

Paper	Justification
<p>1. Hashini Senaratne, Swamy Ananthanarayan, and Kirsten Ellis. 2022. TronicBoards: An Accessible Electronics Toolkit for People with Intellectual Disabilities. In Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems (CHI '22). Association for Computing Machinery, New York, NY, USA, Article 594, 1–15. https://doi.org/10.1145/3491102.3517483</p>	<p>Firstly, this research article contains improving people’s creative abilities, self-esteem, and problem-solving skills are related to the principle of the Making Toolkit research article. Secondly, it was cited the most times in the table, with a strong venue of publication. Additionally, it was designed as an accessible Electronics Toolkit, which is also relevant to making toolkits, providing a thinkable and affordable aim for the user, clarifying a clear brief about design. So I think it is the most relevant research article combining all aspects.</p>
<p>2. Kirsten Ellis, Lisa Kruesi, Swamy Ananthanarayan, Hashini Senaratne, and Stephen Lindsay. 2023. "Piece it together": Insights from one year of engagement with electronics and programming for people with intellectual disabilities. In Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (CHI '23). Association for Computing Machinery, New York, NY, USA, Article 219, 1–17. https://doi.org/10.1145/3544548.3581401</p>	<p>Firstly, such long-term research reinforces the value regarding all aspects, support workers are similar to support coaches, which contains a similar supporter in the Making Toolkit research, to help people with intellectual disabilities improve themselves in terms of confidence and creativity in problem-solving. Providing these people with efficient design methods. Additionally, it was in a higher venue of publication, also it was cited for the second time in the table, so I think this position should be suitable.</p>
<p>3. Leandro Soares Guedes, Ryan Colin Gibson, Kirsten Ellis, Laurianne Sitbon, and Monica Landoni. 2022. Designing with and for People with Intellectual Disabilities. In Proceedings of the 24th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '22). Association for Computing Machinery, New York, NY, USA, Article 106, 1–6. https://doi.org/10.1145/3517428.3550406</p>	<p>It focuses on designing for and with people with intellectual disabilities, which is relevant to the Making Toolkit research article. The main core is through more accessible protocols, related to accessibility principle. It also depends on the real preference and need, combined with the creativity technology. It provides the designer with efficient consideration. But in some aspects, like low-cost, and low-fidelity, it has not fully appeared in the article, and the venue of publication is lower than the second paper, so I think the third ranking is suitable.</p>
<p>4. Leandro Soares Guedes, Jacquie Johnstone, Kirsten Ellis and Monica Landoni. 2024. Creative Technologies in Action: Empowering Individuals with Intellectual Disabilities. In Proceedings of the 2024 ICCHP Conference on Computers Helping People with Special Needs (ICCHP '24). Lecture Notes in Computer Science, Springer, Cham, Switzerland, Vol. 14751. https://doi.org/10.1007/978-3-031-62849-8_24</p>	<p>Firstly, like the above research article, it mainly focuses on creative activities and skills development, which cultivates the building and cooperation skills between communities and ensures the complexity of the design. Secondly, doing a thematic analysis of participant and support worker interactions is beneficial to accelerate the design process, they can engage with activities easily, which keeps the same logic in the original article. However the citation is not as high as possible, and it does not have a strong venue for publication, so I think it should be ranked in this position.</p>
<p>5. Diego Morra, Giacomo Caslini, Marco Mores, Franca Garzotto, and Maristella Matera. 2024. MakeNodes: Opening connected-IoT making to people with intellectual disability. International Journal of Human-Computer Studies, Vol. 190 (2024), 103325 pages. https://doi.org/10.1016/j.ijhcs.2024.103325</p>	<p>Even though this paper illustrates the design and evaluation of items, it may provide high inspiration for the design principle. Regarding involving people with ID, It directly solves the design question about accessibility in the Making Toolkit research article. However, physical and visual elements can not represent the main direction of the Making Toolkit research article. In conclusion, This article does not have a strong citation or strong information to support the data, so I think it should be put in the last ranking here.</p>