

Language-Light UX

Nine Interaction Design Guidelines for Aphasia

Version 1.2

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Introduction

Aphasia is a communication disorder.
It can cause difficulties with reading, writing, speaking
and understanding.

These guidelines aim to deliver confident, competent,
in control, successful, digital experiences for people
with aphasia.

How to use this booklet

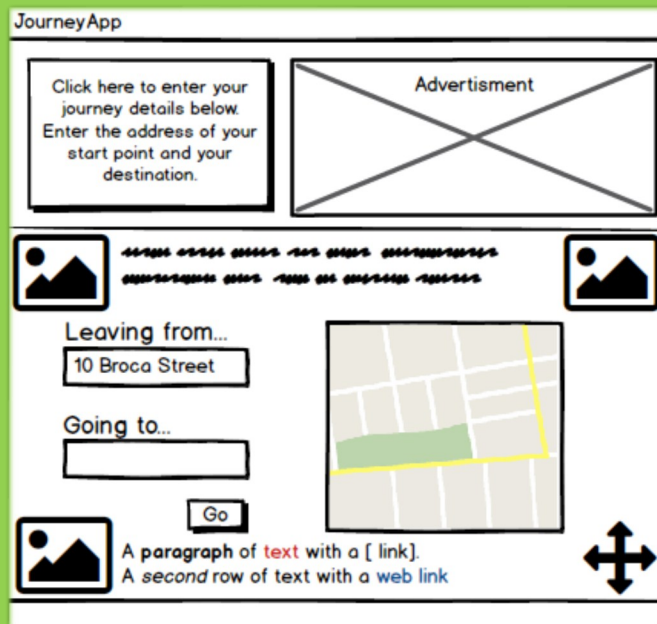
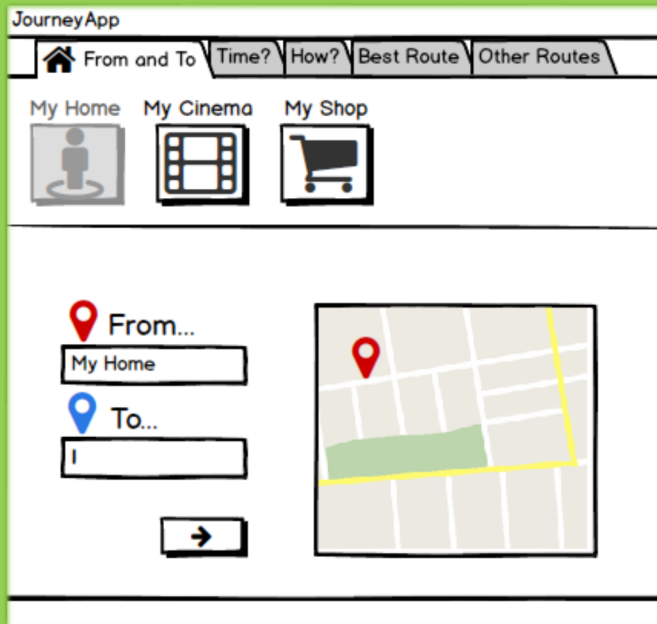
This booklet provides design examples from a fictional journey planner app.

Guidelines can also be applied to the design of software, web pages and other apps.

General guidelines are in **black**; **guidelines for people with severe aphasia are in blue.**

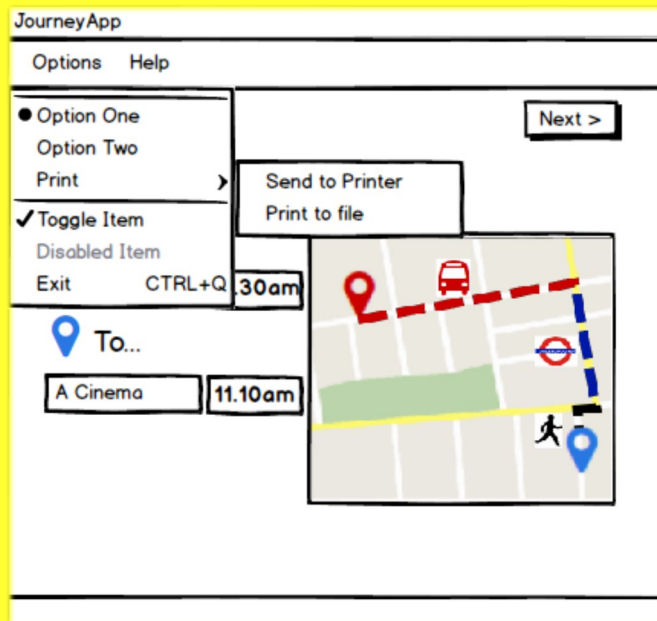
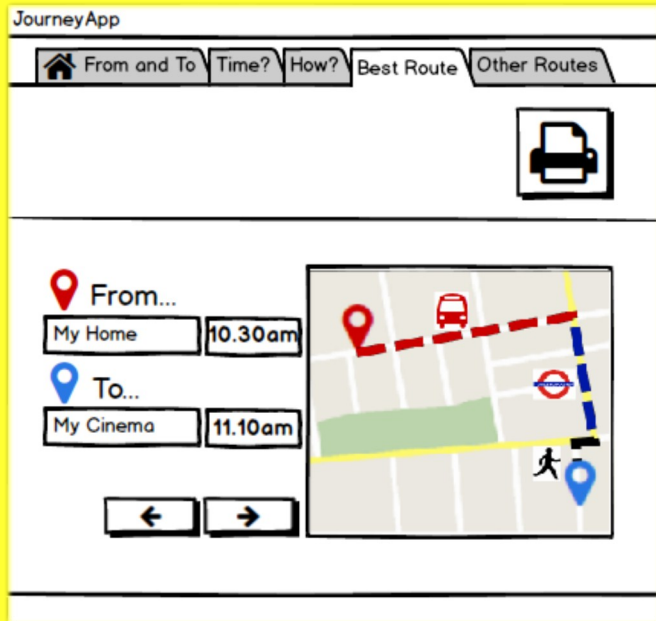
Minimise Distractions

- Remove clutter
- Keep focus central
- Avoid peripheral visual movements
- Avoid extraneous sounds
- Limit content to one task per screen



Keep actions direct

- Don't use hierarchical menus
- Limit the number of steps to a maximum of 2
- Provide 1:1 mapping between input and response
- Avoid double-clicking
- Use only one input device
- Make selection areas large




Minimise language

- Use familiar icons and/or images
- Use language (speech or text) sparingly
- Use everyday language
- Apply accessible information guidelines
- Avoid textual passwords

JourneyApp


From and To Time? How? Best Route Other Routes

How do you want to travel?




Underground

☒




Overground

☐




Bike

☐



Bus

☐



Walk

☐



JourneyApp

Select your vehicle preference from the table below

Type of Transport	Yes	No
Underground Train	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Overground Train	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Bus	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Bicycle	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Walk	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Other Information

Continue



Minimise Interaction

- Limit user effort
- Support personalisation
- Use shortcuts

JourneyApp


From and To Time? How? Best Route Other Routes

My Home My Cinema My Shop

From...
My Home

To...
My Cinema

→



A map showing a route from 'My Home' (red pin) to 'My Cinema' (blue pin). The route is indicated by a dashed black line and a solid yellow line. A green area represents a park or water body.



JourneyApp

Click here to enter your journey details below.
Enter the address of your start point and your destination.


Advertisement

Enter your journey each time

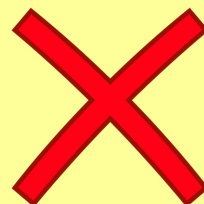
Leaving from...
10 Broca Street

Going to...
A Cinema

Enter



A map showing a route from '10 Broca Street' (red pin) to 'A Cinema' (blue pin). The route is indicated by a dashed black line and a solid yellow line. A green area represents a park or water body.




Let users control the pace

- Allow users to progress quickly or slowly
- Include regular pause points
- Allow the user to jump forward and back
- Provide a means of escape to a known/safe place

JourneyApp


From and To Time? How? Best Route Other Routes

How do you want to travel?




Underground

☒




Overground

☐




Bike

☐



Bus

☐



Walk

☐

←


→



JourneyApp


Vehicles

Select the vehicles you wish to use to travel




Underground train

☒




Overground train

☐




Bicycle

☐



Bus

☐



Routes on foot

☐

Go to next page



Provide prompts

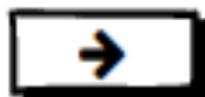
- Include prompts for what to do next
- Make prompts very obvious



From...



To...



Leaving from...

Going to...

Next




Show what's happening



- Provide place markers
- Show the user when they need to wait
- Make the state of relevant user controls visible


JourneyApp


From and To Time? How? Best Route Other Routes

How do you want to travel?


 UNDERGROUND
Underground ☒



 OVERGROUND


 Bike ☐

 Bus ☐

Please WAIT

 Walk ☐


 





JourneyApp


Vehicles


Select the vehicles you wish to use to travel

 UNDERGROUND
Underground train ☒

 OVERGROUND
Overground train ☐

 Bicycle ☐

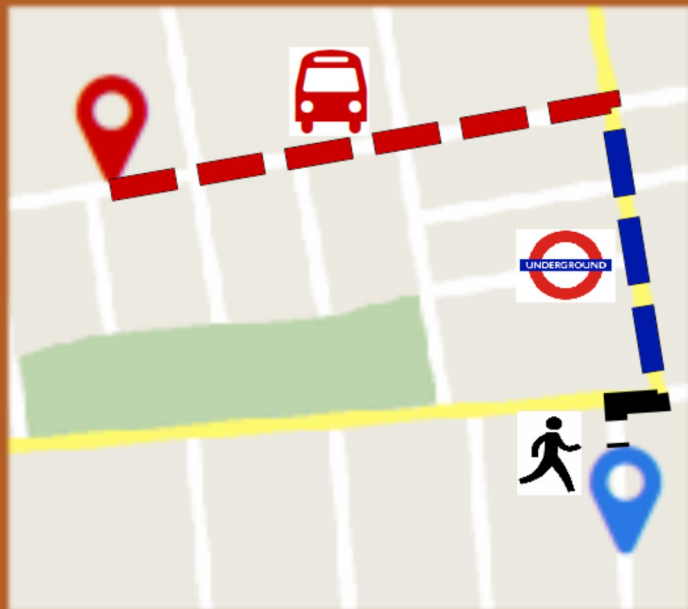
 Bus ☐

 Routes on foot ☐



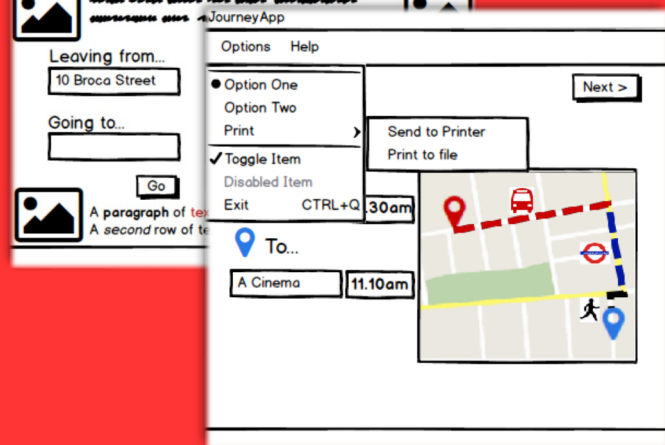
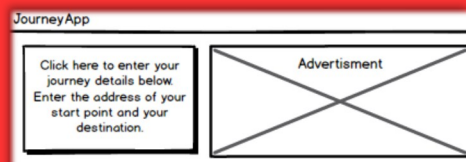
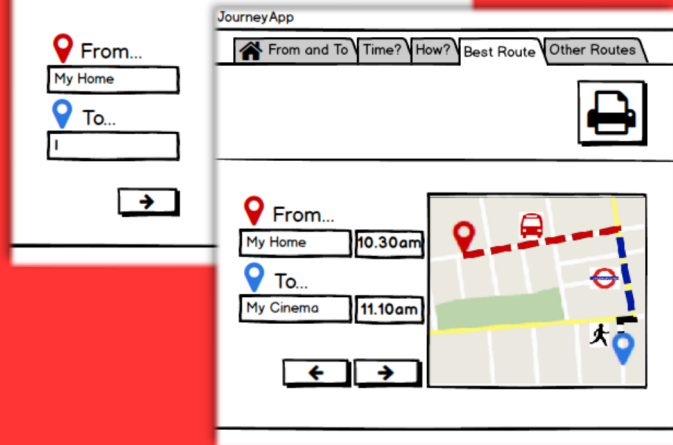
Give clear feedback

- Make feedback prominent
- Use visual and/or auditory feedback
- Use auditory feedback to complement visual feedback
- Relate feedback directly to the action
- Give users time to process feedback



Be consistent

- Keep layout consistent
- Keep navigation patterns consistent
- Make the same action cause the same response



www.languagelightux.org



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