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## SUMMATIVE EVALUATION OF EZCOMM: A COMMUNICATION BOARD MOBILE APPLICATION TO ASSIST COMMUNICATION DISABILITIES

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### Abstract:

People with communication disabilities like Amyotrophic lateral sclerosis (ALS), Stroke survivors, Apraxia, Cerebral Palsy, Down Syndrome, and others have problems in speech. It is hard for them to explain their thoughts or release their mood. The disability causes them limited or no opportunity to converse smoothly with others. In response, this paper introduces an application named EzComm as assistance for people with communication disabilities; by doing only one simple act, they can communicate with their family and friends. For example, the users tap the image or word buttons, and the system will read them aloud, besides adding them to a sentence that can also be read. A pilot study shows that EzComm enables them to communicate and increases their chances of making friends. Through the application, we hope that communication for communication disabilities problem could be improved.

### Keywords:

Communication Disability; Interactive Application; Communication Board, Mobile Application

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## Introduction

Communication is essential vital for us to interact with each other. Communication is the process of understanding and sharing meaning (Pearson & Nelson, 2000), and it involves interaction between participants. However, some people need help communicating and interacting with other people. This problem is called communication disability.

A communication disability is impaired in receiving, sending, processing, and comprehending concepts or verbal, nonverbal and visual symbol systems (Tee-Melegrito, 2022). In other words, a communication disability may have a problem with hearing, language, or speech processes; it may range in severity from mild to profound and may be developmental or acquired.

There are people with communication disabilities like Amyotrophic lateral sclerosis (ALS), Stroke survivors, Apraxia, Cerebral Palsy that causes voice problems, Down Syndrome, and others who have problems in speech which is commonly known as speech or communication impairment (Gonzalez-Lopez et al., 2020). It is hard for them to explain their thoughts or release their mood. One characteristic of communication disabilities is unclear pronunciation, as mentioned in (Baldauf et al., 2018), due to the tongue not being as active as ordinary people's. The flaw causes the sufferer the opportunity to have a smooth conversation with others.

In order to help those with communication disabilities to have better communication with others, we proposed/developed a mobile application named EzComm, which is a communication board that allows those with communication disabilities to speak out their thoughts by using their fingertips. The users need to click on the provided words to make a sentence. In the mobile application, there are some daily used words to help communication disabilities to solve their daily communication. In this research, we conducted a usability evaluation to evaluate the usefulness of EzComm.

## Mobile Application and Communication Disabilities

A mobile application or 'app' is a type of software designed to run on a mobile device, such as a smartphone or a tablet computer (Shroff & Keyes, 2017). Nowadays, mobile technology has proliferated in our society, especially for mobile applications. Mobile technology has become a need in our daily lives.

Mobile and assistive technology made augmentative and alternative communication (AAC) possible, which tremendously aids people with communication difficulties or those with communication disabilities. AAC include electronic devices such as speech-generating devices, tools like picture communication symbols on paper-based boards, or strategies such as gestures and head nods (Dada et al., 2022) to involve those with communication disability to communicate.

People with communication disabilities refer to those with difficulty communicating with others. For example, people with Apraxia, Cerebral Palsy, and Down Syndrome may have problems with communication disabilities (Nyman et al., 2021). Apraxia is the inability to carry out such praxis movements without elementary motor, sensory or coordination deficits that could serve as the primary cause (Park, 2017).

Cerebral Palsy (CP) is a neurodevelopmental disorder characterized by muscle tone, movement and motor skills abnormalities and is attributed to injury to the developing brain (Gulati & Sondhi, 2018). If CP affects the part of the brain that controls speech, a person with CP might have trouble talking clearly or not be able to speak at all.

Down Syndrome is a genetic disorder characterized by distinct physical features and some degree of cognitive disability (Plaiasu & Vasilica, 2017). There are many more communication disabilities. Therefore, we would like to connect them with society without any difficulties.

### **Design and Development of EzComm Mobile Application**

EzComm mobile application was designed to assist with communication problems of people with communication disabilities. The design and development process consists of 5 phases - planning, analysis, design, development, and testing. The first phase is planning; the main idea came from the internet news. There were people with communication disabilities who had difficulties communicating with people around them, such as family and friends, because their thoughts and emotions were difficult or complex for them to pronounce and express. Moreover, the use of mobile devices and applications is prevalent. Hence, the solution was to create a mobile application language board. The next phase was analysis; two similar applications were compared and analyzed to get ideas for the design and development of EzComm. During the design phase, storyboards and the user interface elements, including the buttons, images and texts, were designed and created using Adobe Illustrator and Adobe Animate. Then, the prototype of EzComm was developed using Adobe Animate. Lastly, the developers tested the mobile application to ensure it was functional.

EzComm was designed for easy use, and the interfaces, such as buttons, images and words, were simple designs for easy to understand. Figure 1 shows the screenshots of the main interface of EzComm.



Figure 1: Screenshots of the Main Interface of EzComm

The user could select the symbol to be added to the sentence bar. There is a delete button to delete the symbol from the sentence bar if the user selects the wrong symbol or wants to say something else. There is also a play button to pronounce the symbols selected by the user in the sentence bar. Therefore, the user could form a simple sentence to tell others what they were looking for and trying to tell others. Figure 2 shows the screenshots of EzComm.



Figure 2: Screenshots of EzComm

## **Evaluation of EzComm**

To evaluate the usability of the EzComm mobile application, we conducted a user trial involving individuals with communication disabilities. Data was collected using a set of questionnaires. According to (Vereenoghe, 2021), web-based research can help persons with various skills and disabilities gain access to research and make it more accessible. Therefore, we chose the method of an online survey by using Google Forms so that communication disabilities feel comfortable and easy for them to answer.

### ***Participants***

We recruited participants representing the target audiences - people with communication disabilities such as autism, stroke survivors, Apraxia, Cerebral Palsy, Down Syndrome and others with speech problems. Participants are limited to those in the age range of 11 to 45 years old. Participants are denizens of one disability centre in Malaysia. We first contacted the centre for their permission and assistance with our evaluation. Participation was voluntary and anonymous.

### ***Instruments***

The instrument consists of three sections - demographics, user interface, and usability. The questions were designed to be simple and easy so that our target audiences could easily understand them. The instrument tests the usability and interfaces of the EzComm application to ensure that the EzComm mobile application is suitable and convenient for those with communication disabilities. The questions were designed based on the discussion with the carers at the disability centre and a few lecturers who believed the questionnaire has to be as simple as possible, not too formal, but still able to measure the dimension tested. We understood that we should adapt or adopt renowned and validated questionnaires for better, valid, and reliable results.

### ***Procedures***

Due to our limitation, we conducted a remote semi-moderated user. The evaluation was carried out in the first two weeks of April 2021. We made an appointment with the participants, through the disability centre, for the evaluation. Before we conducted the evaluation, we communicated with the workers in the disability centre, briefing them on the evaluation procedure. They were also asked and agreed to assist the participants in understanding the questions prepared in the Google Form. Participants were first asked to freely explore and use EzComm before answering the questionnaire. The evaluation was carried out online using Google Forms, consisting of a project introduction, instructions for evaluation, an informed consent form, and a survey questionnaire.

### ***Data Collection***

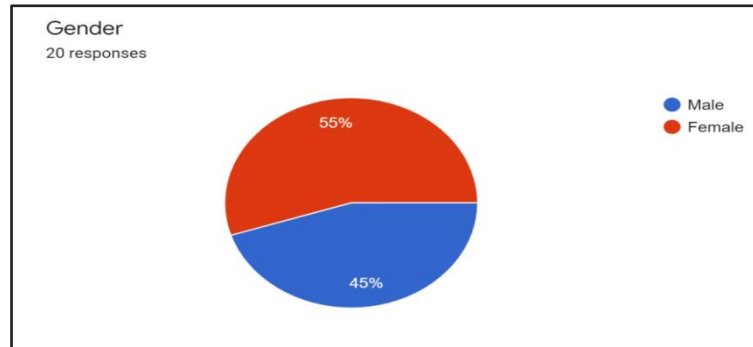
The data collected is presented in Google Sheets. Data analysis is carried out with the assistance of charts.

## **Results**

Twenty respondents with communication disabilities participated in the trial. Descriptive statistic was used to analyze the result.

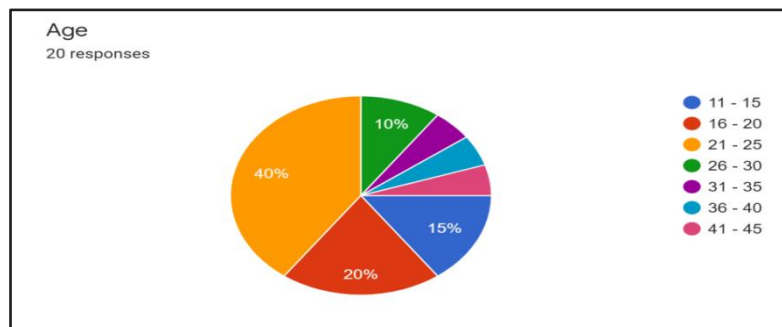
### Demographics

The first section of the questionnaire was the respondents' demographics, including gender, age, and communication disabilities. Of the 20 respondents, 55% were female, and 45% were male, as depicted in Figure 3.



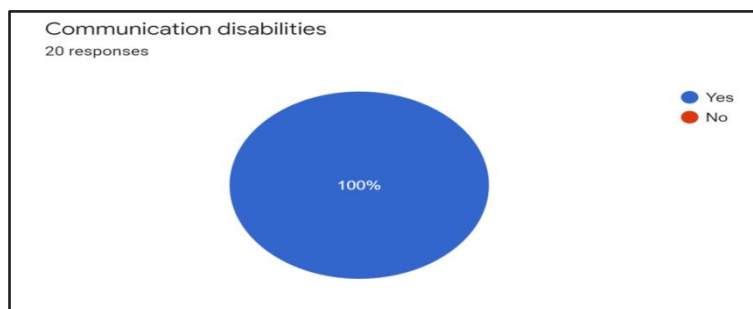
**Figure 3: Gender of the Respondents**

40% of the respondents were between 21-25 years old, 20% were in the age group of 16-20, 15% were in the age group of 11-15, and 10% were aged 26-30. And 5% in the age group of 31-35, 36-40, and 41-45, respectively. Figure 4 shows the age of the respondents.



**Figure 4: Age of the Respondents**

To countercheck that the intended respondents answered the trial and questionnaire, we asked whether they are with communication disabilities. All the respondents were those with communication disabilities, as shown in Figure 5.

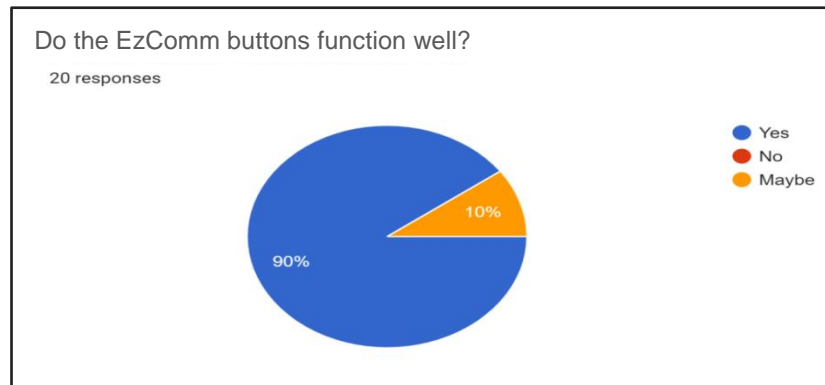


**Figure 5: Communication Disabilities**

### ***Interfaces***

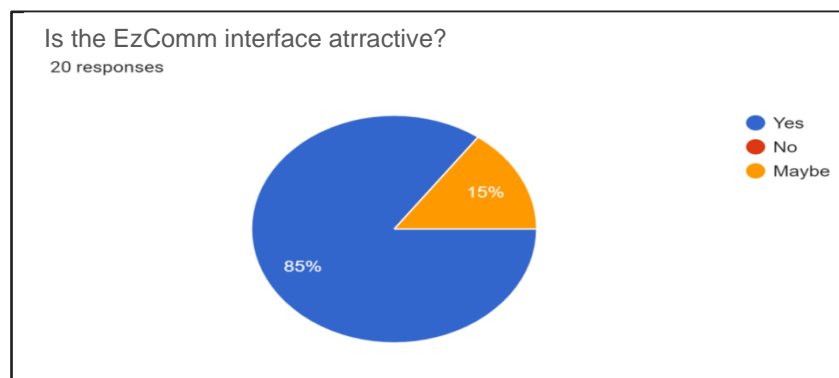
The second section of the questionnaire is on EzComm's user interface consisting of button function, attractive interfaces, easy to control, and user-friendly.

90% of the respondents believed that the EzComm buttons functioned well. Only 10% of the respondents felt the buttons might function well. No respondents believed that the buttons could not function. Figure 6 illustrates the perceived functioning of EzComm buttons.



**Figure 6: EzComm's Button Function**

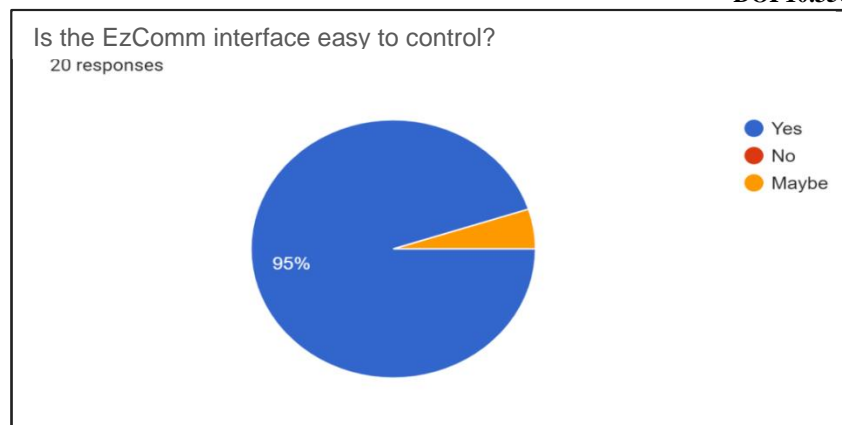
As for the attractiveness of EzComm interfaces, 85% of the respondents believed that the interfaces were attractive, while 5% could not give a definite answer; none of the respondents found the interfaces unattractive.



**Figure 7: Attractive Interfaces**

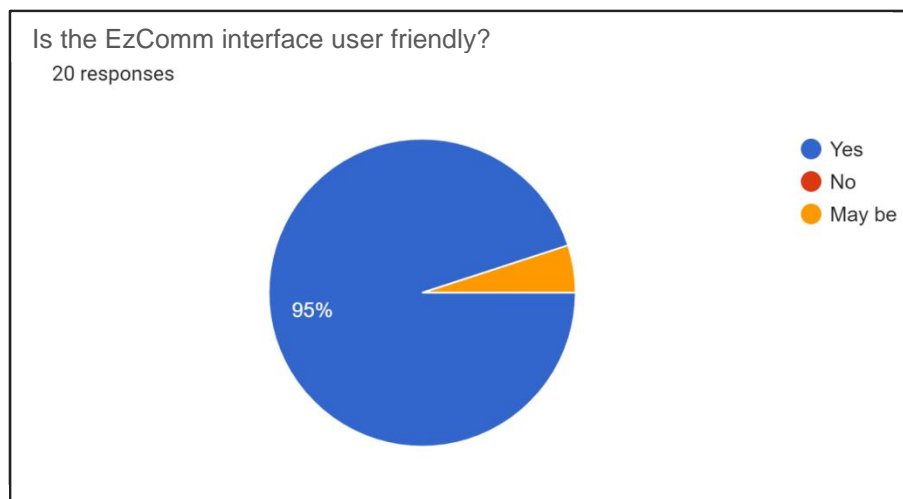
As shown in Figure 8, 95% of the respondents thought that EzComm was easy to control, while the rest were unsure if it was easy to control.





**Figure 8: Easy to Control**

As illustrated in Figure 9, most (95%) of the respondents considered the interface of EzComm user-friendly. This result is because minimalist design principles were used in the interface design. Only the remainder 5% of respondents were still determining.

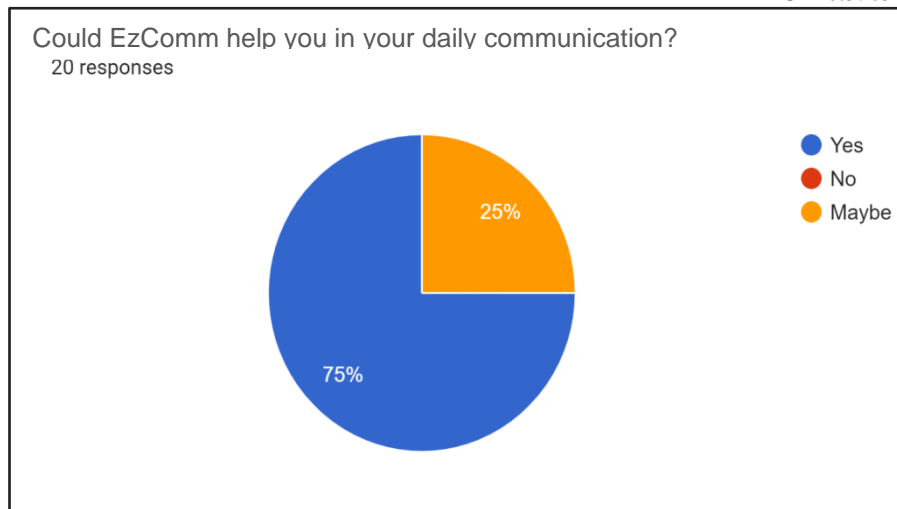


**Figure 9: User Friendly**

### **Usability**

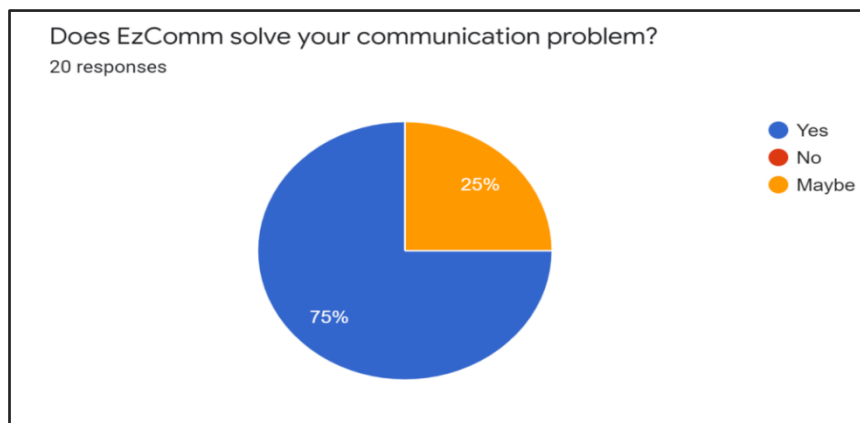
The third section is about the usability of the EzComm application. As shown in Figure 10, most (75%) respondents believed that the EzComm application could help them in their daily communication. In comparison, the remaining 25% doubted the application could help them in daily communication.





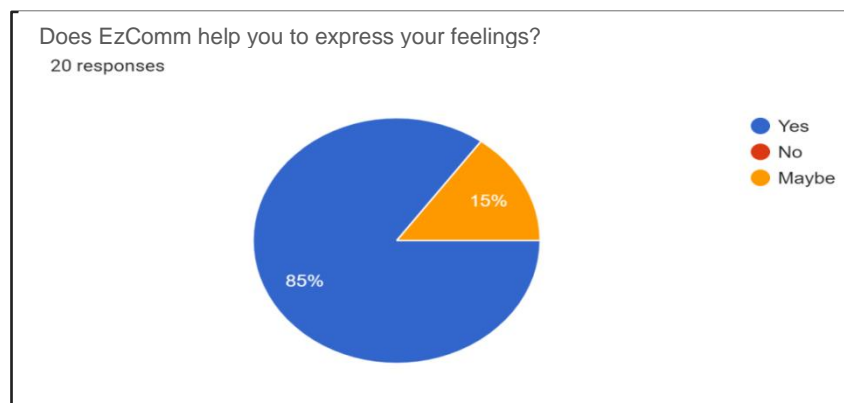
**Figure 10: Help in Daily Communication**

75% of respondents agreed that EzComm could solve their communication problems, and 25% were unsure, as illustrated in Figure 11.



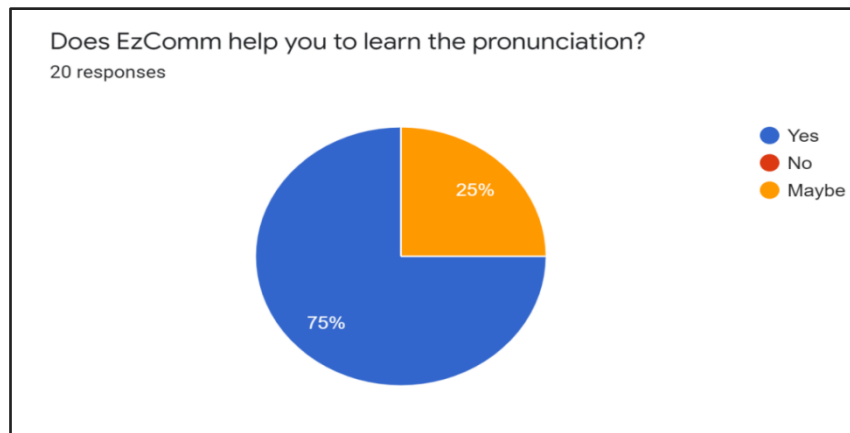
**Figure 11: Solve the Communication Problem**

Figure 12 shows that 85% of respondents believed using the EzComm application could help them release their feelings, while 15% still determined if it would help them.



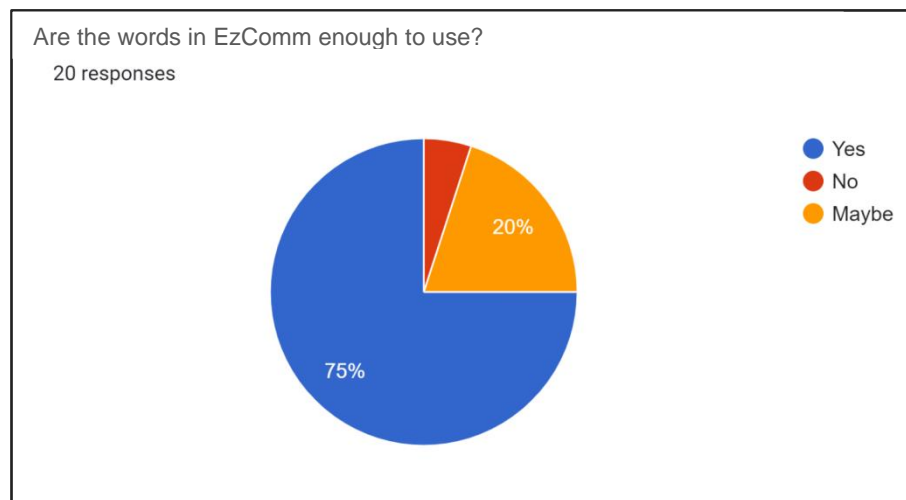
**Figure 12: Help to Express Feelings**

Figure 13 shows that 75% of respondents believed using the EzComm application could help them learn pronunciation, while the remaining 25% were uncertain about this help.



**Figure 13: Help to Learn the Pronunciation**

As shown in Figure 14, of the 20 respondents, 75% felt that the available words in EzComm were enough, 20% were not sure if they were enough, 5% thought that they were not enough, and more words needed to be added to EzComm application.



**Figure 14: Words Enough to Use**

### Implications and Future Research

EzComm is a mobile application that can help those with communication disabilities to voice out their mind and thoughts. It could be a social skill rehabilitation for communication disabilities. In future research, we could be focused on the technologies that can be implemented in EzComm, such as augmented reality and artificially intelligent. Besides, we could be concerned with improving the functionality, usability, and accessibility of EzComm for communication disabilities.

### Conclusion

EzComm is a mobile application that enables communication disabilities to easily communicate with others, anywhere and anytime, by clicking on the buttons. During the

evaluation, we found that most of our respondents liked the interface of our mobile application. Of 20 respondents, 18 think the mobile application's button is functioning well. Meanwhile, 17 think our mobile application's interface is very attractive, and 19 think our mobile application's interface is straightforward and user-friendly.

For the usability part of our app, 15 of them agreed that the mobile application could help them in their daily communication and solve their communication problem with other people. Next, 17 of them agreed that the mobile application could help them to express their feelings better. Finally, 15 of them agreed that the mobile application could help them learn the pronunciation of the words and that the words in the mobile application are enough for them to use.

A small percentage of participants also gave "maybe" and "no" answers to some questions. That is likely because individuals are different, and their needs also differ. EzComm may still need to meet their requirements. Following up with them for their reasons is necessary.

As a result of users' evaluation, EzComm has an interactive and functional design and interface. Although the number of respondents is small and no authoritative claim can be made, overall, the evaluation gave positive feedback towards the EzComm mobile application. The insightful findings of this study are well-accepted and similar to other research (Fichten et al., 2020; Wojciechowski & Al-Musawi, 2017; Zhang et al., 2020) findings. In a nutshell, we would keep our effort to work on the development of this communication board for communication disabilities.

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