# Artificial Intelligence,

New Technology and People with Deafblindness: policy issues and implications

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Inclusion and Exclusion in the Welfare Society





### Overview

- Introducing the project
- Methods
- Views of people with deafblindness on new technology
- Policy Issues
- Conclusion



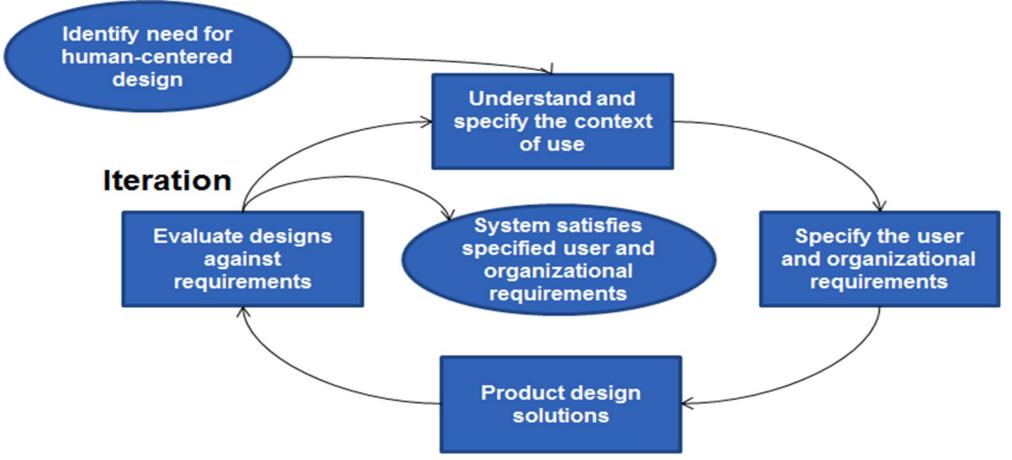






## SUITCEYES project

 Horizon 2020 ICT project – science led but underpinned with analysis of user needs



## People with Deafblindness

- Deafblindness refers to impairments of a degree where one sense cannot compensate for the other
- Very diverse population: impairment at birth or acquired through life
- Communication: interpreter guides, tactile sign language, Tadoma, visual frame, clear speech, Braille, Moon, red and white canes
- Technology: hearing aids, cochlear implants, magnifiers and many apps and devices
- Very few examples of user centred research, we found no instances of people with deafblindness involved in research as co-researchers. Deafblindness



not always recognised as a specific impairment. Often also not recognised in disabled people's organisations (with some notable exceptions (WFDB, 2018)





## Examples of AI and Haptic Technology

- Seeing Al <a href="https://www.youtube.com/watch?v=bqeQByqf-f8">https://www.youtube.com/watch?v=bqeQByqf-f8</a>
- Good Vibes <a href="https://www.youtube.com/watch?v=GZ2b6H">https://www.youtube.com/watch?v=GZ2b6H</a> W t4







## Elements of SUITCEYES Project - HIPI

Horizon 2020: ICT 2018 – 2020
Germany, Greece, Netherlands, Sweden, United Kingdom
8 Work Packages, 2 companies (France, Poland)

User Needs: interviews with people with deafblindness. Law andpolicy analysis

Development of technology – face recognition, navigation and communication

Psychophysics, textile development, gamification







## Project Timeline

Establish needs via interviews: navigation and communication

Preliminary experiments with haptics and other technology

Textile development

Research on gamification

Policy analysis – reporting by 5 countries

Testing of prototypes

Development of platform; products

## Methods

- 75 interviews with people with deafblindness (DE, EL, NL, SE, UK)
- Carried out by project partners, mostly with STEM rather than social science background
- Guidance and data analysis carried out by UK
- Concurrent development of technology to identify possibilities for haptic communication
- Reporting on law and policy in 5 countries





People with
Deafblindness
Diversity - age,
background,
interests,
impairment effects,
use of technology

#### **Tasks**

Outside - complex situations, whole environment
Inside – unfamiliar spaces; More communication, group discussions

#### **Technology**

Enthusiasm; Loss of interpreter guides?
Existing tech may not work well; Integration of new tech; Under user control; Access to information; Robust, easy to update and repair





# Policy issues and implications – from interviews

- Accessibility Rapid developments in IoT 5G to enable potentially very useful developments.
- Downsides include increased general use of touch screens, making accessibility worse
- Inclusion in testing
- Access to information about what is available, affordable





## Policy context and questions

- Rapid development of technology we are seeing gains (e.g. free apps) and losses of accessibility (e.g. flat screens)
- Considerable dispute about ownership of data and its use implications for development of face recognition and location notifications.
- Unequal access to technology and internet connection
- Ethics, e.g. bias in algorithms (see current concerns re: gender 'race').
- Law and regulation an open question and site of dispute.





## Thank you! Questions and Comments?

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