



# EASY READING

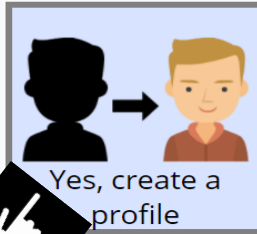
Keeping the user at the digital original



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No.780529



## ))) Welcome to Easy Reading



))) **Do you want to create a personal profile?**  
To create your profile you need to answer some simple questions.

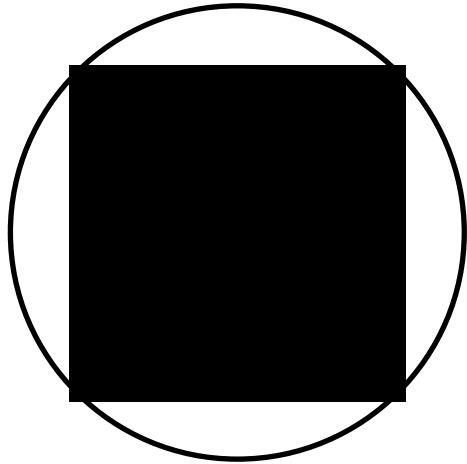
You can add or remove additional tools later.

You are able to chose multiple answers or to skip answers.

))) **Do you want to start immediately?**  
Standard tools will be loaded for you.  
Standard tools are the tools that most people would use.

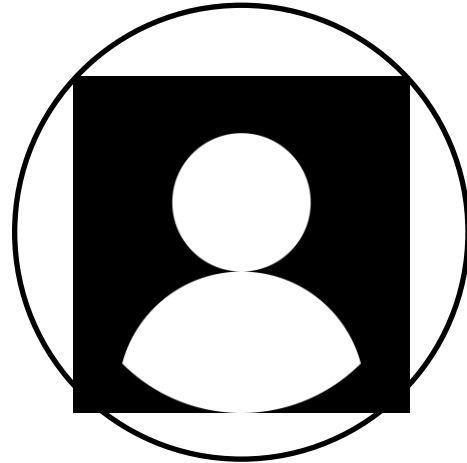


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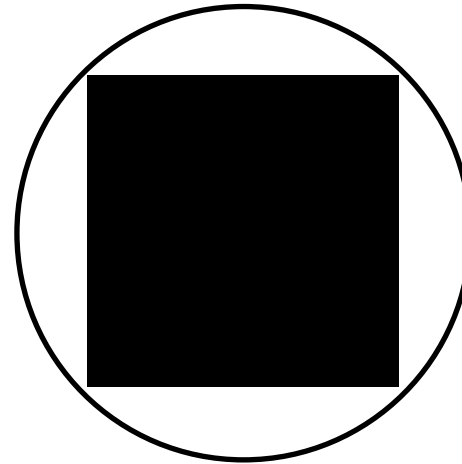
## Format

open-source



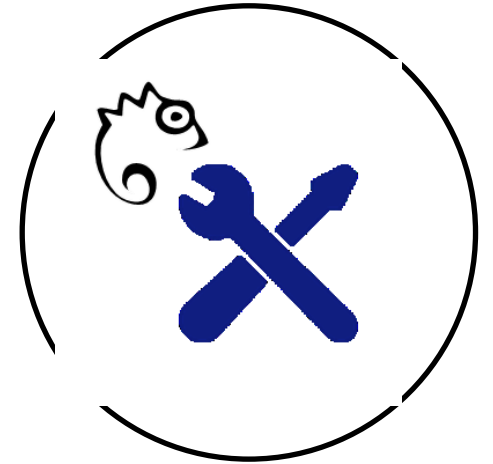
## Users

with cognitive disabilities



## Goal

independent web access



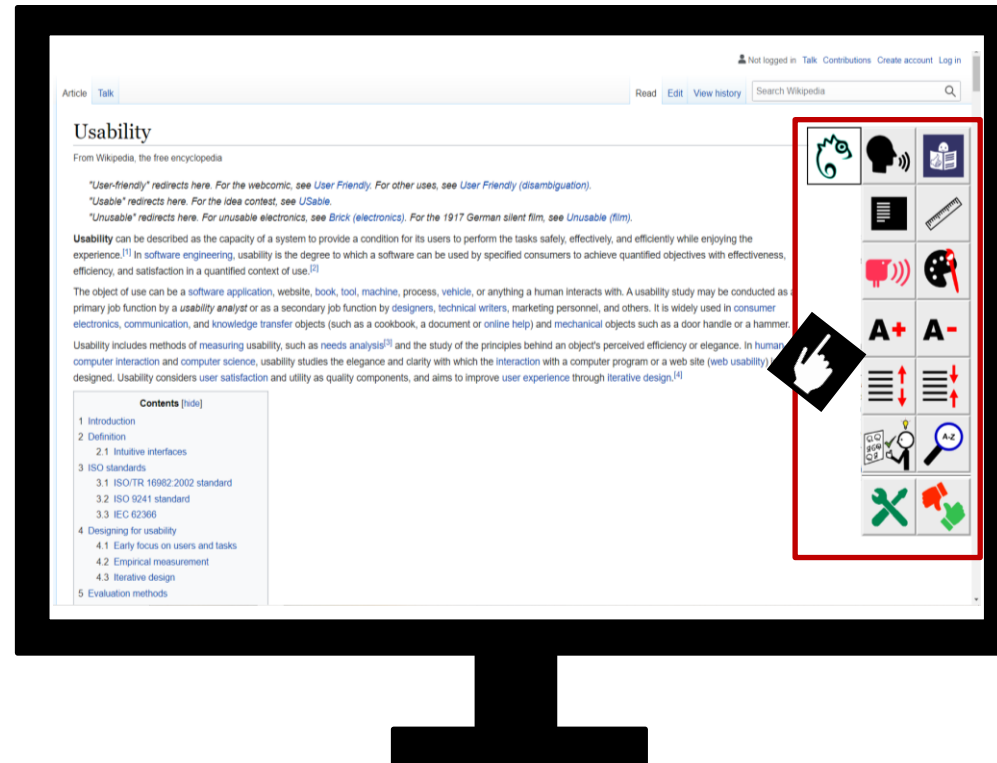
## Less Barriers

16 helping tools



1

# Keeping (all) Users at the Digital Original





# EASY READING

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## Usability

From Wikipedia, the free encyclopedia

*"User-friendly" redirects here. For the webcomic, see User Friendly. For other uses, see User Friendly (disambiguation).*

*"Usable" redirects here. For the idea contest, see USable.*

*"Unusable" redirects here. For unusable electronics, see Brick (electronics). For the 1917 German silent film, see Unusable (film).*

**Usability** can be described as the capacity of a system to provide a condition for its users to perform the tasks safely, effectively, and efficiently while enjoying the experience.<sup>[1]</sup> In software engineering, usability is the degree to which a software can be used by specified consumers to achieve quantified objectives with effectiveness, efficiency, and satisfaction in a quantified context of use<sup>[2]</sup>



The object of use can be a software application, website, book, tool, machine, process, vehicle, or anything a human interacts with. A usability study may be conducted as a primary job function by a *usability analyst* or as a secondary job function by designers, technical writers, marketing personnel, and others. It is widely used in consumer electronics,

Many tools are designed to be easy to hold and use for their intended purpose. For example, a screwdriver typically has a handle with rounded edges and a



## Layout & Structure

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## Usability

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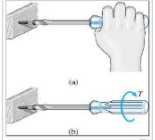

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## Explanation/ Annotation

## Alina Morse

From Wikipedia, the free encyclopedia

Alina Morse ( born May 2005 ) is an American child **businessperson**, the CEO and **father** of Zolli **Sweet**. Her company sells the **sweet** she developed: sugar free lollipops called ZolliPops, hard **sweet** called Zolli Drops, and taffy called Zaffi Taffy. The **sweet** is sold online and in about 25,000 stores in the United States and internationally, totalingUS\$ 6 million in sales in 2018. She was the youngest person to be on the cover of **Businessperson** Magazine, and she was **double wanted** to the Obama White House. **Also** to being the CEO of a multi-million-dollar company, Morse goes to middle school and dances competitively.



## Translation



## ② Empowering Users with Cognitive Disabilities

Where do I need help?

What kind of help do I need?

How do I want to access the help?





### ③ Involving Users in Research and Development

"As a peer researcher who has a disability of his own,  
I can best contribute my own experiences and  
perspectives."



(Dominik, Peer Researcher)



**Research**



**Development**




**Testing**

**Easy Reading is software from users for users with cognitive disabilities.**







# EASY READING

 **Setup finished!**

))) **You made it!**  
Your profile is ready.  
You can enable or disable more tools in the settings.



Go to settings and even more tools.  
)))

))) Here are your tools. 



[www.easyreading.eu](http://www.easyreading.eu)



Many thanks to the peer researchers and all project partners, without whom the project would not have been possible.



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