



COLLEGE of ENGINEERING AND PHYSICAL SCIENCES

SCHOOL OF COMPUTER SCIENCE

Qualifying Exam

Tuesday April 9, 2024, at 1PM, In-Person (REYN 1101)

Connor Geddes

*Exploring the Effectiveness of Current Methods of Assistance for
People with Colour Vision Deficiency*

Chair: Dr. Fei Song

Advisor: Dr. David Flatla

Advisory: Dr. Stacey Scott

Non-Advisory: Dr. Denis Nikitenko

Non-Advisory: Dr. Mazyar Fallah (HHNS)

Abstract:

Colour is often used to convey information in interfaces, such as through marking website links as visited or unvisited, displaying different content in visualizations, or even displaying different rarities of loot in games. However, this information encoded with colour can be misinterpreted or missed by those with Colour Vision Deficiency (CVD).

To assist people with CVD there are two types of tools developed: 1) those that help designers ensure the colour accessibility of their designs (accessible colour design tools), and 2) those that are used directly by people with CVD to help them understand colour-coded information (CVD assistive tools).