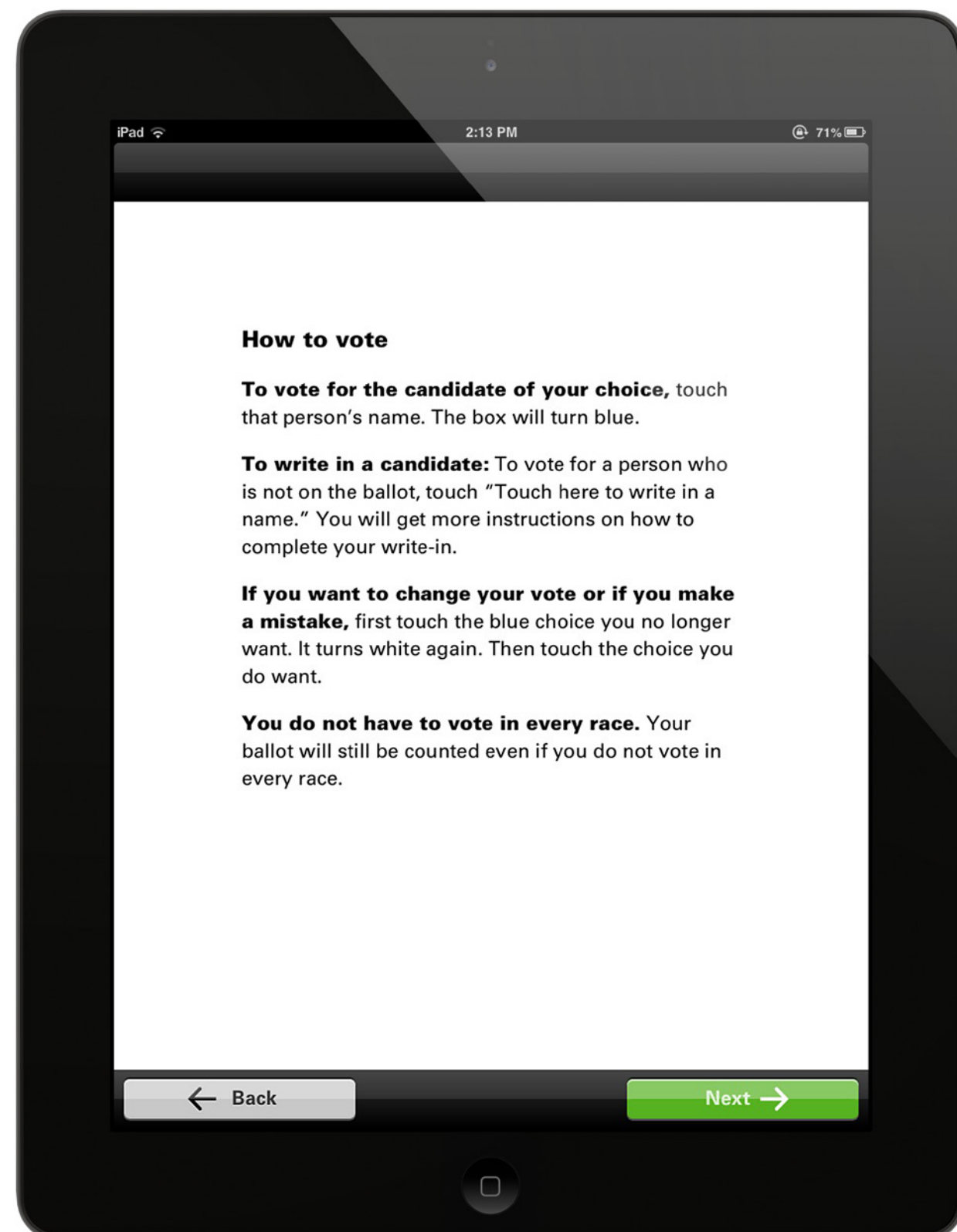
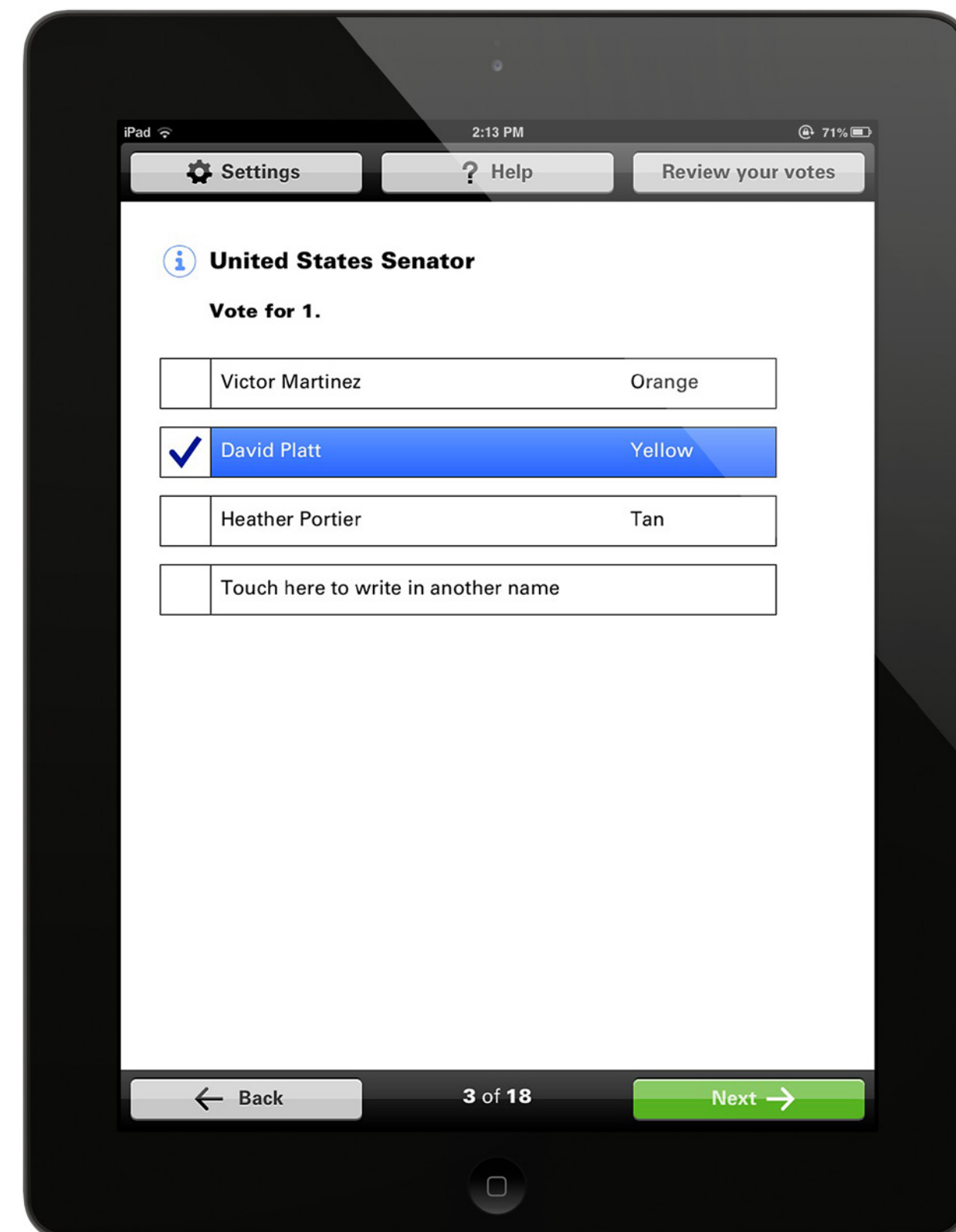


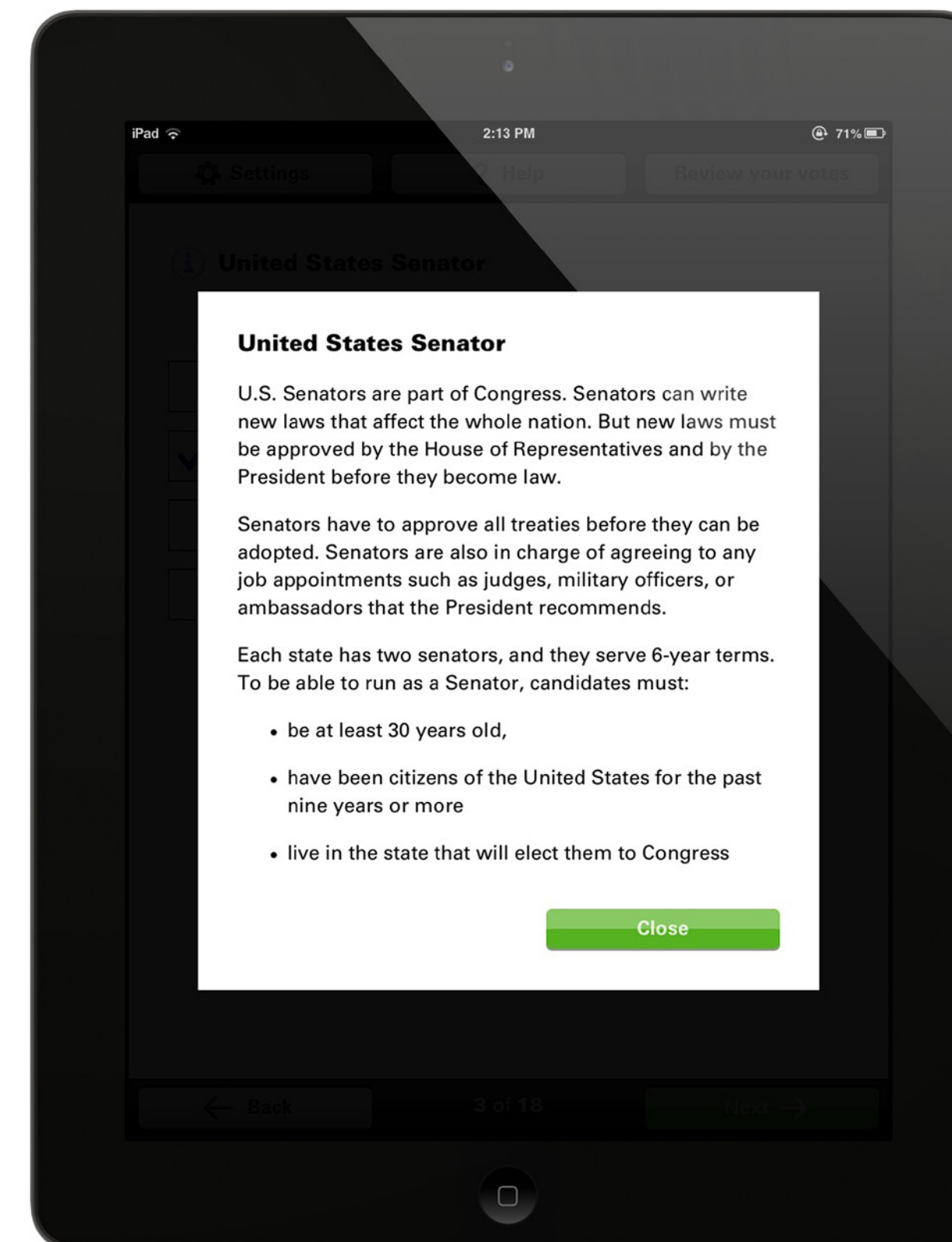
Anywhere Ballot



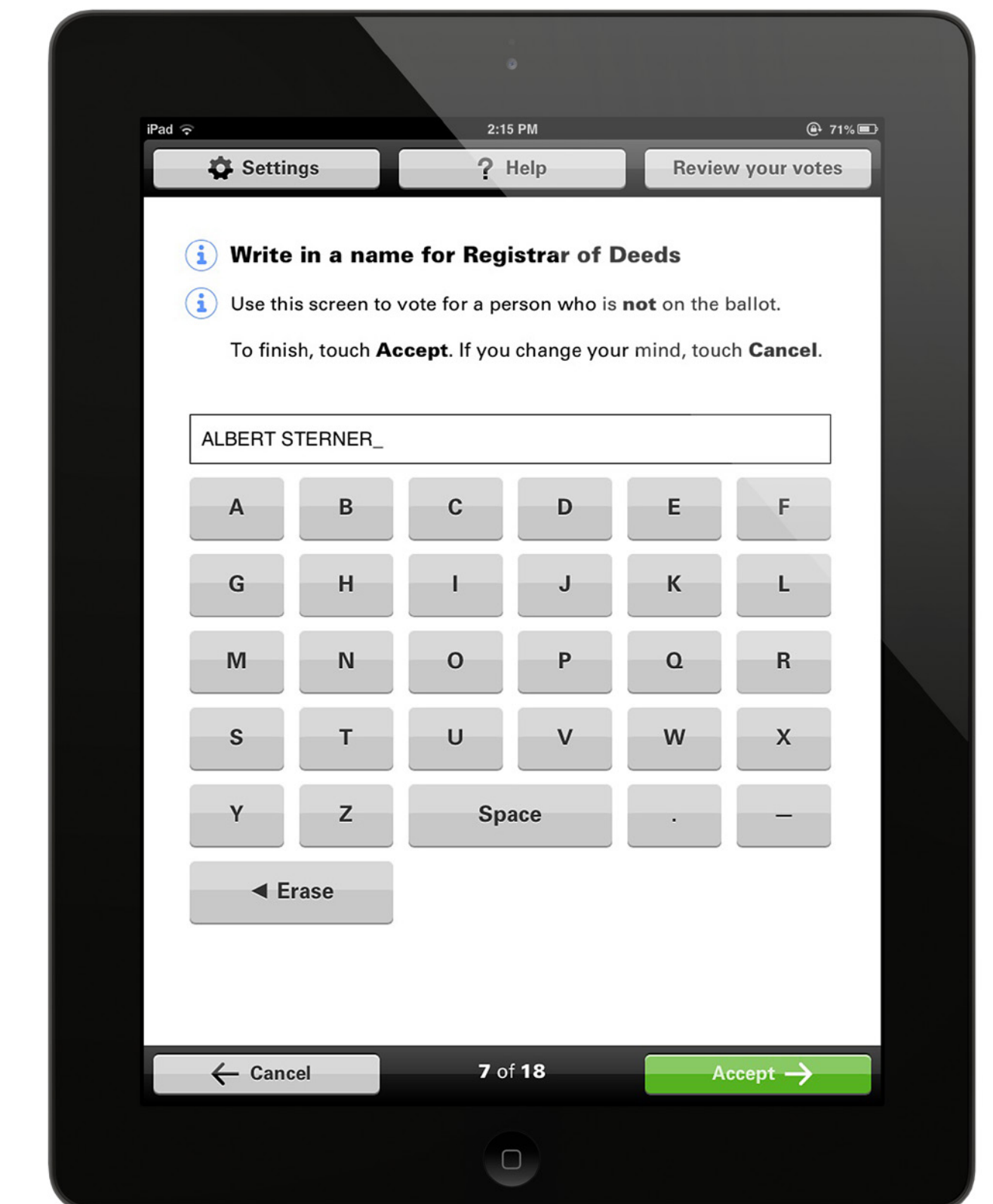
Introductory instructions on how to vote.



"Vote for 1" screen, with a candidate selected.



Contextual information screen on U.S. Senator.



Write-in screen.

Why is this the ballot solution for the future?

Responsive: single design is flexible to size

- Good for devices
- Good for UOCAVA
- Good for accessibility standards

Focuses on ballot marking (relies on EML)

- Connect to any election management system
- Output ballot in appropriate format, so it can be cast in appropriate format

Prevents voter errors

Using a computer system:

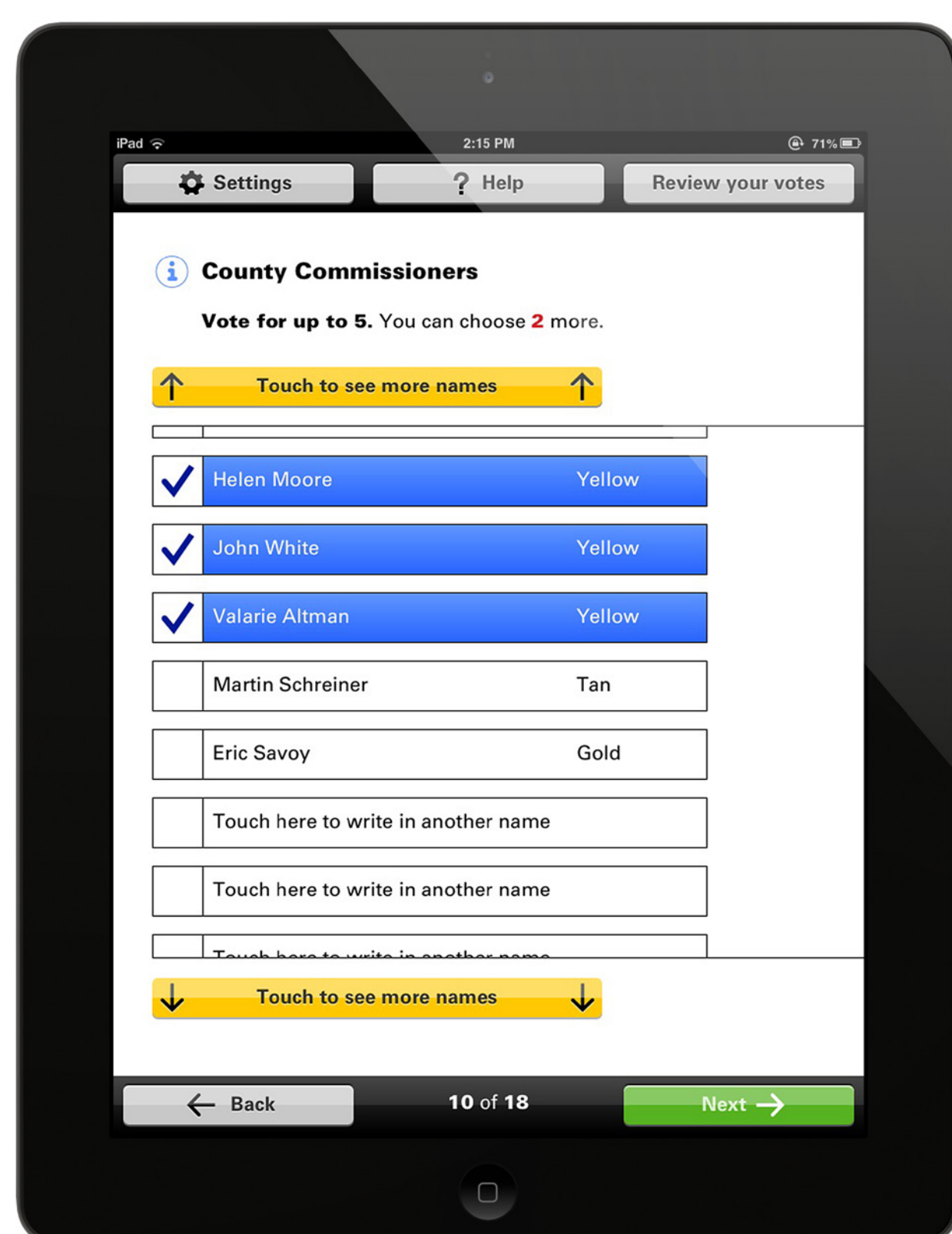
- helps error management for under/over votes
- helps with typed write-in
- helps voters see the impact of straight party voting

Can run on COTS devices

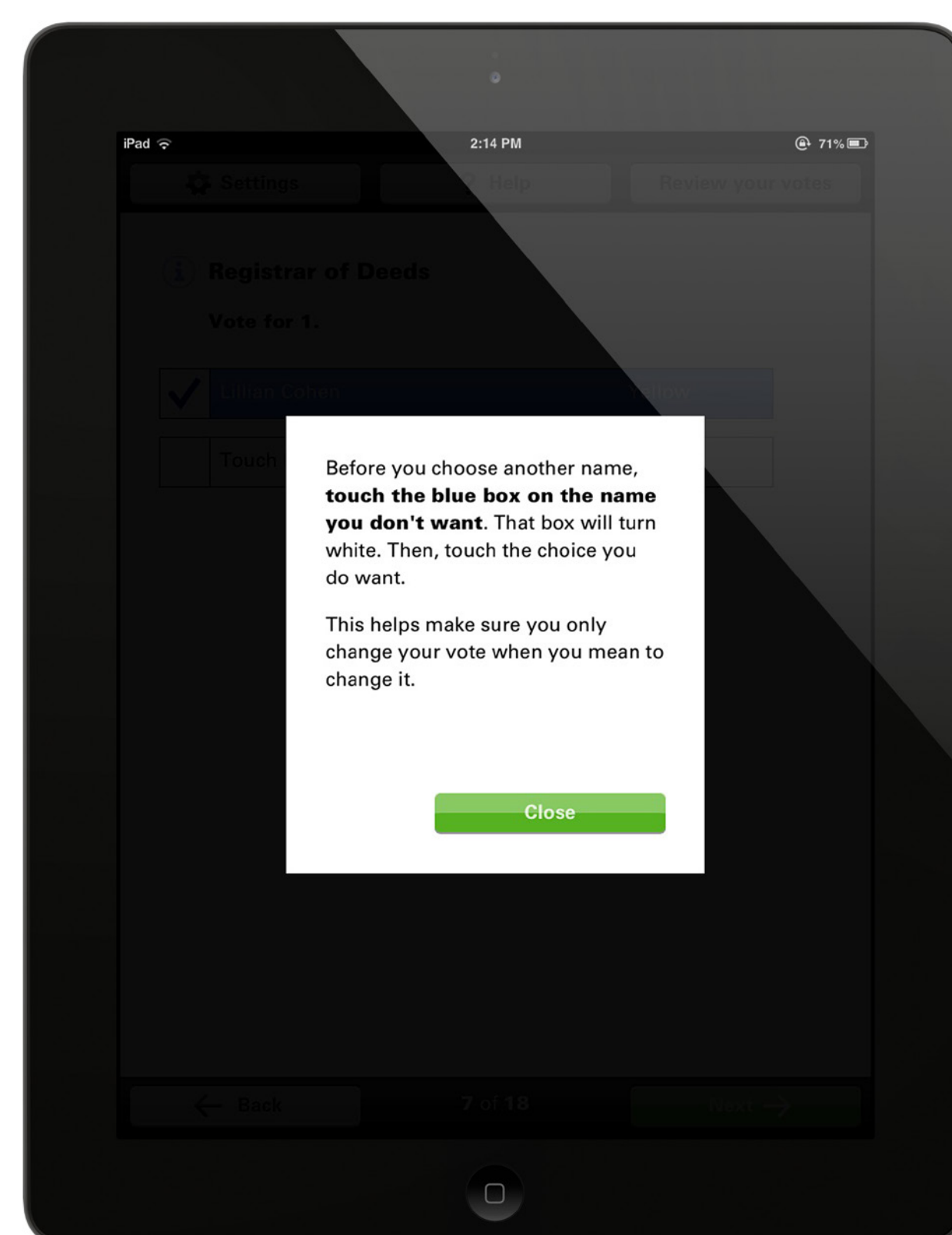
- More accessible (own pointer, own screen reader)
- Software independent

It's not "voting over the internet"

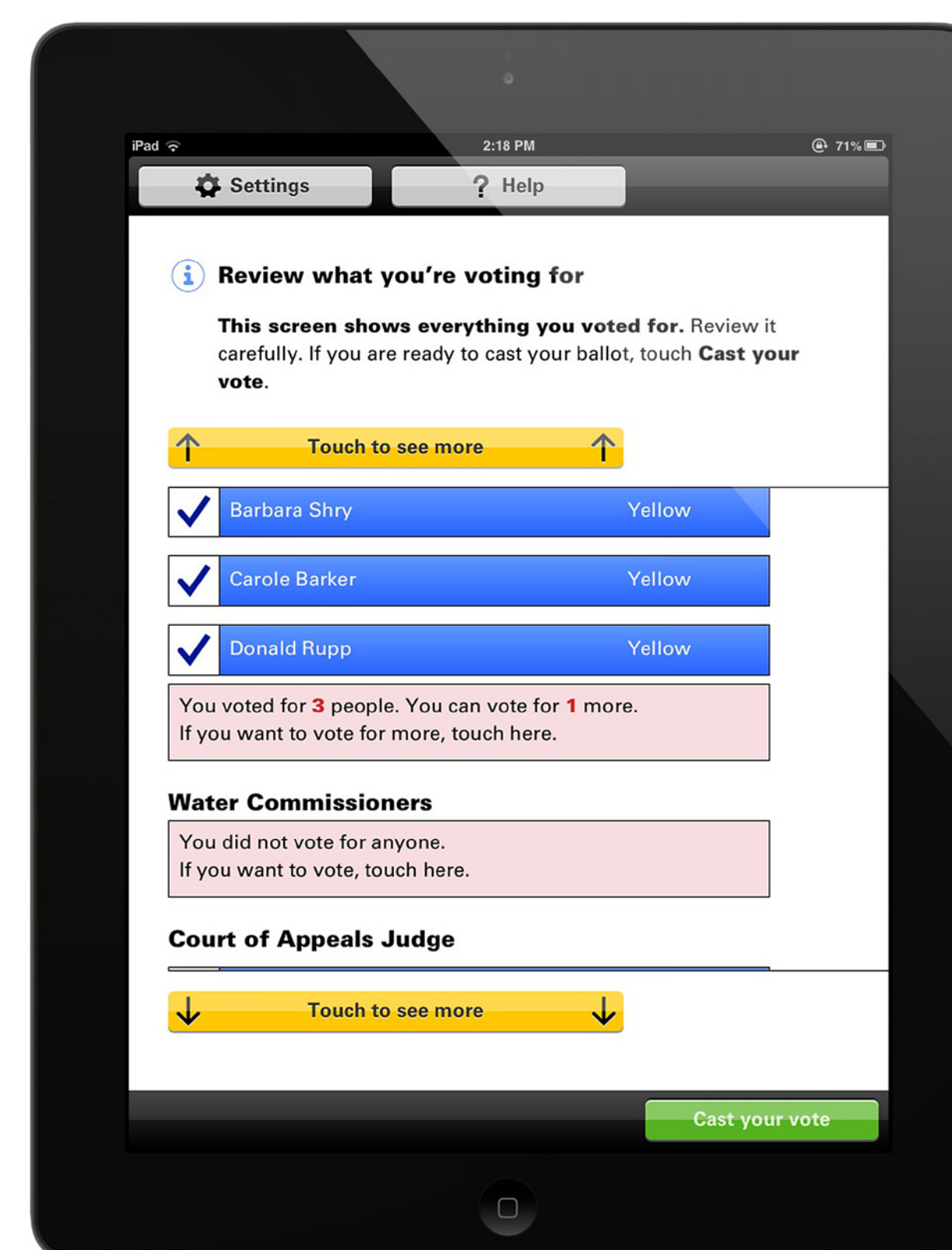
- Assume an appropriate 'elections system'
- Can produce printed ballot to cast
- All logic is local, so if the ballot is downloaded, no trips to server



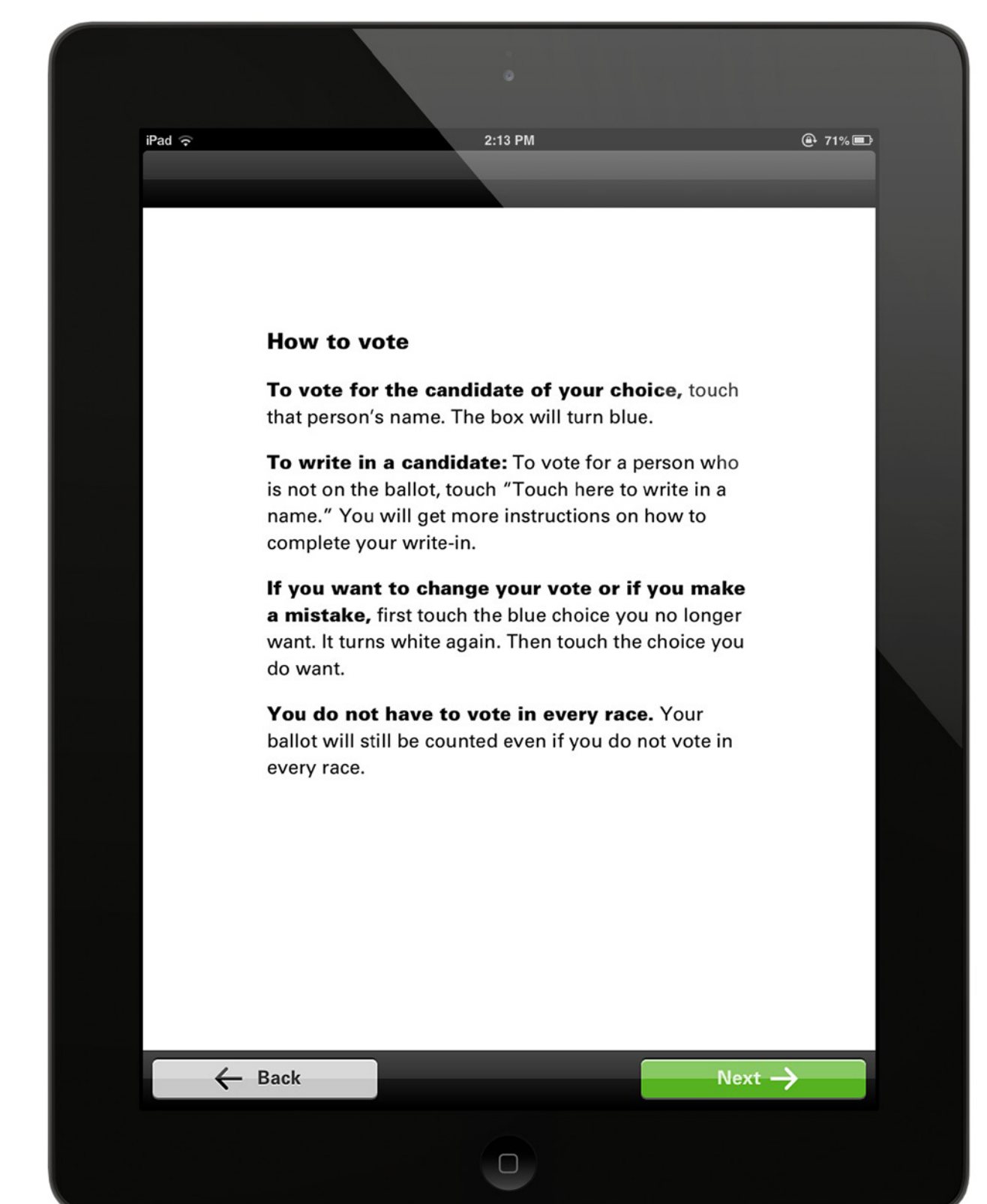
Multiple-selection contest screen.



Pop-up alert screen to prevent over-voting.



Vote review screen.



Final confirmation screen.

A ballot interface design brought to you by Oxide Design Co, CivicDesigning.org, and the University of Baltimore with funding from ITIF through the Election Assistance Commission's Accessible Voting Technology Initiative.