### ADLM Training Workshop

### September 2024

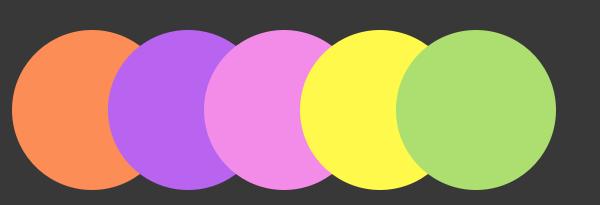












# The challenges

- How can AI be used to create accessible navigation and document structure of digital learning resources?
- How can navigation be personalized to different kinds of assistive technology, interfaces and user needs?

Assistive technologies are related to large cognitive loads of use.

Need for overviews at different levels of content.

Assistive technologies take time to use.

It is not possible to categorize users in four disabilities (motor, visual, auditive, cognitive...)

Miguel Oliva

Personalization of content to user's specific needs.

For example: speed of the speech in screen narrators, for someone that is blind and has dyslexia/TDAH

Vegard

Different needs, different technologies, leads to again differing needs (possibly even for users with same disabilities).

Accessibility is just the 'tip

of the iceberg'

Vegard

Eye tracking lacks portability and availability (price, resources).

Inclusion goes beyond just physical disabilities. (Socio-economic, communication skills, level of education)

**INCENTIVAT** ION over

Conversational **PUNISHMENT** interface, as a conversation.

Reduce cognitive load of using assistive tech?

Create overviews of different levels of content, from desktop, to program, to document to content; and so on?

How can Al tech be used to structure content, or improve content structure for easier grouping or navigation?

Can navigation of entire websites or apps be made possible (sitemaps)?

needs of users.

There should be an easy/

simple way to analyze the

Miguel Oliva

### Define user profile via:

- Feedback from users
- Automatic learning

Miguel Oliva

It would be ideal that no direct questions about disabilities are asked, just about preferences

Miguel Oliva

Sidenote: Technology should be made accessible not in the grounds of commercial viability, but inclusion in general

Miguel Oliva

Ferlanda

Digital navigation can be challenging, but Al could be used to enable voice commands.

Could Al be used to summarize different levels of content?

Policy Recommendation/ Regulation:

### Objectives:

In terms of web/apps/

enforce accessibility

standards by

sofware usage, we should

gamifying the accessibility rankings of this interfaces,

better or worse (on search

Of course, this should be

analysis and tests that are

done to pages/apps, this

should be improved with

and probably rank them

engines for instance)

whether they follow

standards or not.

followed by better

promatik

- · Build an environment capable of integrating colleagues/team members with disabilities
- Ensure that the industry infrastructure is able to include and establish as part of the integration policy that people have a minimum knowledge to support accessibility tools.
- · Constant retraining Strengthening this policy as part of the company's culture, so that it ceases to be a formal commandment and becomes part of everyday life.

Ferlanda

Advance the culture around understung user needs and incusive design.

Digital Inclusion Plan

Roles & responsibilities

**Principles & Priorities** 

Shared vision of digital inclusion

Ferlanda

- 1. Accessibility is just the tip of the iceberg of univeral design
- 2. Reducing cognitive load seems vital
- 3. Defining and refining user profiles using AI and user feedback loops
- 4. AI could have a role in solving these challenges

## Ideas

01

### Conversational Integration + interface

Al could also enable conversational interfaces, although not for peaple with speech impairments.

02

# convergence

Could assistive tech be implemented on system level, instead of porogram or content level?

03

## Summaries of different interaction levels

Al enabled overviews at level of desktop, documents, content and content elements.

04

## Incentivation over punishments

Page rank, commercial benefits, brand loyalty as insentivicing goals, perhaps not daily fines.