

Talking (to) Things

An investigation of voice assistants and their conversational aspect in the context of inclusion and lifeworlds

Adrian Demleitner, BFH HKB Master Design Colloquium 3, November 2021

Introduction

- Development since colloquium 2
- Discussion of research proposal
 - 2.1 Current state of research in the research area
 - 2.2 Status of own research
 - 2.3 Objectives, data and methods
 - 2.5 Relevance of the research
 - Funding

Changes in approach and focus

Changes in approach and focus

Until colloquium 2

- Ecological perspective on electronic media
- Animism as a way of relating to things
- Focus on voice assistants within entertainment industry

Changes in approach and focus

After the feedback from colloquium 2

- (Social) relevance?
- Voice assistants in therapeutical settings?
 - Maybe not...
- Voice assistants as assistive technologies!

Changes in approach and focus

Additional research

- Prototyping
- Even more literature review
 - Human Computer Interaction for people with disabilities
 - Design and inclusion
- Interviews
 - Voice assistants as interface to lifeworlds
 - Focus on people with disabilities

Changes in approach and focus

Interviews

- Head of technological project at SBV
- Acquaintance with tetraplegia after accident
- Former Superflux designer with critical view on voice assistants

Changes in approach and focus

Final form

- Animism
- Relationality, ontological design and postphenomenology
- Voice assistants as assistive technologies
(Amazon Echo, Siri, Google Home)

Research Proposal

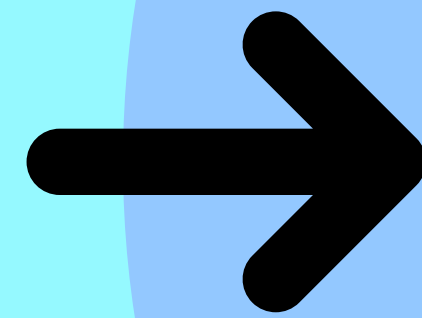
2.1

Current state of research in the research area

User-Experience and
Interaction Design

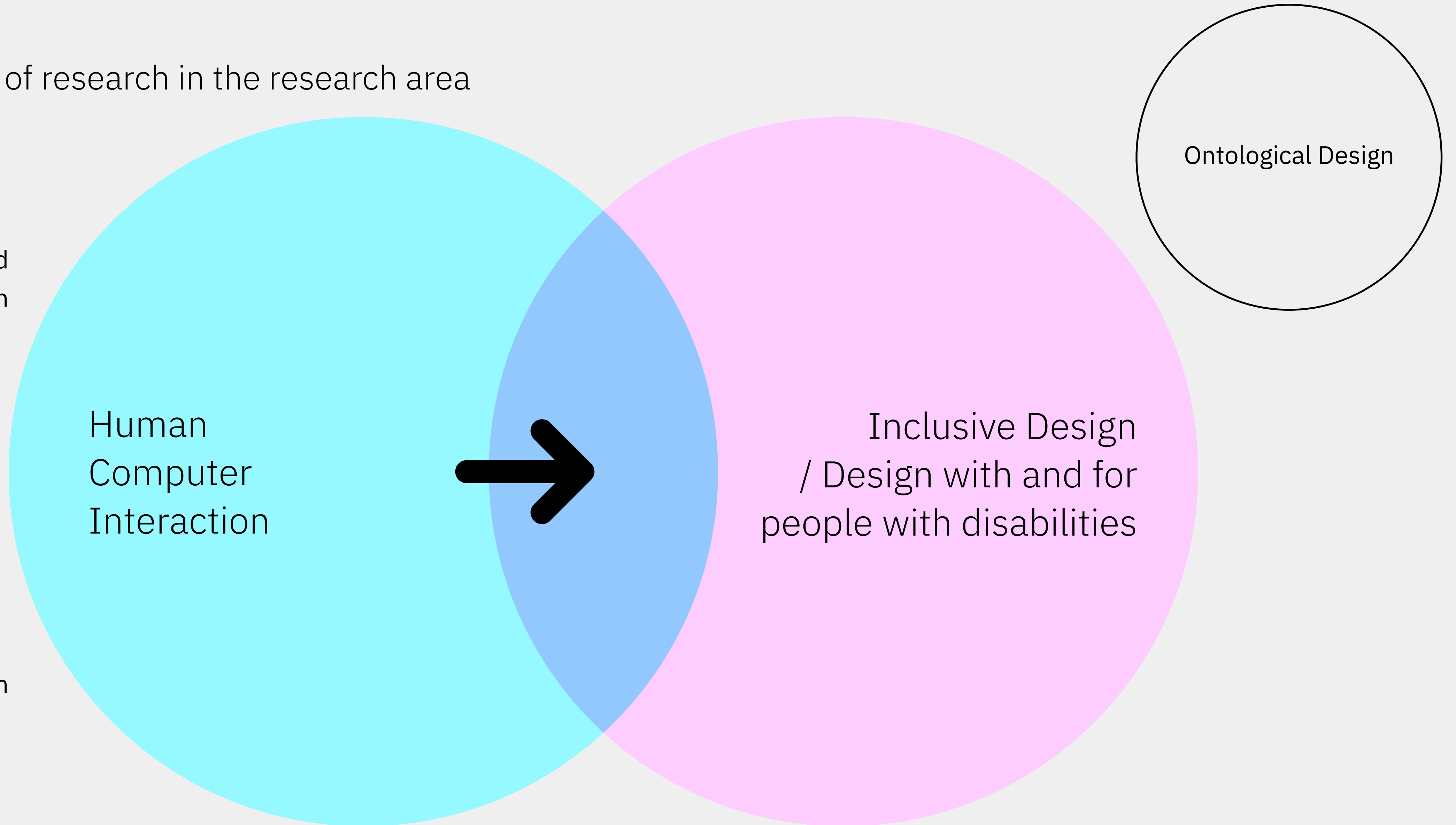
Human
Computer
Interaction

Conversation Design



Inclusive Design
/ Design with and for
people with disabilities

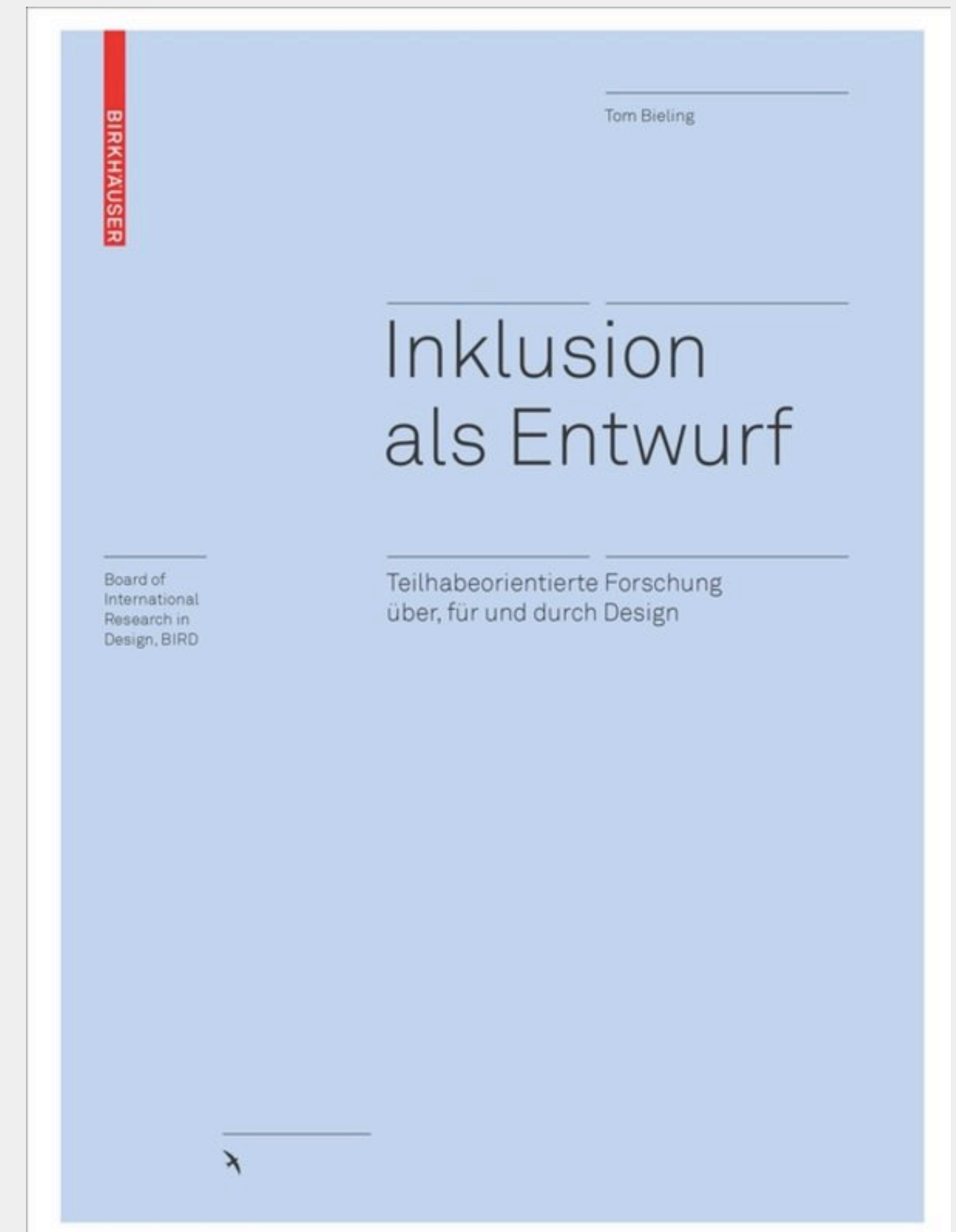
Ontological Design



2.1

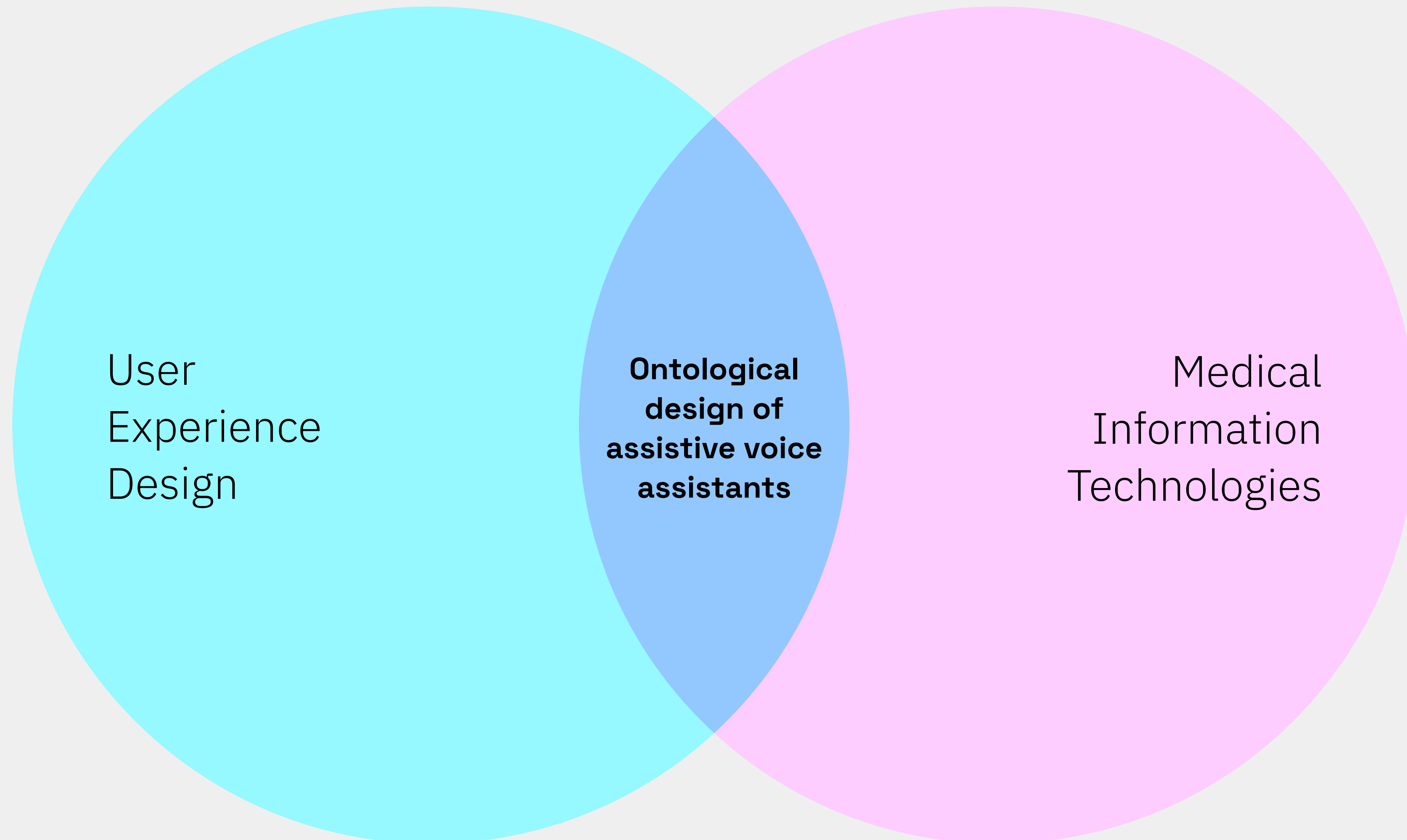
Starting point and basis for the planned investigation

- Established within medical information studies
- VA-PEPR at HSLU
(What are VAs actually doing to us)
- Design Justice
(Nothing about us without us)
- Inklusion als Entwurf, Tom Bieling
(Design as the border area between inclusion and exclusion)



2.1

Where and why is there a need for research



2.2

Status of own research

- Manufacturers have a limited view on user experience
- From within ontological design and postphenomenology
- Deep reading user experience through thematic analysis
- Unique perspective from design/technology

2.3

Objectives, data and methods - Hypotheses and assumptions

- Voice assistive technologies as workarounds to access lifeworlds and content designed for abled-bodied and neuro-typical people
- Voice assistants could be disability-first interfaces but the current research doesn't trickle down

2.3

Objectives, data and methods - Research questions

“How must voice assistants and the interaction with them be designed so that these technologies become a disability-first interface for people with visual or mobility impairments?”

2.3

Objectives, data and methods - Concrete objectives

- Scientific dissemination
- Low-threshold guide about inclusive design of voice assistants
 - Designers and developers of voice assistants
 - Disability advocates and consultancies
- Includes code, blueprints and tutorials

2.4

Timetable and milestones

- Phase 1 - Literature study; 6 months
- Phase 2 - Qualitative evaluation and needs analysis; 6 months
- Phase 3 - Workshop series / focus group / prototyping; 12 months
- Phase 4 - Evaluation and finalisation; 6 months
- Phase 5 - Publication; 6 months

2.5

Relevance of the research

– Scientific relevance

- bridging HCI, design research and disability studies
- expanding ontological design into pragmatic applications

– Social relevance

- existential applications of voice assistants
- curb cut effect

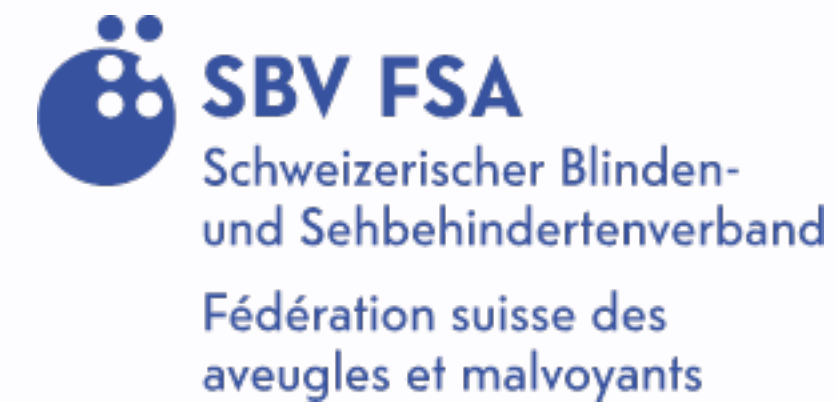


Budget and funding

SNF and Alternatives

- Make Sense PhD program in Basel/Linz
- Technology-partners like
 - i.E. SBV, CARU
- Call for projects or residencies
 - i. E. FRH Innovation Booster

MAKE/SENSE PhD Programme



caru



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Q&A

~~"Accessibility Came by Accident"~~

- Improve the design of voice assistants for people with disabilities
- Research the ontological design of voice assistants

Voice assistants vs. voice assistive tech

- Voice assistants as assistive technologies
(Amazon Echo, Siri, Google Home)
- ... vs. voice assistive technologies
(Dragon Speech Recognition)