Sample Ballot & Information Transfer System

USING PERSONAL ASSISTIVE TECH.

SCAN

LIBRARIES
POST OFFICE
BANKS

SCAN

DESCRIPTION

Our design solution is a system to better prepare voters for going to a polling center, and create a more enjoyable voting experience. Ballots are available on paper or in digital form, they're filled out by the voter, then brought to the polling center. Eliminating polling times, discomfort, and anxiety—the polling machine scans the sample ballot and preselects your choices on-screen. You can confirm the selections and cast your vote. The machine itself is an accessibly designed polling machine equiped with a camera.

ADVANTAGES

+ Increased voting participation
+ Increased voter accuracy: more informed choices with less in-person anxiety
+ Increased device flexibility(iPad, phone, etc.)
+ Reduces paper cost with more targeted ballot printing
+ Modular interpretation of machines (adding printer & scanner to electronic voting machine)

1. SCAN BALLOT
+ Camera digitizes and loads the voting machine with your choices

2. CONFIRM ENTRIES
+ Browse your vote, and double-check your choices..

3. CAST VOTE
+ Vote is cast electronically, with a paper copy printed for paper-trail purposes.

7 Principles of Universal Design

① EQUITABLE USE
+ Sample technology is publically accessable
+ Voting machines are accessable

② FLEXIBILITY IN USE
+ Facilitate more accurate choices
+ Access in comfort of home (while using assistive technologies)
+ Ability to confirm choices
+ Make ballot verification into reasonable partitions

③ SIMPLE & INTUITIVE USE
+ Need human verifiable code
+ Relies on using current best practices towards usability design.

④ PERCEPTIBLE INFORMATION
+ Internet access enables higher technology
+ Allows use of personal assistive technologies
+ Safe space

⑤ TOLERANCE FOR ERROR
+ Error handling in process
+ Multiple chances to examine answers

⑥ LOW PHYSICAL EFFORT
+ Major actions and thoughts can be made in comfort of home (with existing AT)
+ Minimize time spent in voting location

⑦ SIZE & SPACE FOR APPROACH AND USE
+ Majority of time and use can be spent in comfortable environments

ACCESSIBLE VOTING TECHNOLOGY INITIATIVE