Codebook

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# Introduction

This is the codebook for our CHI’21 paper entitled “What Do We Mean by “Accessibility Research”? A Literature Survey of Accessibility Papers in CHI and ASSETS from 1994 to 2019.” See Section 3.1.1 of that paper for more details. For each of the codes, we provide a code definition and at least one example matching paper.

# Community of Focus

The accessibility-related population or community being studied or positioned by the authors as benefiting from the research (10 codes; multiple codes could apply to one paper).

**Blind and/or low vision (BVI)**: people who are blind, low vision, or generally described as having visual impairments. Does not apply to color vision deficiency (CVD).

Venkatesh Potluri, Priyan Vaithilingam, Suresh Iyengar, Y. Vidya, Manohar Swaminathan, and Gopal Srinivasa. 2018. CodeTalk: Improving Programming Environment Accessibility for Visually Impaired Developers. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI '18).* ACM, New York, NY, USA, Paper 618, 1–11. DOI:https://doi.org/10.1145/3173574.3174192

**d/Deaf or hard of hearing (DHH):** people with hearing loss or who identify as deaf/Deaf or hard of hearing.

Larwan Berke, Christopher Caulfield, and Matt Huenerfauth. 2017.Deaf and Hard-of-Hearing Perspectives on Imperfect Automatic Speech Recognition for Captioning One-on-One Meetings. In *Proceedings of the 19th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '17)*. ACM, New York, NY, USA, 155–164. DOI:https://doi.org/10.1145/3132525.3132541

**Motor/physical impairment:** people with motor or physical impairments.

Shari Trewin, Cal Swart, and Donna Pettick. 2013. Physical accessibility of touchscreen smartphones. In *Proceedings of the 15th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '13).* ACM, New York, NY, USA, Article 19, 1–8. DOI:https://doi.org/10.1145/2513383.2513446

**Autism:** people who have autism or autism spectrum disorder (ASD).

Fnu Nazneen, Fatima A. Boujarwah, Shone Sadler, Amha Mogus, Gregory D. Abowd, and Rosa I. Arriaga. 2010. Understanding the challenges and opportunities for richer descriptions of stereotypical behaviors of children with asd: a concept exploration and validation. In *Proceedings of the 12th international ACM SIGACCESS conference on Computers and accessibility (ASSETS '10)*. ACM, New York, NY, USA, 67–74. DOI:[https://doi.org/10.1145/1878803.1878817](https://doi-org.offcampus.lib.washington.edu/10.1145/1878803.1878817)

**Intellectual and developmental disabilities (IDD):** congenital disability that impacts how people develop (e.g., Down syndrome).

Andrew A. Bayor, Laurianne Sitbon, Bernd Ploderer, Filip Bircanin, Stewart Koplick, and Margot Brereton. 2019. Leveraging Participation: Supporting Skills Development of Young Adults with Intellectual Disability Using Social Media. In *The 21st International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '19).* ACM, New York, NY, USA, 143–155. DOI:https://doi.org/10.1145/3308561.3353793

**Cognitive impairment:** this community consists of people with cognitive impairments-- which impact brain function and include things like TBIs but also aphasia and dyslexia; these can be diagnosed at any age and are not necessarily congenital

Joshua Hailpern, Marina Danilevsky, Andrew Harris, Karrie Karahalios, Gary Dell, and Julie Hengst. 2011. ACES: promoting empathy towards aphasia through language distortion emulation software. *In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '11).* ACM, New York, NY, USA, 609–618. DOI:https://doi.org/10.1145/1978942.1979029

**Older adults:** population consists of author-identified older adults. We did not assume that a participant over a certain age was an “older adult”, they needed to be identified as an “older adult”.

Earl W. Huff, Natalie DellaMaria, Brianna Posadas, and Julian Brinkley. 2019. Am I Too Old to Drive? Opinions of Older Adults on Self-Driving Vehicles. In *The 21st International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '19)*. ACM, New York, NY, USA, 500–509. DOI:https://doi.org/10.1145/3308561.3353801

**General disability:** a paper should be marked as “general disability” if it studied disability or accessibility in general, but no specific subpopulation--for example, looking at what nondisabled people think about disability in general or accessible education for people with disabilities in general (i.e., not a specific group like IDD).

Kristen Shinohara and Jacob O. Wobbrock. 2011.In the shadow of misperception: assistive technology use and social interactions. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI ’11)*. ACM, New York, NY, USA, 705–714. DOI:[https://doi.org/10.1145/1978942.1979044](https://doi-org.offcampus.lib.washington.edu/10.1145/1978942.1979044)

Hanlin Li, Disha Bora, Sagar Salvi, and Erin Brady. 2018. Slacktivists or Activists? Identity Work in the Virtual Disability March. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI ’18).* ACM, New York, NY, USA, Paper 225, 1–13. DOI:<https://doi.org/10.1145/3173574.3173799>

**Other:** any communities of focus not already listed, such as people with color vision deficiency) or people described by a word that can encompass many disabilities where the participants’ disabilities were not further specified (e.g., “special education students”, “neurodiverse”).

David R. Flatla and Carl Gutwin. 2010. Individual models of color differentiation to improve interpretability of information visualization. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '10)*. ACM, New York, NY, USA, 2563–2572. DOI:https://doi.org/10.1145/1753326.1753715

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# Issue Addressed

Examined the *research goal* of each paper, including (7 codes; multiple could apply).

**Increase digital access/ease of use:** addresses inaccessibility of a digital technology.

Jian Xu, Syed Masum Billah, Roy Shilkrot, and Aruna Balasubramanian. 2019. DarkReader: Bridging the Gap Between Perception and Reality of Power Consumption in Smartphones for Blind Users. In *The 21st International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '19).* ACM, New York, NY, USA, 96–104. DOI:https://doi.org/10.1145/3308561.3353806

**Increase physical access:** addresses an inaccessible aspect of the physical world (e.g., lack of curb ramps, having trouble navigating a space, hard to turn doorknobs, etc.).

Limin Zeng, Denise Prescher, and Gerhard Weber. 2012. Exploration and avoidance of surrounding obstacles for the visually impaired. In *Proceedings of the 14th international ACM SIGACCESS conference on Computers and accessibility (ASSETS '12)*. ACM, New York, NY, USA, 111–118. DOI:https://doi.org/10.1145/2384916.2384936

**Increase independence:** states a goal of increasing independence of the user (often in the context of being able to live alone or travel independently).

Matthew Jamieson, Brian O'Neill, Breda Cullen, Marilyn Lennon, Stephen Brewster, and Jonathan Evans. 2017. ForgetMeNot: Active Reminder Entry Support for Adults with Acquired Brain Injury. In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems (CHI '17)*. ACM, New York, NY, USA, 6012–6023. DOI:https://doi.org/10.1145/3025453.3025888

**Increase understanding of users:** states a goal of learning more about a community, their preferences, abilities, etc.

Shathel Haddad, Joanna McGrenere, and Claudia Jacova. 2014.Interface design for older adults with varying cultural attitudes toward uncertainty. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '14)*. ACM, New York, NY, USA, 1913–1922. DOI:https://doi.org/10.1145/2556288.2557124

**Help with personal informatics and/or behavioral change:** addresses a lack of personal data about a person or the need to change a person’s behavior. The solution often involved a device to self-monitor data and possibly a behavioral component.

Sumita Sharma, Krishnaveni Achary, Harmeet Kaur, Juhani Linna, Markku Turunen, Blessin Varkey, Jaakko Hakulinen, and Sanidhya Daeeyya. 2018. 'Wow! You're Wearing a Fitbit, You're a Young Boy Now!": Socio-Technical Aspirations for Children with Autism in India. In *Proceedings of the 20th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '18)*. ACM, New York, NY, USA, 174–184. DOI:https://doi.org/10.1145/3234695.3239329

**Support communication:** the goal was supporting in-person or online communication between persons.

Kiley Sobel, Alexander Fiannaca, Jon Campbell, Harish Kulkarni, Ann Paradiso, Ed Cutrell, and Meredith Ringel Morris. 2017. Exploring the Design Space of AAC Awareness Displays. In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems (CHI '17)*. ACM, New York, NY, USA, 2890–2903. DOI:https://doi.org/10.1145/3025453.3025610

**Other:** issues/goals that did not fall into any of the above categories.

Aliaksei Miniukovich, Michele Scaltritti, Simone Sulpizio, and Antonella De Angeli. 2019. Guideline-Based Evaluation of Web Readability. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI '19)*. ACM, New York, NY, USA, Paper 508, 1–12. DOI:https://doi.org/10.1145/3290605.3300738

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# Contribution Type

Identified the paper’s *research contribution*, using definitions from Wobbrock and Kientz’s “Contribution Types in Human-Computer Interaction, with additional clarifications below (6 codes; multiple could apply).

**Empirical**

Ali Abdolrahmani and Ravi Kuber. 2016. Should I Trust It When I Cannot See It? Credibility Assessment for Blind Web Users. In *Proceedings of the 18th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '16)*. ACM, New York, NY, USA, 191–199. DOI:https://doi.org/10.1145/2982142.2982173

**Artifact:**

Danielle Bragg, Raja Kushalnagar, and Richard Ladner. 2018. Designing an Animated Character System for American Sign Language. In *Proceedings of the 20th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '18)*. ACM, New York, NY, USA, 282–294. DOI:https://doi.org/10.1145/3234695.3236338

**Methodological**

Andrew Sears and Vicki Hanson. 2011. Representing users in accessibility research. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '11)*. ACM, New York, NY, USA, 2235–2238. DOI:https://doi.org/10.1145/1978942.1979268

**Theoretical and/or opinion:** note that papers offering opinion contributions were rare and tended to also make theoretical contributions, so we merged them into a single category.

Amanda Lazar, Caroline Edasis, and Anne Marie Piper. 2017. A Critical Lens on Dementia and Design in HCI. In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems (CHI '17)*. ACM, New York, NY, USA, 2175–2188. DOI:https://doi.org/10.1145/3025453.3025522

**Dataset:** the paper both discussed/analyzed *and* released a data set for the public.

Fabio Ballati, Fulvio Corno, and Luigi De Russis. 2018. Assessing Virtual Assistant Capabilities with Italian Dysarthric Speech. In *Proceedings of the 20th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '18)*. ACM, New York, NY, USA, 93–101. DOI:https://doi.org/10.1145/3234695.3236354

**Survey**

Jacob Abbott, Haley MacLeod, Novia Nurain, Gustave Ekobe, and Sameer Patil. 2019.Local Standards for Anonymization Practices in Health, Wellness, Accessibility, and Aging Research at CHI. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI '19)*. ACM, New York, NY, USA, Paper 462, 1–14. DOI:https://doi.org/10.1145/3290605.3300692

# User Study Method

The study methods used (9 codes; multiple codes could apply). Only coded for studies for which results were reported (i.e., not for early pilot studies).

**Controlled experiment:** a controlled experiment with multiple comparative conditions.

Halley Profita, Reem Albaghli, Leah Findlater, Paul Jaeger, and Shaun K. Kane. 2016. The AT Effect: How Disability Affects the Perceived Social Acceptability of Head-Mounted Display U**se**. In Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems (CHI '16). ACM, New York, NY, USA, 4884–4895. DOI:https://doi.org/10.1145/2858036.2858130

**Survey:** a survey tool (e.g., questionnaire) was distributed to a broad audience or the terms “survey” or “questionnaire” were explicitly used. (*Not* the same as a literature survey or survey contribution).

John R. Porter and Julie A. Kientz. 2013. An empirical study of issues and barriers to mainstream video game accessibility. In *Proceedings of the 15th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '13).* ACM, New York, NY, USA, Article 3, 1–8. DOI:https://doi.org/10.1145/2513383.2513444

**Usability testing:** participants were asked to perform a sequence of tasks/use a tool or other artifact, with the goal of understanding how usable aspects of a tool are.

Timo Götzelmann. 2016.LucentMaps: 3D Printed Audiovisual Tactile Maps for Blind and Visually Impaired People. In *Proceedings of the 18th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '16)*. ACM, New York, NY, USA, 81–90. DOI:[https://doi.org/10.1145/2982142.2982163](https://doi-org.offcampus.lib.washington.edu/10.1145/2982142.2982163)

**Interviews:** the authors explicitly mentioned using interviews, or an interview process is described as the substantial part of the study (even if the word “interview” was not used).

Hanlin Li, Disha Bora, Sagar Salvi, and Erin Brady. 2018. Slacktivists or Activists? Identity Work in the Virtual Disability March. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI '18)*. ACM, New York, NY, USA, Paper 225, 1–13. DOI:https://doi.org/10.1145/3173574.3173799

**Case study:** applied only if the authors used the term “case study”.

Brian Scassellati, Jake Brawer, Katherine Tsui, Setareh Nasihati Gilani, Melissa Malzkuhn, Barbara Manini, Adam Stone, Geo Kartheiser, Arcangelo Merla, Ari Shapiro, David Traum, and Laura-Ann Petitto. 2018. Teaching Language to Deaf Infants with a Robot and a Virtual Human. *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems*. ACM, New York, NY, USA, Paper 553, 1–13. DOI:https://doi.org/10.1145/3173574.3174127

**Focus groups:** the authors stated they did a focus group or described a focus group: holding a study/discussion with a *group* of participants who are stakeholders in the study.

Patrick Carrington, Amy Hurst, and Shaun K. Kane. 2014. Wearables and chairables: inclusive design of mobile input and output techniques for power wheelchair users. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '14).* ACM, New York, NY, USA, 3103–3112. DOI:https://doi.org/10.1145/2556288.2557237

**Field study:** deployment of a tool and/or data collection in the wild (e.g., not lab).

Lauren R. Milne, Cynthia L. Bennett, Richard E. Ladner, and Shiri Azenkot. 2014. BraillePlay: educational smartphone games for blind children. In *Proceedings of the 16th international ACM SIGACCESS conference on Computers & accessibility (ASSETS '14)*. ACM, New York, NY, USA, 137–144. DOI:https://doi.org/10.1145/2661334.2661377

**Workshop/design:** some form of workshop or design session, or where researchers and participants worked collaboratively together (e.g., participatory design).

Leona Holloway, Kim Marriott, Matthew Butler, and Alan Borning. 2019. Making Sense of Art: Access for Gallery Visitors with Vision Impairments. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI '19)*. ACM, New York, NY, USA, Paper 20, 1–12. DOI:https://doi.org/10.1145/3290605.3300250

**Other:** for methods that did not fit into any of the above categories.

Dragan Ahmetovic, Roberto Manduchi, James M. Coughlan, and Sergio Mascetti. 2015. Zebra Crossing Spotter: Automatic Population of Spatial Databases for Increased Safety of Blind Travelers. In *Proceedings of the 17th International ACM SIGACCESS Conference on Computers & Accessibility (ASSETS '15).* ACM, New York, NY, USA, 251–258. DOI:https://doi.org/10.1145/2700648.2809847

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# Participant Groups

Codes for types of participants groups included in user studies, if applicable (7 codes; multiple could apply).

**No user study:** and therefore no participants recruited.

Jacob Abbott, Haley MacLeod, Novia Nurain, Gustave Ekobe, and Sameer Patil. 2019. Local Standards for Anonymization Practices in Health, Wellness, Accessibility, and Aging Research at CHI. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI '19)*. ACM, New York, NY, USA, Paper 462, 1–14. DOI:https://doi.org/10.1145/3290605.3300692

**Older adults:** paper identifies their participants as “older adults” or similar language.

Kathrin Gerling, Ian Livingston, Lennart Nacke, and Regan Mandryk. 2012. Full-body motion-based game interaction for older adults. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '12).* ACM, New York, NY, USA, 1873–1882. DOI:https://doi.org/10.1145/2207676.2208324

**People with disabilities:** participants included people with disabilities.

Thomas Kosch, Paweł W. Woźniak, Erin Brady, and Albrecht Schmidt. 2018. Smart Kitchens for People with Cognitive Impairments: A Qualitative Study of Design Requirements. *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems*. ACM, New York, NY, USA, Paper 271, 1–12. DOI:https://doi.org/10.1145/3173574.3173845

**People without disabilities:** members of the general population, not specifically described as having disabilities. Note if the authors recruited a specific subpopulation other than those other categories here, record it as “other” (e.g., if they recruited people with financial expertise).

Luz Rello, Miguel Ballesteros, and Jeffrey P. Bigham. 2015. A Spellchecker for Dyslexia. In *Proceedings of the 17th International ACM SIGACCESS Conference on Computers & Accessibility (ASSETS '15)*. ACM, New York, NY, USA, 39–47. DOI:https://doi.org/10.1145/2700648.2809850

**Specialists:** therapist, doctor, teacher, or anyone who has professional expertise about the community in question.

Antonella Nonnis and Nick Bryan-Kinns. 2019. Mazi: Tangible Technologies as a Channel for Collaborative Play. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI '19)*. ACM, New York, NY, USA, Paper 440, 1–13. DOI:https://doi.org/10.1145/3290605.3300670

**Caregivers:** any parent, child, guardian, or other person acting as a caregiver to an older adult of someone with a disability.

Tawfiq Ammari and Sarita Schoenebeck. 2015. Networked Empowerment on Facebook Groups for Parents of Children with Special Needs. In *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (CHI '15)*. ACM, New York, NY, USA, 2805–2814. DOI:https://doi.org/10.1145/2702123.2702324

**Other:** for example, people fluent in ASL, software engineers.

Casey Fiesler, Shannon Morrison, and Amy S. Bruckman. 2016. An Archive of Their Own: A Case Study of Feminist HCI and Values in Design. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems (CHI '16)*. ACM, New York, NY, USA, 2574–2585. DOI:https://doi.org/10.1145/2858036.2858409

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# User Study Location

*Where* a user study took place (7 codes; multiple could apply). A study is assumed to be “unclear” unless explicitly stated otherwise. Pilot studies whose results are not reported in detail are not included.

**No user study:** and therefore the location code is not relevant.

Ellen S. Hibbard and Deb I. Fels. 2011. The vlogging phenomena: a deaf perspective. In *Proceedings of the 13th international ACM SIGACCESS conference on Computers and accessibility (ASSETS '11)*. ACM, New York, NY, USA, 59–66. DOI:https://doi.org/10.1145/2049536.2049549

**Near/at researcher’s lab:** at a university or industrial research campus.

Meredith Ringel Morris, Jazette Johnson, Cynthia L. Bennett, and Edward Cutrell. 2018. Rich Representations of Visual Content for Screen Reader Users. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI '18)*. ACM, New York, NY, USA, Paper 59, 1–11. DOI:https://doi.org/10.1145/3173574.3173633

**Participant’s home, residence, or school:** a place the participant visits regularly.

Matthew Jamieson, Brian O'Neill, Breda Cullen, Marilyn Lennon, Stephen Brewster, and Jonathan Evans. 2017. ForgetMeNot: Active Reminder Entry Support for Adults with Acquired Brain Injury. In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems (CHI '17)*. ACM, New York, NY, USA, 6012–6023. DOI:https://doi.org/10.1145/3025453.3025888

**Neutral location:** a place that neither the participant nor researcher visit regularly that is neutral, e.g., coffee shop, library, park, a conference, etc.

Stefan Johansson, Jan Gulliksen, and Ann Lantz. 2015. User Participation When Users have Mental and Cognitive Disabilities. In *Proceedings of the 17th International ACM SIGACCESS Conference on Computers & Accessibility (ASSETS '15).* ACM, New York, NY, USA, 69–76. DOI:[https://doi.org/10.1145/2700648.2809849](https://doi-org.offcampus.lib.washington.edu/10.1145/2700648.2809849)

**Online/remote:** e.g., a web survey, interviews conducted remotely/over the phone, etc..

Tabby Davies, Simon L. Jones, and Ryan M. Kelly. 2019. Patient Perspectives on Self-Management Technologies for Chronic Fatigue Syndrome. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI '19)*. ACM, New York, NY, USA, Paper 222, 1–13. DOI:[https://doi.org/10.1145/3290605.3300452](https://doi-org.offcampus.lib.washington.edu/10.1145/3290605.3300452)

**Other**

Jérémy Albouys-Perrois, Jérémy Laviole, Carine Briant, and Anke M. Brock. 2018. Towards a Multisensory Augmented Reality Map for Blind and Low Vision People: a Participatory Design Approach. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI '18)*. ACM, New York, NY, USA, Paper 629, 1–14. DOI:<https://doi.org/10.1145/3173574.3174203>

**Unclear:** when in doubt, we put unclear and did not assume what the author meant.

Wei Zhu, Boyd Anderson, Shenggao Zhu, and Ye Wang. 2016. A Computer Vision-Based System for Stride Length Estimation using a Mobile Phone Camera. In *Proceedings of the 18th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '16)*. ACM, New York, NY, USA, 121–130. DOI:https://doi.org/10.1145/2982142.2982156

# Participatory Design Use

Captured whether a study claimed to use participatory or co-design (2 exclusive codes).

**Yes:** if the paper used the specific terms “participatory design”, “co-design” or “codesign” to describe the method or a part of it. Thus, this code does not include papers that may have more loosely used a participatory style of method.

Andrew A. Bayor, Laurianne Sitbon, Bernd Ploderer, Filip Bircanin, Stewart Koplick, and Margot Brereton. 2019. Leveraging Participation: Supporting Skills Development of Young Adults with Intellectual Disability Using Social Media. In *The 21st International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '19)*. ACM, New York, NY, USA, 143–155. DOI:https://doi.org/10.1145/3308561.3353793

**No:** any paper not coded as “yes”.

Jeeeun Kim and Tom Yeh. 2015. Toward 3D-Printed Movable Tactile Pictures for Children with Visual Impairments. In *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (CHI '15)*. ACM, New York, NY, USA, 2815–2824. DOI:https://doi.org/10.1145/2702123.2702144

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# Ability-based Comparison

Captured if a paper explicitly *compared* the data or performance of people with and without disabilities and/or older and younger adults (2 exclusive codes).

**Yes**

Shari Trewin, Diogo Marques, and Tiago Guerreiro. 2015. Usage of Subjective Scales in Accessibility Research. In *Proceedings of the 17th International ACM SIGACCESS Conference on Computers & Accessibility (ASSETS '15)*. ACM, New York, NY, USA, 59–67. DOI:https://doi.org/10.1145/2700648.2809867

**No**

Hugo Nicolau, João Guerreiro, Tiago Guerreiro, and Luís Carriço. 2013. UbiBraille: designing and evaluating a vibrotactile Braille-reading device. In *Proceedings of the 15th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '13)*. ACM, New York, NY, USA, Article 23, 1–8. DOI:https://doi.org/10.1145/2513383.2513437

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# Use of Proxies

Identified the use of *proxies* in papers. We distinguish acting as a stakeholder, where a caregiver, for instance, reports on their own thoughts and opinions as someone who will be affected by a research solution, versus acting as a proxy, where a nondisabled individual speaks to the thoughts, preferences, or behaviors of a person with a disability (2 exclusive codes).

**Yes**

Patrick Carrington, Amy Hurst, and Shaun K. Kane. 2014. Wearables and chairables: inclusive design of mobile input and output techniques for power wheelchair users. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '14)*. ACM, New York, NY, USA, 3103–3112. DOI:https://doi.org/10.1145/2556288.2557237

**No**

Shaun K. Kane, Meredith Ringel Morris, and Jacob O. Wobbrock. 2013. Touchplates: low-cost tactile overlays for visually impaired touch screen users. In *Proceedings of the 15th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '13)*. ACM, New York, NY, USA, Article 22, 1–8. DOI:https://doi.org/10.1145/2513383.2513442