

## **ACCESSIBILITY IMPROVEMENTS**

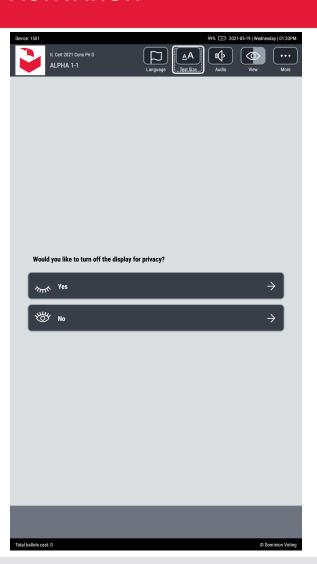
#### PRIVACY SCREEN - INDEPENDENT ACTIVATION

# Voters can now activate the privacy screen without assistance

Upon initiation of an accessible session, the first screen is the language selection, the second screen is the accessible device selection screen.

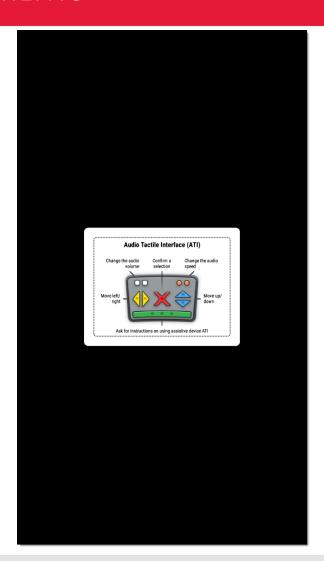
The voter will then be presented with instructions for using their selected device.

Once the voter has listened to the instructions (or skipped past) they can choose to vote with or without the privacy screen activated.





Several changes were made to improve the voting experience when voting using the Audio Tactile Interface (ATI)

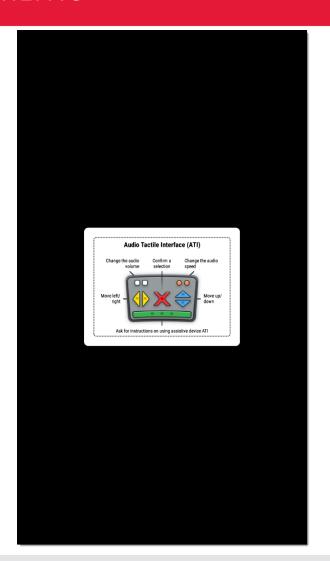




#### **Instructions**

Instructions for skipping the ATI instructions have been added to the audio playback. The beginning of the dialogue will play:

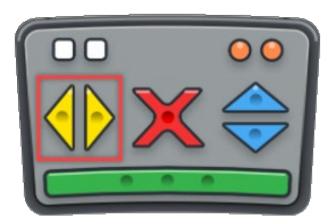
ATI instructions. To skip the instructions and continue to the ballot, press the red X button at any time.





#### Left and right arrows

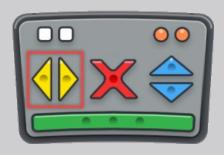
The left and right arrows can now be used within a voting session to navigate to the previous and/or next contest on the ballot.

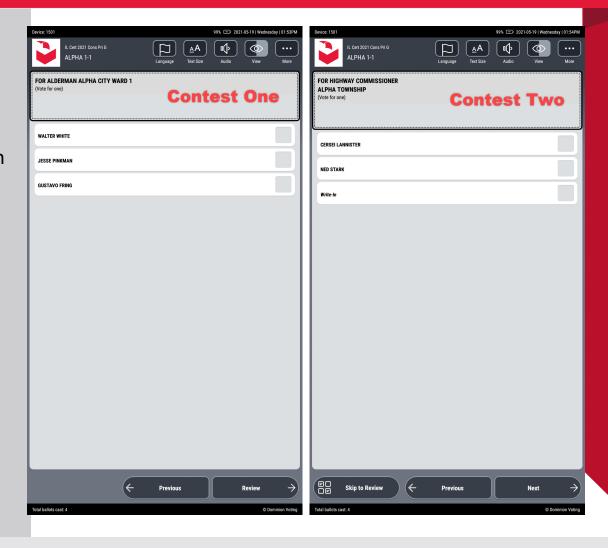




#### Left and right arrows

Navigation between contests can be initiated using the arrows regardless of the focus on the screen.







#### Left and right arrows

When the voter selects the left or right button, they will be prompted to confirm (with a dialog message and audio prompt) that they are about to navigate to the next or previous contest.



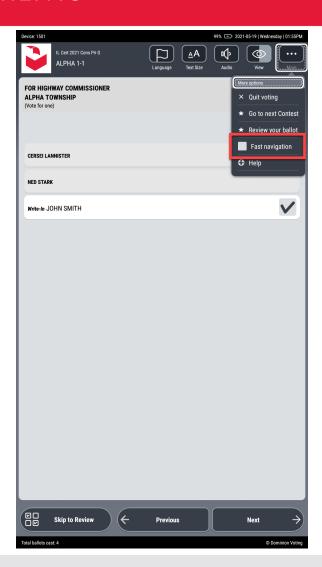


## Contest Navigation: Fast Mode

Voters can choose to navigate between contests without the aforementioned prompt.

This can be accomplished by activating a 'Fast Mode'.

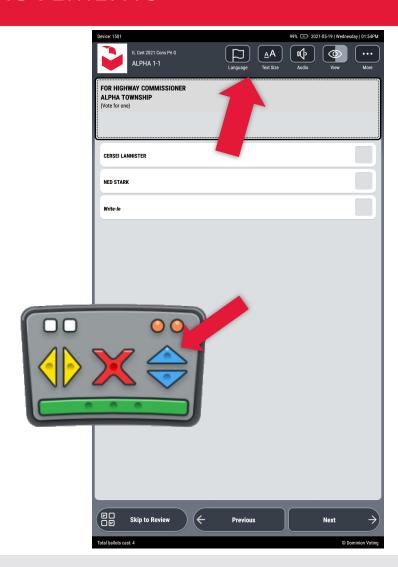
(available from the *More* menu)





#### **Options Menu**

To enter into the Options Menu, the voter must press the 'Up' button on the ATI.

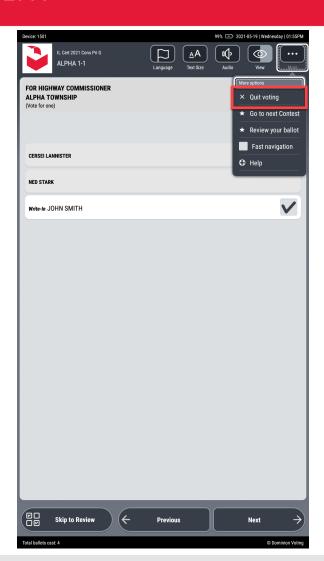




## TERMINOLOGY IMPROVEMENT

#### **Options Menu**

The 'Cancel Activation' menu item from the options menu has been renamed to 'Quit Voting' to better indicate the action that will be completed upon selection of this item.

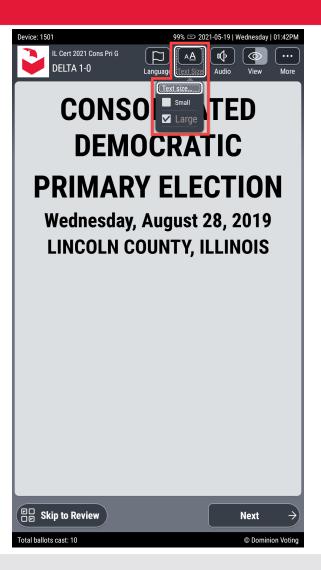




## **TERMINOLOGY IMPROVEMENT**

#### **Text Size**

The labels for the options to change the text size have been renamed to 'Small' and 'Large'.

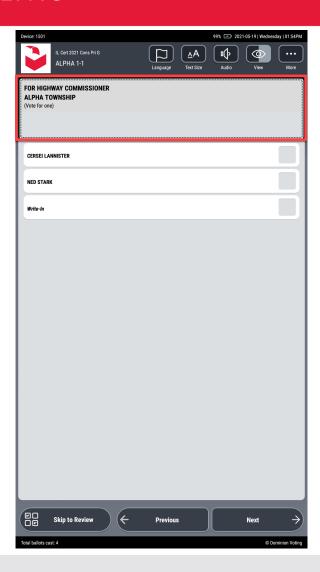




## **CONTEST PAGE IMPROVEMENTS**

#### Focus and context

When navigating to a contest, the focus will automatically direct to the contest description/title.

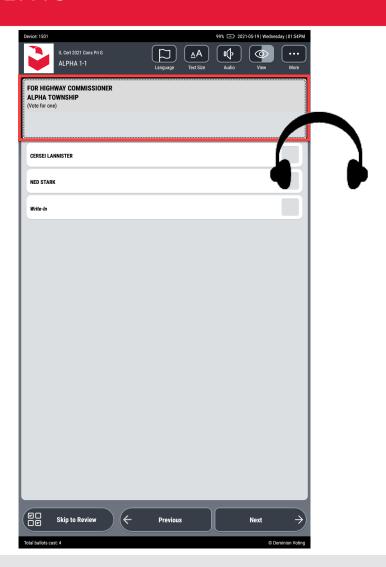




## **CONTEST PAGE IMPROVEMENTS**

#### Focus and context

Once navigated to the contest's description, the audio will inform the voter about the total number of contests, as well as their relative position within the ballot (e.g. Contest 2 of 5).



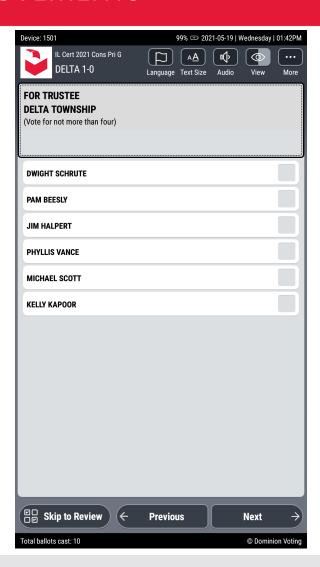


## **CHOICE NAVIGATION IMPROVEMENTS**

#### Choice list size

Once the voter listents to the contest description the audio will inform the voter of how many choices are available. For example:

There are 6 choices in this contest.



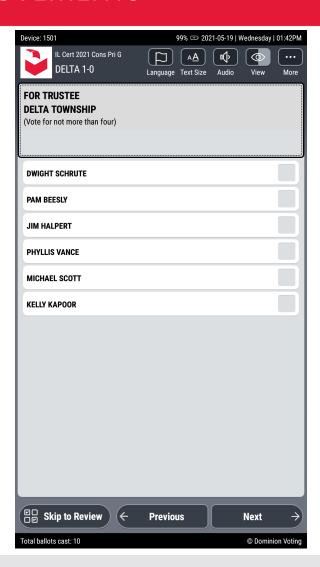


## **CHOICE NAVIGATION IMPROVEMENTS**

#### Choice selection context

When selecting a choice in a multivote contest (e.g. Vote for more than one choice) the audio will provide contextual information to the voter about how many remaining choices they may select. For example:

'You have selected John Doe. You have 3 remaining choices left in this contest'





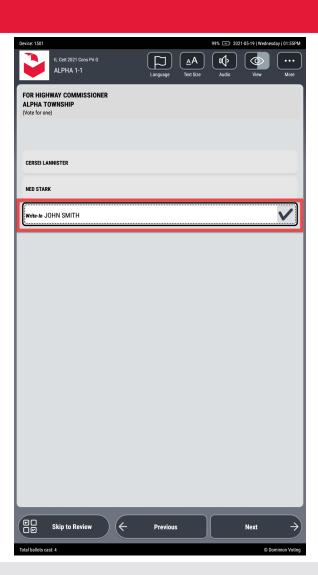
## WRITE-IN IMPROVEMENTS

## Space reflected in playback

The space between words will be read when the write-In playback plays the name of the entered write-in candidate.

For example, the text here would be played back:

"J-O-H-N-space-S-M-I-T-H"





## WRITE-IN IMPROVEMENTS

#### Write-in indexing in multivote contests

When a contest has multiple "Vote for" options (e.g. Vote for two)

The relative positioning of the voter's write-in selection will be played in the audio feedback to the voter, for example:

Write-in choice #1
Write-in choice #2

(not pictured)





## **GENERAL NAVIGATION IMPROVEMENT**

#### **Review button**

The review button has been renamed to 'Skip to Review' (To inform the voter that pressing this button will skip them directly to the Ballot Review screen).

On the final contest of the ballot, the 'Skip to review' button will no longer be present and the 'Next' button will change to 'Review'. Pressing this button will direct the voter to the ballot review screen.





## FEEDBACK FROM PRIOR VAAC MEETINGS

Summary	Description	Status	Note
Independent activation of voting session, printing and tabulation of ballots	Add ability for voters to initiate voting sessions, print ballots, and tabulate ballots without pollworker assistance.	Evaluation & Scoping	Because this would require hardware and software changes, this request is being considered for longer term development/changes.
Synthesized speech	The synthesized "voice" of instructions is not clear, and the sound is outdated.	Completed	During election setup, different voiecs can be used.
Greater options for zoom features and text customization	Currently there are only two size settings. They'd like the zoom features to be upgraded so that the starting font is 184 Sans Serif. They'd like to add the ability to change spacing, font, and color.	Evaluation	
ICX: Tilt	The tilt angle of the ICX is not easily adjustable for ease of use, especially for voters with disabilities	Evaluation	
One contest per screen	The presentation of ballot content on the ICX does not allow for voters to view one contest per screen.	Completed	The ICX will now, by default, always display one contest per screen when an accessible session has been initiated.  For non-accessible sessions, the ICX can also behave in this manner, as long as the project is configured that way.
One contest per screen	The presentation of builds content on the fex does not allow for voters to view one contest per selecti.	completed	,.
Have the ATI color/shape description mentioned for every contest, or at least, an optional button	There are concerns that only mentioning it at the beginning of the process will make it difficult for some voters to navigate the ballot.  Could there be an option on each screen to remind the voter of what buttons do along with descriptions?  Audio Scripts are currently being evaluated	Evaluation	Some ATI improvements were made to make the voting process more intuitive. This request has been added to the list for inclusion in future releases.
Change the audio wording flow for RCV contests	Could wording for the ranked contests be less confusing?  Example: stating "4-10 left unselected/unranked" vs. an individual "unranked" for each left blank	Evaluation	Some improvements were made to the choice contest navigation.
Lower the on-screen touch keyboard	Recommendation to implement an option to lower the on-screen touch keyboard from the top of the screen to the middle or bottom  Lowering the keyboard could substantially increase accessibility	Evaluation	
Reduce on-screen glare	Recommendation to include another contrast option meant to work against screen glare In addition to other contrast options currently being considered, an anti-glare option could also be extremely beneficial	Evaluation	
Add ability to dim the screen without pollworker assistance	Recommendation to be able to dim the screen without the help of a poll worker Requiring a poll worker do something so simple can seem a bit restrictive and needlessly complex After a ballot is printed, could the screen brightness just return to default?	Evaluation	
Add option to have all contests on one screen	Recommendation to have an option to display all contests on one screen (and scroll) instead of having one contest per screen for accessible voting. This could be voter preference. Having one per screen can slow down the process and create confusion for some		
Add an option for physical keyboard for write-in input	Recommendation to allow optional physical keyboard instead of using an ATI or the touch screen for write-ins. It may be easier for someone to enter candidate information that way as opposed to the other two methods	Evaluation	

