

INCA Project

Inclusive Digital Content for People with Aphasia

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Inclusive Digital Content for People with Aphasia

AIM: to empower people with aphasia to create, access and curate digital content through innovative technologies

INCA - who's involved?



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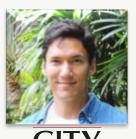
Engineering and Physical Sciences Research Council



Rosemary Townsend



Michelle Damasio



Brian
Grellmann



Cat Andrew

Inclusive Digital Content for People with Aphasia

What is digital content?







Creation









Curation









INCA – background literature

Opportunities for connection and visibility

- Hemsley et al (2013) participants using AAC report positive experiences of Twitter, including it's value as a tool for "becoming visible".
- Fotiadou et al (2014) blogtalk.

Risk of Exclusion

- Textual communication through digital media likely to exclude people with aphasia. Salis and Hwang (2016)
- Accessibility of current tools for content creation and consumption challenging for PWA (Menger et al, 2016).

Gaps in the literature

- Thiel (2014): Call for studies to support independent internet use.
- Salis and Hwang (2016) "With technology continuing to advance rapidly, we [...] hope to see more interdisciplinary dialogue and collaboration in this area."

INCA overview

AIM: to empower people with aphasia to create, access and curate digital content through innovative technologies

- 1. Exploring the needs, skills and desires of people with aphasia with regard to digital content creation and curation.
- 2. Co-design and development of two digital content technologies for people who have aphasia.
- 3. Community projects. The two prototype technologies will be utilised and evaluated in 2 community projects.

What have we done so far?

1. Exploring the needs, skills and desires of people with aphasia with regard to digital content creation and curation.

Are existing tools usable?

User testing

"Evaluating a digital system, with users, to understand if it meets their needs."

Methods

4 PWA invited to test 4 digital content creation technologies

[Video clip example]

Preliminary outcomes

- Sometimes people swear.
- Written output may appear different to typical written content.
- Distractibility can affect ability to achieve a desired goal.
- Setting a profile picture is hard

What will we do next?

- Create two new technologies through co-design process
- Test these through community projects with the Stroke Association and Dyscover
- Visual Artist will run a creative sketching session at start of community projects to stimulate creative ideas.
 Session will then run every two weeks.
- Use and accessibility of tools examined. Interviews conducted.
- Finale will be a show created and curated by participants within community projects.

Discussion Points

- •What are the potential benefits of such tools?
- •What are the potential risks of such tools?

References

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- Menger F, Morris J, Salis C (2016) <u>Aphasia in an Internet age: wider perspectives on digital inclusion.</u> *Aphasiology*, 30(2), 112-132.
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