

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

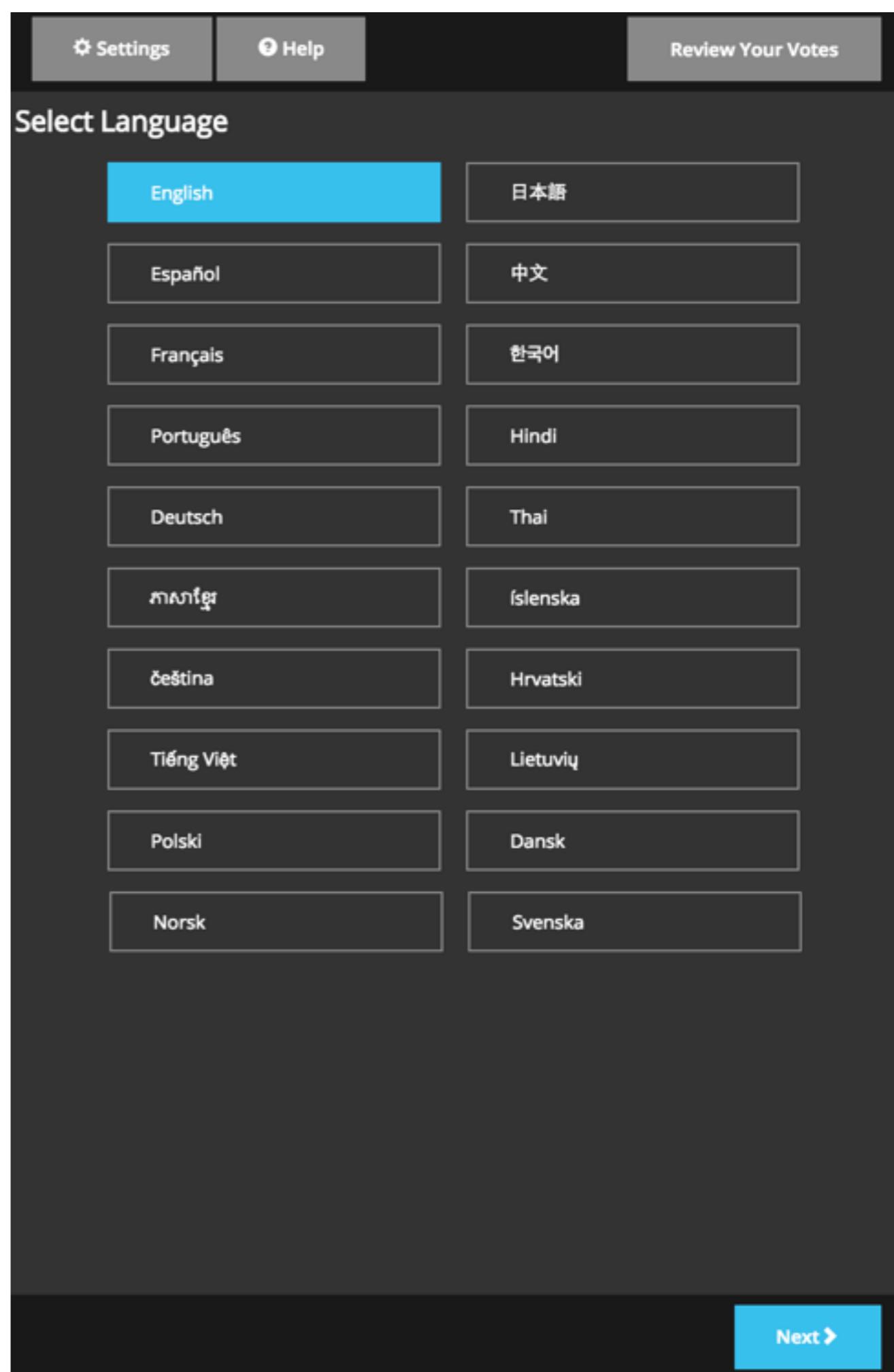
Touch Screen exploration

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





18.5" Display



15.6" Display

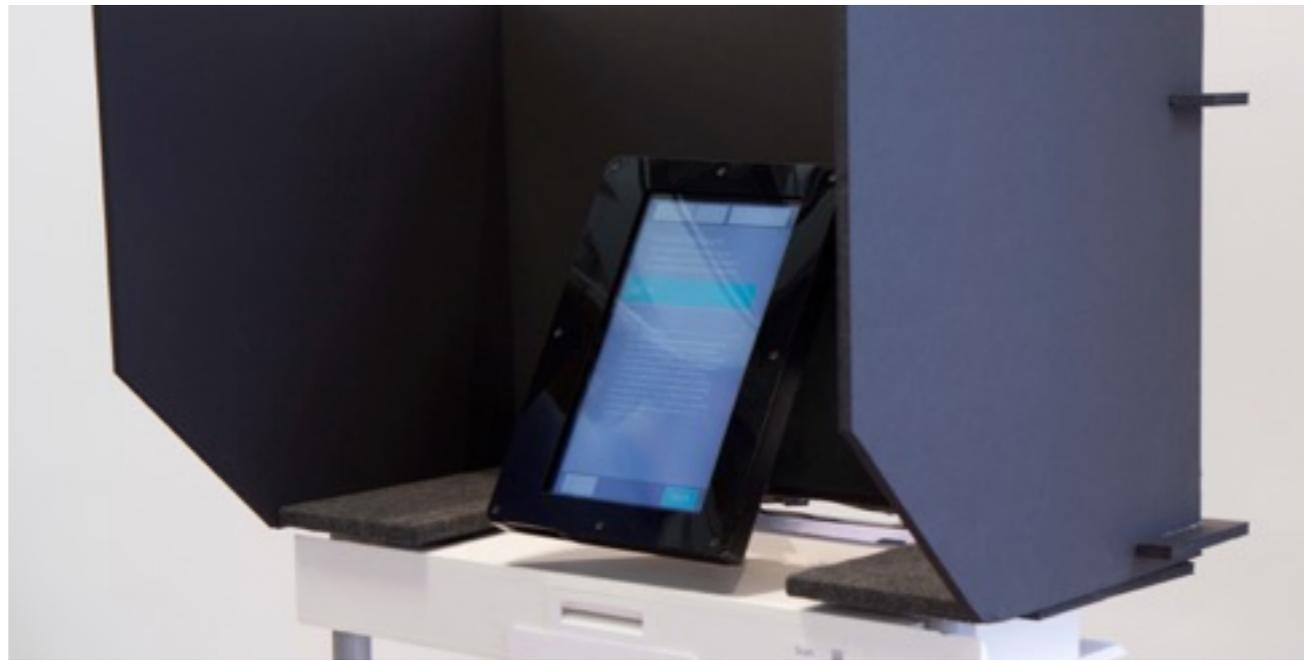


12.3" Display

BMD PROTOTYPE 3.1.1

Screen Sizes

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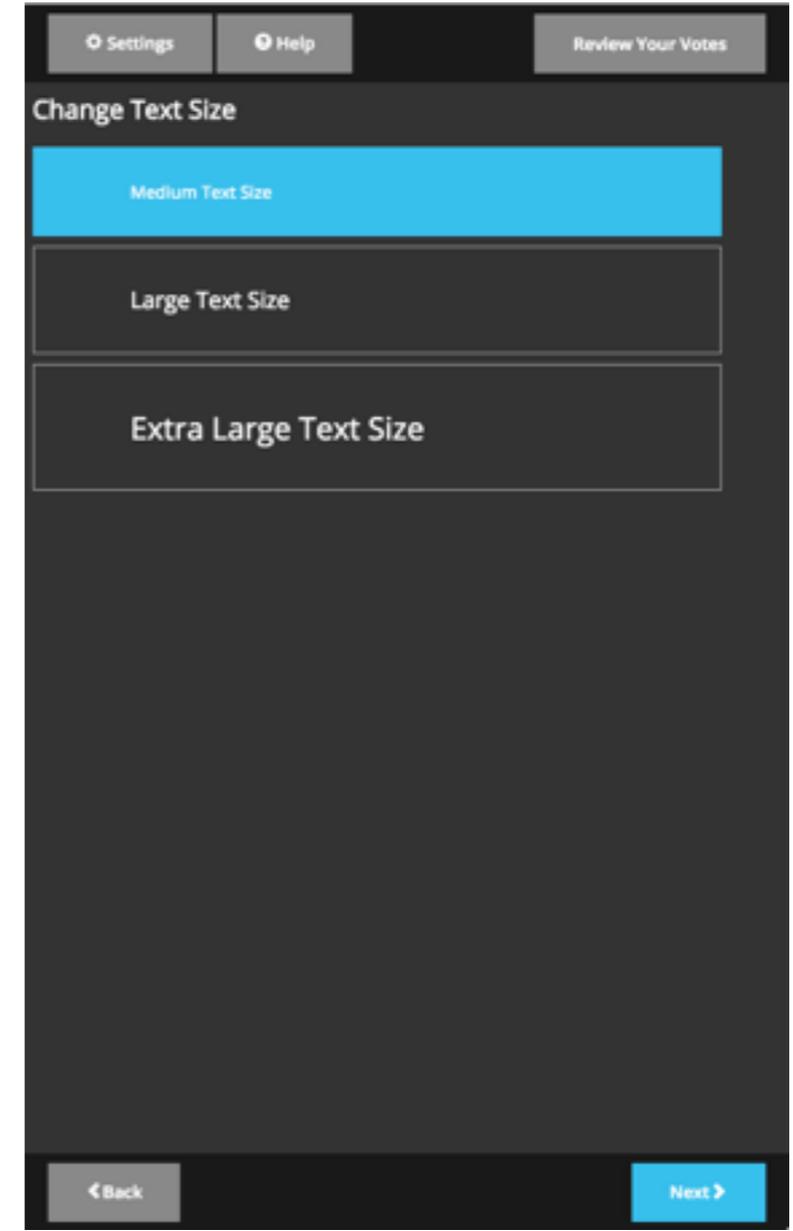
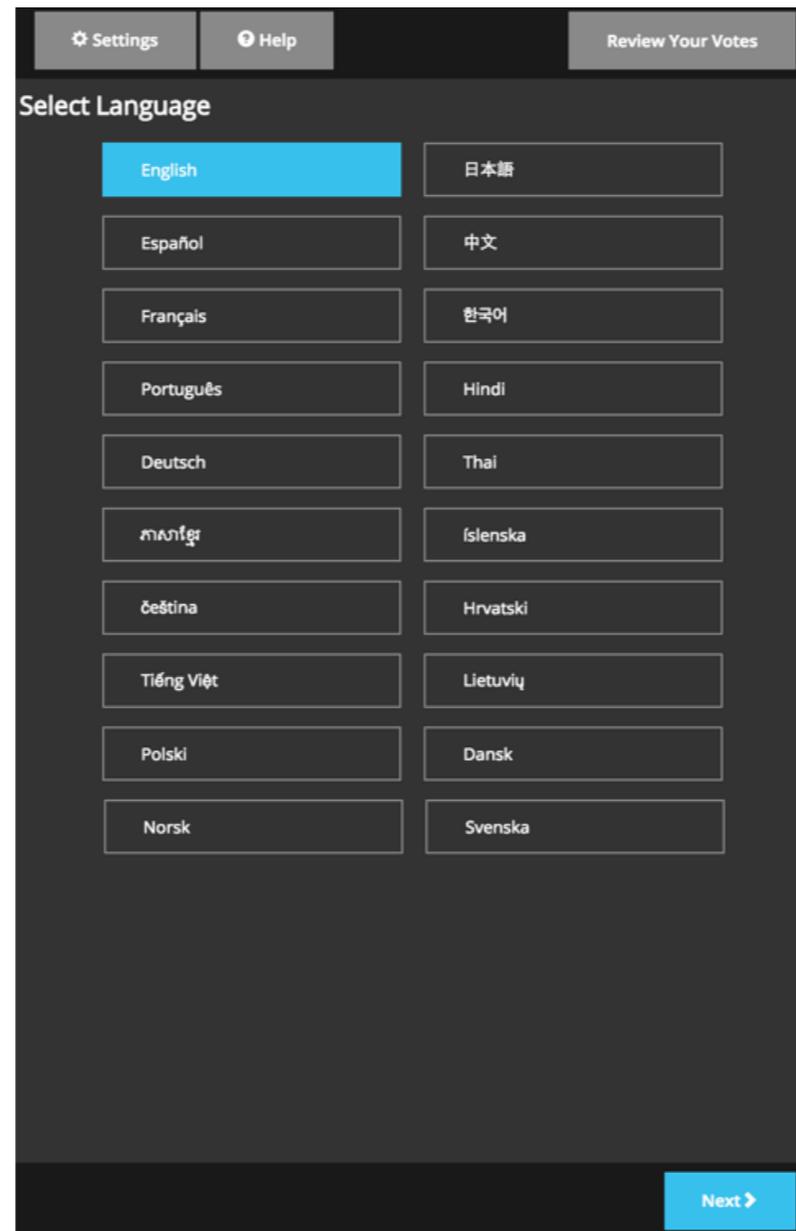
Portrait



Landscape

BMD PROTOTYPE 3.1.1

Screen Orientation



BMD PROTOTYPE 3.1.1

Settings controls

NEXT STEPS

Testing, Feedback, Conclusions

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.
