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**Summery Table:**

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**Summery Paragraph:**

This paper discusses the issues related to design an interactive interface for illiterates. This includes the issues related to Human computer Interaction and the interface was designed for the people who are very illiterates. Sakha Ram Lokhande, is a villager and want to use kiosk being setup in his village, because he want to share his progressive farming projects. He is learning new methods of farming and also sharing new diseases and pest attacks on his crops with the shared community through kiosk. This is an ideal scenario, where information is shared between the communities with vast improvements using the Genex [7] framework, generating excellence with information systems. This task is divided into four tasks which are collect, relate, create and donate. Collect is going and then gathering the existing information and work done then converting that to digital format, then relate and donate is through discussion forums and for create phase traditional knowledge is used. This paper discusses the interaction design challenges while working for the kiosks in the rural Indian scenario.

The kiosk was a multimedia computer offered to people to share information with each other on a shared community. Initially in India, kiosks were taken just similar to PCO (Public call office) where a middle man is used to make the people in contact with the kiosks. But later on people became matured and the people instead of taking assistance from the middle men, they directly started making interaction with the kiosks, so the middle men became vanished. The most probable users of this kiosk are the people of rural areas, which are of different feelings and experience. There may be some people who doesn’t want to use the technology and think that how is this relevant to them. Further we are in need of some initial work starters and technology enthusiasts who are going to start the business first time and invest in introducing the technology to the people. Although in villages these people will be of very less amount but we have to gather them as well and motivate them as well.

People who interacted with the kiosks are categorized as literate or illiterate, familiar or unfamiliar, Novice experiment users and the people who have some defined goals. We have tested about 28 people of different categories. Like 20 literates and 8 illiterates, similarly 21 familiar to desktop and 7 unfamiliar and similarly 24 novice and 4 experienced. We found that people don’t use kiosks on regular basis. The author recommends that every village have some specified people like doctors, teachers and elderly people who are trusted people and can be used as a source of and can take part in influential decision making and these can be used for information exchange. Presently much of the communication and discussion is restricted to some public places in the villages where villagers discuss on inter and intra village issues. Before the arrival of PCO in rural India filling of the governmental forms and written communication and postal services, every type of communication was at these places.

When we make these rural people in interaction to computers, unfortunately most of them were even not knowing the purpose of this machine and were having wrong expectations about the computers. This interaction of the users with the kiosk was analyzed from the four perspectives. These are motivation, interface, content and media. These people need some motivation to interact with computers, because they were hesitating while using the computer. The interface was quite difficult for these, because they were looking that for the first time. Visual interface, navigation and mouse interaction was problematic for them. Video was seen as a television video, animations were seen as unrealistic and texts were also creating difficulty for them. The users interacted with the kiosks and become confident then to use kiosks but after some days when they come again to interact that become again diminishing because they are not knowing their passwords end user names. So there is needed to work upon this so that they not only could remember their user names and passwords but also they should use facilities like email through kiosks. A the end author concluded that there are many limitations still in the self-identification and interactive styling which should be covered up in order to make it more and more usable.