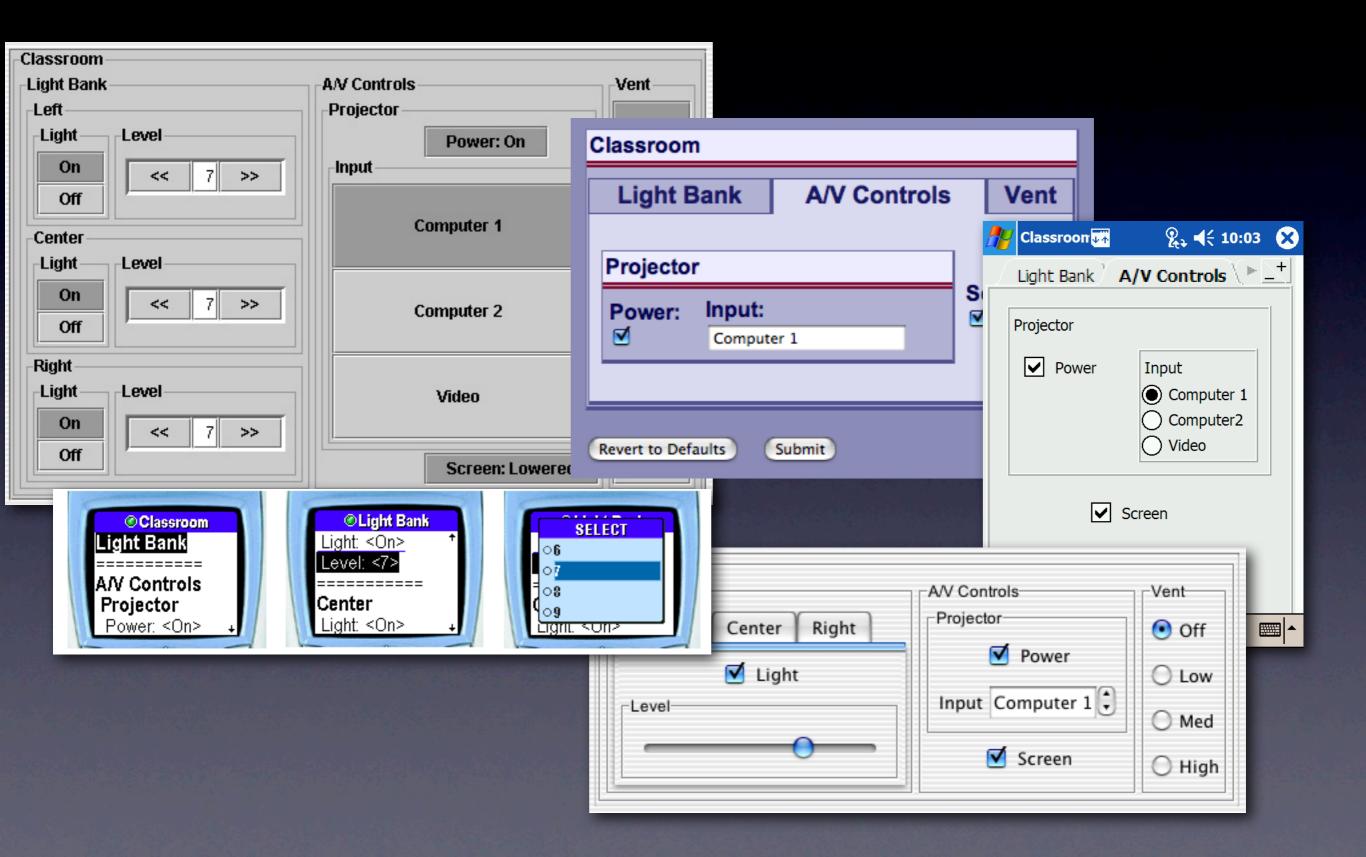


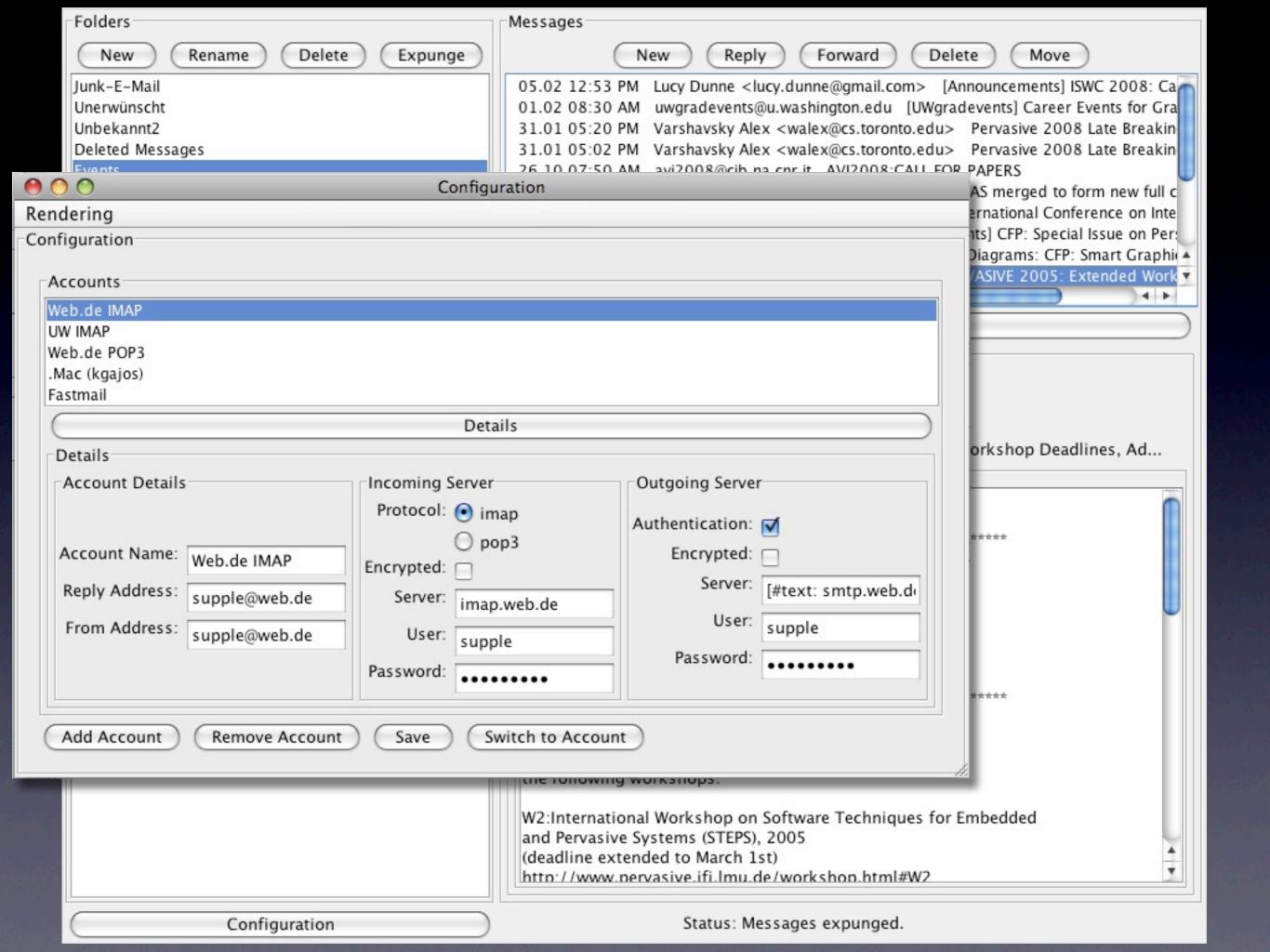
Design by Exploration

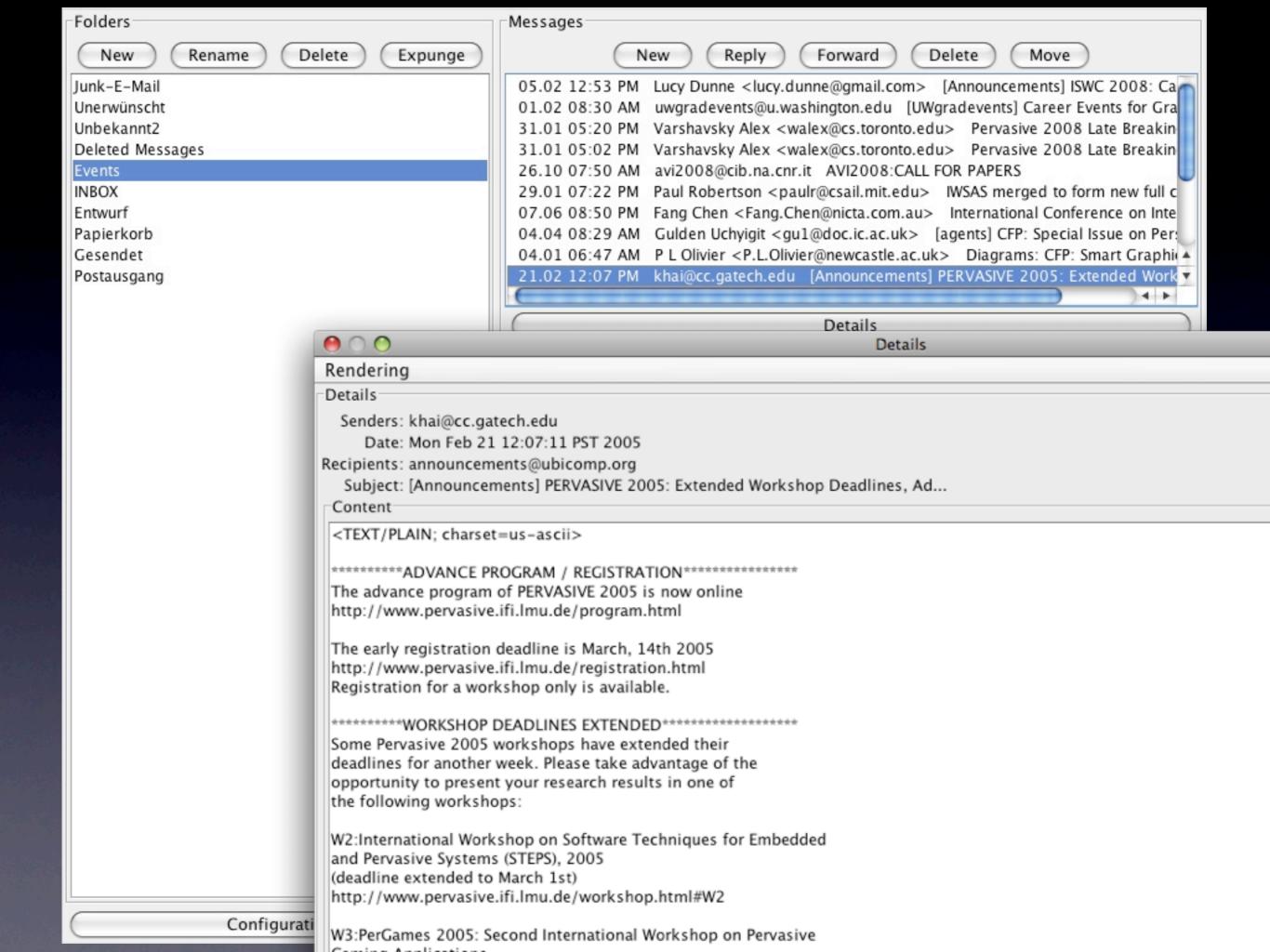


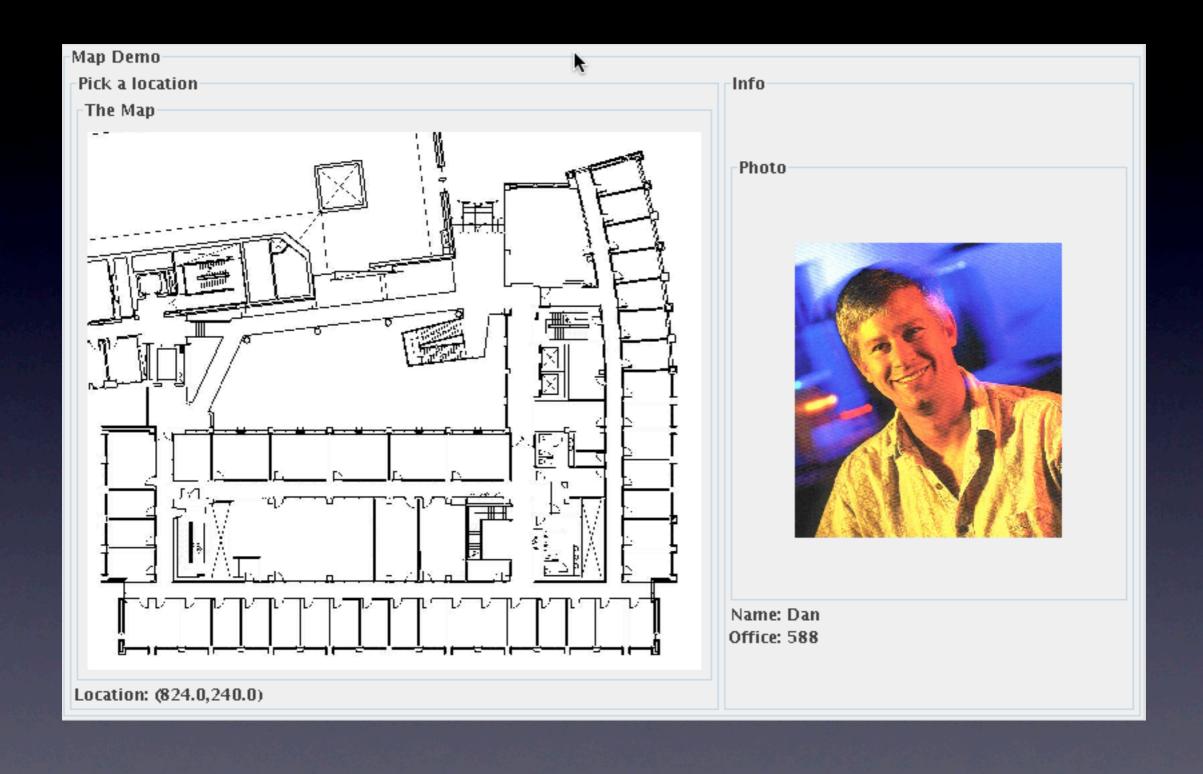


Adaptation to Devices



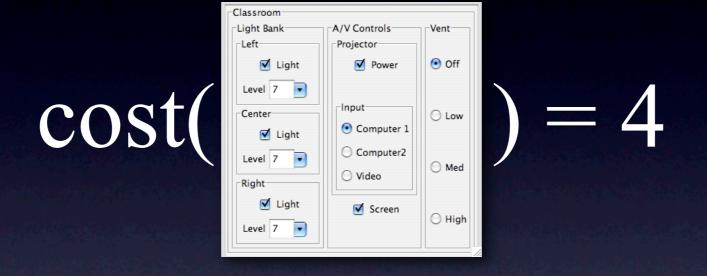






Accessibility solutions are personalized

Evaluating Success



Classroom

Concerns in Ul Design

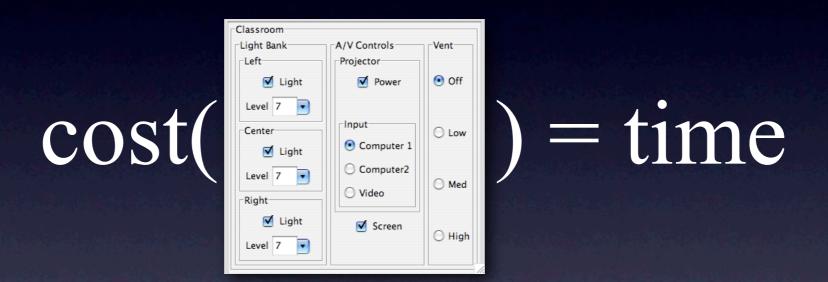
- Perceptual effort
- Cognitive effort
- Motor effort
- Aesthetics

Concerns in Ul Design

- Perceptual effort
- Cognitive effort
- Motor effort
- Aesthetics

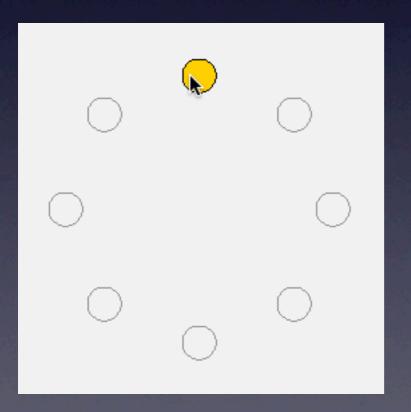


Adapting to Motor Abilities

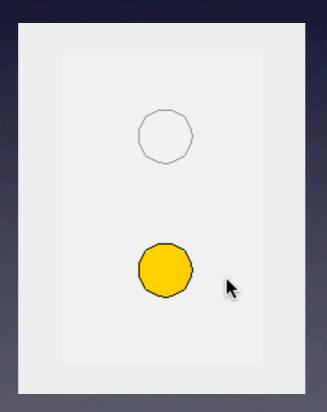


Collect Motor Performance Data

Pointing



Dragging



List Selection



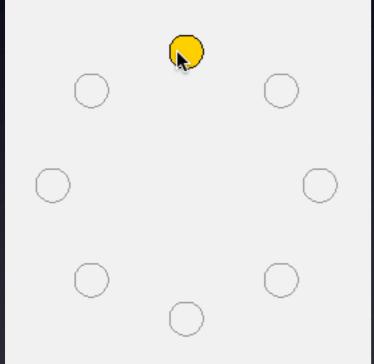
Accessibility solutions are adaptive

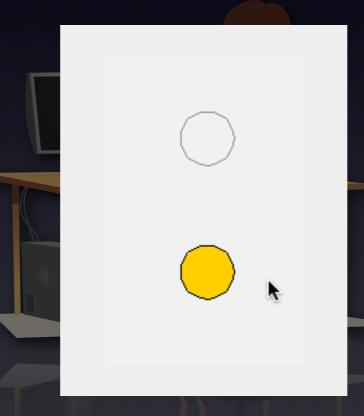








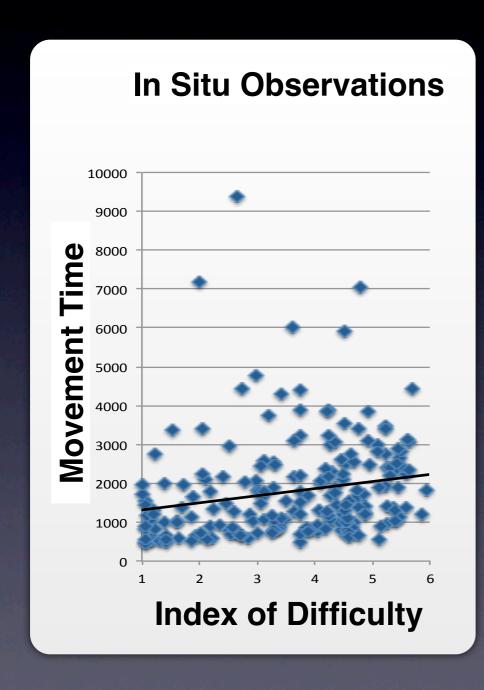




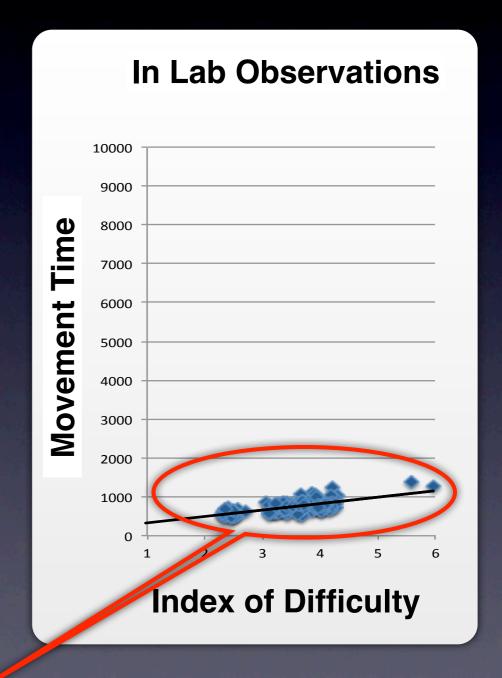


What we get in the wild

What we want







Deliberate, targeted movements

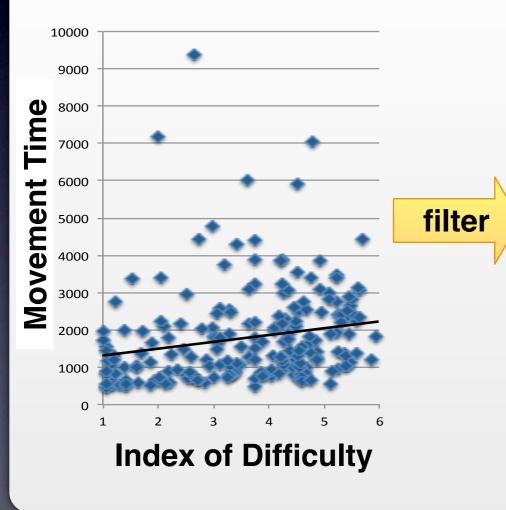
Deliberate, targeted movement?

A Data-Driven Approach

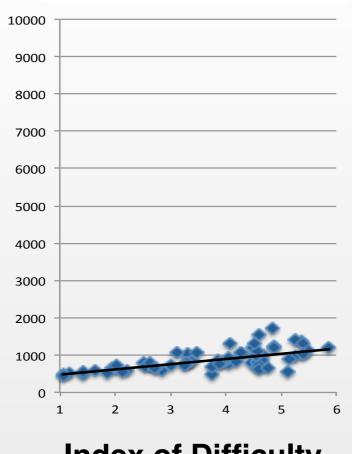


Results



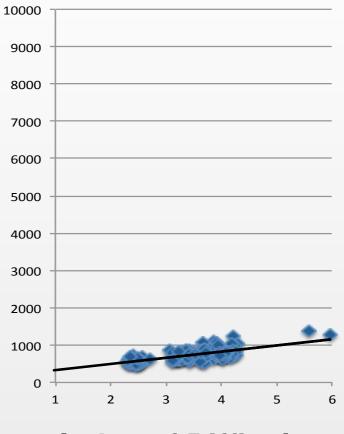


In Situ Observations Filtered



Index of Difficulty

In Lab Observations



Index of Difficulty

SPR Web Project

SPRWeb:

Preserving Subjective Responses to Website Colour Schemes through Automatic Recolouring

SPR Web

- Interfaces share the burden of adaptation
- Accessibility solutions are personalized
- Accessibility solutions are adaptive (not yet)
- Solutions can **scale** to millions of individuals

Age-related differences in computer input performance?

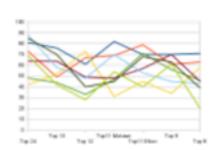


4860 participants last week



Trust us; you will love this test!

Take this test to see how well you can spot (un)trustworthy websites. This experiment takes around 12 minutes.



How do you predict future change?

Plot some points to see whether your way of predicting event trends is more American or Chinese. This experiment takes around 10 minutes.



What is your website aesthetic?

Compare your visual preferences to people around the world. This experiment takes around 10 minutes.

Participate now!

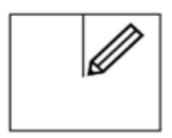


Participate now!



Test your social intelligence!

Test how well you can read emotions of others just by looking at their eyes. This experiment takes around 10 minutes.



Are you more Eastern or Western?

In this test, you will learn whether you are more sensitive to a focal object (as most Americans) or more attuned to the context (as many Japanese). This experiment takes around 8 minutes.



Looking for more studies?

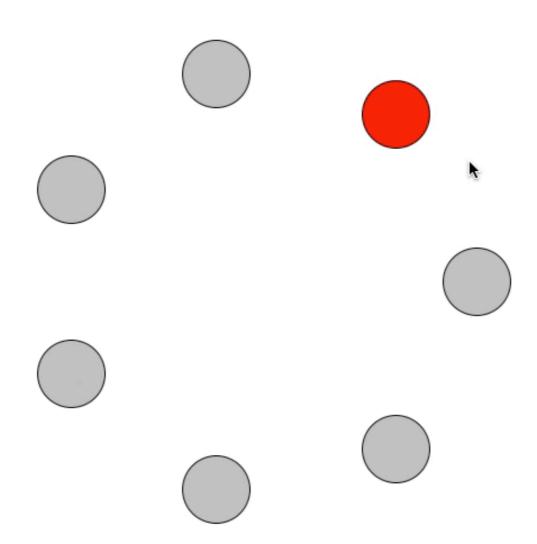
Learn about your brain and contribute to brain research on TestMyBrain, or test your language sense on Games With Words!

Participate now!

Participate now!

Age Guessing Game

Progress: Set 1 out of 10



Results

Our best guess is that you are 30. Is it close?

To help us improve the system, please tell us your actual age



Finish!



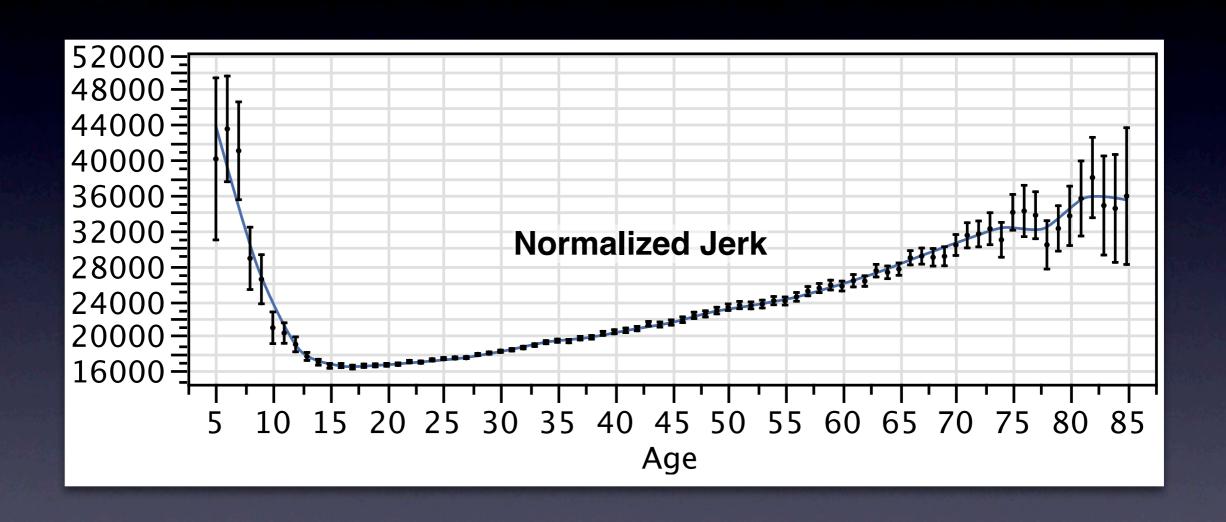
- > 1,000,000 visitors
- > 500,000 participants
- ~350,000 usable participants aged 5-85
- 212,212 mouse users on Windows and Mac
 OS X

Input Performance by Age



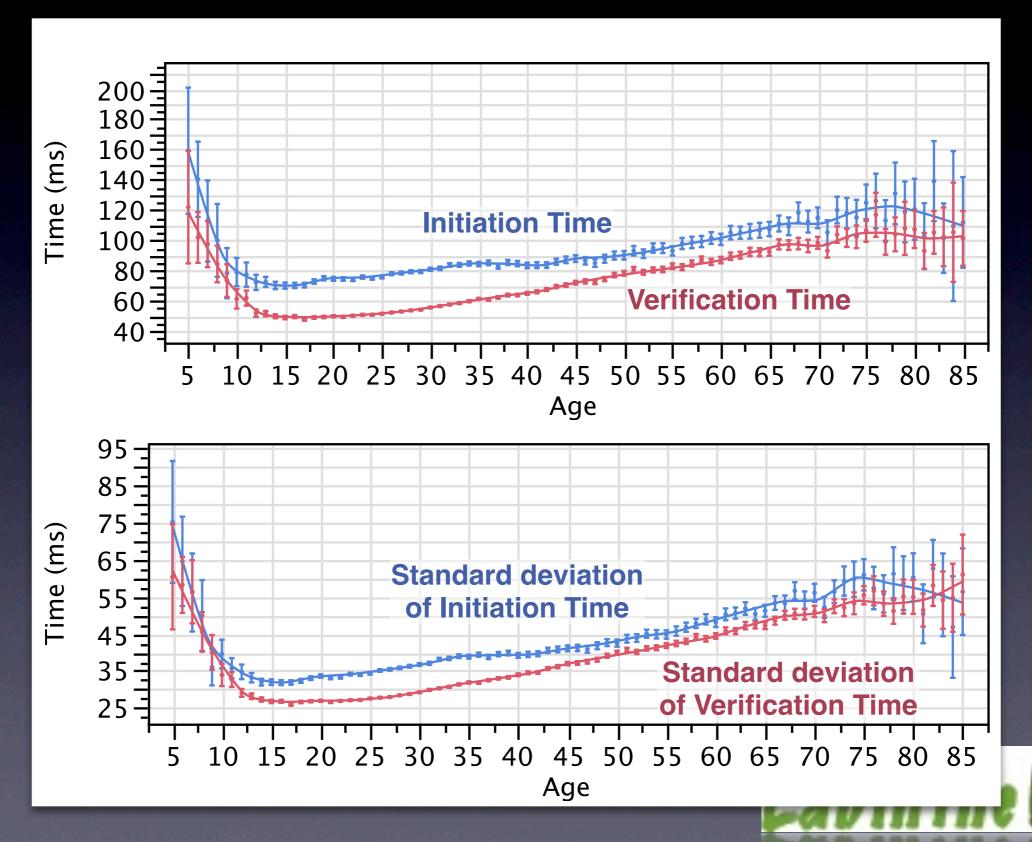


Fine Motor Control by Age





Cognitive Processing Speed by Age



Matthew Effect and Computer Access

For unto every one that hath shall be given, and he shall have abundance: but from him that hath not shall be taken even that which he hath.

—<u>Matthew</u> <u>25:29</u>



Malcolm Gladwell
Photo by Kris Krüg at PopTech 2008

Biases Against Older Workers

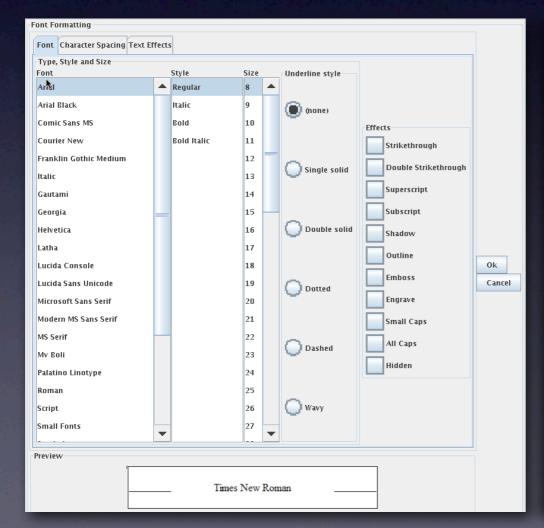
Productivity of Older Workers: Perceptions of Employers and Employees

HENDRIK P. VAN DALEN KÈNE HENKENS JOOP SCHIPPERS

...we tested whether soft qualities and abilities-e.g., reliability and commitment-are just as important as hard qualities-cognitive and physically based skills-in the eyes of both employers and employees. It appears that both employers and employees, young and old, view hard skills as far more important than soft skills.

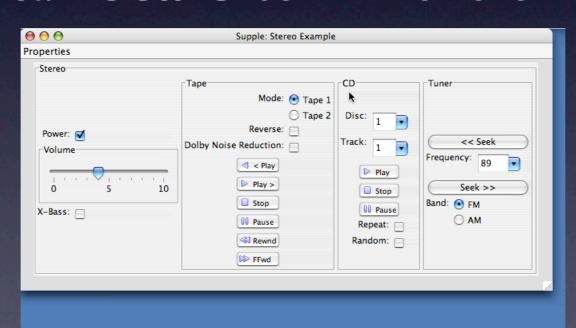
Reprise

Interfaces share the burden of adaptation

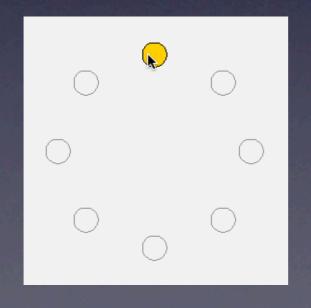


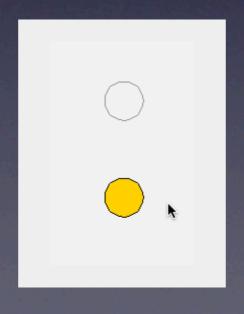
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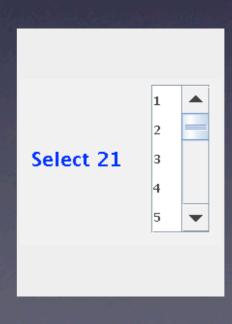
- Interfaces share the burden of adaptation
- Solutions can scale to millions of individuals



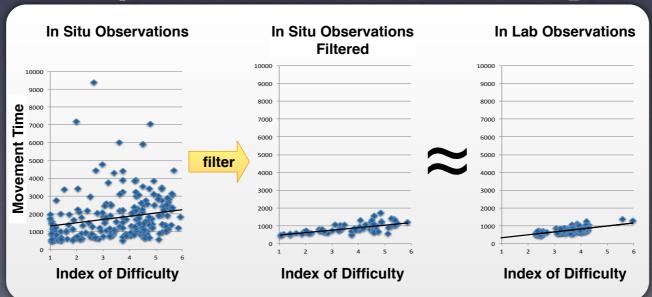
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- Accessibility solutions are personalized







- Interfaces share the burden of adaptation
- Solutions can scale to millions of individuals
- Accessibility solutions are personalized
- Accessibility solutions are adaptive



- Interfaces share the burden of adaptation
- Solutions can **scale** to millions of individuals
- Accessibility solutions are personalized
- Accessibility solutions are adaptive
- (Profound differences in abilities are pervasive)



- Interfaces share the burden of adaptation
- Solutions can **scale** to millions of individuals
- Accessibility solutions are personalized
- Accessibility solutions are adaptive
- (Profound differences in abilities are pervasive)

Krzysztof Gajos iis.seas.harvard.edu

