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| Paper Title | Designing for the Indian rural population:  Interaction design challenges |
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| Publication Date |  |
| Publisher Name |  |
| Journal/Conference |  |
| Organization | India |
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**Summery Table:**

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| **Title** | **Description** |
| Goals |  |
| Findings |  |
| Major Achievements |  |
| Targeted Audience |  |
| Limitations |  |
| Results |  |
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| Conclusion |  |
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| Keywords |  |

**Summery Paragraph:**

This Paper discusses the latest interactive challenges for illiterates while new mobile and computer applications. Due to arrival of new technologies to the developing countries, especially ICT4D (Information and communication for development) both mobile phones and PCs serving the population in developing countries as well. Due to high literacy and inability of the literate adults to use and understand computers and mobiles in rural areas of such countries is the reason that people face problems like cognitive difficulties, collaborative difficulties, intimidation cultural etiquette, experience and exposure, intimidation, mediation, motivation, pricing, power relations, social standing, and others. These are the factors which can damage up to a great extent. We have tested the usability factors on 400 low literate people from different cities of India, Philippines and South Africa. We saw that low literate people have difficulty in understanding the UIs which are highly textual.

The author discusses the work already done in the past for providing illiterates UIs. In those interfaces graphic handmade sketches were found more understandable by the illiterates as compared to the one uses pictures. Voice based assistance and the use of dedicated buttons and menus is also helpful for illiterates to understand the task they are looking for. The author discusses that it is the only UIs but also have had some other issues like pricing, peer learning and social standing which mediate how a user interacts with computing technologies in general. Beside these, the author discusses some other issues other than the traditional problems with the UIs for illiterates. The author previously had done some work in the field of job search, health information and mobile money transfer so the usability factors that were not covered in those now will be covered. Our target population are functionally illiterates or semi-illiterates. These includes plumbers and other laborers. Monthly households was ranging $20-200 USD, speaking different languages other than English. They were relating English with wealth. The author used the following methodology where people were interviewed one by one and in the group as well. We used the technique of ethnography, and developed an iterative process to develop new interactive UIs. We tested and modified our tasks in dramatized manner using the ‘Bollywood style’ and modified them on the feedback.