**Methods**

After discovering that a conversational interface would be the most effective solution for the issues in the voting process that we aimed to address, performing a literature review was imperative. We started by identifying relevant research topics and developing a search strategy. This procedure included listing search terms such as color theory, humor theory, disability and accessibility, internet inequality, and interaction. We found relevant scientific articles and reports in different online research communities, found primarily with the help of Google Scholar. We by no means examined all studies pertaining to our research topics, but only ones that we found to be most pertinent. In that sense, the present study is not fully comprehensive; however, it does pose a potential starting point for future research and development.

To better understand our target audience, we conducted an online survey that asked participants about their past voting behavior, knowledge of the voting process and related terms, and any sentiments they may have regarding the system as a whole. We created the survey with Google Forms, and over the course of a few weeks, it was distributed via email and across social media platforms.

Lastly, we coordinated a series of color and prototype testing with potential users. For the color testing, interviewees examined provided color palettes and were then asked to describe their initial reaction, list an adjective that relates to the colors, and personify the palette. For the prototype testing, we asked interviewees to follow the main task flow of our prototype, and they ran through it unaided. We used this information to understand our prototype’s pain points and fix them for the next iteration of the app.

Note: our team only surveyed participants in the U.S within the target audience age range. Participation in the study was uncompensated and completely voluntary.