

Making Education Accessible

Targeted need-finding, points of view, and experience prototypes

Team



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Problem

Education

+

Accessibility

We met a disabled student
We were amazed by how much he was to fit into the social sphere
In/out-side classroom
It would be a game changing to make them part of the social sphere

SOLUTIONS
General

Preliminary POV

We met Mehran. He's a Stanford professor

We were amazed to learn how much accessibility disabled students needed **within** the classroom

It would be game changing to use tech to enhance their in-class experience



Additional Need-Finding

Dean Hudson

- Blind engineer from the Bay Area
- Every task becomes more difficult
- Visually-impaired people can still be independent
- Mentioned the importance of usability over accessibility

Saad Ghani

- Hearing-impaired college student



- Blind reader on phones
- Utilize others to help visually impaired
- eliminate the use of port, and use a better file.

HMW

- ✓ - Find apps easier for visually imp. ppl
- Use VR/MR
- View data in different ways
- ✓ - a visually impaired person feel like they're their phone.
- ✓ - make other people feel how hard it is to learn while being visually impaired
- ✓ - a better way to search different stuff on their phone

POV

Searching was hard



We interviewed Michael Chang
We were amazed to find out that he didn't find an accessible mobile PDF viewer for the time of his life
It would be game changing if we could help visually impaired people to access written data on their mobiles

Point Of View #1

HMW

- ✓ - make The iCane + dark/light + color + proximity + exp
- ✓ - Using phone as a walking assistant
- ✓ - make things controlled by the individual's brain
- ✓ - create OS from scratch for visually impaired
- ✓ - Remove technology in general and
- ✓ - Realize people's expressions
- ✓ - Detecting color

We talked to Michael, a vision-impaired former Stanford student.

We were amazed to learn how some **simple technologies** remained **inaccessible** to the visually impaired in education

It would be game-changing if technology could help make education **universally accessible**

How Might We

make reading documents easier for the visually impaired

use other senses to make mobile phones more accessible

design from scratch for visual impairment

have a better music experience

catch what's going on in the

make their

- Make it possible

Control

Experience Prototype

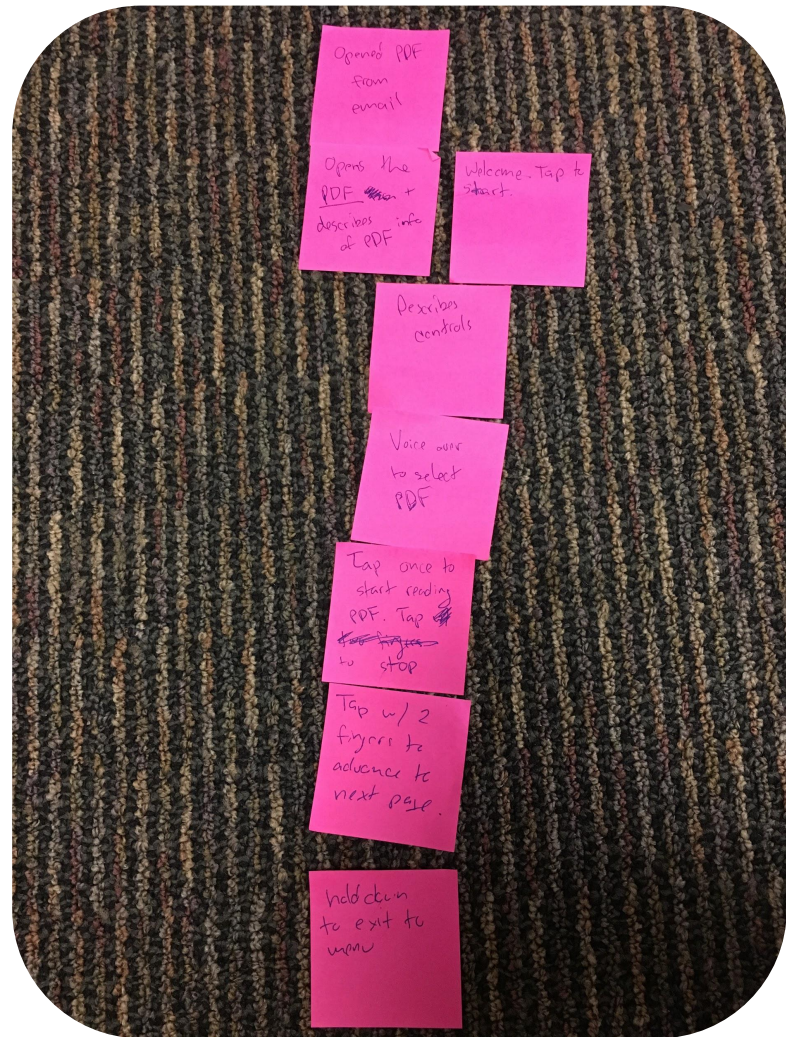
This is StudyBuddy, your guide, for a better studying experience. Let's get started.

In StudyBuddy, you tap to confirm, double tap to cancel



Tap once to start reading,
Tap again to pause,
Hold down to highlight specific parts,
Swipe right to increase speed,
Swipe left to rewind,
To get back to normal speed,
just tap

App flow



Assumptions

visually-impaired people would
prefer **natively accessible** apps
to **voice-over**



Results & Surprises

Worked...

Richness in features

Didn't work...

Disliked learning new UI

Prefers adding
accessibility features to
existing apps

Function before form

- Blind reader on phones
- Utilize others to help visually impaired
- eliminate the use of port, and use better file.

HMW

- ✓ - Find apps easier for visually imp. ppl
- Use VR/MR
- View data in different ways
- ✓ - a visually impaired person feel like they own their phone.
- ✓ - make other people feel how hard it is to learn while being visually impaired
- ✓ - a better way to search different stuff on their phone

POV

Searching was hard



Point Of View #2

We interviewed Michael Chang
 We were amazed to find out that he didn't find an accessible mobile PDF viewer for the time of his life
 It would be game changing if we could help visually impaired people to access written data on their mobiles

HMW

- ✓ - make The iCane + dark/light + color + proximity + expression
- ✓ - make things controlled by the individual's brain
- ✓ - create OS from scratch for visually impaired
- ✓ - Remove technology in general and
- ✓ - making accessing tech enjoyable
- ✓ - force Apple to make a way better system for visually impaired.
- ✓ - Realize people's expressions
- ✓ - Detecting color
- ✓ - Using phone as a walking assistant
- ✓ - make the cane
- ✓ - make things controlled by the individual's brain

We talked to Zina, a hearing-impaired Stanford student

We were amazed to learn how hearing accessibility technology detracted from the social experience in ed.

It would be game-changing if we could make hearing accessibility technology more palatable

Experience Prototype

Instant captioning of speech

Enhances captions of a video or lecture by giving life to the captions
- motion, color, and size

How Might We

visualize tone and emotion

capture the social atmosphere of a place

translate different sign languages

make it
100%

- Make it possible
for them to
experience verbal
communication

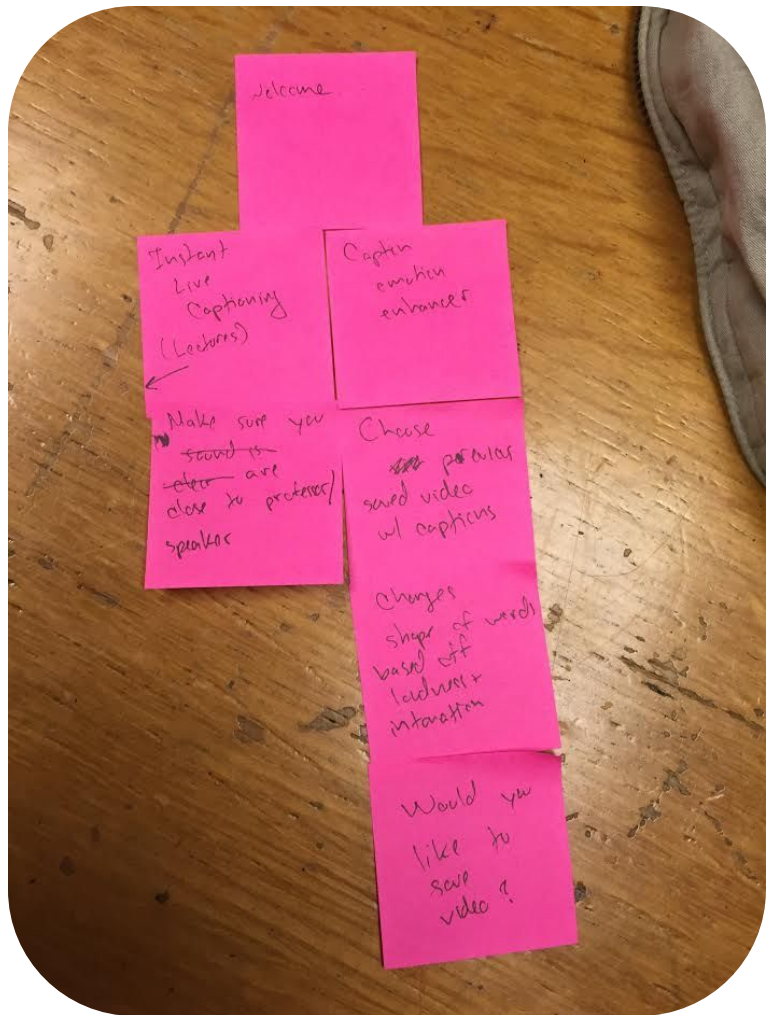
Control
Music

have
a better
music
experience

catch what
they are in the

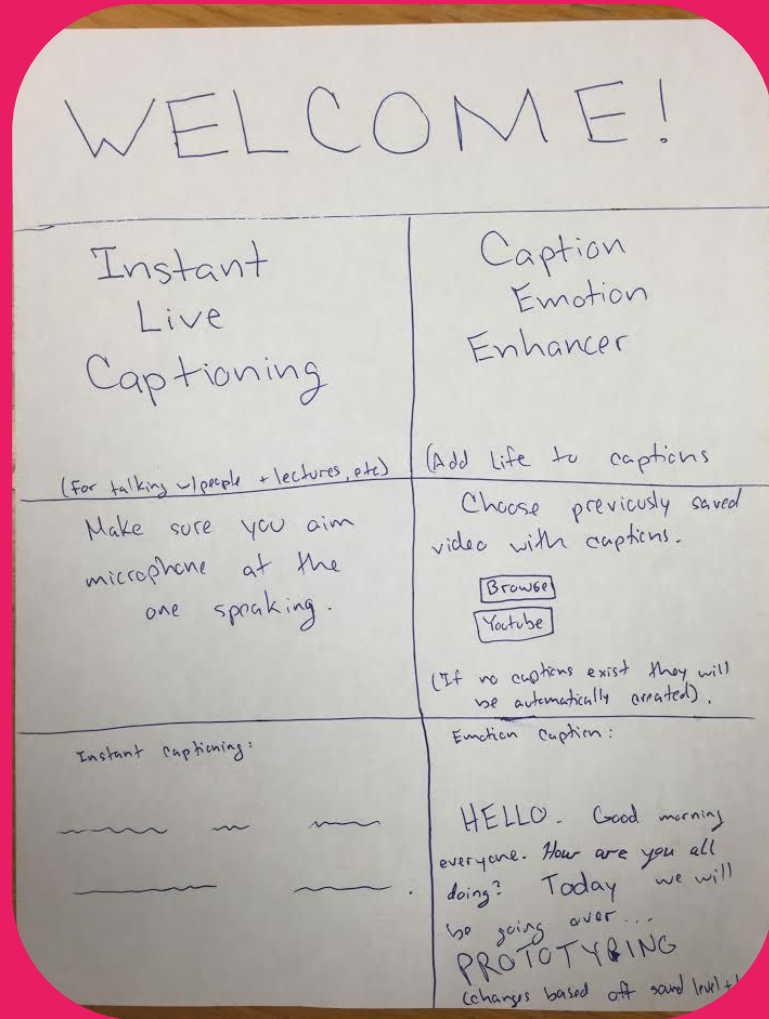
use
sign language

make
their
own



App flow

One-page representation of the app and all its screens.



Assumptions

captioning is prevalent

captions are unengaging



Results & Surprises

Worked...

Saad appreciated capturing emotions in captions

Juleh would use the application even though she doesn't *need* captioning

Didn't work...

Many people don't need captioning

Technical and institutional limitations

- Blind reader on phones
- Utilize others to help visually impaired
- eliminate the use of port, and use better file.

HMW

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- ✓ - a better way to search different stuff on their phone

POV

Searching was hard



Point Of View #3

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- ✓ - make things controlled by the individual's brain
- ✓ - create OS from scratch for visually impaired
- ✓ - Remove technology in general and
- ✓ - Realize people's expressions
- ✓ - Detecting color
- ✓ - Using phone as a walking assistant
- ✓ - make the iCane + dark/light
- ✓ - make things controlled by the individual's brain
- ✓ - Realize people's expressions
- ✓ - Detecting color

We met Chris.

He's an education PhD student at Stanford.

We were amazed to learn that the **social aspect** of the educational process is as important as the didactic

It would be game changing if we could make disabled students and minorities feel that they fit in the school.

How Might We

create a positive digital social sphere

use crowdsourcing to make university students feel more welcome

help students get engaged in the classroom

make it fun

have a better music experience

crowdsourcing

- Make it possible

Control Music

engage

catch up on the

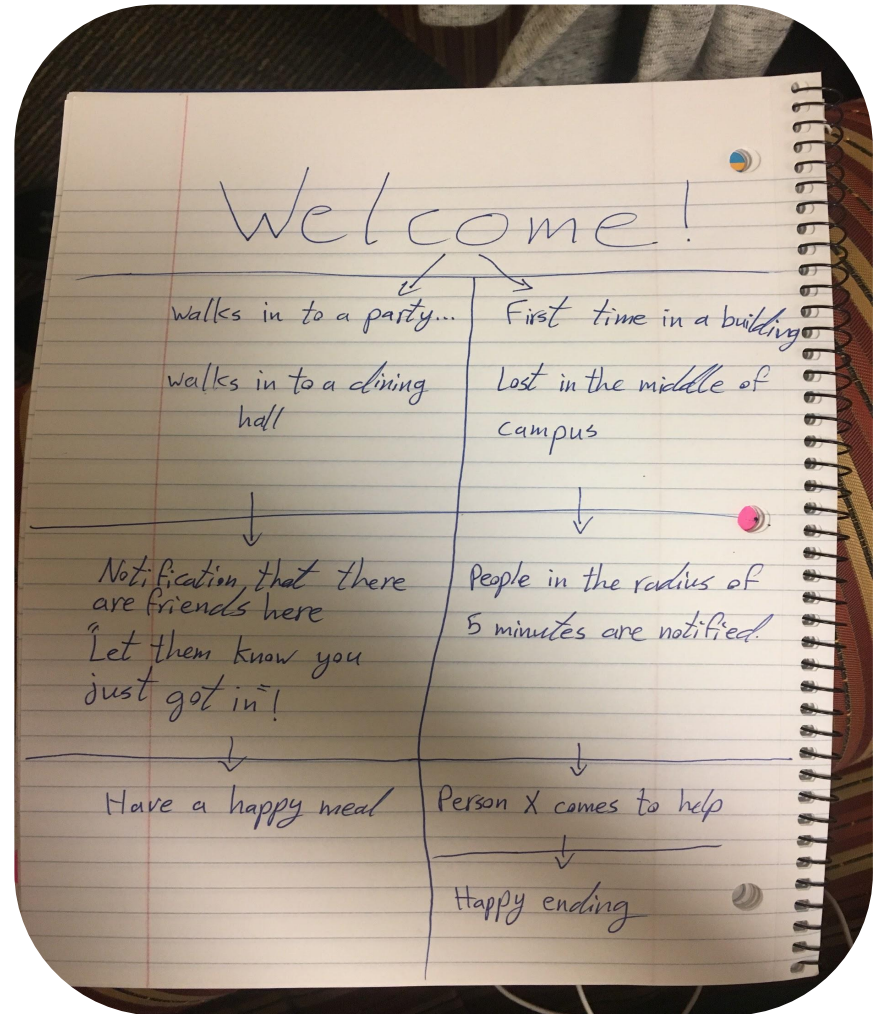
make their

Experience Prototype

find nearby friends

find urgent help

App flow



Assumptions

students prefer **company** to being alone

students would want to meet their friends
when they're nearby

Results & Surprises

Worked...

people do struggle to find meal mates

recognized specific situations when they had the need in their own lives

Didn't work...

concerned about privacy

sometimes prefer being alone

Conclusion

Prototype 2! (Fun Captions)

- Pain
- Impact

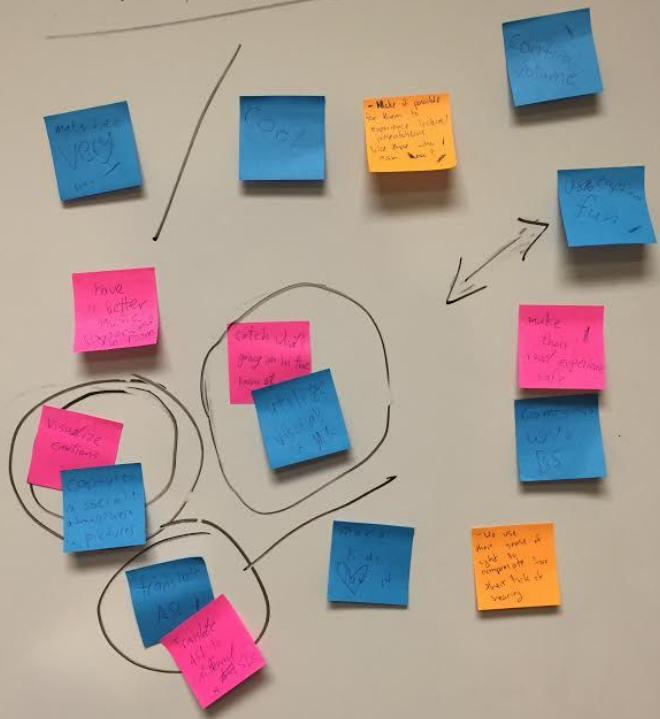
SOLUTIONS

General



More pics...

POV 3 H1M1W



Power to lead

Building culture

Catch what's going on in the room at

visualize what's going on

use cognitive focus

capture a sec of a 20-30 sec pictures

visualize emotions

Why do

Instant capturing of lectures
Captures → Emotional metadata
Capturing with VR

flow of emotion in room

Physical sound simulation distance

Select elements of surrounding make their own experience safe

Instantly describing world more

Representation of any video

- Personal course notes

- Interaction stream

AR capturing

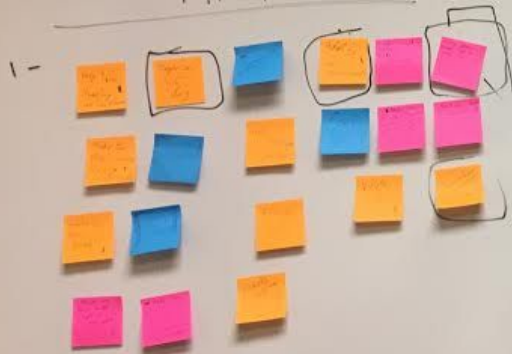
detect emotions

Silent Disco



We met A visually impaired person (That doesn't work at Apple)
We were surprised to know that he needed so much help in regular daily life
It would be a game changer to provide a way to easily assist and regulate his daily activities

HMW



We met a disabled student

We were amazed by how difficult it was to fit into the social sphere
w/out-side classroom

It would be a game changing to make them part of the social sphere

