

# Highlights of the EAC Accessibility Voting Technology Initiative Grant Program

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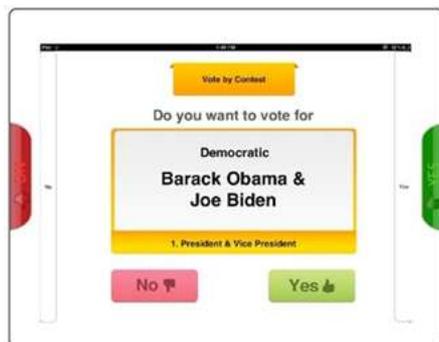
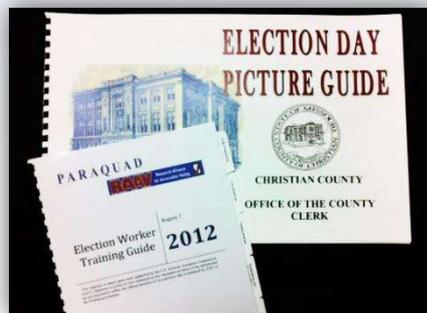
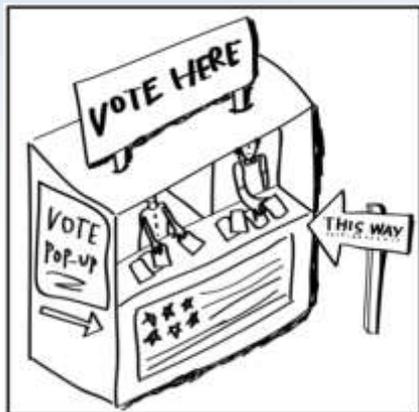
# EAC Accessible Voting

- Grantees
  - Military Heroes Initiative (2010)
  - Information Technology and Innovation Foundation (ITIF, 2011)
    - Two rounds of sub-grants
  - Research Alliance for Accessible Voting (RAAV, 2011)
    - Clemson University and partners

# EAC Funded R&D

- Apps4Android
- Association of Assistive Technology Act Programs (ATAP)
- Carnegie Mellon University, Silicon Valley (CMU-SV)
- Center for Information Technology Research in the Interest of Society (CITRIS)
- **Clemson University**
- Election Center
- Election Data Services
- **Georgia Tech Research Institute (GTRI)**
- GT Center for Assistive Technology and Environmental Access (CATEA)
- Michigan State University
- OpenIDEO Innovation Challenge
- Operation BRAVO Foundation
- Paraquad, Inc.
- Rutgers University
- Tennessee Disability Coalition
- UC, Berkeley Election Administration Research Center (EARC)
- **University of Baltimore**
- University of Colorado Denver Assistive Technology Partners (ATP)
- University of Maryland, Baltimore County (UMBC)
- University of Utah
- University of Washington Center for Technology and Disability Studies (UWCTDS)

# Over 45 R&D Innovations & Solutions



# State of Accessibility in Elections

# Technology, People, & Experiences

- Common accessible voting system features
  - Enhanced visual display, Speech output, Tactile keypad input, Switch input (dual)
- Most voters with disabilities want to vote in polling places, but many have difficulties and need assistance
- Accessibility barriers result in fewer people registered to vote and lower voter turnout

## Sources

Rutgers: <http://smlr.rutgers.edu/disability-and-voting-survey-report-2012-elections>

Utah & CalTech: <http://elections.itif.org/reports/AVTI-001-Hall-Alvarez-2012.pdf>

CATEA: <http://elections.itif.org/reports/AVTI-005-Sanford-2013.pdf>

UMBC: <http://elections.itif.org/wp-content/uploads/AVTI-006-Kane-2013.pdf>

# Military Heroes Project

# Military Heroes Project

- Study of accessible voting for military service members who sustained disabling injuries in combat
- Challenges for recently injured military personnel
  - E.g., complex ballots, mobility limitations, memory and concentration difficulties
- Recommendations for election administrators
  - E.g., relax local ballot design requirements, pursue innovative technology
- Recommendations for election system designers
  - Systems must be flexible, portable, and have options for various personal assistive technology (PAT)

Source

ITIF, GTRI, & the Operation BRAVO Foundation

<http://elections.itif.org/resources/resources-voting-for-veterans-with-disabilities/>

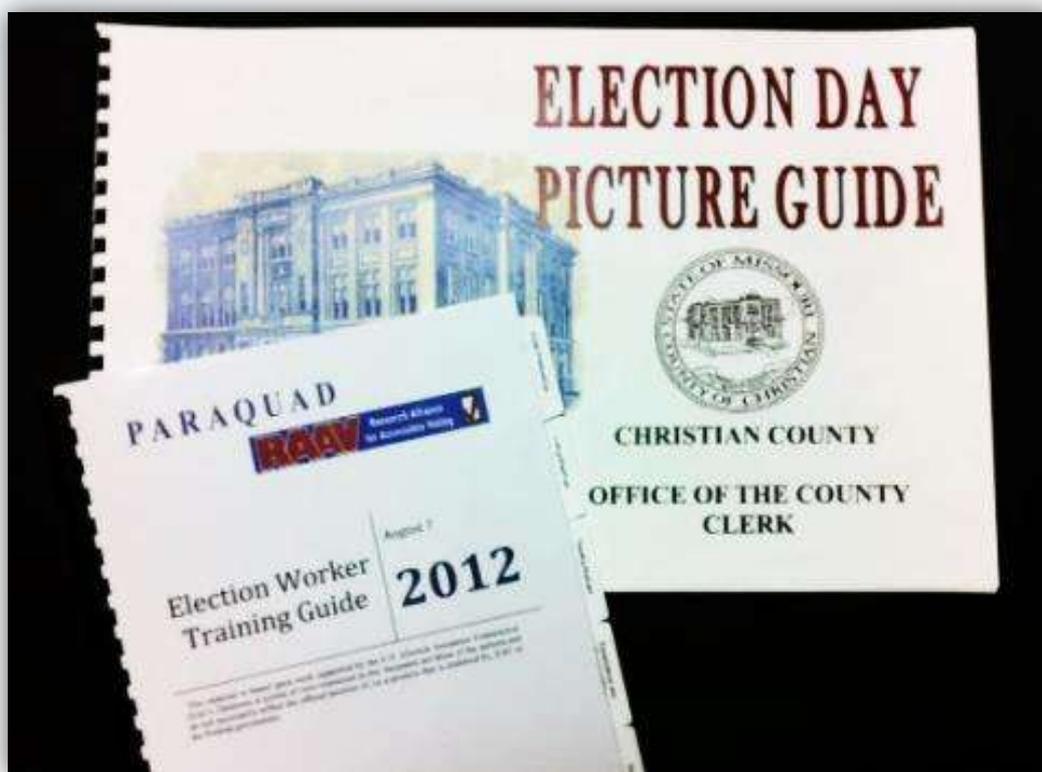
# AVTI Designs & Prototypes

# National Online Training Course

- No cost solution for election officials
- <http://www.accessiblevoting.gatech.edu/>

The screenshot displays the 'Accessible Voting' website interface. At the top, there is a navigation bar with the 'Accessible Voting' logo and a language dropdown set to 'English - United States (en-us)'. Below the navigation bar, the page title is 'Assisting Voters with Different Needs - Scenario 1 Lesson'. The main content area is titled 'Scenario 1 Lesson' and 'Helping George'. It features a text block on the left describing a scenario about an elderly voter named George who has difficulty walking and reading. To the right of the text is a photograph of an elderly man with a white beard, wearing a blue shirt, looking thoughtful. Below the photo is a caption: 'An older voter looks confused. (http://iStockphoto.com/12121)'. At the bottom of the main content area, there is a paragraph explaining that the scenario brings up problems voters might encounter at the polling place and that the tables on the next pages list possible solutions. On the right side of the page, there is a sidebar menu with a 'Home' button and a list of navigation options including 'My home', 'Site pages', 'My profile', 'Current course', and a list of scenarios: 'Assisting Voters with Different Needs', 'Participate', 'Badges', 'General', 'Introduction', 'Background', 'Scenario 1 - George', 'Scenario 1 Lesson', 'Scenario 2 - Angela', 'Scenario 3 - Arturo', 'Scenario 4 - Tasha', 'Scenario 5 - Charlie', 'Accessible Voting Systems', 'Resources', and 'Course Completion'.

# Election Day Picture Guide



Sources

# iPad Voting Case Design

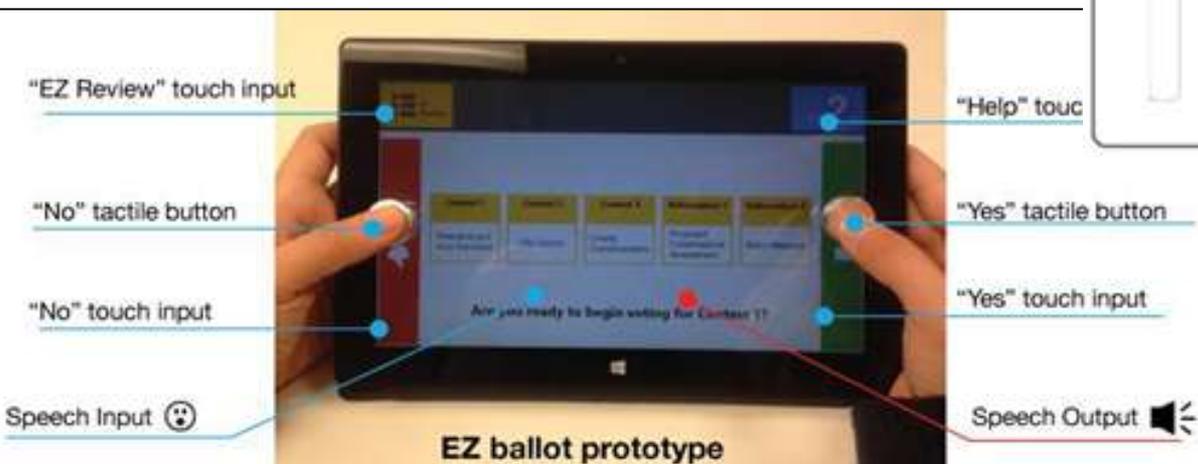
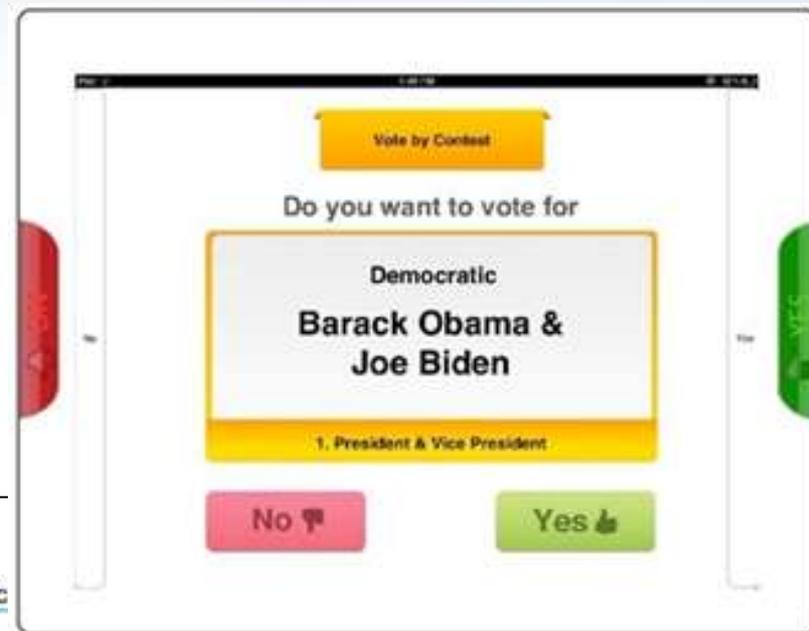


# Smart Voting Joystick



# EZ Ballot

- Designed for voters with cognitive, visual, and dexterity limitations



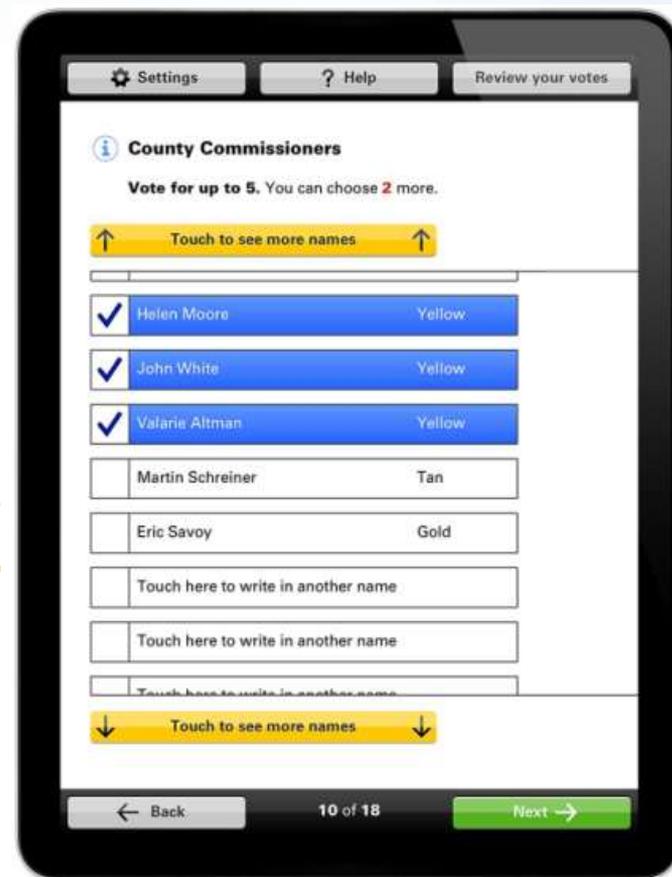
# Prime III

- Demo Videos:
  - <http://youtu.be/bM5DKP4c4aw>
  - <http://youtu.be/YPorhOMzaKk>
- Hands-on Demo: <https://hxr.cise.ufl.edu/PrimeIII/>
  - Access code: 0000



# Anywhere Ballot

- Online ballot marking prototype
- Hands-on Demo:  
<http://anywhereballot.com/>
- Design principles:  
<http://civicdesign.org/projects/anywhere-ballot/>



EAC AVTI website:

[http://www.eac.gov/payments\\_and\\_grants/accessible\\_voting\\_technology\\_initiative.aspx](http://www.eac.gov/payments_and_grants/accessible_voting_technology_initiative.aspx)