

Looking across the voter experience



how design, usability, and accessibility shape
voters' paths through elections

Dana Chisnell

Center for Civic Design

Presidential Commission on Election Administration

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- Clear process
- Efficient, effective poll workers
- Usability and accessibility

- Clear, verifiable results

- A margin of victory that is larger than the number of residual votes

- Carrying out voter intent.

- Cast as intended

- Cast as intended, counted as cast.

- 41 participants
- geographically diverse
- looked for answers on their county's website

Most-asked questions

Most-asked questions

- 1. What's on the ballot?**
2. Can I vote absentee?
3. Can I vote early?
4. Where do I vote?
5. Who's in office now?
6. Do I need ID?
7. What's the deadline for registering?
8. How do I vote?

- 100+ hours in polling places

Preparing to vote



Preparing to vote



Preparing to vote



Preparing to vote



Preparing to vote



Preparing to vote



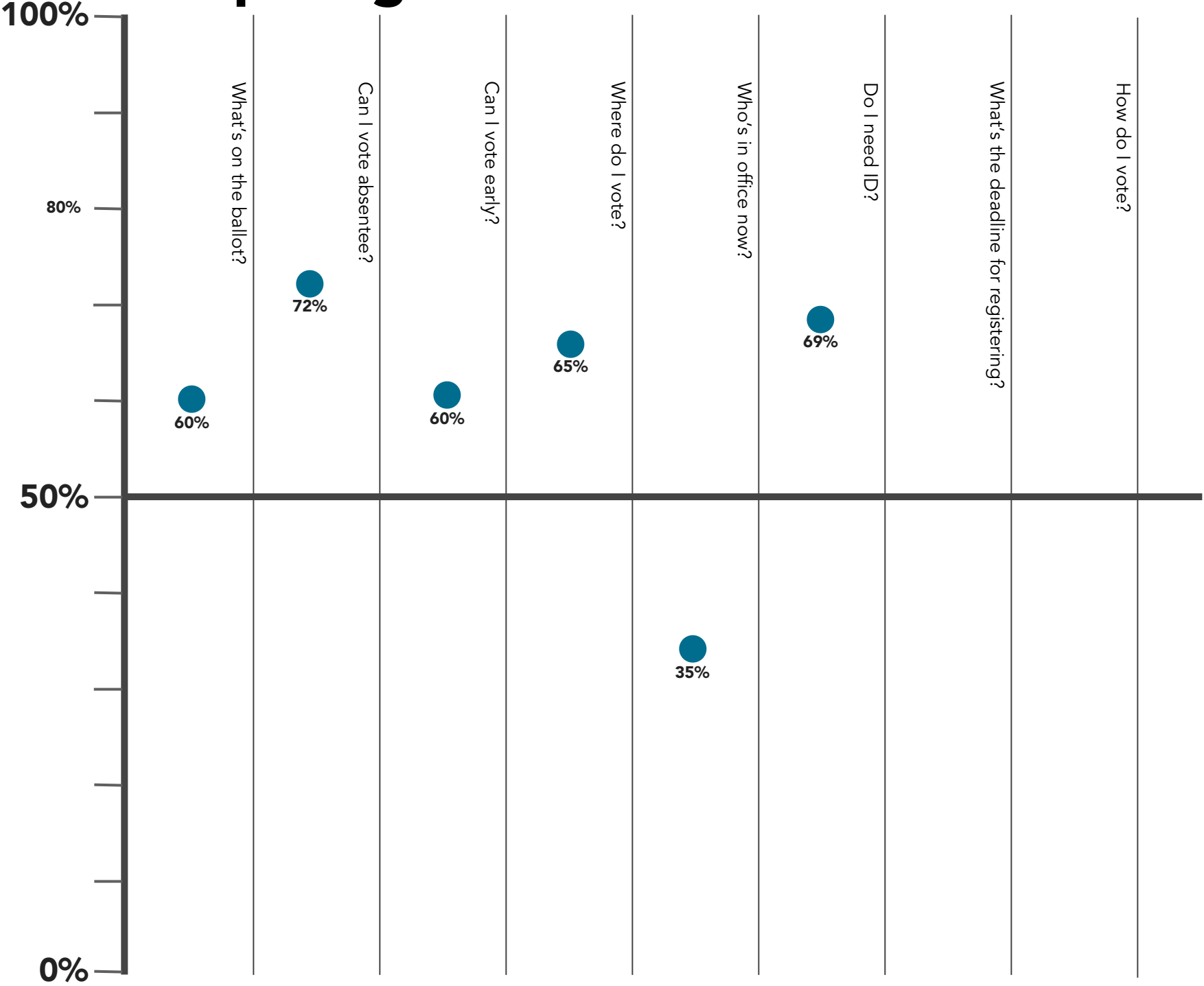
Preparing to vote



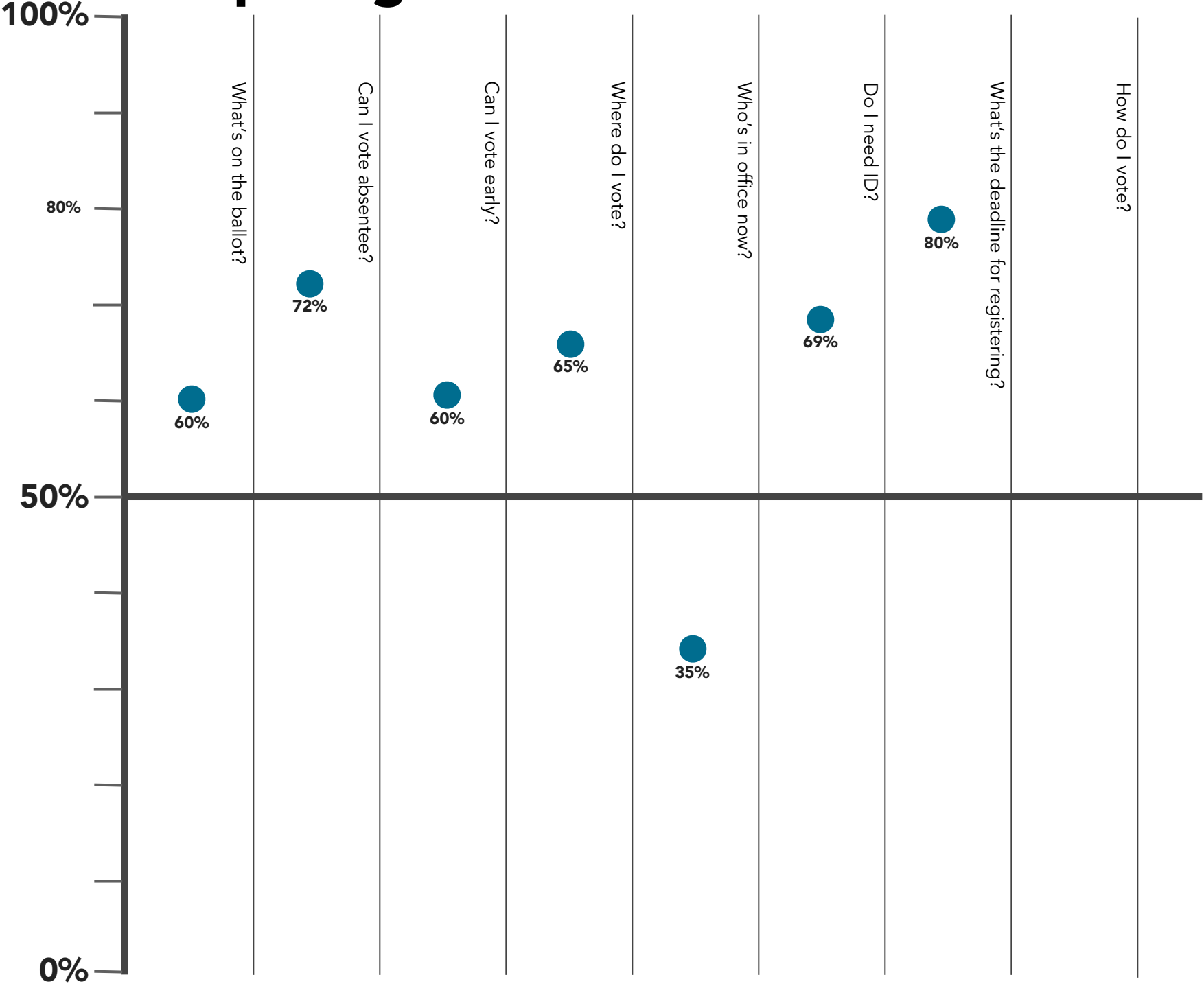
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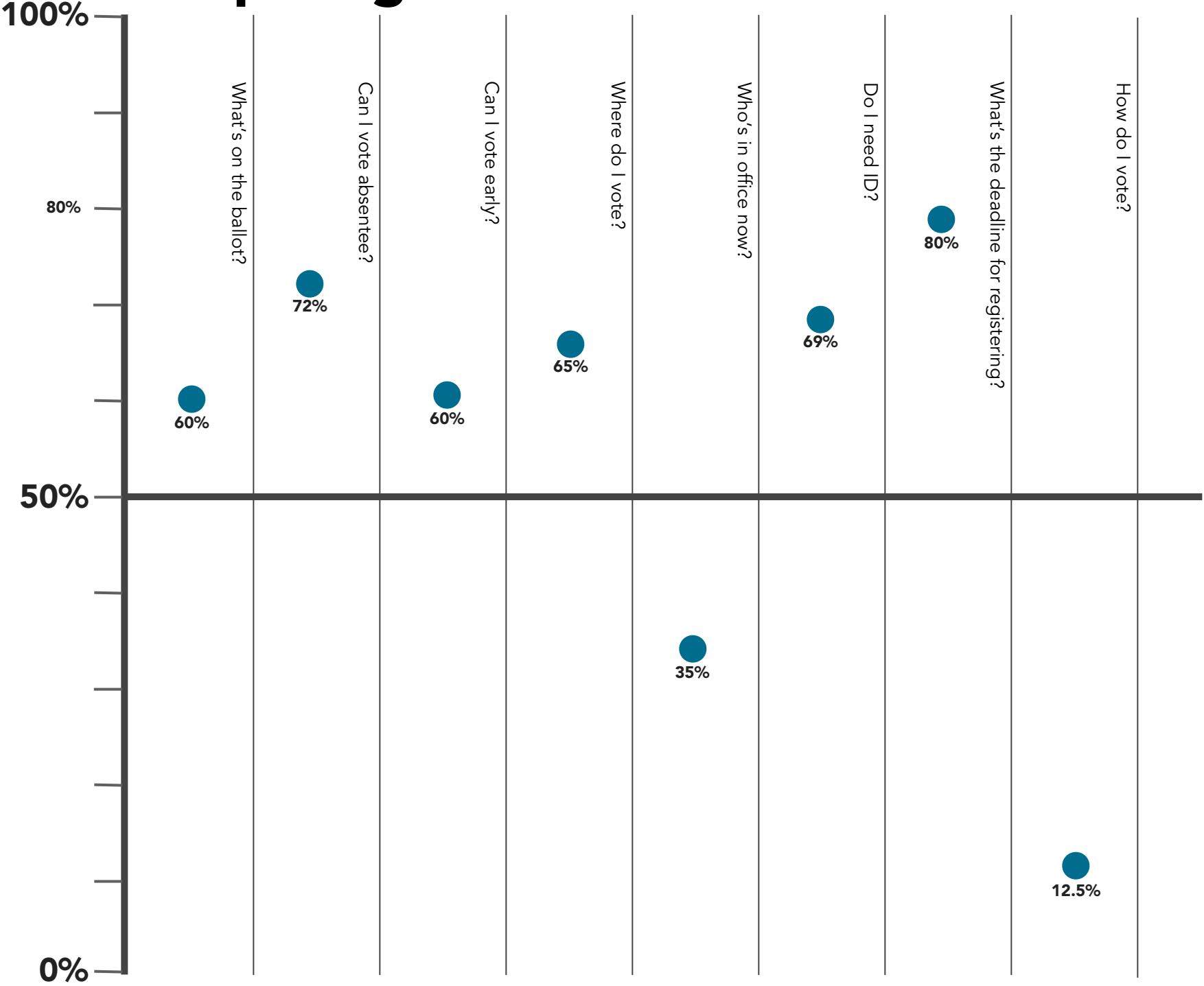
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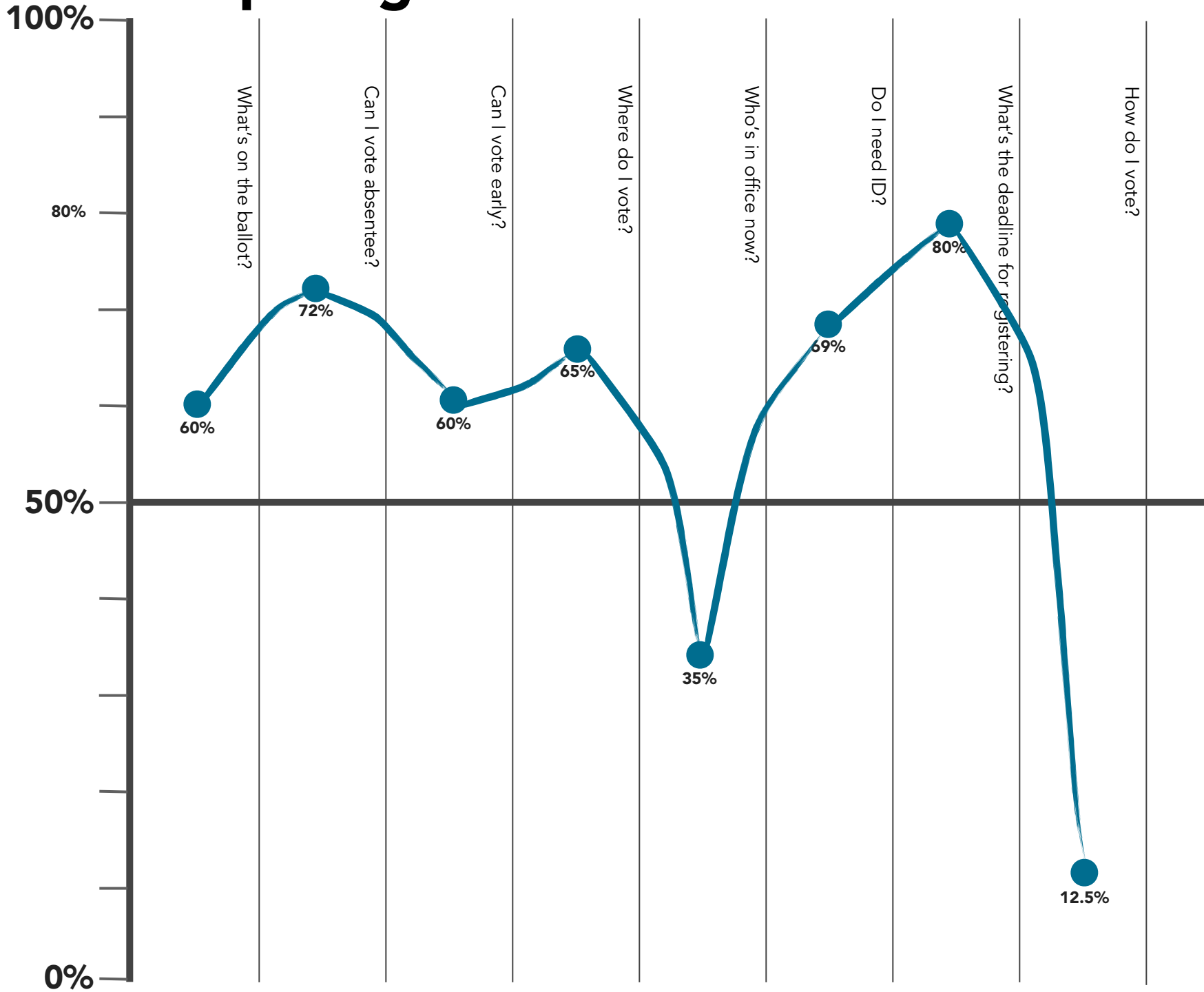
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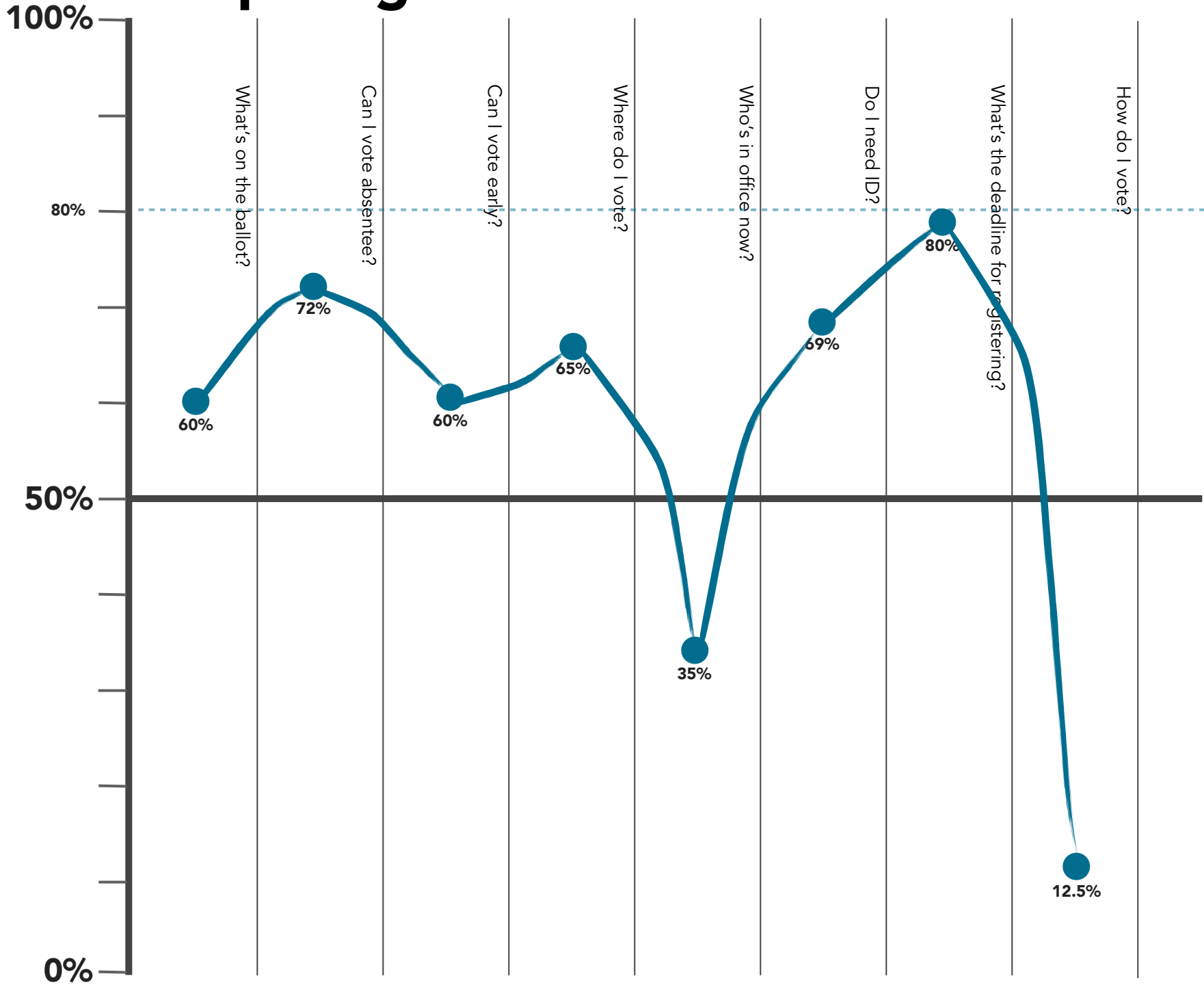
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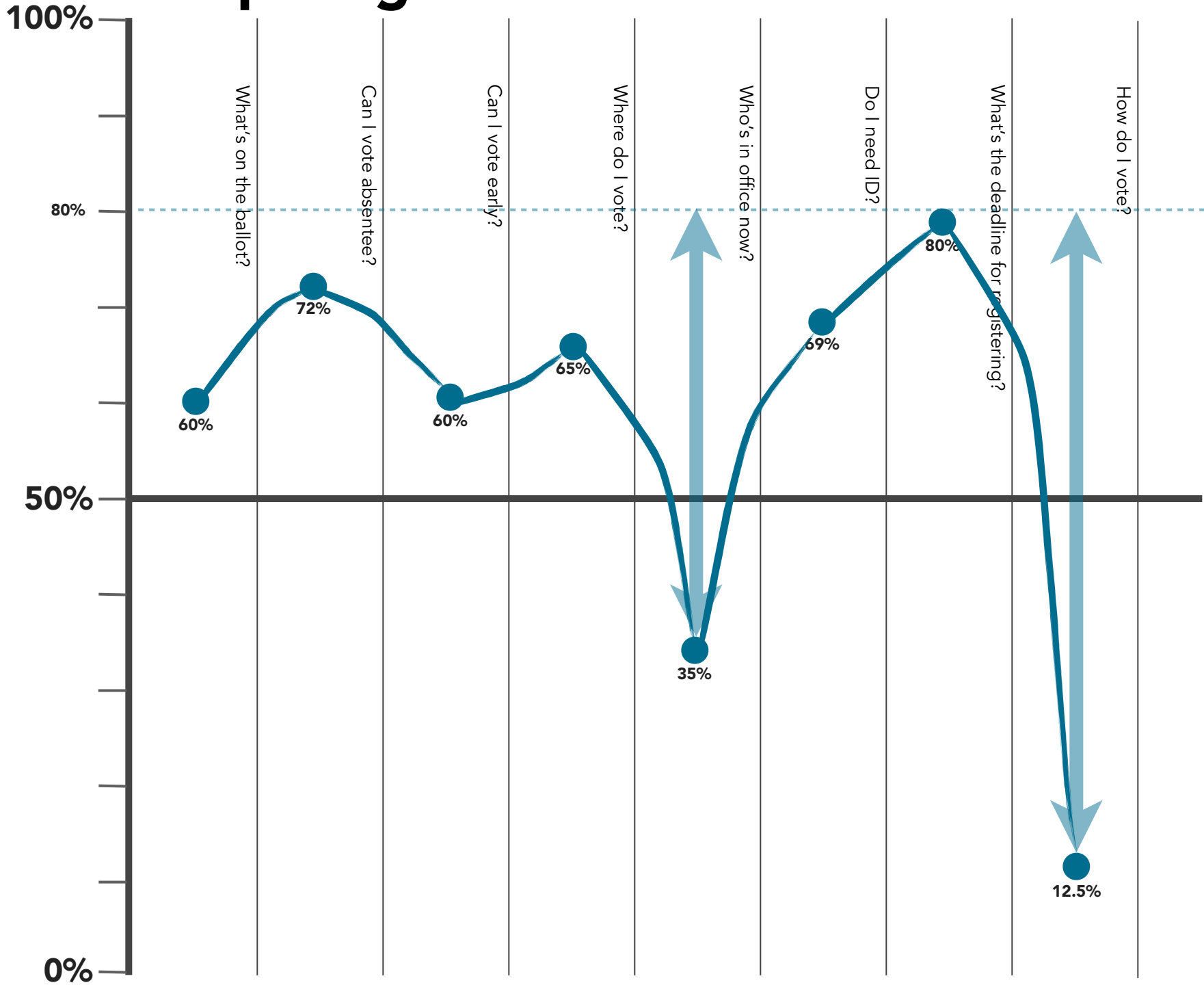
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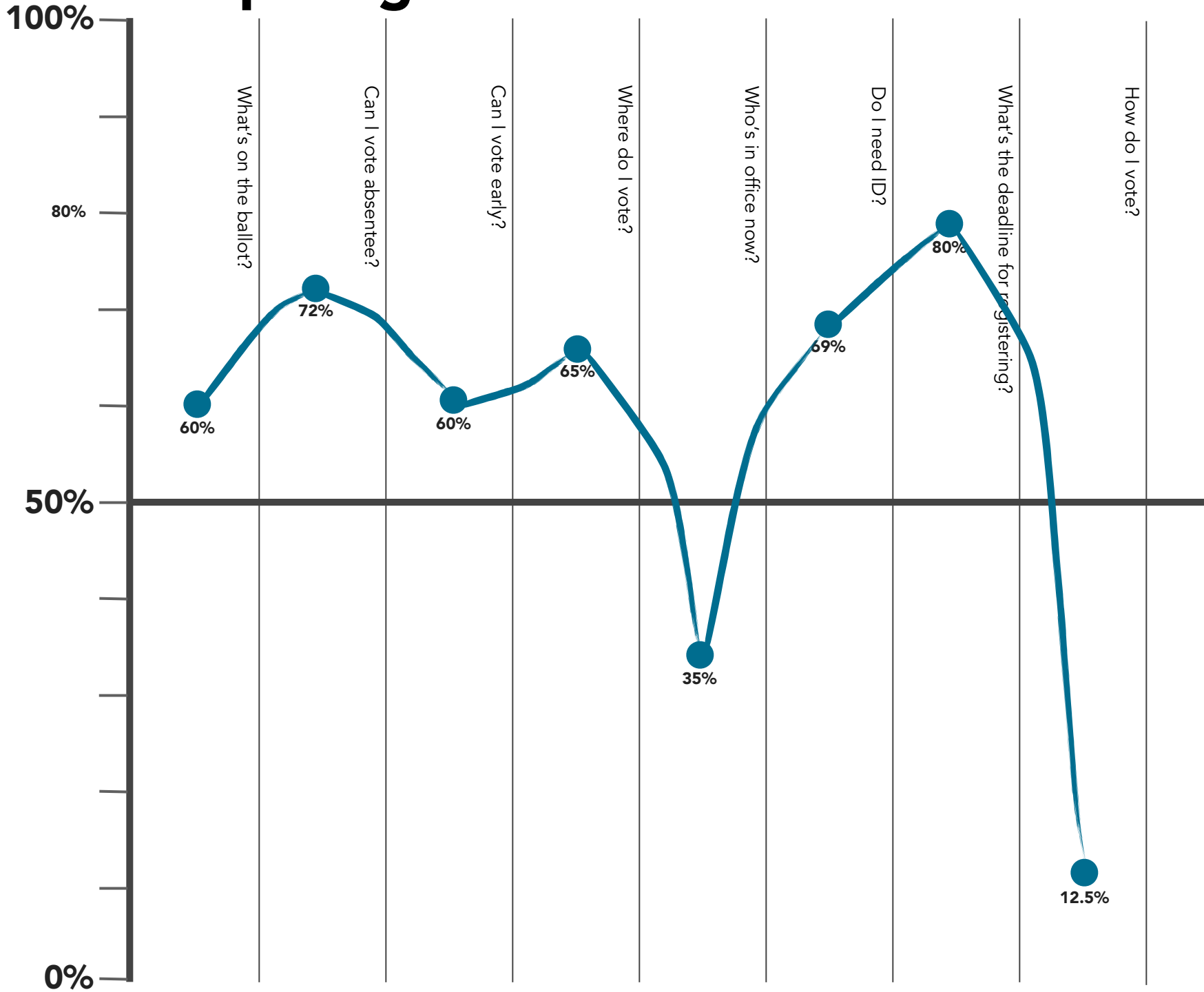
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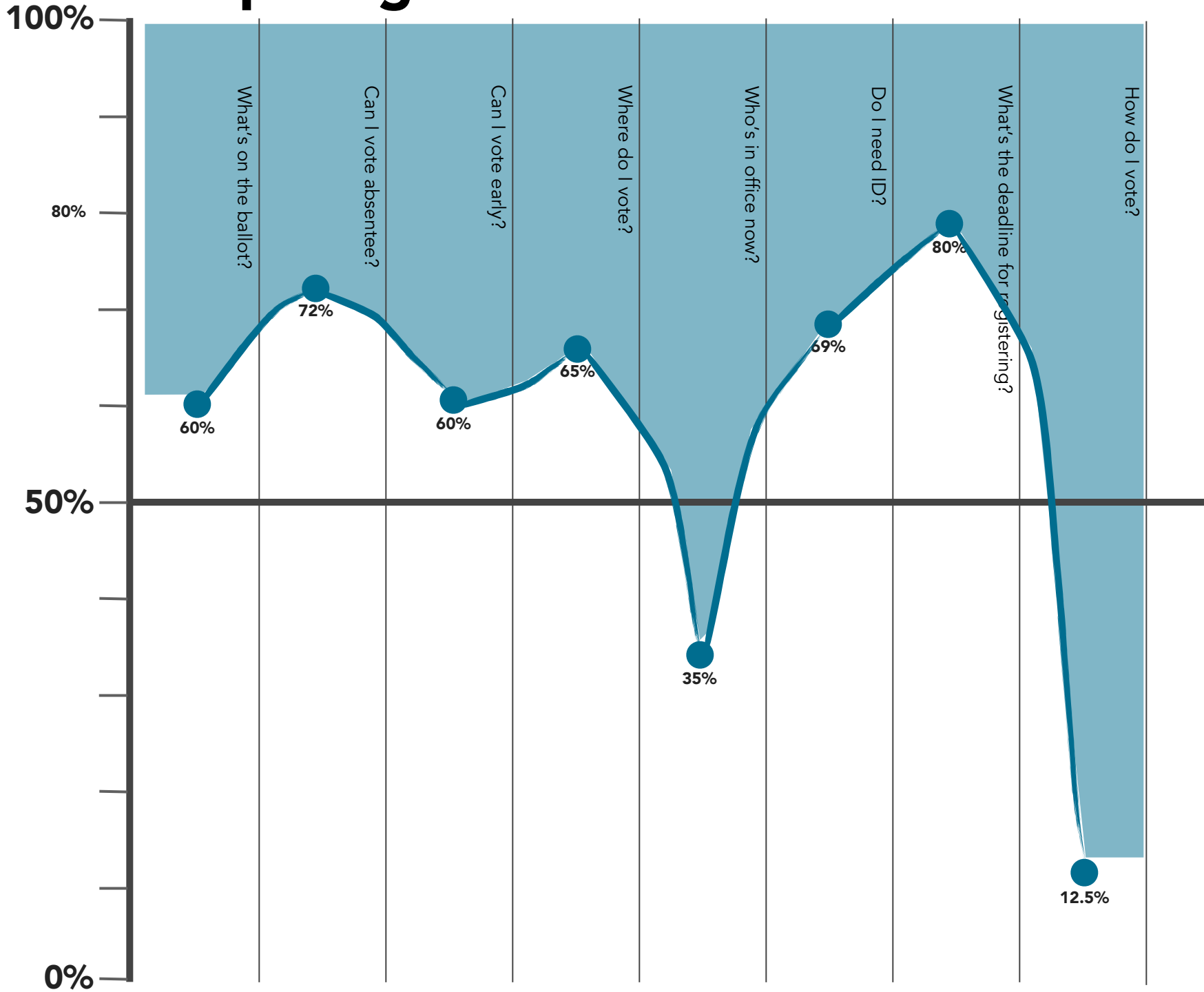
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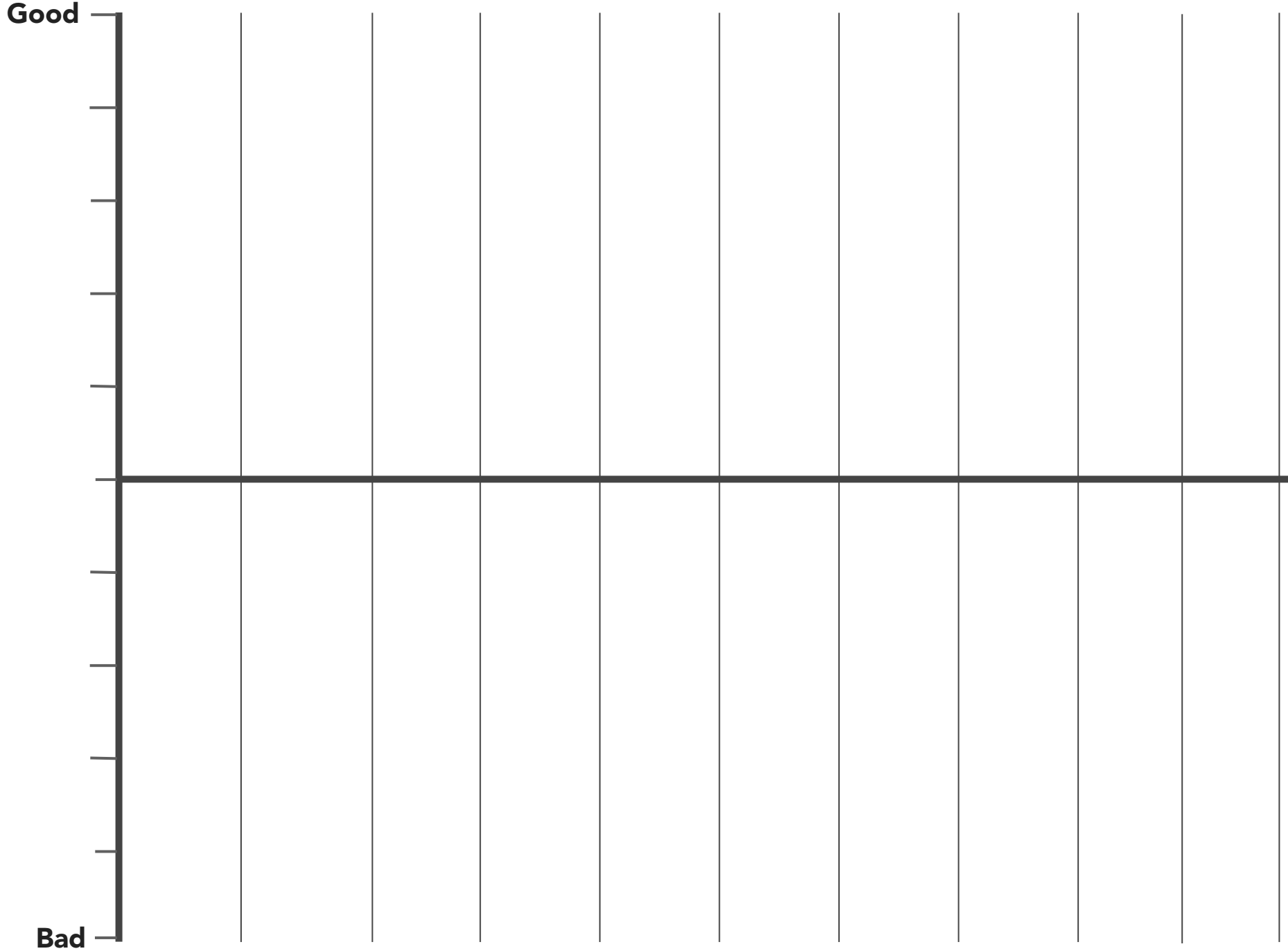
Voting at the polling place



Voting at the polling place



Voting at the polling place



Voting at the polling place



●

Get to the polling place

Good

Bad

Voting at the polling place



Voting at the polling place



Voting at the polling place



Voting at the polling place



Voting at the polling place



Voting at the polling place



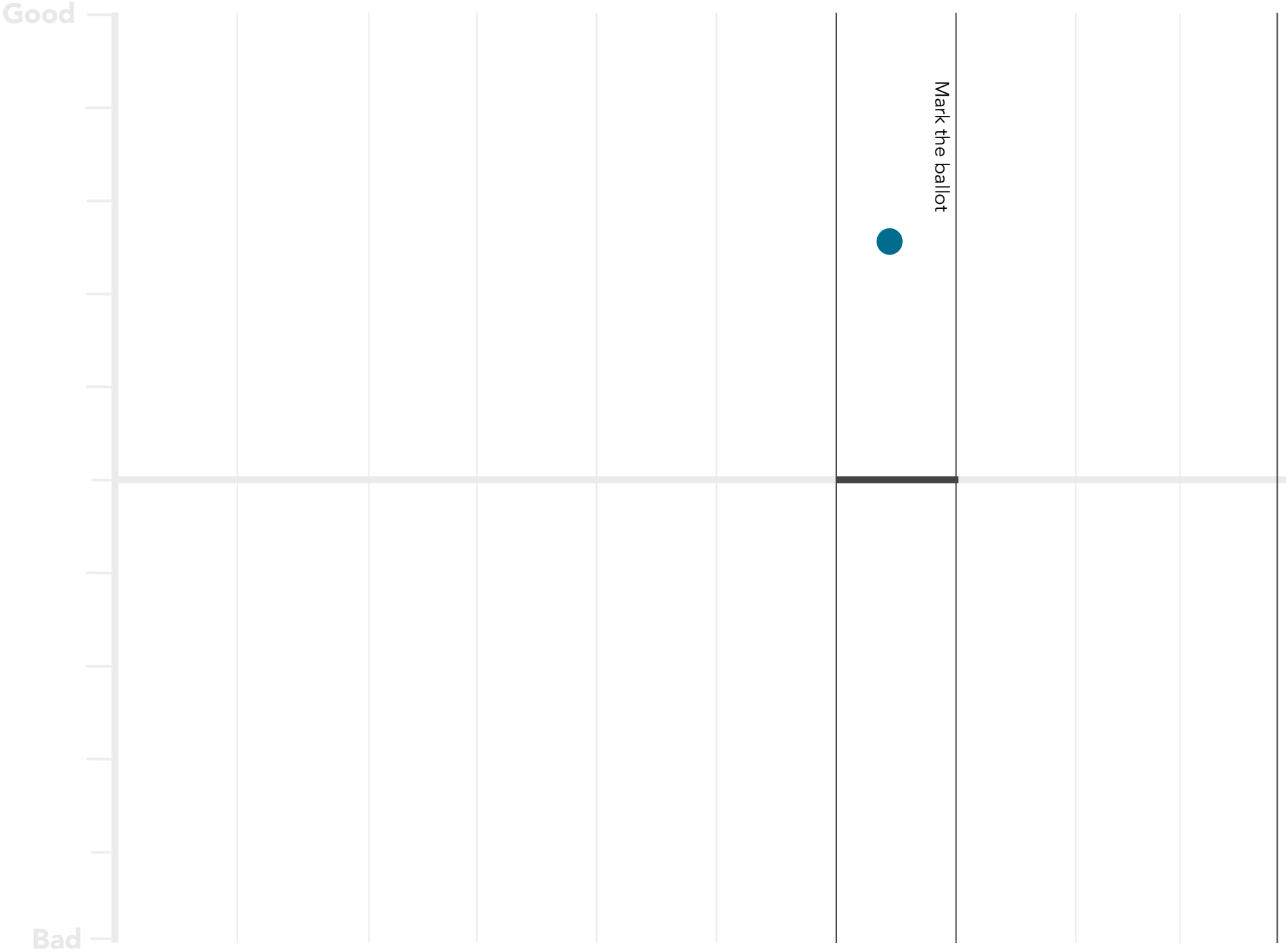
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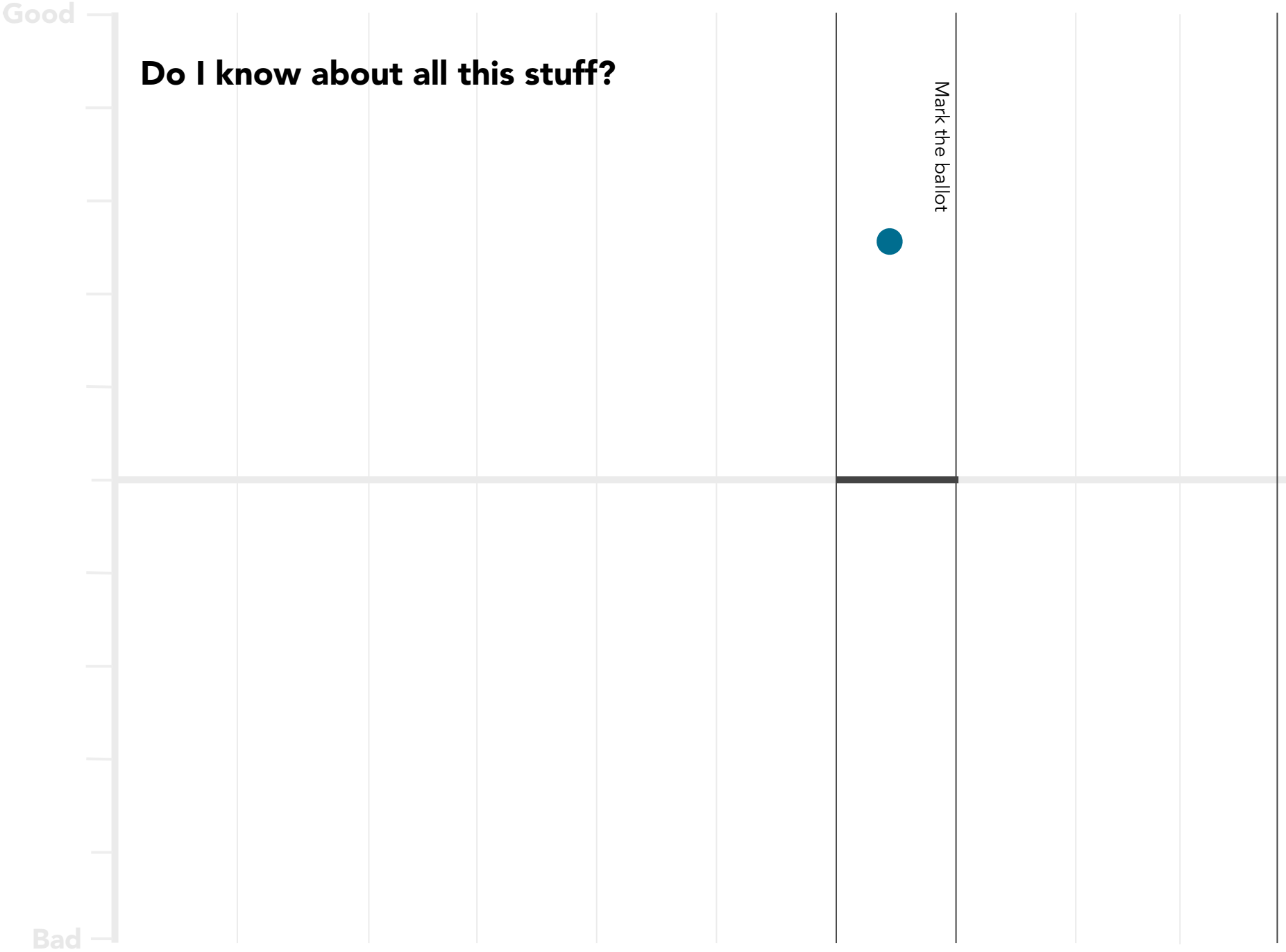
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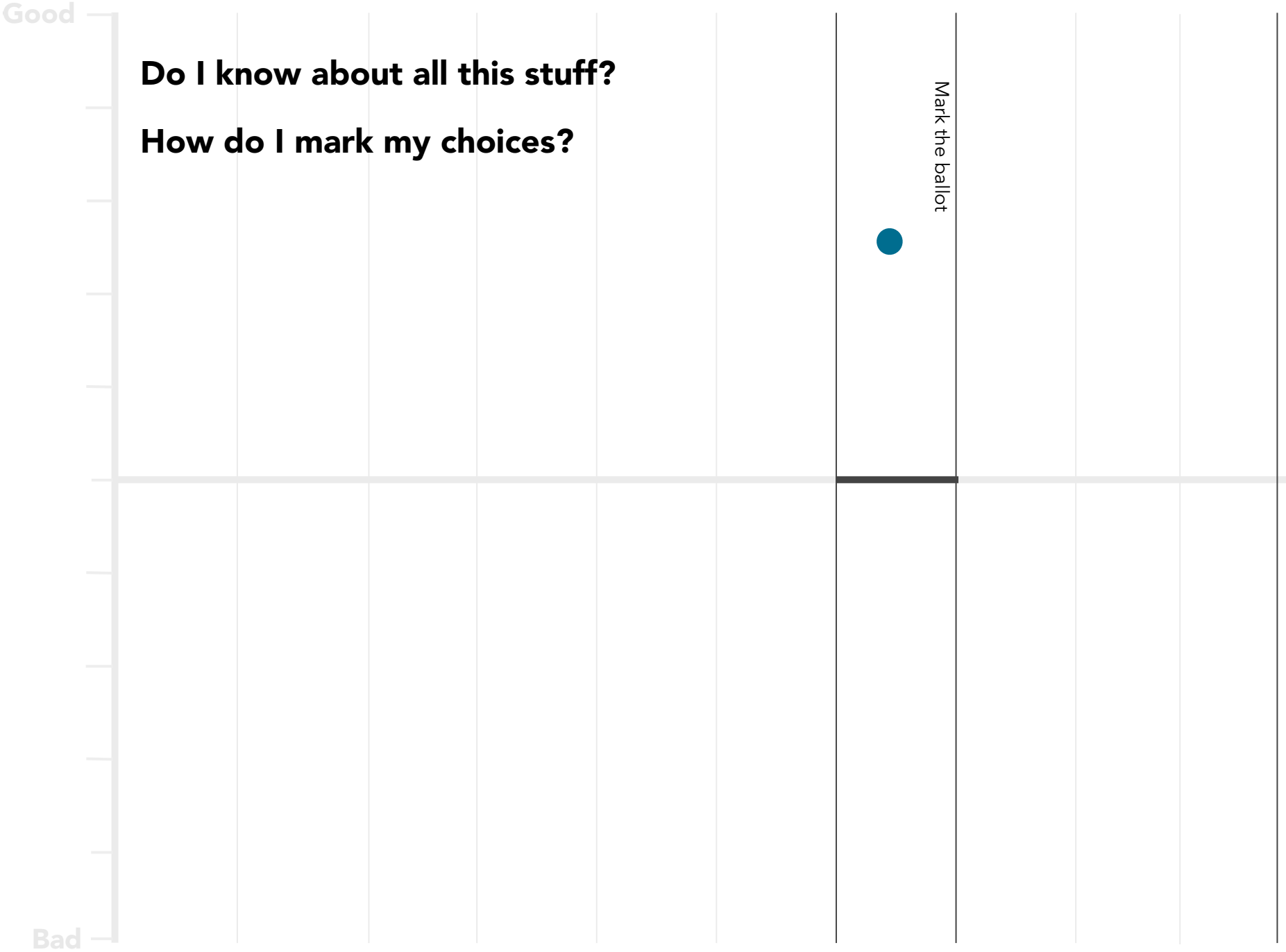
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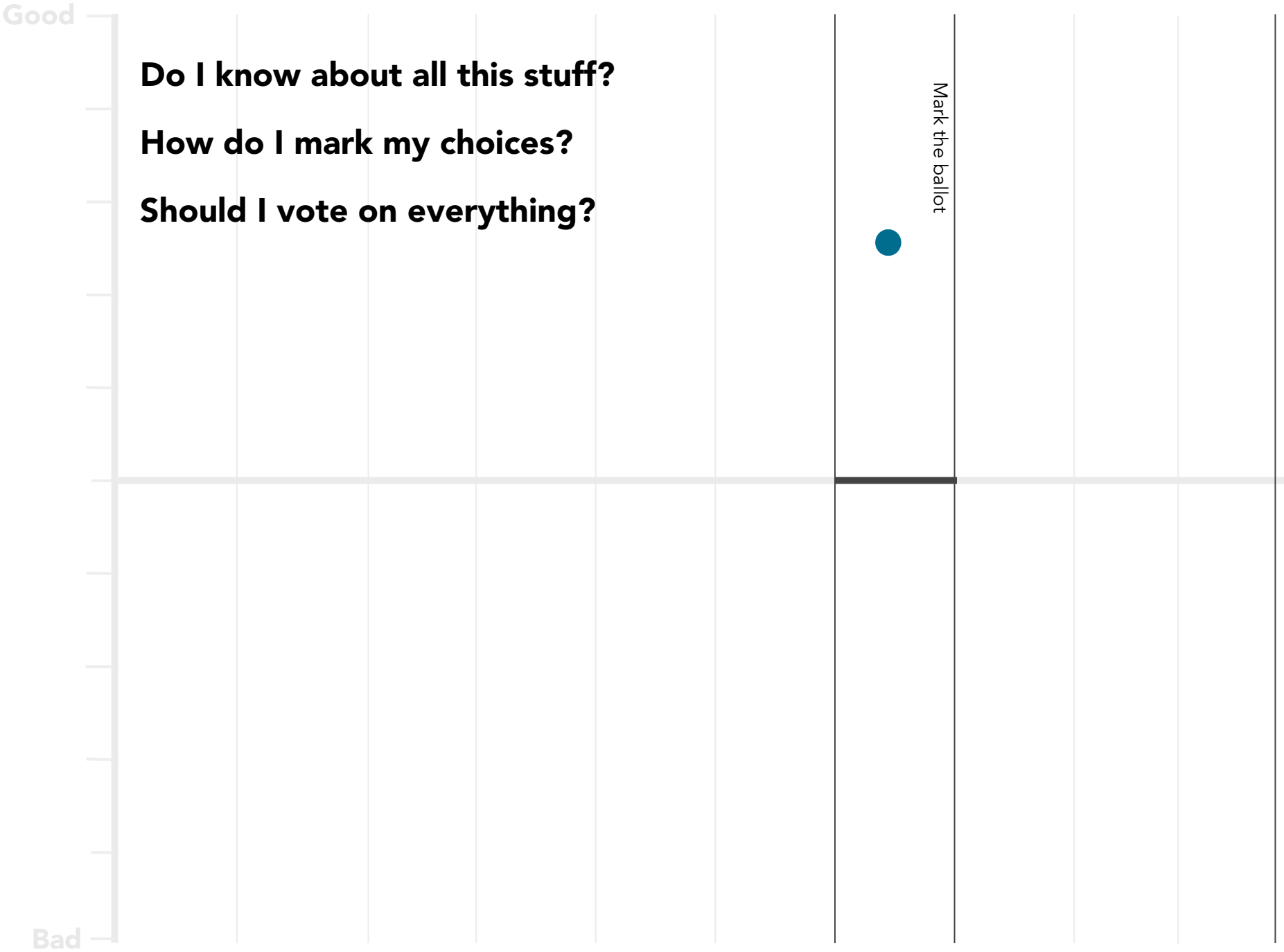
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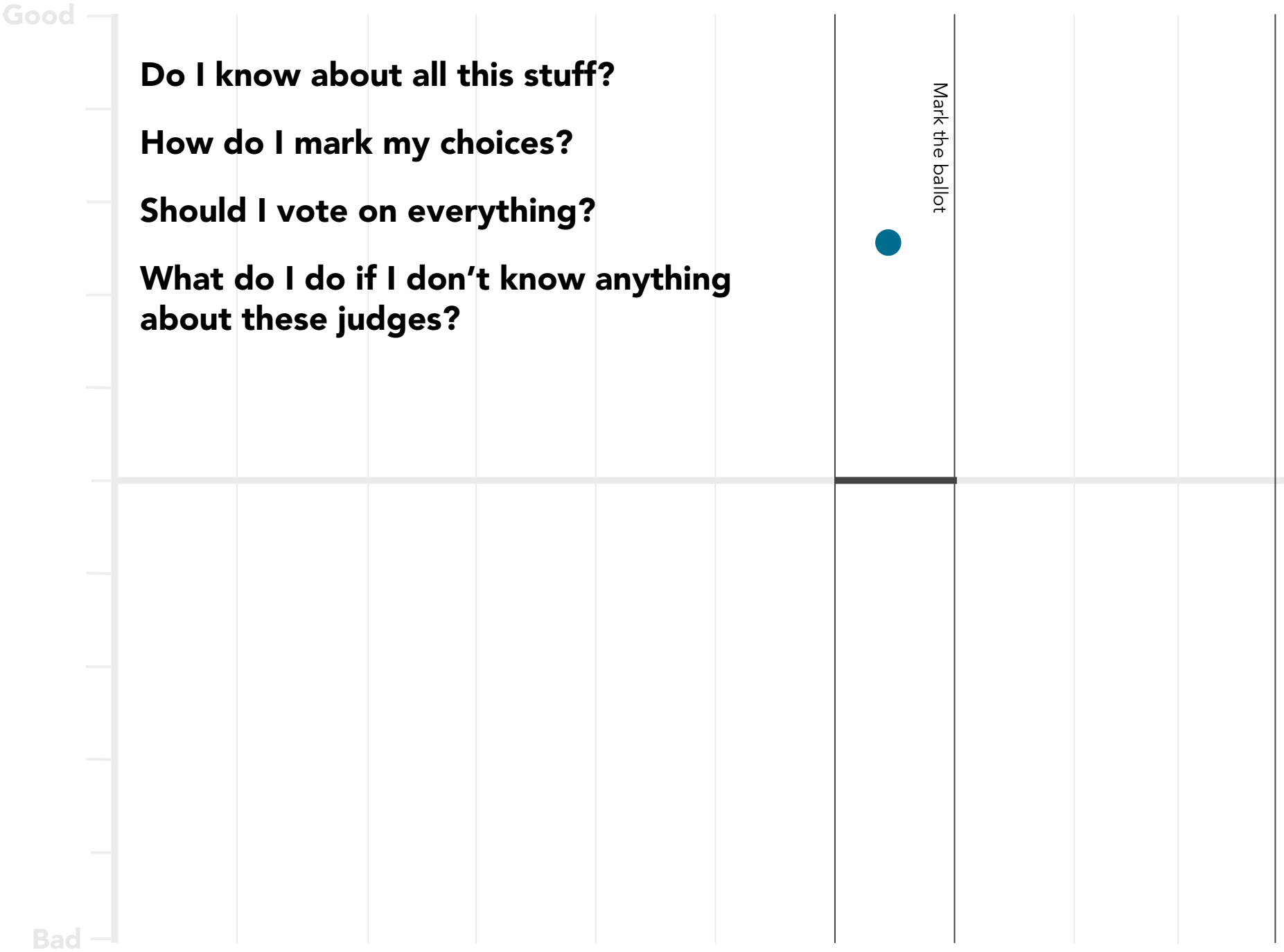
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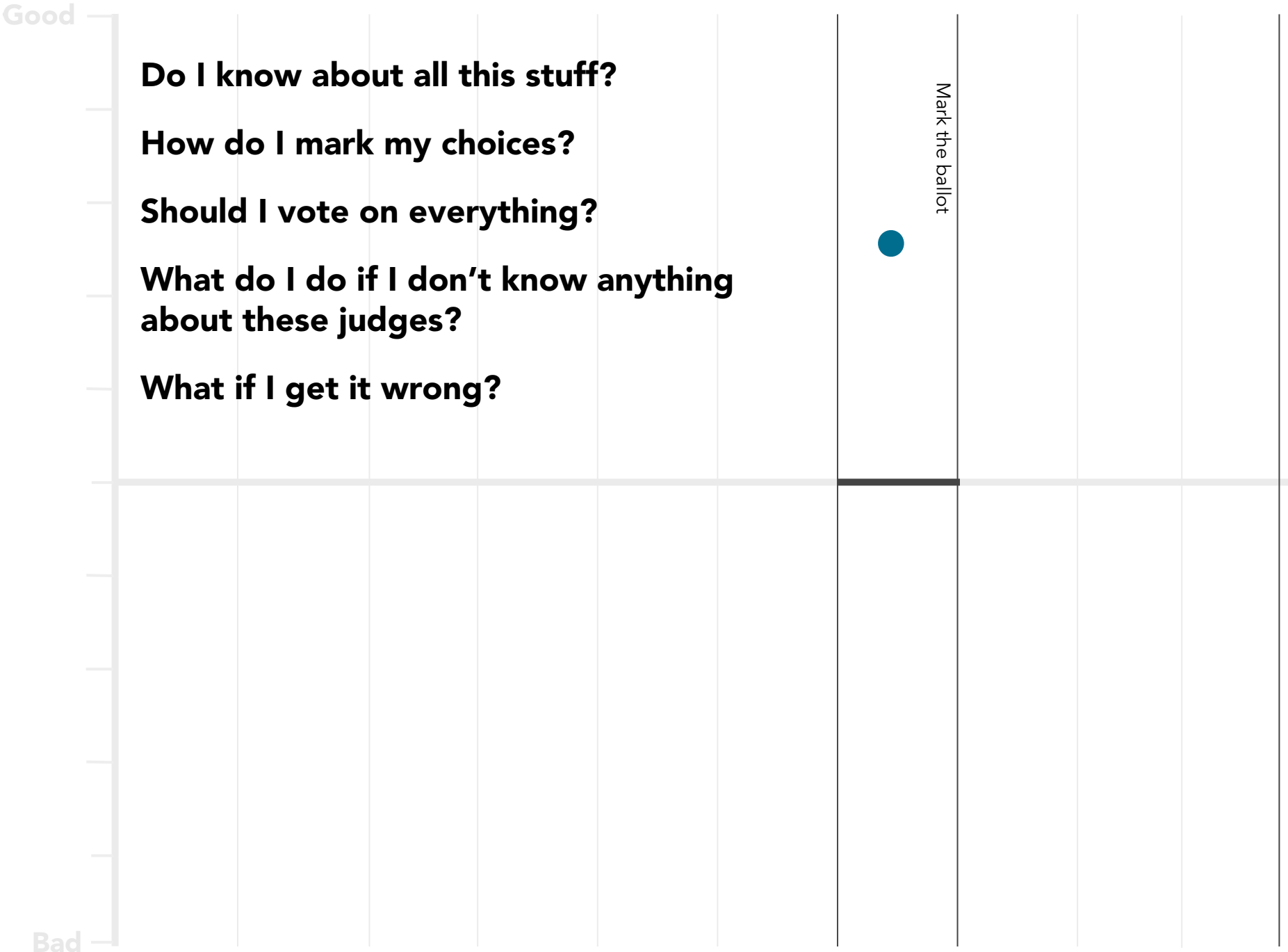
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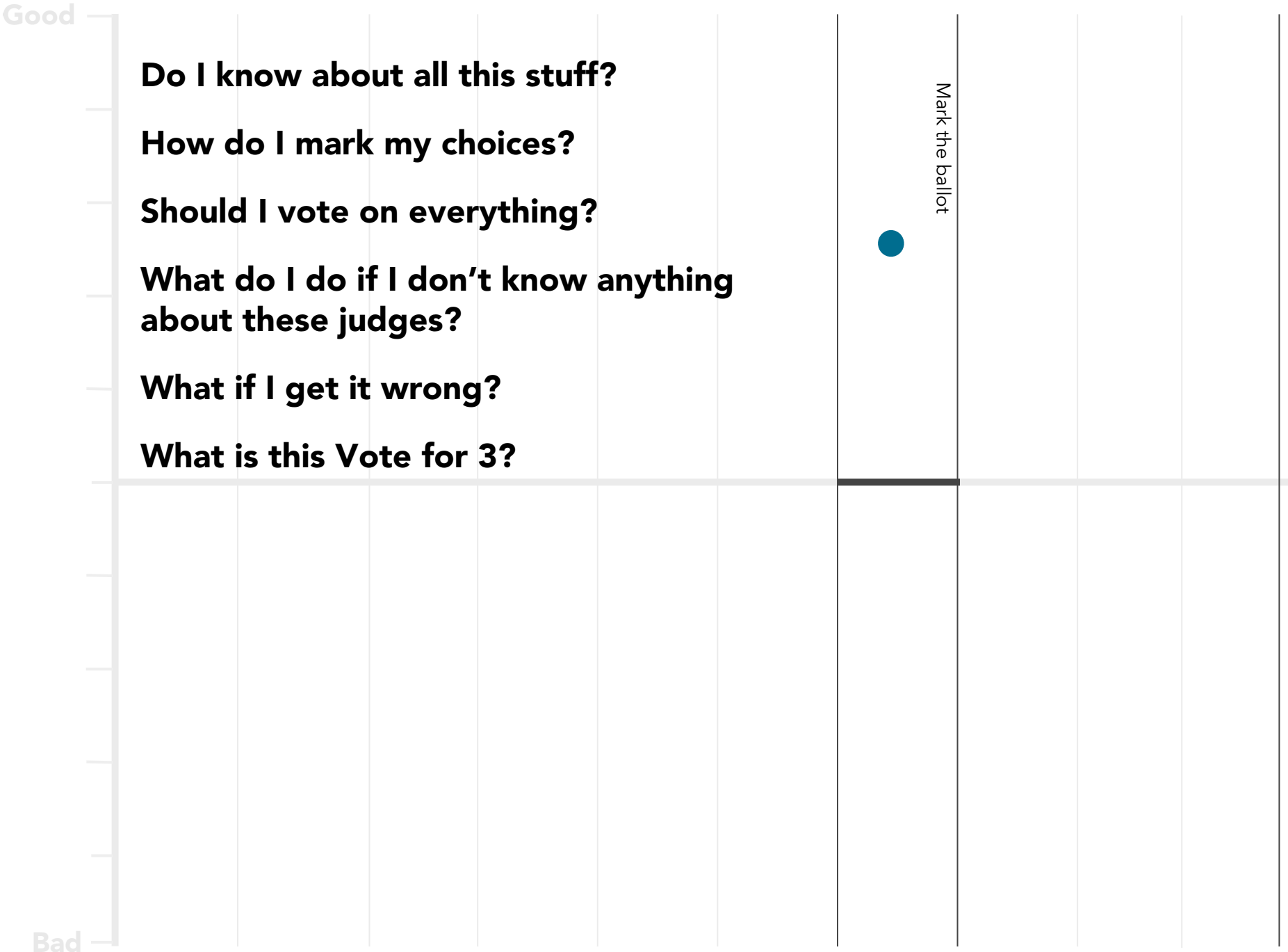
Voting at the polling place



Voting at the polling place



Voting at the polling place



Voting at the polling place

Good

Do I know about all this stuff?

How do I mark my choices?

Should I vote on everything?

What do I do if I don't know anything about these judges?

What if I get it wrong?

What is this Vote for 3?

Why didn't they tell me there were more on the back?

Mark the ballot



Bad

Voting at the polling place



Voting at the polling place



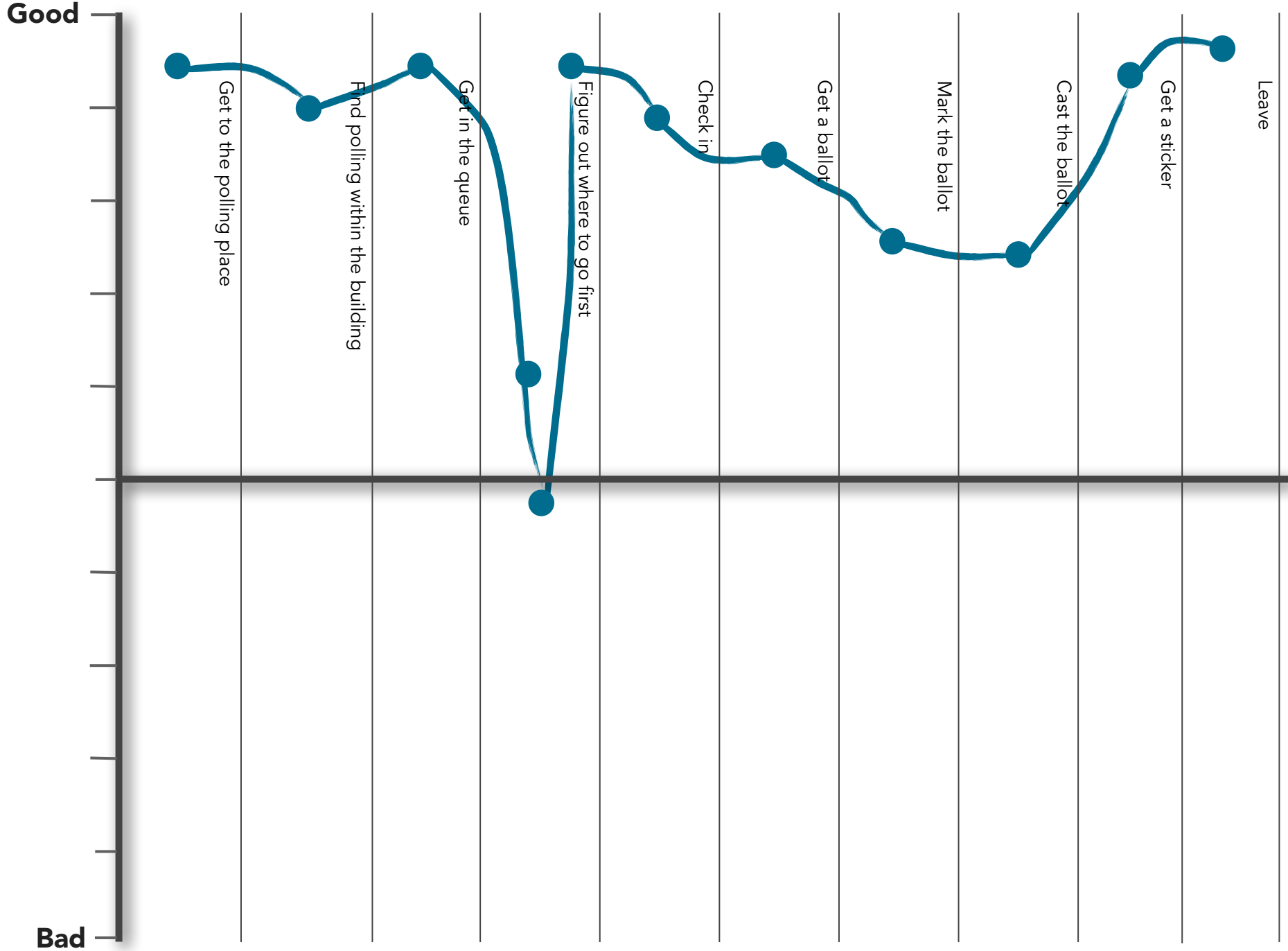
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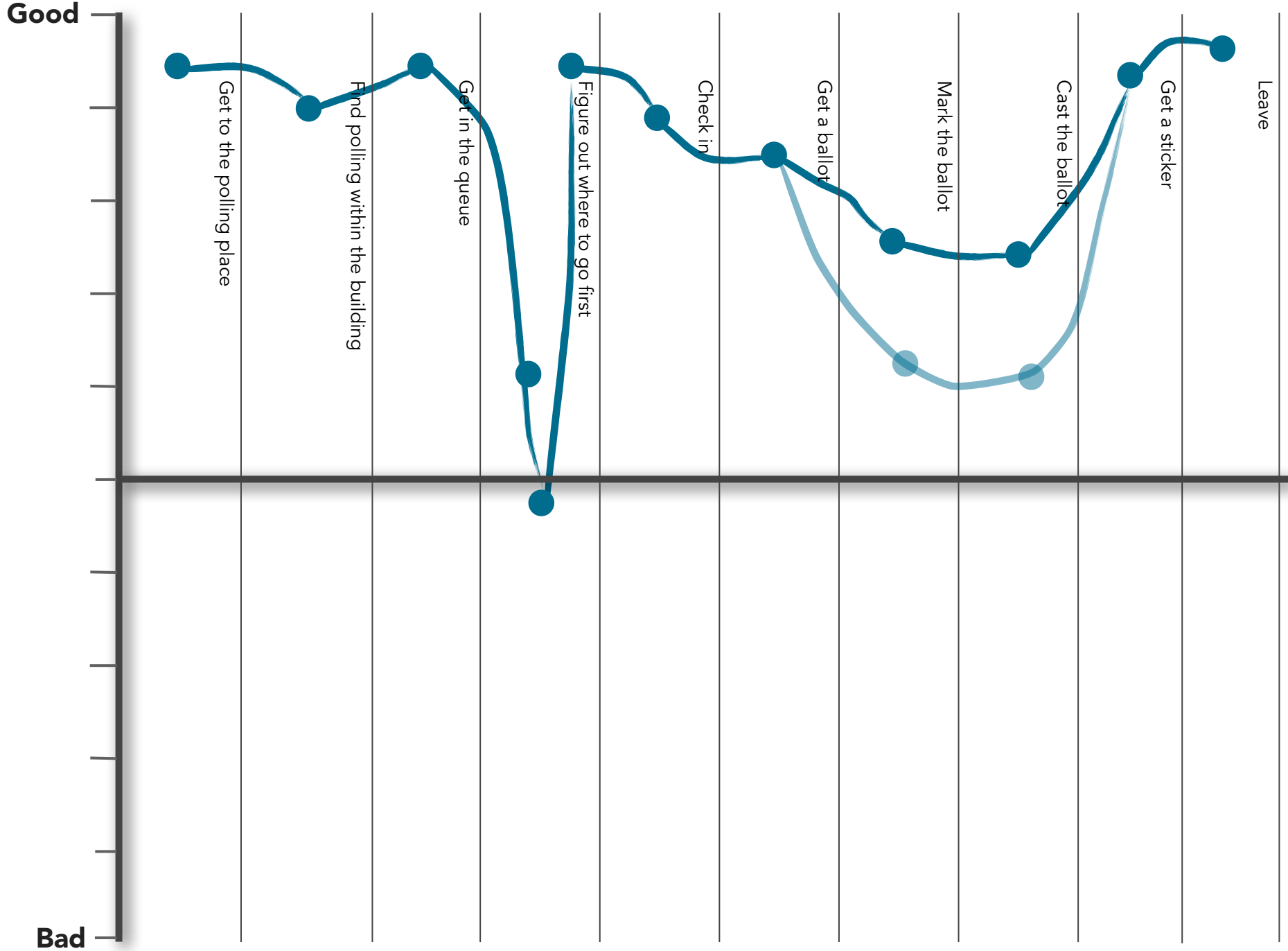
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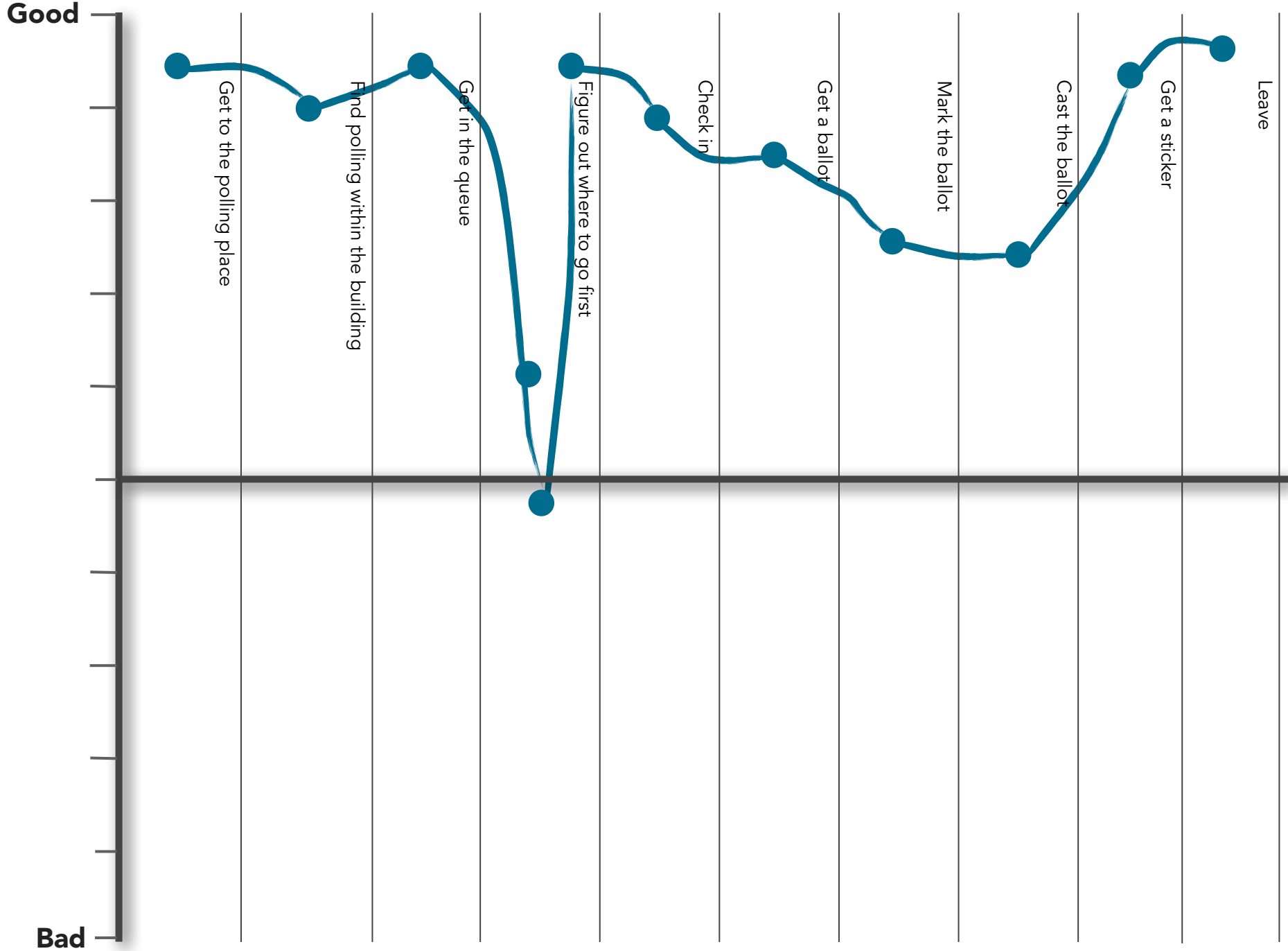
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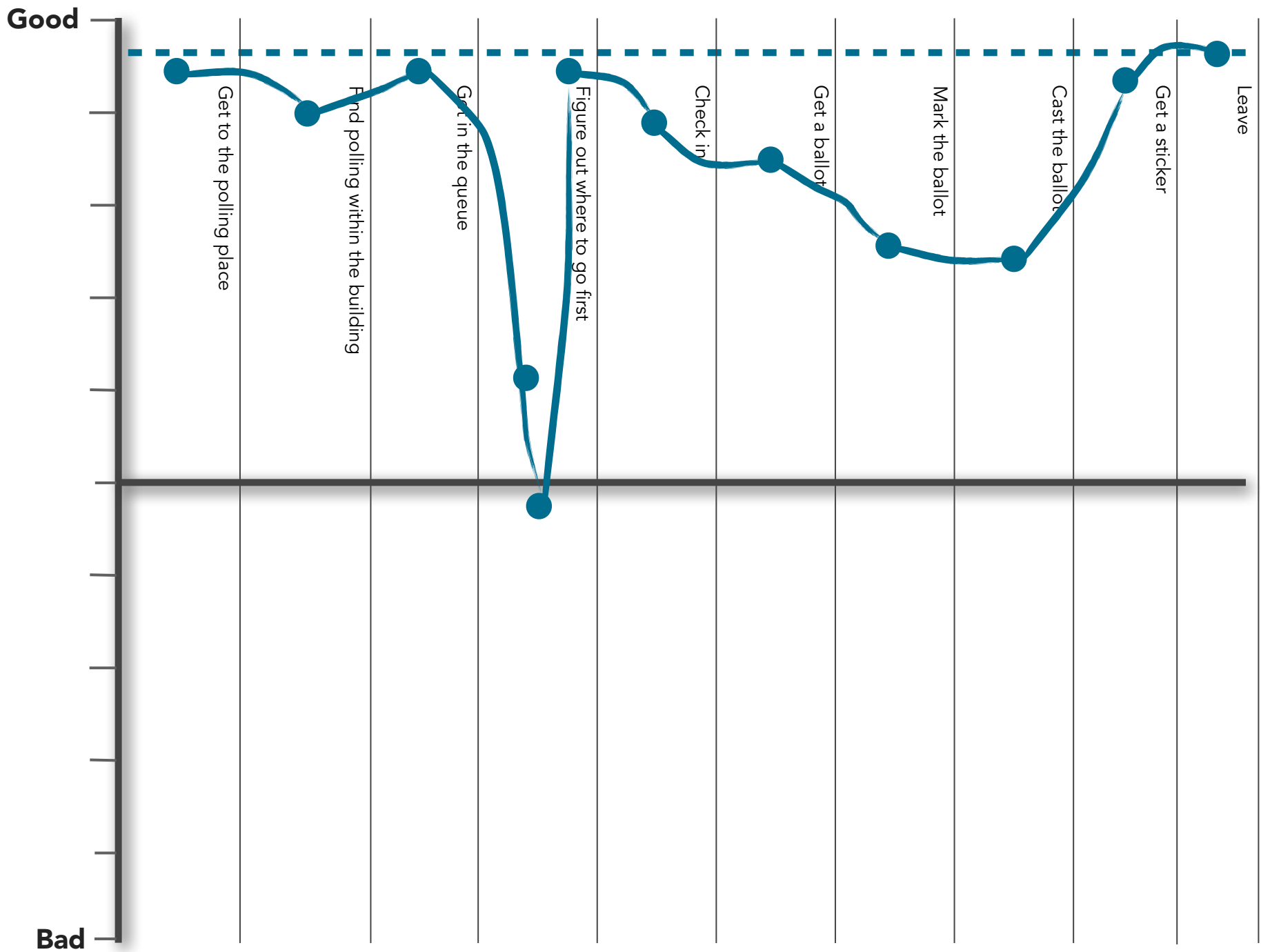
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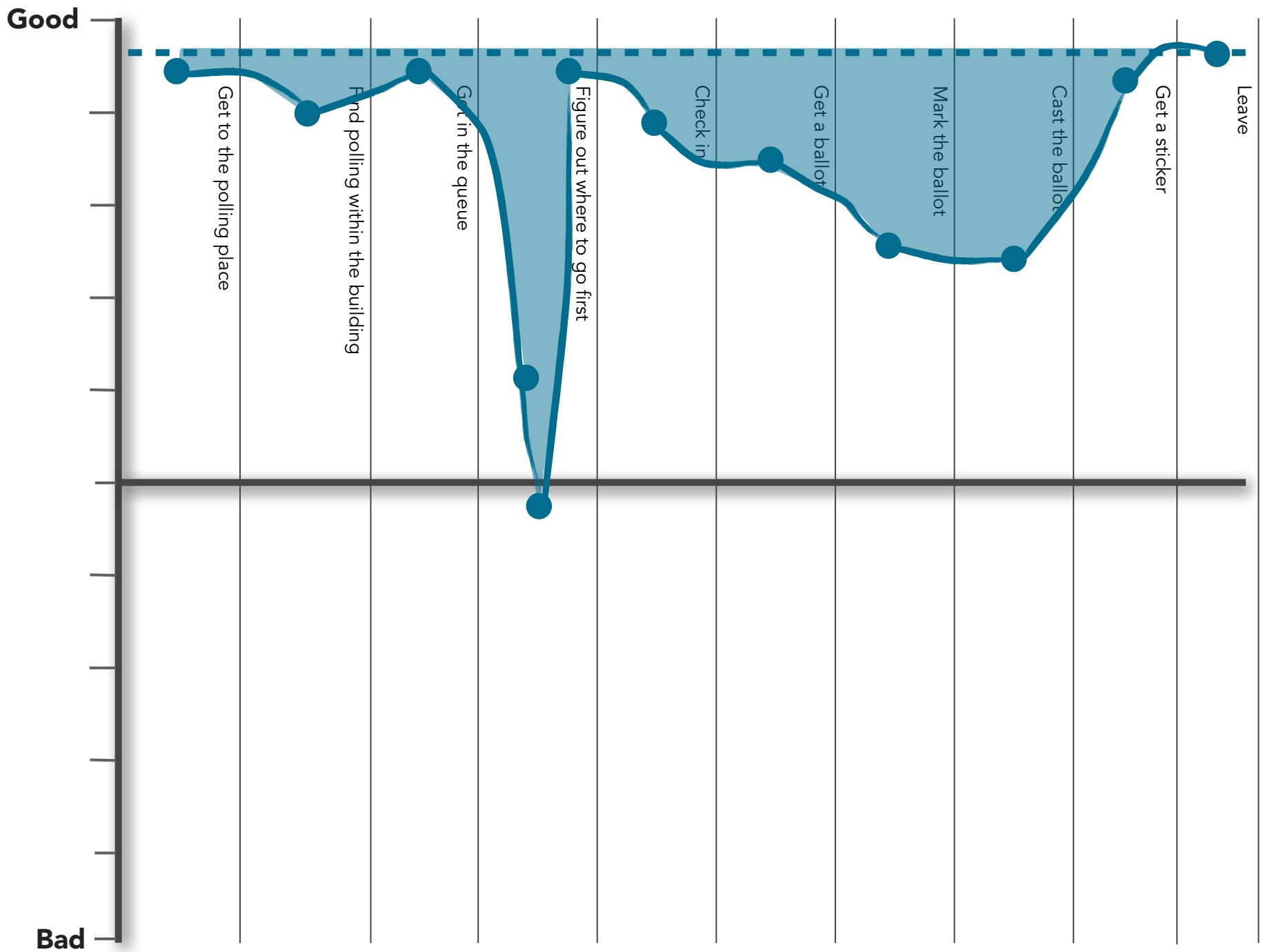
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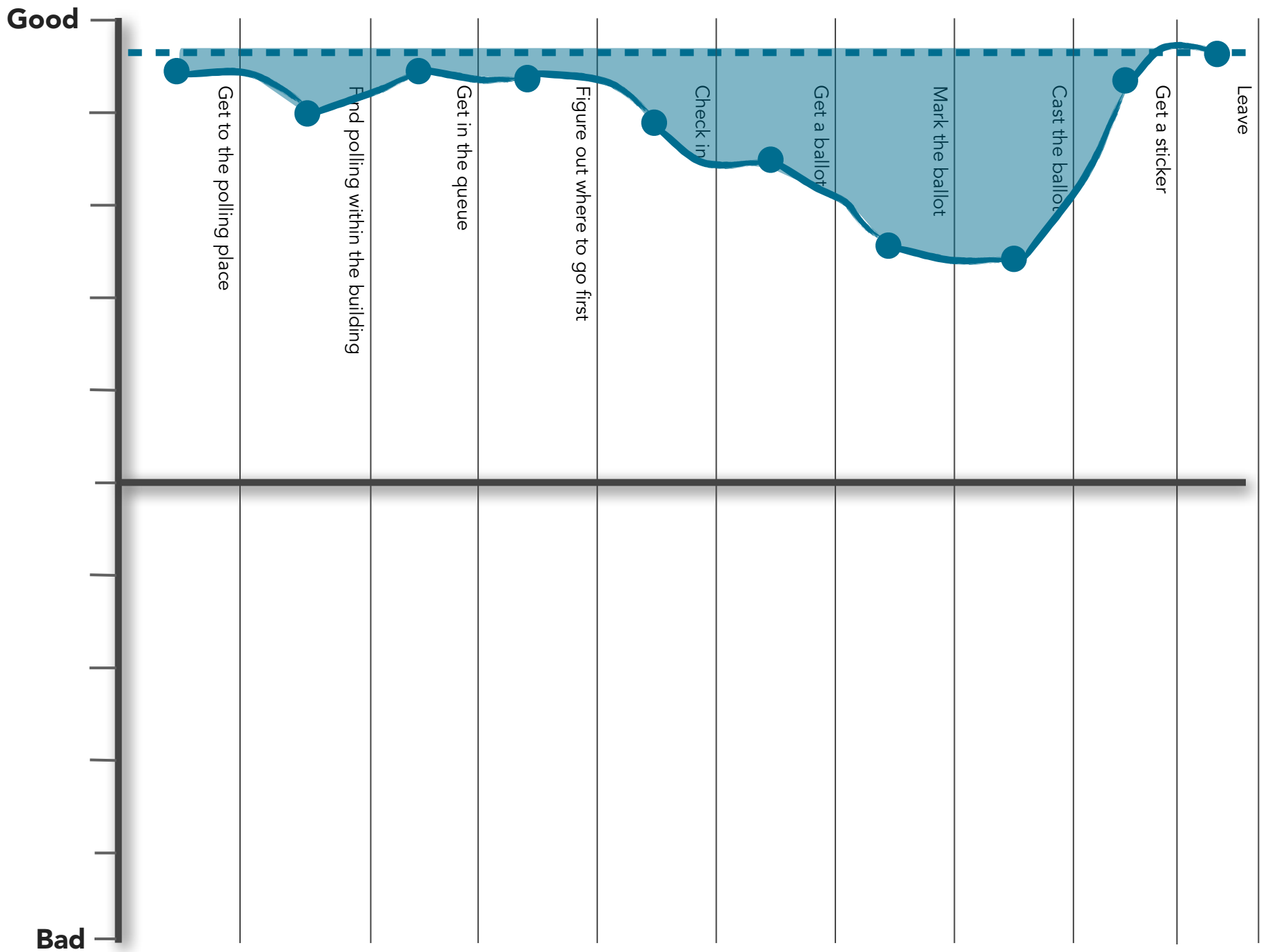
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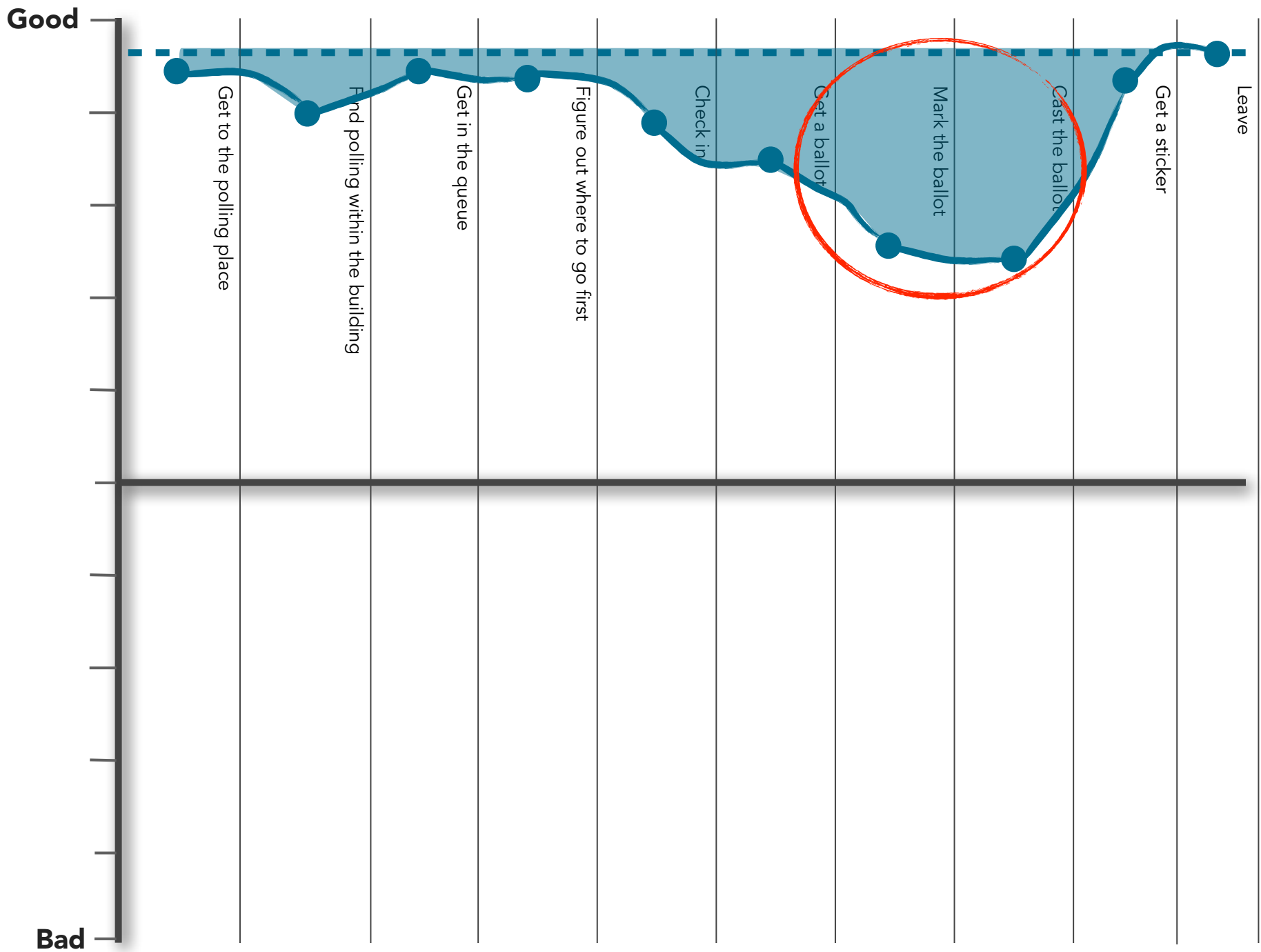
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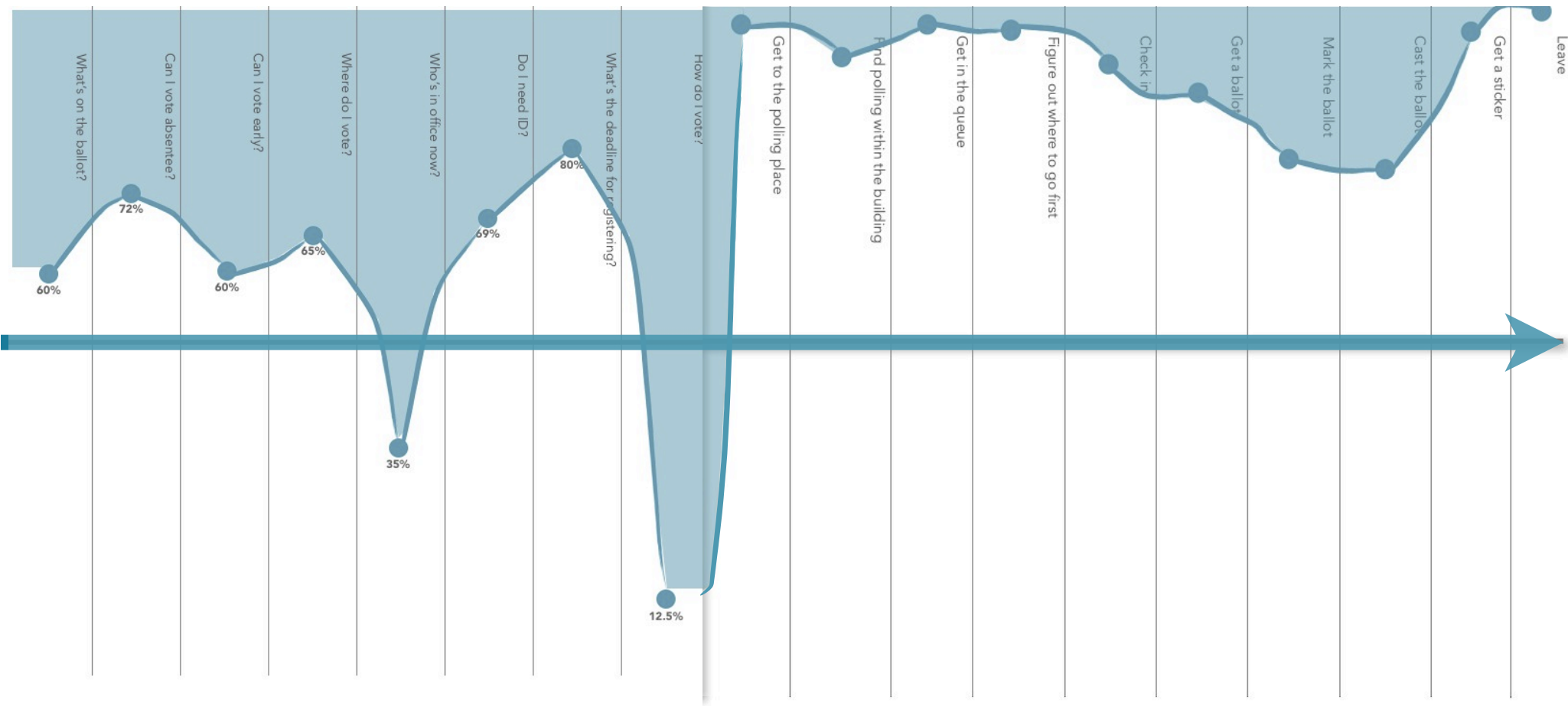


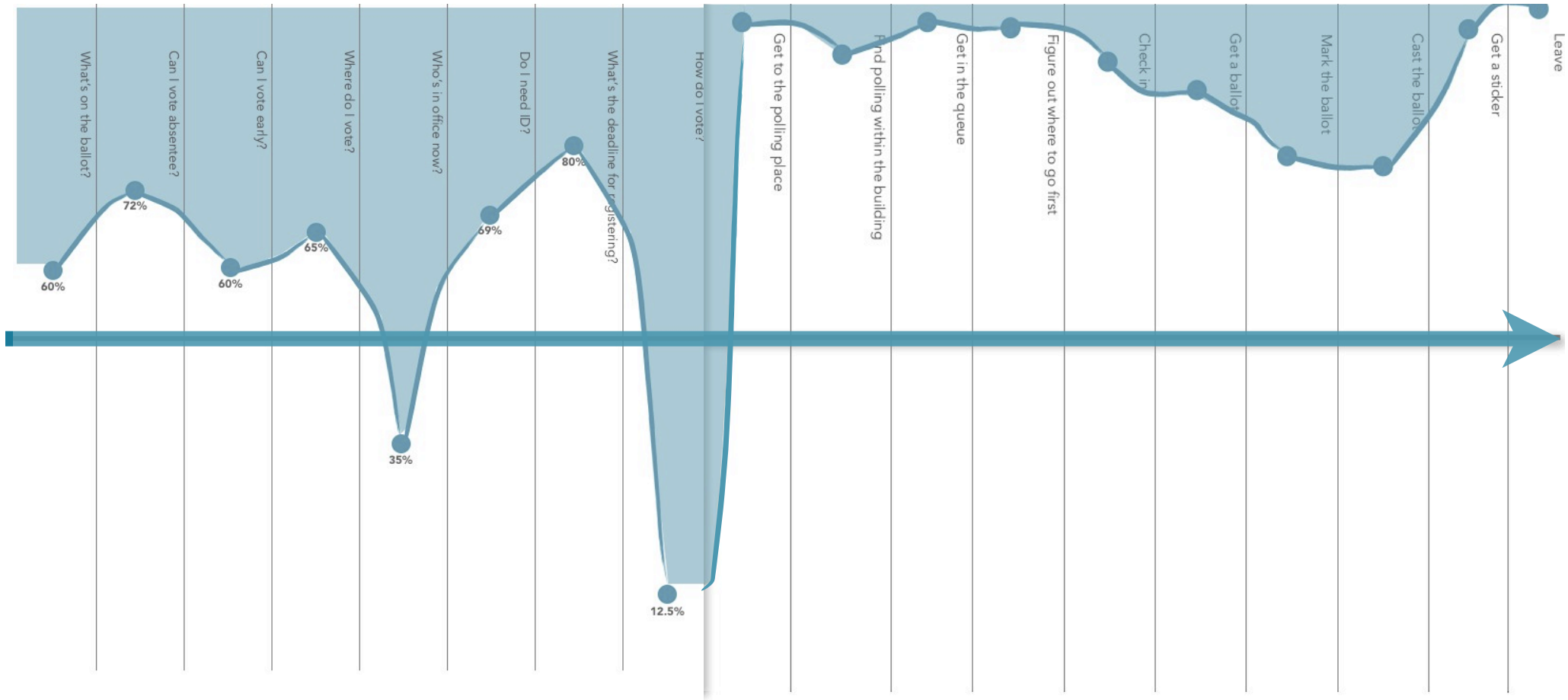
Voting at the polling place



Voting at the polling place





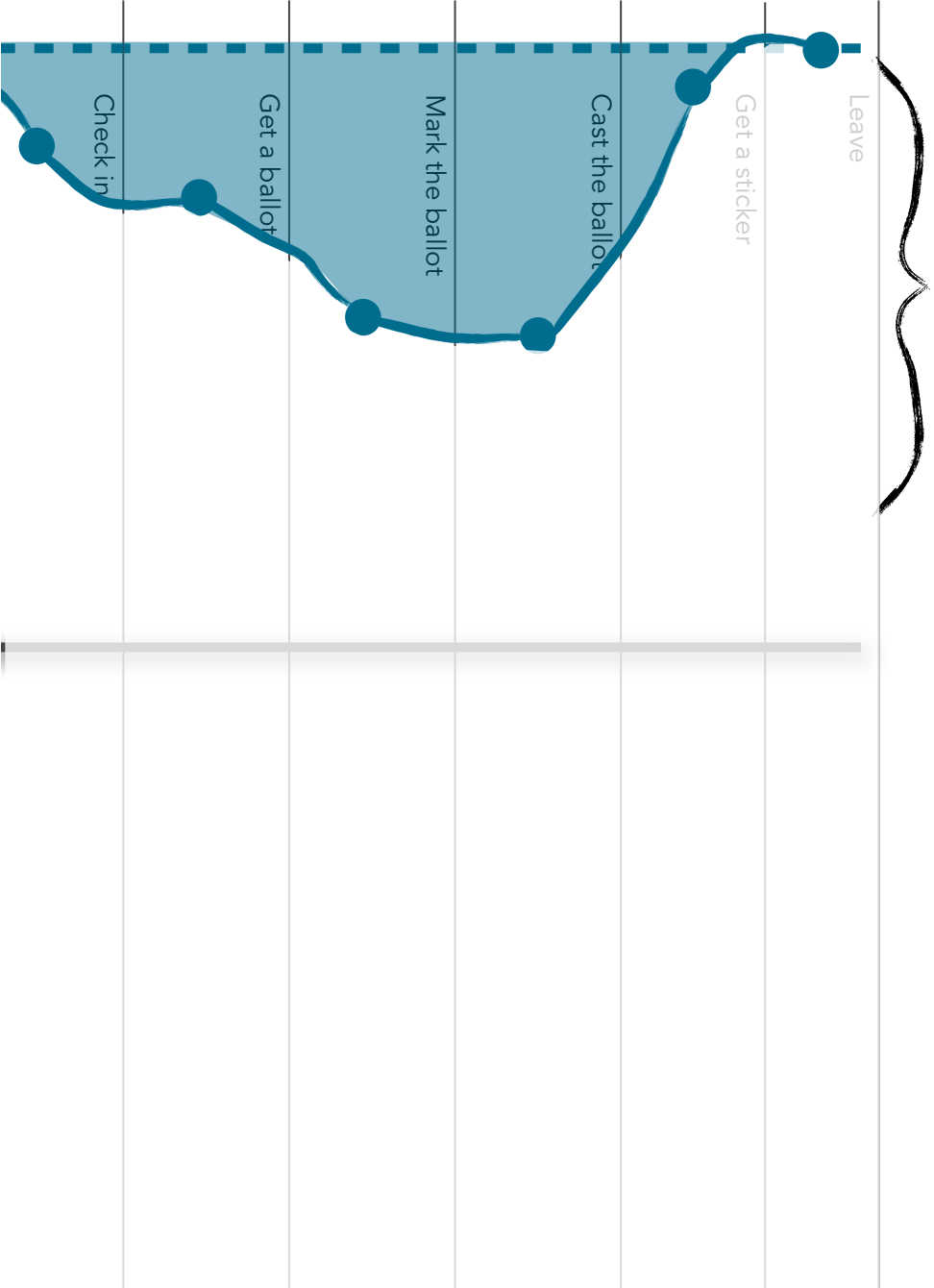


Journey maps look at experience holistically

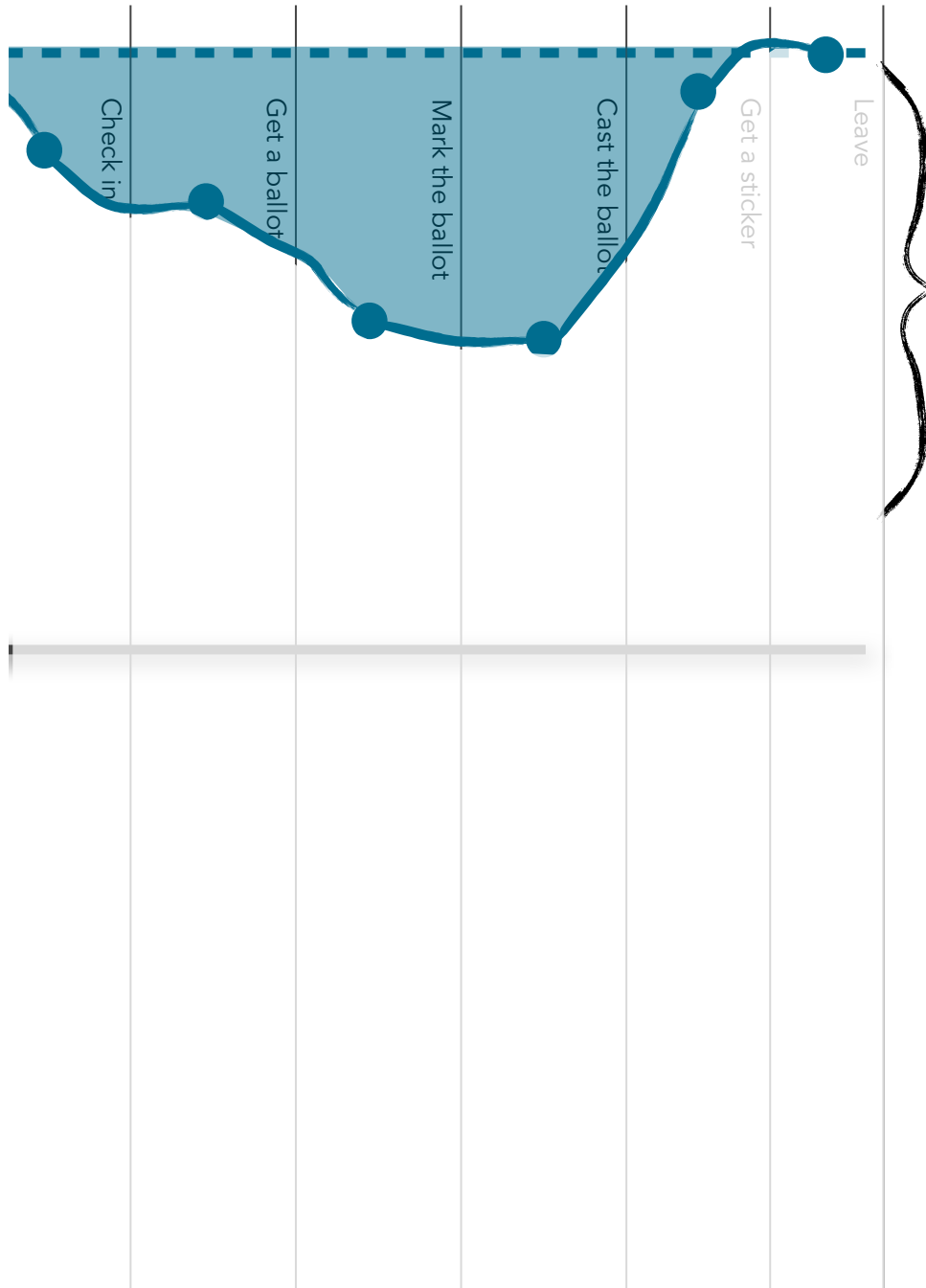
Benchmarking

Showing improvement over time

Voting at the polling place



Voting at the polling place

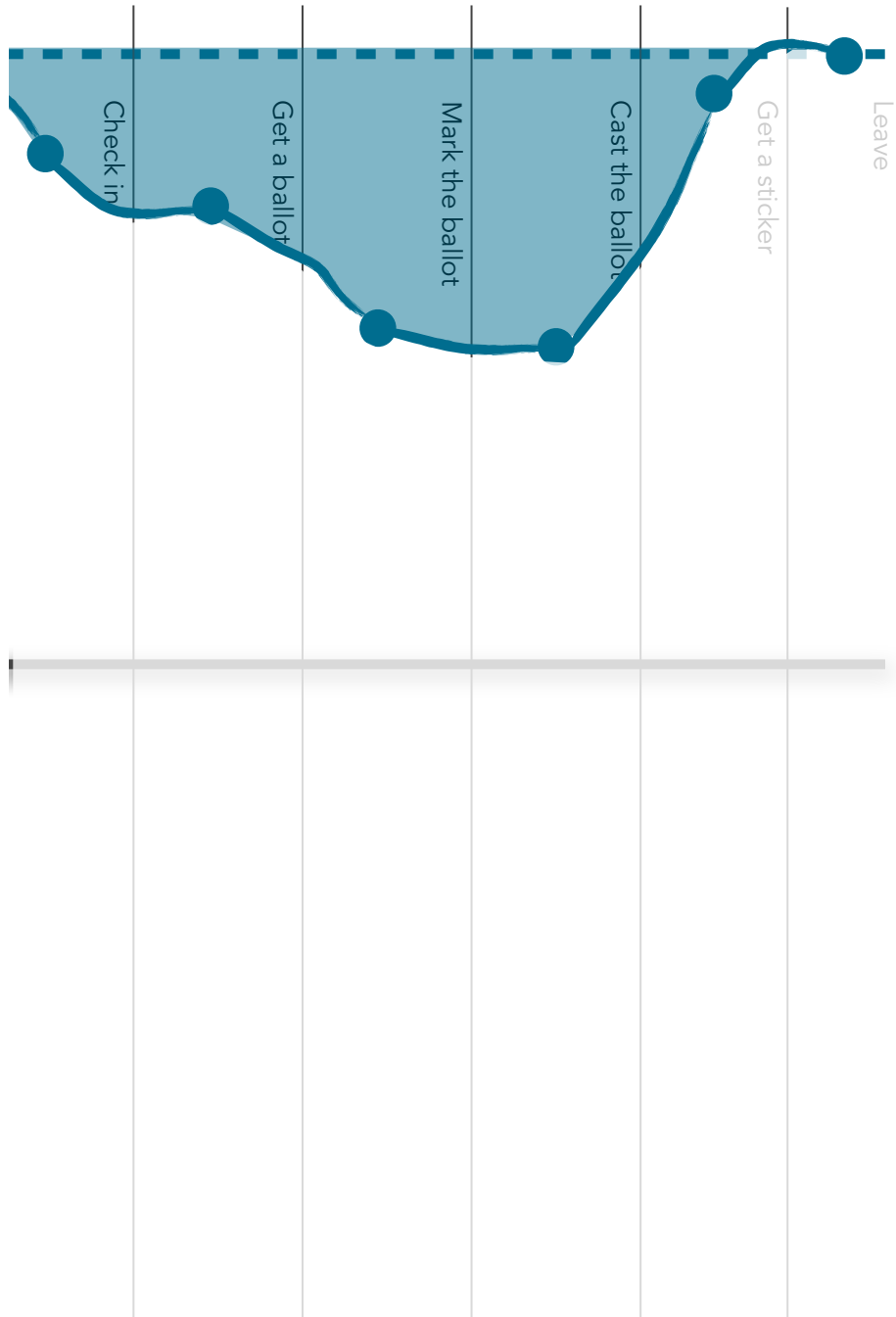


Checklist: test and measure

Can voters:

- find the information they need?
- find the correct place to sign in?
- read all signs easily?
- understand what is allowed in the polling place?
- read all of the information on the ballot easily?
- navigate the ballot to find all contests and ballot questions?

Voting at the polling place



Closing the gap

- Make signs easy to read
- Provide clear information about behavior in the polling place
- Use plain language
- Use icons to reinforce instructions
- Use mixed case
- Use big enough type
- Pick one sans serif font
- Use contrast and color to support meaning
- Show what's most important

- Design matters throughout the experience.

- Design matters throughout the experience.
- Testing and measuring through usability checks can make it easy to make and see improvement over time.