

Cross-cultural evaluation of a web application to support communication and collaboration among stakeholders of the school inclusion of children with ASD

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Cross-cultural evaluation of a web application to support communication and collaboration among stakeholders of the school inclusion of children with ASD

I. Saint-Supery, H. Sauzéon, C. Maillart, N. Neu, E. Meyer, C. Mazon





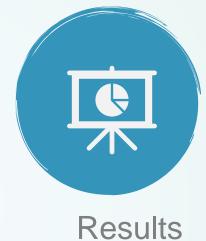
AAATE 2023



Introduction Material and methods Results Discussion









Introduction





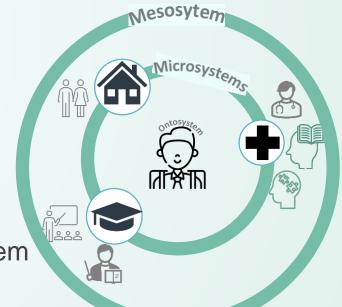
Context of the research

ASD and schooling

- Inclusion rates drop as the school level increase
- Large inter-individual variability → personalize care and support
- Importance of the proximal environments

Communication and collaboration

- Share knowledge, vocabulary and everyday information impacting them
- Hard to set up: lack of time, lack of dedicated tool







ToGather mock-up

Introduction



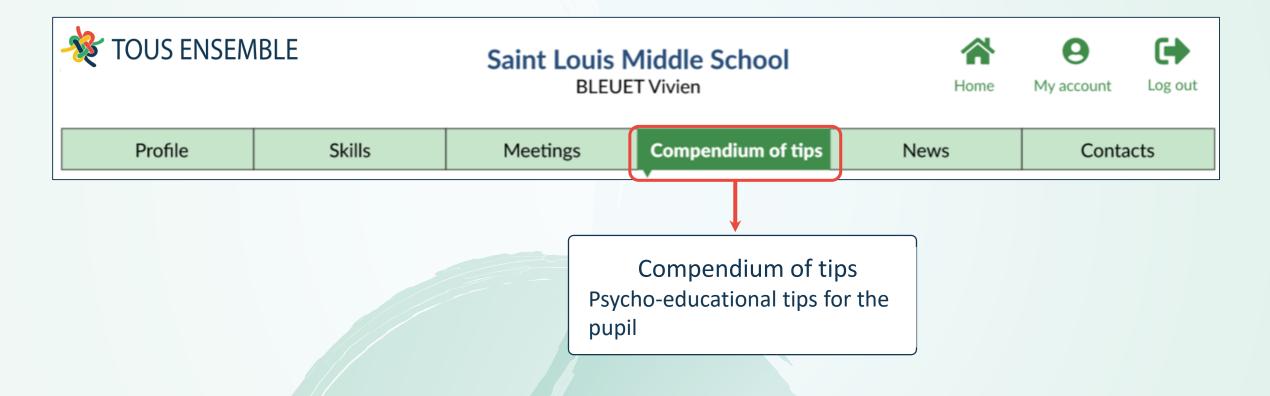
Profile Particularities of the child for a quick familiarization





ToGather mock-up

Introduction



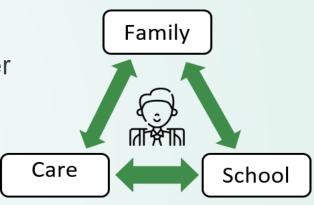






Participatory design method

- Actors on the ground and researchers have equal decision-making power
- Adresses societal needs through field-driven methods



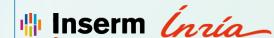
Applicability to another organisational system

Different synergy between School, Care and Family in Belgium and France



Introduction

Are participatory design results applicable only to the context in which they were created?













Results

Discussion

Material and methods



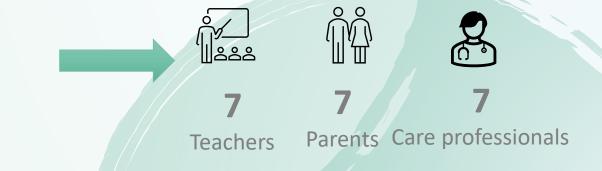
Participants

Introduction

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



Mean age: 38,5 (range 21-57) n = 20



Mean age: 44,8 (range 27-60) n = 21

Introduction

Personas

Roles



Alex

Parent



Jupiter

Teacher

Care



Jessie



Methodology

Personas

Introduction



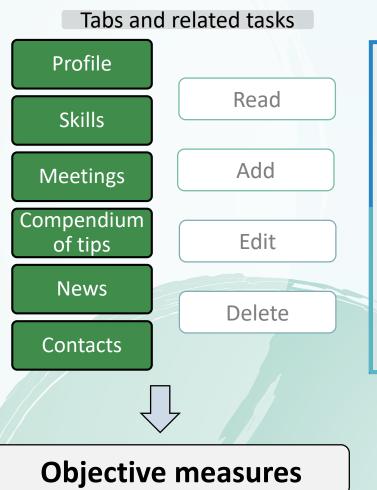
Alex

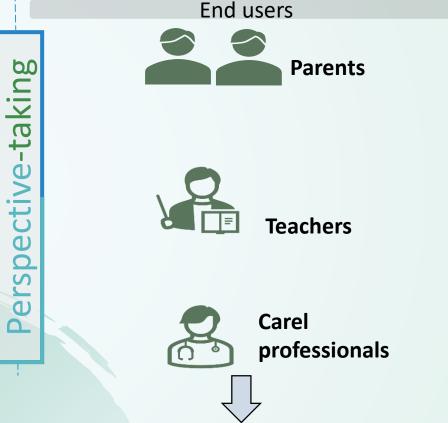


Jupiter



Jessie





Subjective measures



Methodology

Introduction

Objective measures

- Usability measures
 - Effectiveness
 - Efficiency

Subjective measures

- Scenario-based subjective usability
- System Usability Scale
- User Experience Questionnaire
- NASA Task Load Index
- Self-determination for a collaborative work



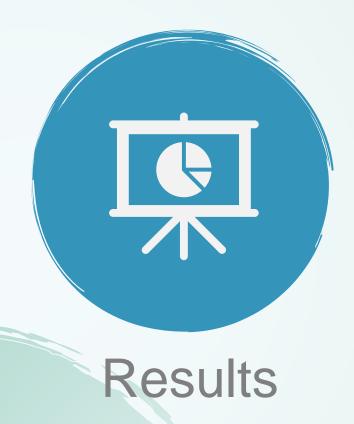




Introduction



Material and methods



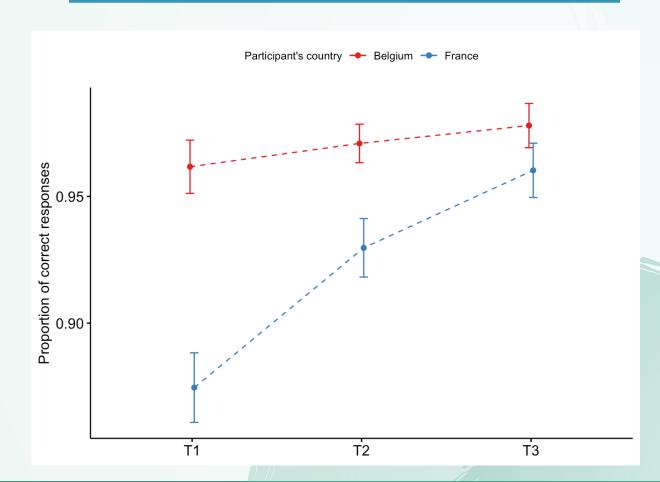


Discussion

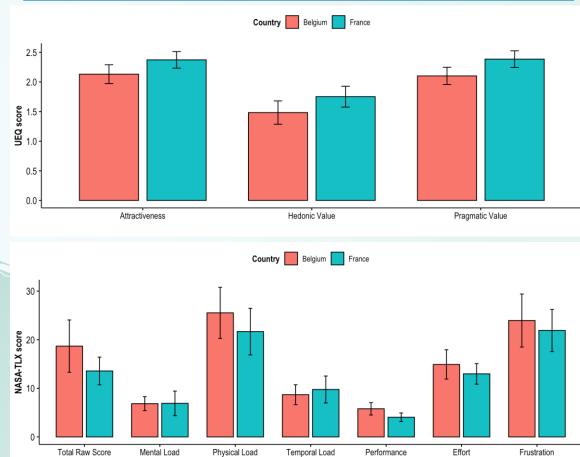
Results Introduction Material and methods Discussion

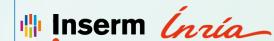
Results

Objective measures



Subjective measures





30th August 2023



Summary of the results

Both samples easily took the grips of the tool, appreciated using it and the interface design

Belgium

- Faster ease of use
- Ceiling effect?
- Less tailored to their specific need



France

- It took longer for the French to find it easy to to use
- Tailored ++ for their specific needs thanks to participatory design







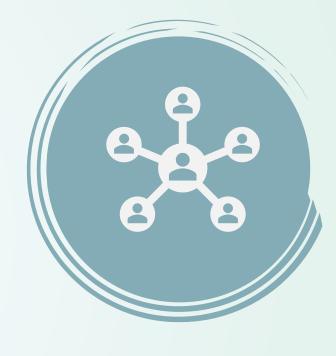








Results



Discussion



Discussion Introduction Results Material and methods

Discussion

Support the synergy between the 3 parties via a digital shared space



Proof of Concept

National initiatives in this vein





Livret Parcours Inclusif

- Teams are very diverse in terms of will to use computer and abilities
 - Accessibility
 - Ease of use





Discussion Introduction Material and methods Results

Perspectives

Belgium and France share the same language -> Test the applicability in a non french-speaking country

Long-term field study → Can a digital shared space support and improve communication and collaboration in a follow-up team?



