

ToGather, an interactive website for the stakeholders of school inclusion of children with ASD: an iterative design including user testing

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ToGather, an interactive website for the stakeholders of school inclusion of children with ASD: an iterative design including user testing

I.Saint-Supery

PhD Student



Introduction Material and methods Results Discussion and conclusion

Progress of the presentation



Introduction



Material and

methods



Results



Discussion and conclusion



Neurodevelopmental condition

Introduction

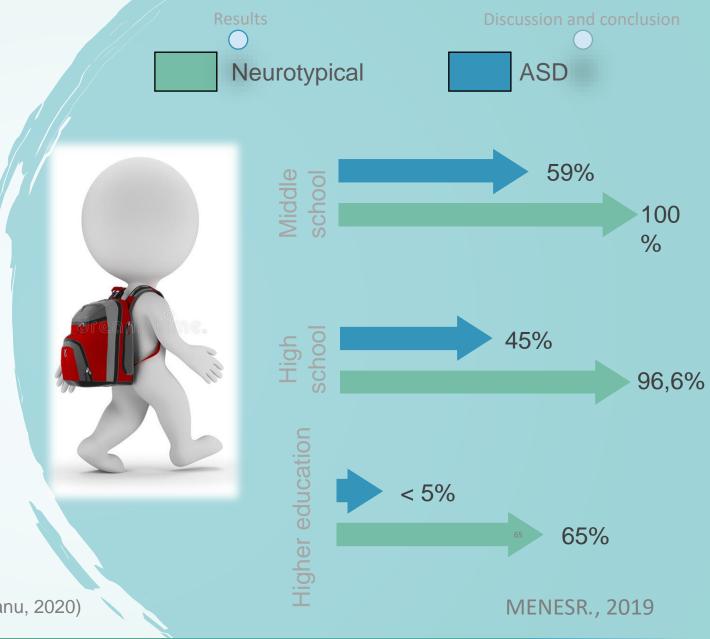
- French prevalence: 36,5/10,000 persons
 (Fombonne, et al., 2019)
- Impairments in communication, social skills, restricted interests and ativities (APA, 2013)
- Large inter-individual variability
 → huge personalize care and support (Fage, et al., 2016)
- The earlier they are included,
 the more they benefit
 (Ferraioli & Harris, 2011; Osborne é Reed, 2011; Salceanu, 2020)

Autism and schooling

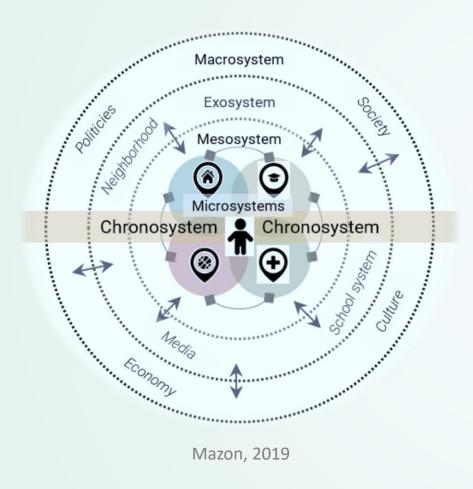
Neurodevelopmental condition

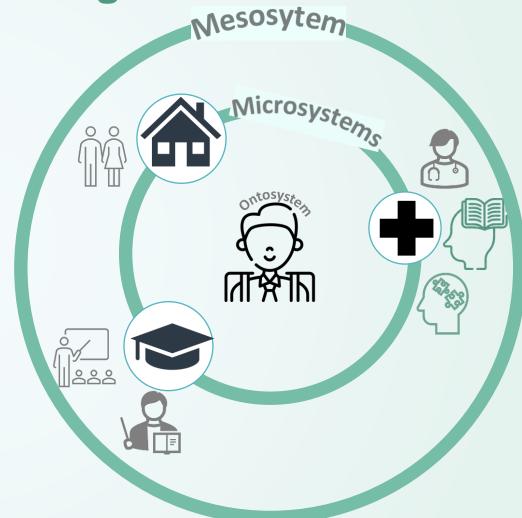
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The ecosystemic approach to leverage the environment



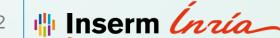


Factors impacting the school inclusion

Main barriers to the co-education process:

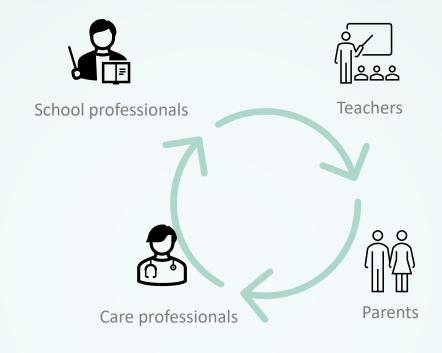
- Cultural information gap on ASD
- Time availability of the parties involved
- Multi-sectorial information gap
- Evolutivity of the child's educational needs

→ No technology designed to lever up those factors.



Previous work

Design with and for:



- Promote communication and collaboration
- Improve the co-education process
- Produce innovation to address societal issues



Previous work - the mock-up

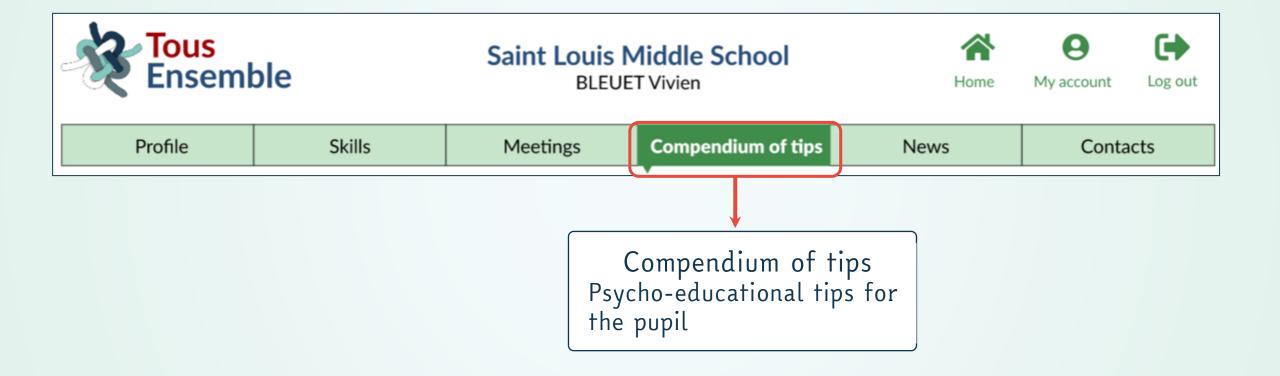


Profile
Particularities of the child
for a quick familiarization

2 | Inserm *(nría*

Introduction

Previous work – the mock-up





- Different schedules
- Limited time
- Different goals



Usual testing method: free web browsing







Results

Participants

Personas

Roles



Alex



Jupiter



Jessie

Parent

Teacher

Care

Referent

Nielsen & Landauer (1993): 5-10 subjects to detect 85% of the main ergonomics design errors













Methodology

Personas

Introduction



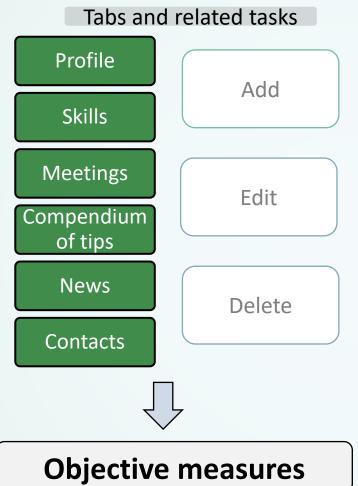
Alex

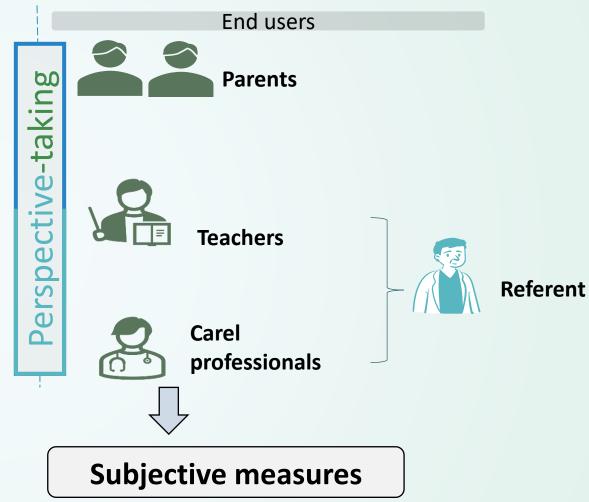


Jupiter



Jessie





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Methdology

Introduction

Objective measures

- Proportion of correct responses
- Number of active interaction per minute
- Optimality score

Subjective measures

- Scenario-based Subjective usability
- System Usability Scale
- User Experience Questionnaire
- NASA-TLX
- Elicited self-determination for a collaborative work

Objective measures

Subjective measures

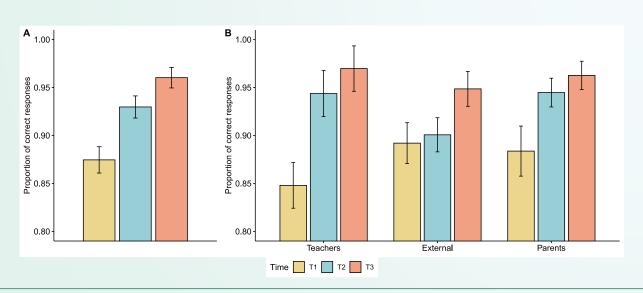


Objectives measures

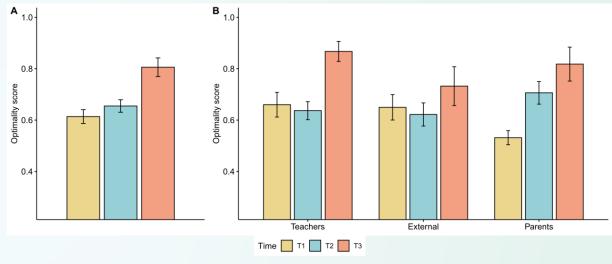
Inter-rater reliability

• r=9.968

Proportion of correct responses

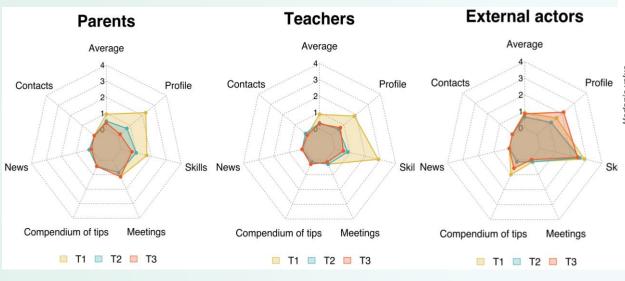


Optimal score

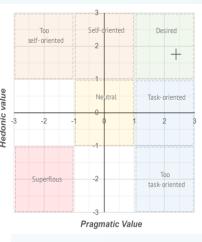


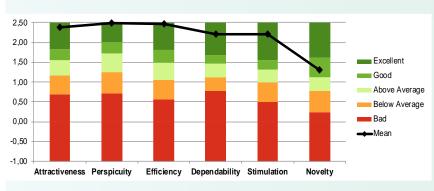
Subjective measures

Scenario-based subjective usability



User Experience Questionnaire

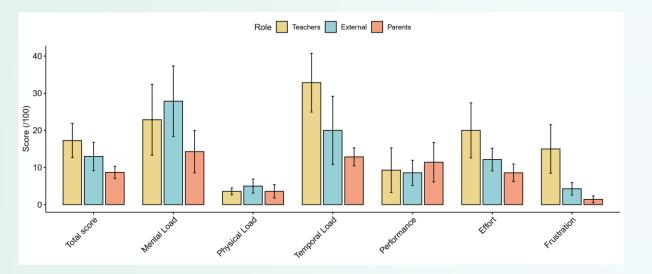




Subjective measures

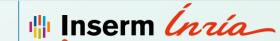
Cognitive Load

Introduction



Self determination feeling

 Great level of self-determination feeling for collaborative activities



Discussion

- Great self-determination feeling underlines the need for a collaborative tool
 - Gather information
 - Empowers each stakeholder
 - Participate in every collective decision
 - Coordinate actions
- Difficulties decreased and even disappeared across scenarios
- Conducting user test before the final version is crucial to meet users'needs



Limitations

Non-homogeneous features across tabs

Average number of features per tab

Dashboard	Profile	Skills	Meetings	Compendium of tips	News	Contacts
2	4,5	7	1 to 10	1 to 8	3	1

· Collection of interaction data





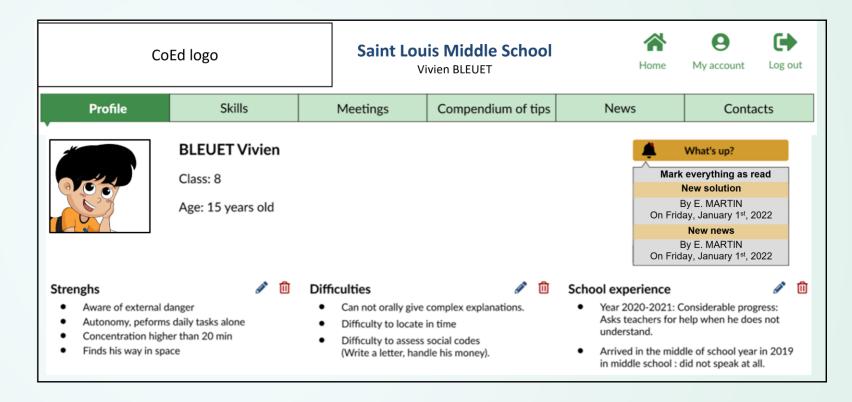
Usage of scenario

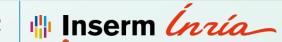


Conclusion

Introduction

- Participatory design
- ToGather meets the demands
 - Excellent user experience
 - Low cognitive load
 - Easy to use



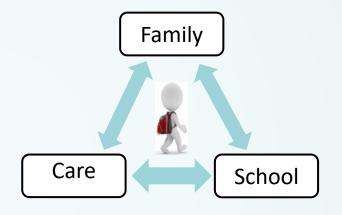


What comes next

A field assessment

- To test ToGather in the field via a weekly use
- Recruitement of dyad minimum composed of:
 - Parent & specialized teacher / main teacher
 - Parent & main carer (often specialized educator)
- 2 semesters
- 3 assessments spaced 3 months appart

In the future: ToGather from middle school to University







Time for questions