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**Summery Table:**

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**Summery Paragraph:**

In this paper the author discusses the design approaches and the difficulties in designing the interfaces for the illiterate users all around the world. The URSULA is actually a project that is actually a guideline set for developers of websites and other applications for illiterates specifically, all around and wants the developers to take care of illiterates and their understanding abilities. The author later on highlights the working devices in developing countries like India, and the devices like Simputer, so it would become easy for the developers to judge the target users.

(HUDS) Hypothetical User design scenarios, a designing tool where designer specifies the potential user of the system with a detailed information about the application need and the particular set of environmental factors in contact to the user interaction. Then the designer gets the information about any individual or any type of organization in between the interaction of user and the interface. Then the designer writes the scripts of design according to his understanding of the scenario. Later on designer notes down the issues that if could arise in interaction and suggests the solutions as well as the research questions for making the design more effective.

User-Interface Recommendations Supporting Universal Literacy Accessibility (URSULA) is a project to create user-interface guidelines for developers who are writing applications and websites that may be used by illiterate users. In particular, these Guidelines would be useful for developers of devices for developing communities, such as the Simputer, a small Information access device to be distributed in India. Because of low literacy levels among the target population for this device and the diversity of languages used throughout India, special consideration must be exercised when designing applications such that they are understandable by users who lack written language literacy. Interfaces that use speech and dialogue interaction,

Display non-linguistic graphics, adapt to the literacy level of the user, and accept input by microphone and touch screen would be Well-suited to the domain. This paper traces the initial stages of URSULA work, and it demonstrates how a conceptual interface design approach, Hypothetical User Design Scenarios (HUDS), can be used to drive the design process.