Exploring methods to test usability of ICT applications with people with learning disabilities

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With thanks to Andy Minnion and Ian Rowlands

This document is part of a collection of presentations with a focus on the legal and social aspects of electronic publishing. For full details of this and the rest of the collection see the cover sheet at: http://ucloer.eprints-hosting.org/id/eprint/23/









Plan of talk

Background and context

- A (quicker than) lightning tour of law and policy
- The problem / challenge

The research (1) Overview

- Aims, methods
- Contextual findings

The research (2) Usability studies

- Issues informing usability tests
- Usability tests: information retrieval
- Usability tests: games
- Next steps: optimising web interfaces

Background and context

(It is all about inclusion!)





Disability Discrimination Act 1995

- Replaced Disabled Persons (Employment) Act 1944)
- •Was an attempt at 'a universal, all embracing right of non-discrimination against disabled people ... applicable to all providers of goods, facilities and services to the general public' Minister for Social Security and Disabled People, Hansard, H.C. standing Committee E col. 290
- Part I Summary of the meaning of disability.
- Part II Discrimination in relation to employment
- Part III Discrimination in relation to public access to goods, services and premises.
- Part IV Education (SENDA 2001).

Disability Discrimination Act 1995

Part III: public access to goods, services and premises

- A provider of services discriminates against a disabled person if:
- (a) for a reason which relates to the disabled person's disability, he treats him less favourably than he treats or would treat others to whom that reason does not or would not apply; and
- (b) he cannot show that the treatment in question is justified

The key is: 'SERVICES' INCLUDES INFORMATION!

SEN and Disability Act 2001

SENDA introduced a new Part IV of the DDA

Required reasonable adjustments to 'student services'

- Lectures
- Course materials/e-learning
- Examinations

Other legislation (1)

The Mental Capacity Act (DOH 2005)

- •'The right for individuals to be supported to make their own decisions and to be given all appropriate help before anyone concludes they can't make decisions'.
- every effort should be made to provide the individual with required information

Human Rights Act, 2008

 Article 14 prevents discrimination because of disability

Other legislation (2)

Disability Equality Duty (2006)

All public bodies - government, schools, health trusts, emergency services – must pay 'due regard' to equality for disabled people.

Requires:

- Elimination of discrimination / harassment
- Steps to meet disabled people's needs, even if this means more favourable treatment.
- Promotion of participation by disabled people in public life

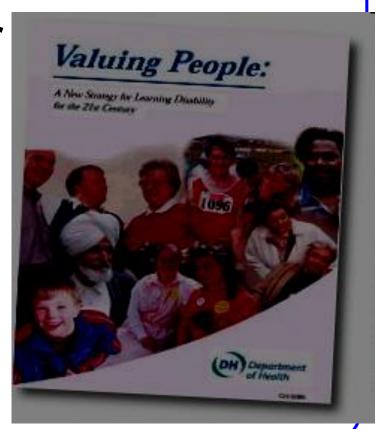
Policy

Valuing people: A strategy for learning disability for the 21st century

About promoting:

- rights
- independence
- choice
- inclusion

Manifested in Person-Centred Planning



Led to ...

The Road Ahead

Social Care Institute for Excellence (SCIE) funded* investigation into the information needs of young people with learning disabilities at transition

- Focus group interviews
- Systematic review of the literature
- A review of information available

(*carried out by Norah Fry Research Centre (NFRC)

... which found...

- Young people not involved in decision-making
- A lack of appropriate information
- Much information was inaccessible

Recommended that:

•'information should be developed in conjunction with the target audiences, that is young people, their parents and supporters'



Rix Centre funded to address this.....

The research

Part 1: overview





Overall aims

To create resources for <u>and by</u> young people to

- Help with transition
- Promote inclusion
- Facilitate self-advocacy

Aims of the usability studies

To determine which factors facilitate accessibility and usage of electronic information resources by people with LD, by:

- Examining the environment and context
- •Developing usability methods, and use these to:
- Elicit issues related to task
- Identify any specific design / accessibility issues
- Address issues related to participation
- Iteratively improving the platform and materials

Approach

"Design is a social issue because it is poor design which turns an impairment into a disability" - DRC Inclusive Design Manual

Reflects the 'social model' of disability & inclusive approaches

Projects undertaken

Project @pple

Newham Easy Read





Sample(s)

Ranged from those with:

- No literacy skills
- Limited or no functional language
- (but good receptive language)
- Limited motor skills
- Some computer experience
- The ability to perform basic physical tasks

To those who had:

- Functional language (inc. one bilingual)
- Basic literacy
- Good computer skills

Methods (1) Overview

- Interviews
- Observation
- Experimental tests



Findings (1)

Contextual issues

- Inappropriate materials/use
- Electronic babysitter
- Age-inappropriate materials
- Poor 'inclusion' practices
- assistive devices not used
- lack of training/confidence
- Competing agendas and pressures
- use as evidence-base
- commercial concerns
- Role of supporter vital

Findings (2)

Issues informing usability tests

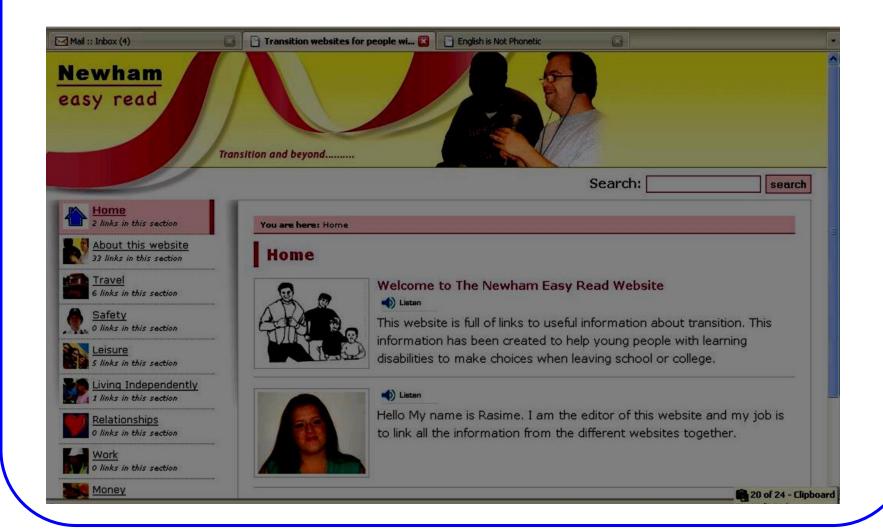
- Learner understanding of tasks
- Interpreting idiosyncratic behaviour
- •Interpreting 'non-compliance'
- Learner motivation

The research

Part 1: usability tests







Two tests, at different levels. For all we tested:

- Recognition of
- icons
- •links
- Scrolling
- Navigating forward/back

And, for literate participants:

Content understanding

Test one (literate sample) tasks:

- •Where will you find information on transport?
- •What does the page tell you about travelling by bus?
- •How to you get the sound to play?
- •Can you go back to the page where we started?



Test two (non-literate sample) tasks

- Find a white hat
- Click on it
- Look for the treasure chest
- Click on it
- Look for another treasure test
- •What letter is on it?

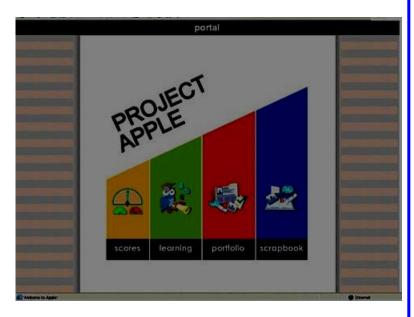
Results

- Iconography an issue
- Scrolling difficult
- Links not always recognised
- Text size important

Usability tests: games

We tested:

- Image recognition
- Understanding of task
- Curser dexterity
- Use of forward/back navigation



What are the optimum features for presenting information on a website for people with learning difficulties?

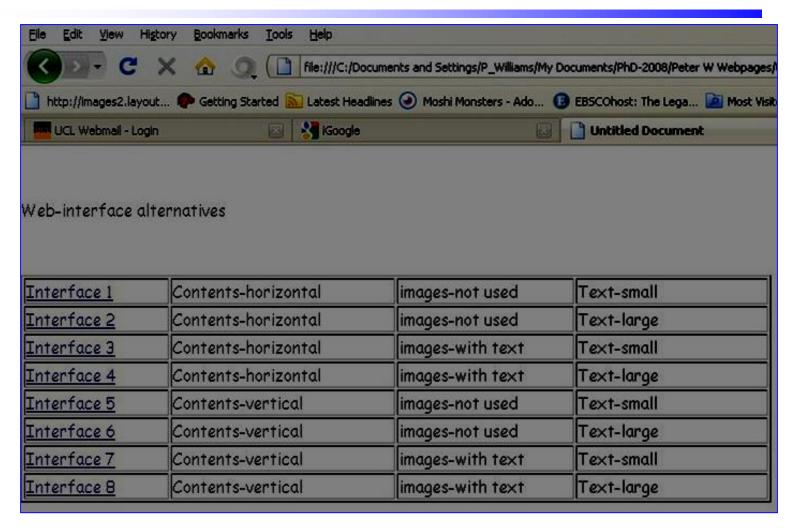
- •First, imagine 3 mobile phones, with different...
- Weight, Battery life, Cost
- Then, get people to state their preferences
- •1 v 2; 2 v 3; 3 v 1

Then, whiz it through a Conjoint Analysis. This determines:

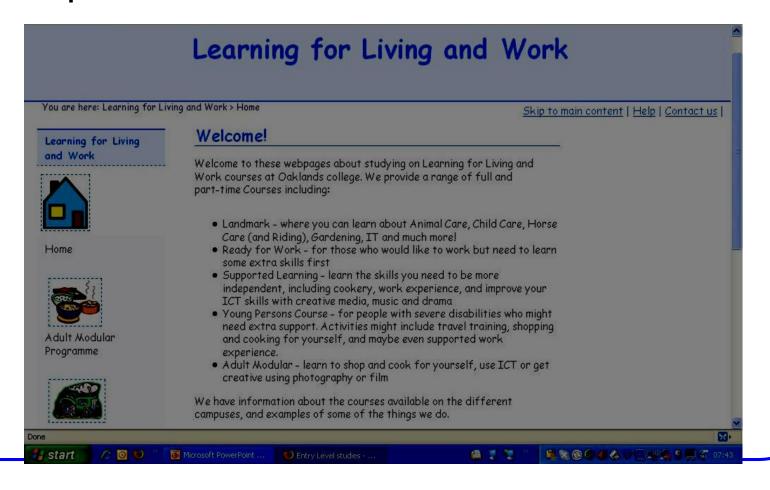
- The most important factors
- The relative importance of each

Now imagine various web page designs:

- Scrolling
- Menu position
- Text
- size



Example (with images; small text; vertical menu)



Running this experiment means ...

... by next year's class I should be able to reveal the optimum website interface!!



Pete

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