1. Could you tell me a bit about you and your field

I am a ms-hci associate professor who also an advisor for couple of grad students, I often teach intro to hci classes during the fall semester. The class I teach is cross-listed with psyc and school of computing, so i have like half and half of students from both side. Hmm my field? As someone who has hci focus, we look at the user, understand their frustrations and come up with a system as a solution, that’s pretty much uhm an overview of hci. The field might be differ in if let’s say you want to do ….. Ui ux, wearables, AR,...oh yeah i forgot to mention that mshci is a combination of 4 school- interactive computing, psych, id and lmc.

1. What barriers or constraints as designers you have to take into account when designing a system for visually impaired users?

Well let’s see, i have work on a little bit with other professors and students at tech. Some barriers that I can think top of my head is the screen reader, you know that on canvas there is a immersive reader, which in my opinion is not the best way to display information to the students. These students often rely on other assistive technology like screen readers or braille displays. Visual content is another problem also because other professors who use like really old math and readings, it can be really hard for the system to pick up to accurately convey the information.

1. Can you give me an example of how you apply different tools, applications, and methods to help users overcome?

We have done some on screen text to convert into speech or braille output, voice command is also something that we also strive for. Again i dont really design, i just give advice, so i cannot really speak for what different tools we applied or made.

1. Visual impaired users used different tools on their computers to aid themselves, how did this impact your design? And what did you do to accommodate this?
2. Can you share any experiences where you modified content? What changes were made? Can you tell me about your process when you make these changes?

na

1. What did you do to confirm that your designs were helping visual impaired users? And if your designs were intuitive?

User testing is important and one of the best way to confirm our design, usability test is usually recruit students, then ask them to perform some tasks speaking aloud what are they thinking and ask some questions about the system at the end. We also have something called heuristic evaluations which has 10 criteria that we grade on to make sure the system is easy and up to standard to interact, these can be evaluated by a professional in hci and usually doesnt take long. Oh i want to tell you that these iterations usually do not take long at all, we want to do it quick and fast to roll out the results so the designer can make changes to test again and again. The hardest part is recruiting students to test it out and running the sessions, you usually need 5-7 people to get 99% of the insights out but as you can imagine, if we have more iterations, we need more participants so we need to to our best to include major of tasks in each iterations

1. Do you think collaboration and feedback improve the quality of the accessible document creation process? How do you measure these improvements?

Collaboration will give you more insights from different industry, and usually resulting in a better brainstorm for ideas. In past I work with other people from id, and other schools compared to when im working solo. I can get ideas from areas that i dont know about and resulting in a more efficient work. Working alone has a perk that you can decide what to do but if it’s something you are not familiar with, then you will need to research on your own more.

1. How long have you been designing accessible documents? So do you consider yourself to be a novice or expert designer? How has your thinking evolved from being a novice to expert level in designing accessible documents?

I do not consider myself as a designer, as an HCI professor, I am more like an advisor whenever the the designer from other colleges like computing, id, or other departments that want to my advice. I’m not an expert or novice at designing but i’d consider im an expert at hci and i can use my hci knowledge to help

1. Final thoughts on how CIDI positively impacts student experience at Georgia Tech?

N/A