Designing and Conducting Usability Research on Social Media Misinformation with users who are Low Vision or Blind

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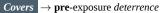
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Misinformation Moderation on Social Media

Moderation on Social Media \rightarrow Misinformation warnings as *visual* frictions







Labels \rightarrow **post**-exposure assistance

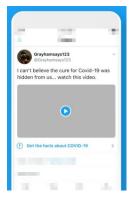
Source: https://blog.twitter.com/en_us/topics/product/2020/updating-our-approach-to-misleading-information



Social Media Users who are Low Vision or Blind

 $A11y \rightarrow Warnings$ **do not** take into consideration users with visual impairments or people who utilize assistive technology





Covers \rightarrow a confusing text blurb (Some or all of Labels \rightarrow an out-of-nowhere suggestion (Get the the content... Learn More. View.)

facts about COVID-19)



Research Questions

RQ1 → What are the accessibility experiences of users who are low vision or blind with misinformation interventions on social media?

RQ2 → How misinformation interventions on social media help users who are low vision or blind with truth discernment?

 $RQ3 \rightarrow$ What design recommendations do users who are low vision or blind have for inclusively accessible misinformation interventions?



Recruitment

 $\textit{IRB Approval} \rightarrow \text{18+, US social media users who are legally blind or low vision}$

 $Sampling \ \to Snowballing \to LinkedIn \ post \ (spammed \ by \ bots) \to participant \ pool$

 $Sample \rightarrow Demographic distribution:$

		Gender					
Female 16 (56%)	Male 12 (41%)		Non-Binary 1 (3%)				
	Racial/Ethni	ic Self Identi	fication				
White 14 (48%)	Hispanic/latin 7 (24%)		Asian 5 (17%)	Black 3 (10%)			
	Political S	Self-identifica	ition				
Apolitical 5 (17%)	Left-leaning 12 (41%)		oderate (24%)	Right-leaning 5 (17%)			
		Age					
[18-29] 11 (38%)	[30-39] 8 (28%)	[40-49] 4 (14%)	[50-59] 2 (7%)	[60+] 4 (14%)			
	Education						
High-school 3 (10%)	Undergradı 12 (41%)		Graduate 11 (38%)	Doctorate 3 (10%)			



Recruitment (cont'd)

Sample \rightarrow Visual disability profile:

Visual Self Identification					
Totally Blind	Light Perception	Legally Blind	Low Vision		
4 (14%)	11 (38%)	11 (38%)	3 (10%)		
	Devic	e			
iPhone	Android		indows PC		
24 (83%)	1 (3%)		4 (14%)		
Assistive Technology					
Screen Reader	Magnifier	Large Text	Color filters		
23 (79%)	4 (14%)	2 (7%)	2 (7%)		

Sample \rightarrow Social media platform of choice:

Social Media Platform of Choice						
YouTube	Facebook	TikTok				
14 (48%)	9 (31%)	6 (21%)				



Interview Setup, Compensation, Stimuli

Interview Setup & Compensation → Zoom (no video), verbal consent, [interview], debriefing; \$25 Amazon gift card, duration: 40-60 minutes

Stimuli \rightarrow Used for answering RQ2 and RQ3:









Research Execution

Accessibility experiences \rightarrow 62% of the participants did not notice nor nor have paid attention to their screen reader verbalizing the text of the labels

Truth discernment \rightarrow Only 28% of the participants used the labels to assess the reliability and accuracy of the posts

Objections:

YouTube's implementations with several links and confusing text was not helpful

Facebook's does not specify who the "fact checkers" are and what is their credibility in establishing truth

TikTok's label obscurity makes it impossible to notice it

Intrusion of free speech (supported by the researchers (!?))



Research Execution (cont'd)

A11y redesign recommendations \rightarrow

Make the labels *designated interaction elements*

Make the labels *verbose covers* instead, akin to the system notifications

Place the labels *before* the content

Substantiate the warnings with a *before-content audio signal* or vibration in addition to a cover or a label

Enable *stark contrast, bold/large font, or standout colors* that are different from the platform's aesthetics

Entirely **remove the labels** from the platforms



Guidelines: UX Research with Participants who are Low Vision or Blind

Stimuli Material \rightarrow Link to public post/video on the target platform (no screenshots, no alternative text, no compromises)

Eligibility → Legally blind with acuity of 20/200 or field-of-view of 20 degrees or less in the better eye with correction; low vision with acuity up to 20/70 and field-of-view larger than 20 degrees in the better eye with correction

 $\overline{Recruitment\ Tools} o Recruitment\ script\ distributed\ via\ email,\ interview\ scheduling\ via\ Calendly$

 $Recruitment\ Script\ o$ Plain-text email, no graphics, include multiple means of contacting researcher for any questions or for scheduling assistance

Remote Interview → Conducted over Zoom Meetings, participants use their own device and assistive technology in a familiar environment



Guidelines: UX Research with Participants who are Low Vision or Blind (cont'd)

Be Mindful → Participants will have varying levels of visual perception ranging from low vision with high visual acuity to total blindness with no perception of lights, shadows and shapes

 $Stay\ Flexible
ightarrow Personal preference will vary from one participant to another based on accessibility needs$

Ask Questions \rightarrow UX concerns all users, so don't be afraid to ask direct and respectful questions about their experience as a user with a disability

Listen and help \rightarrow users might complain about other usability aspects of the same or other apps, let the speak as there is quite a lot to learn and help with



Research Agenda

TikTok → Ongoing work to investigate the accessibility of content labels on TikTok

TTS Data Collection → An investigation to develop a privacy-centered and easy to deploy protocol for capturing synthesized speech from a participant's text-to-speech implementation

A Comparative study \rightarrow Ongoing work to compare the perception of misinformation moderation, experiences, and attitudes between low vision or blind users and visually able users



Thank you!

Questions, Comments, Concerns



Twitter: @ACALaboratory