L.A. COUNTY + IDEO

Deliverable 3.1.1
In-process BMD User Interface
“Works-Like” Prototype
VOTING PRINCIPLES

Goals for User Interface Prototype 3.1.1

7 The voting system must guarantee a private and independent voting experience for all voters, including voters with a full range of types of disabilities and voters with limited English proficiency.

• The UI should strike the right balance of large enough text for legibility, while still maintaining a sense of privacy.

8 The voting system must be easy for all voters to use, in particular, for voters with a full range of types of disabilities and voters with limited English proficiency.

• The UI should adjust to provide a voting experience that accommodates the needs of various disabilities.
• The UI should be intuitive for voters to use.
GOALS

*User Interface Prototype 3.1.1 User Studies*

1. Confirm our plan to align the **screen** in portrait rather than landscape orientation.
2. Evaluate **screen sizes** and select a target size range.
3. Evaluate different **levels of preferences** needed for setup: contrast, text size, language selection.
4. Determine whether **content flow and action buttons** were clear. Is it clear to the user how to proceed to the next step?
ANYWHERE BALLOT

Patterns included in the User Interface Prototype 3.1.1

- Header Navigation
- Footer navigation with Back and Next buttons in a consistent location
- Settings button always being visible and accessible at any time
- Selection check-mark (Phase 2 Prototype used X)
- Progress indicator
- Scroll buttons. Inspired by the “touch to see more names” button, the prototype used a version that says “see more”
CHANGES FROM ANYWHERE BALLOT

Evolutions to Anywhere Ballot patterns in User Interface Prototype 3.1.1

- Language selection is first step
- Instructions include icons and illustrations shown at the time when they are needed instead of text heavy instructions all at the beginning
- Bigger candidate name buttons and perceived touch area
- QWERTY keyboard
- No straight party voting
BMD PROTOTYPE 3.1.1

Overview of features

- Touch Screen exploration
- Reconfigured layout to portrait
- Making all the buttons actionable
- Basic UI patterns / logic:
  - if a users selects a candidate then next is active
  - Basic error controls
  - Underlying UI presentation framework
  - Toggles for contrast and text size
BMD PROTOTYPE 3.1.1

Screen Sizes

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Screen Orientation

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Settings controls

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The BMD user interface prototype has been evaluated in a qualitative research setting with voters. The voters were selected to fill interesting or extreme ranges of the population who will use a future production version of the BMD.

The research findings and design conclusions can be found in Research Report #1.

Per the project plan, subsequent “works-like” models will be fabricated to prove functionality and evaluate design alternatives for a number of detailed technical and usability topics.