



A Large-Scale Mixed-Methods Analysis of Blind and Low-vision Research in ACM and IEEE

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ASSETS '23, October 22-25, 2023, New York, NY, USA



Context

Field-, technology-, method-agnostic review

	All abilities (e.g., visual, hearing, motor, cognitive)	Blind and/or Low-vision (BLV) People
General	 Concept ¹ (e.g., accessibility)	
Focused	<i>Not identified</i>	 Goal/Task  Methods ²  Technology or Device ³

¹Mack et al. CHI'21; Sarsenbayeva et al. *International Journal of Human-Computer Studies* 2023

²Brulé et al. CHI'20

³Bhowmick and Hazarika *Journal on Multimodal User Interfaces* 2017

Context

Field-, technology-, method-agnostic review

RQ1

Research areas

RQ2

Communities of focus

RQ3

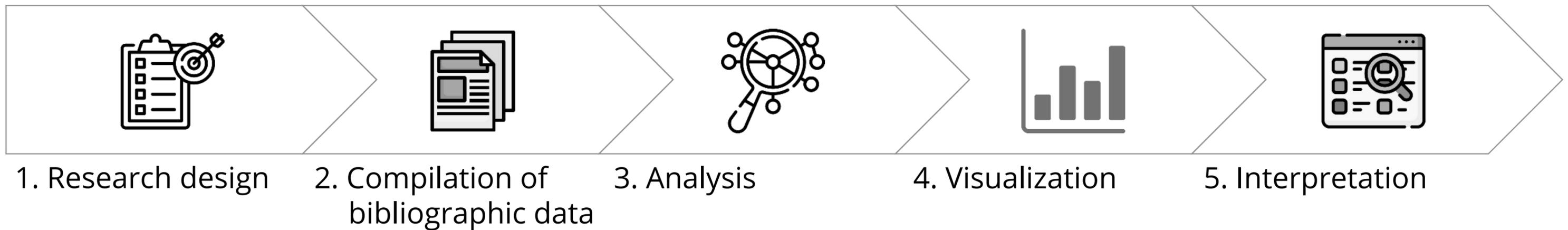
Technological trends*

RQ4

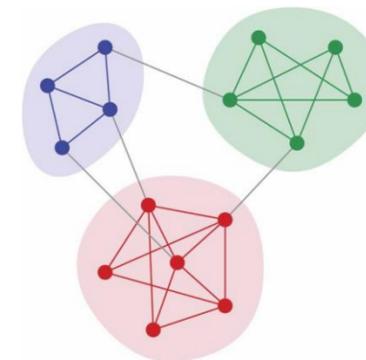
Interaction modalities

Methodology

Bibliometric Workflow



Science map:



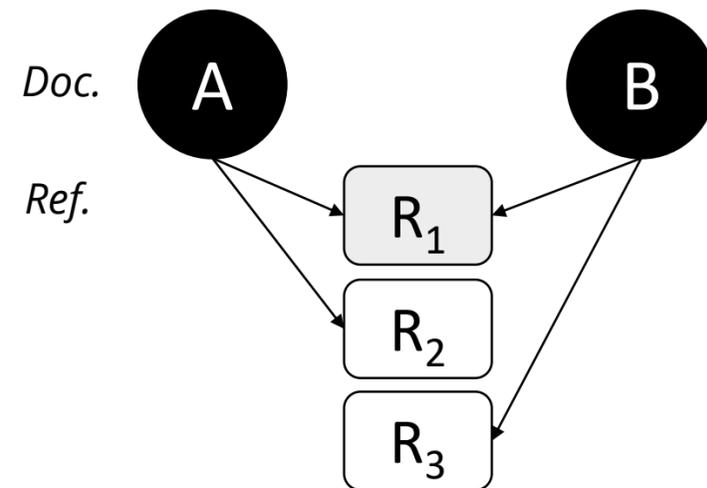
Methodology

Research design (1)

Quantitative

Bibliometric

Documents Bibliographic
Coupling Analysis (DBCA)



Programmatic

Frequency counting of
terms



Qualitative

Conceptual framework

Deductive and inductive

Facet	Category
Research Context	Issue addressed Contribution type
Delineating the Field of Research (RQ1)	Research area
Communities of Focus (RQ2)	Community of focus Age category
Technological Trends (RQ3)	Interactable computer system Technology Device
Interaction Modalities (RQ4)	Vision use strategy Input modality / Output modality

Methodology

Compilation of bibliographic data (2)

Search Terms*	Venue / Document Type	Period
blind low-vision deaf-blind with visual impairments blindness partially sighted partial vision visually impaired ... & people person user	ACM OR IEEE Conference proceedings OR journal articles	2010-2022 (inclusive)

3,378 papers with bibliographic references and # citations (incoming)
→ N=3,193 (after screening)

*Adapted primarily from Brulé et al. CHI'20; Mack et al. CHI'21; and inspired by Sharif et al. ASSETS'22. Simplified for clarity. Retrieved the 7th of April 2023.

Methodology

Analysis (3) & Visualization (4)

Input



N=3,193

with bibliographic references
and # citations (incoming)



N=880

with Title, Abstract and
Author Keywords (TAK)

Processing*

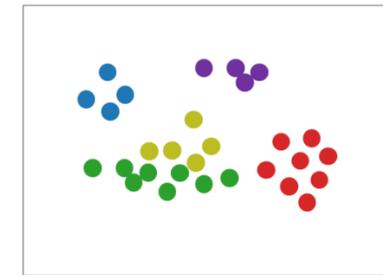
Bibliometric processing:

1. Filtering (norm. citation)
2. DBCA
3. Clustering

Programmatic processing:

1. Counting terms in TAK
2. Consolidation (manual)
3. Counting terms in TAK

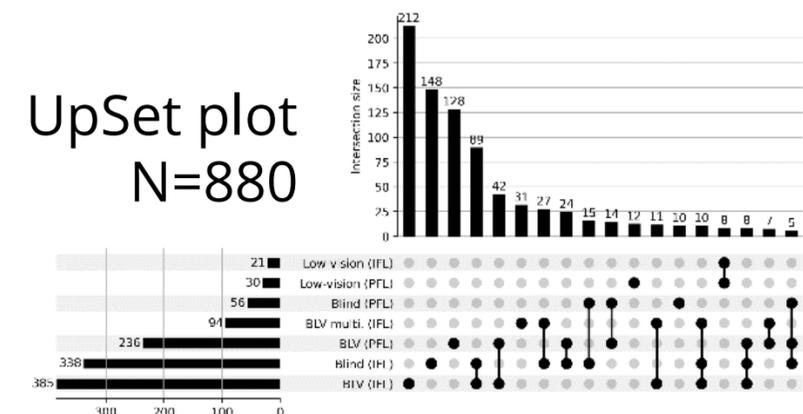
Visualization



Science map (VOS)
N=880

Rank	Cluster	Paper
1	1	Antol et al. <i>ICCV</i> 2015
1	2	Bigham et al. <i>UIST</i> 2010
...		

UpSet plot
N=880



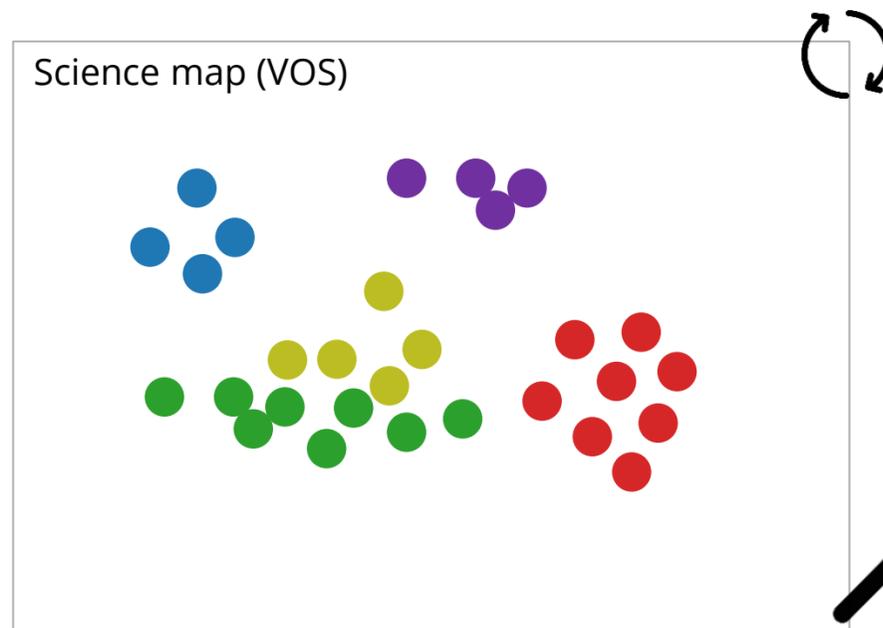
*Data cleaning details and tools are described in the paper

Methodology

Interpretation (5) – a two-level iterative analysis

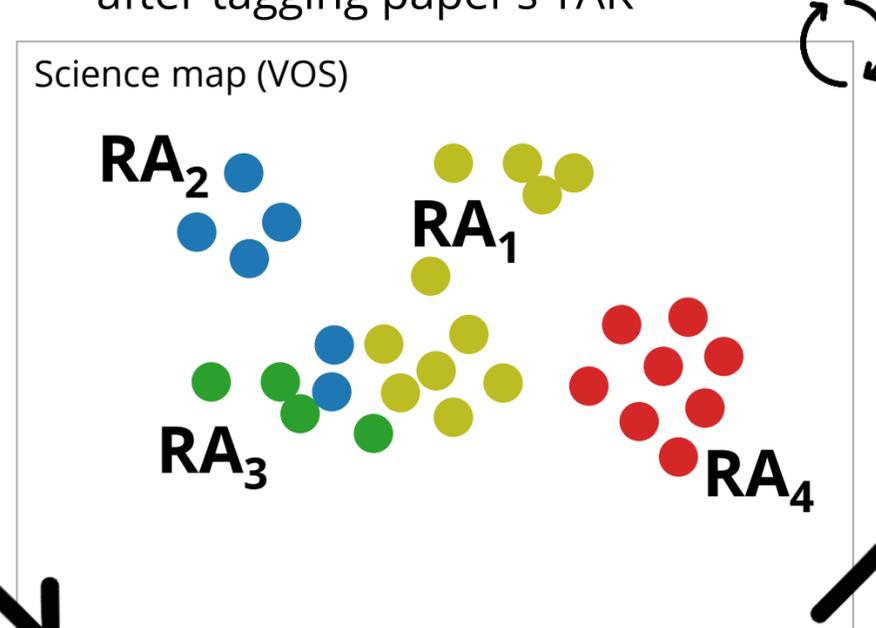
1) First-level Analysis (N=880)

a) **Five clusters** obtained after DBCA



Cluster	N=880 (%)
C _A	95 (10.8)
C _B	166 (22.4)
C _C	176 (20)
C _D	403 (45.6)
C _E	40 (4.5)

b) **Four research areas** obtained after tagging paper's TAK



Research Area	N=880 (%)
RA ₁	280 (31.8)
RA ₂	195 (22.2)
RA ₃	54 (6.1)
RA ₄	331 (37.6)
RA _{Other}	20 (2.3)

2) Second-level Analysis (N=100)

In-depth qualitative analysis based on our conceptual framework

Facet	Category
Research Context	Issue addressed Contribution type
Delineating the Field of Research (RQ1)	Research area
Communities of Focus (RQ2)	Community of focus Age category
Technological Trends (RQ3)	Interactable computer system Technology Device
Interaction Modalities (RQ4)	Vision use strategy Input modality / Output modality

N=100

32

22

6

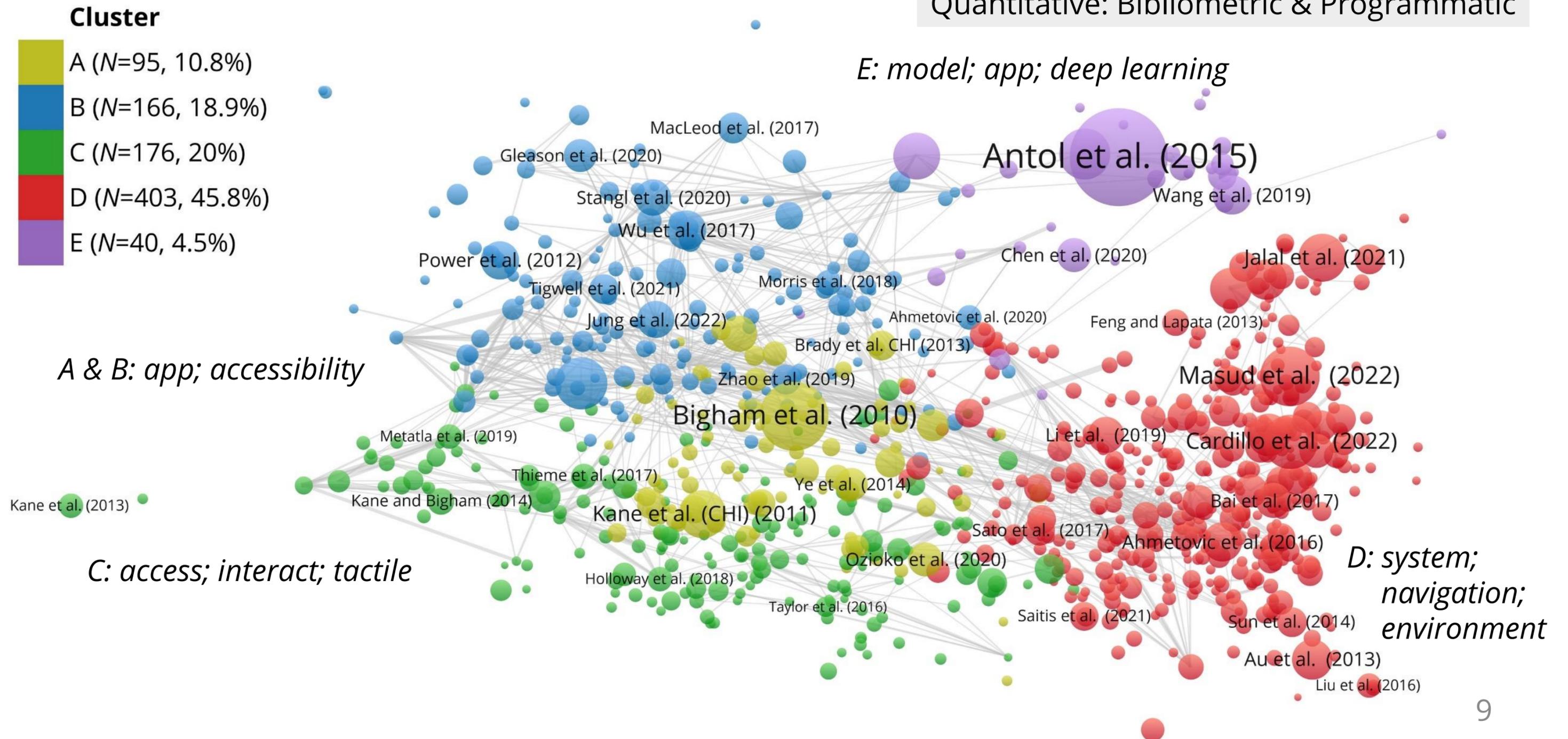
38

2

Results and Discussion

Delineating the Field of Research

Quantitative: Bibliometric & Programmatic



Results and Discussion

Delineating the Field of Research

Qualitative

BLV Research
(N=880)

Research Area	Accessibility at Home & on the Go (N=280, 31.8%)	Non-Visual Interaction (N=195, 22.2%)	Education (N=54, 6.1%)	Orientation & Mobility (N=331, 37.6%)
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Major Topics

- Visual Question Answering¹
- Visual media description²
- Assistive wearable and mobile technologies³

¹Antol et al. ICCV'15; Bigham et al. UIST'10; Brady et al. CSCW'13; Gurari et al. CPVR'18

²Gleason et al. CHI'20; Morris et al. CHI'16; Wu et al. CSCW'17; Stangl et al. CHI'20

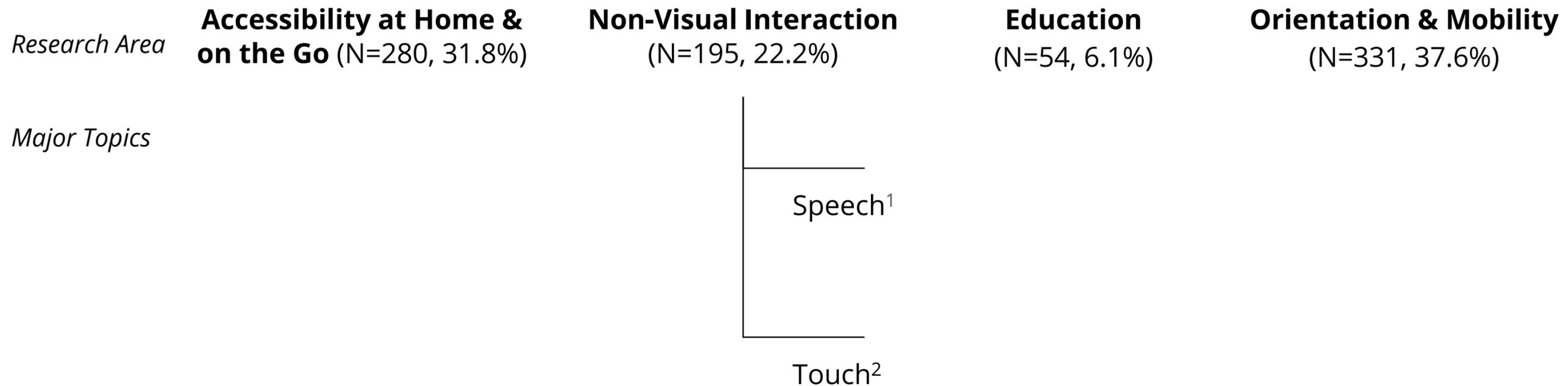
³Ahmetovic et al. CHI'20; Neto et al. IEEE THMS 2017

Results and Discussion

Delineating the Field of Research

Qualitative

BLV Research
(N=880)



¹Azenkot and Lee ASSETS'13; Branham and Roy ASSETS'19; Leporini et al. OzCHI'12; Pradhan et al. CHI'18

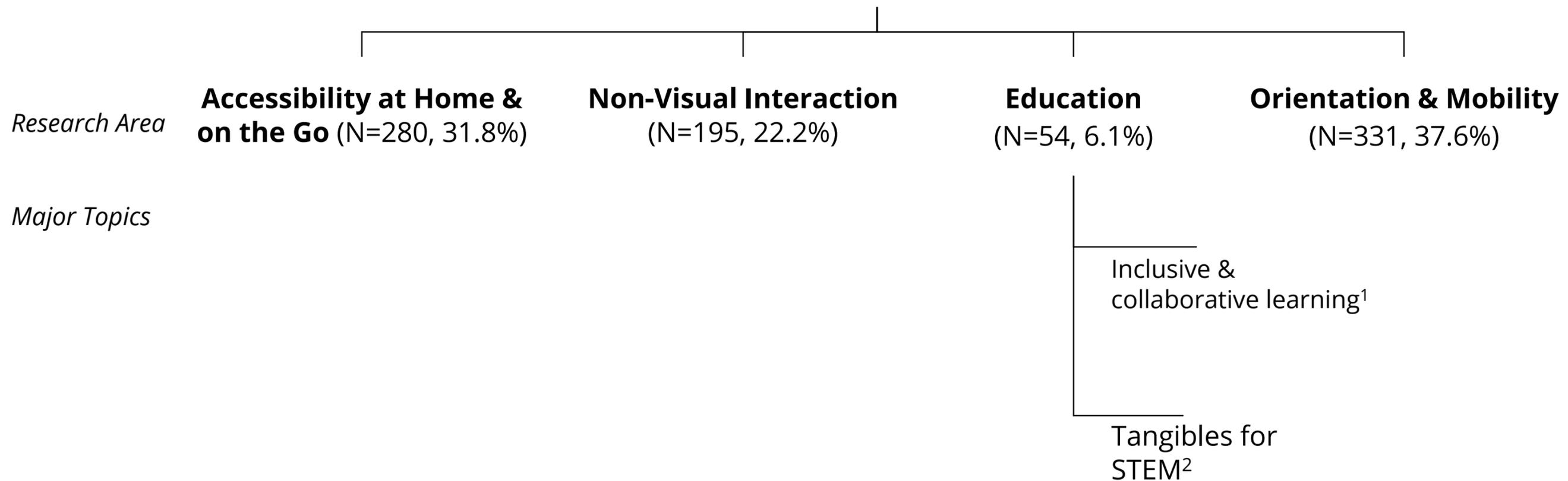
²Holloway et al. CHI'18; Kane et al. CHI'11; Oliveira et al. ASSETS'11; Ozioko et al. IEEE TNSRE 2020

Results and Discussion

Delineating the Field of Research

Qualitative

BLV Research
(N=880)



¹Brulé et al. CHI'16; Metatla et al. CHI'19 & 20; Thieme et al. DIS'17

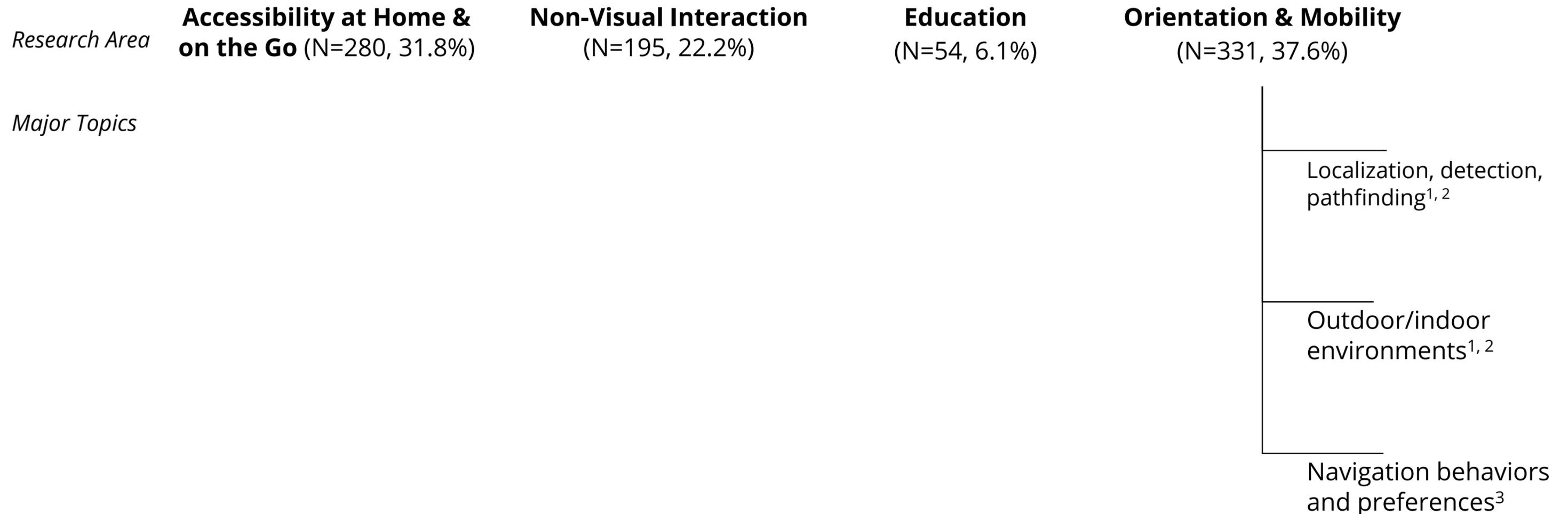
²Kane and Bigham SIGCSE'14; Koushik et al. CHI'19

Results and Discussion

Delineating the Field of Research

BLV Research
(N=880)

Qualitative



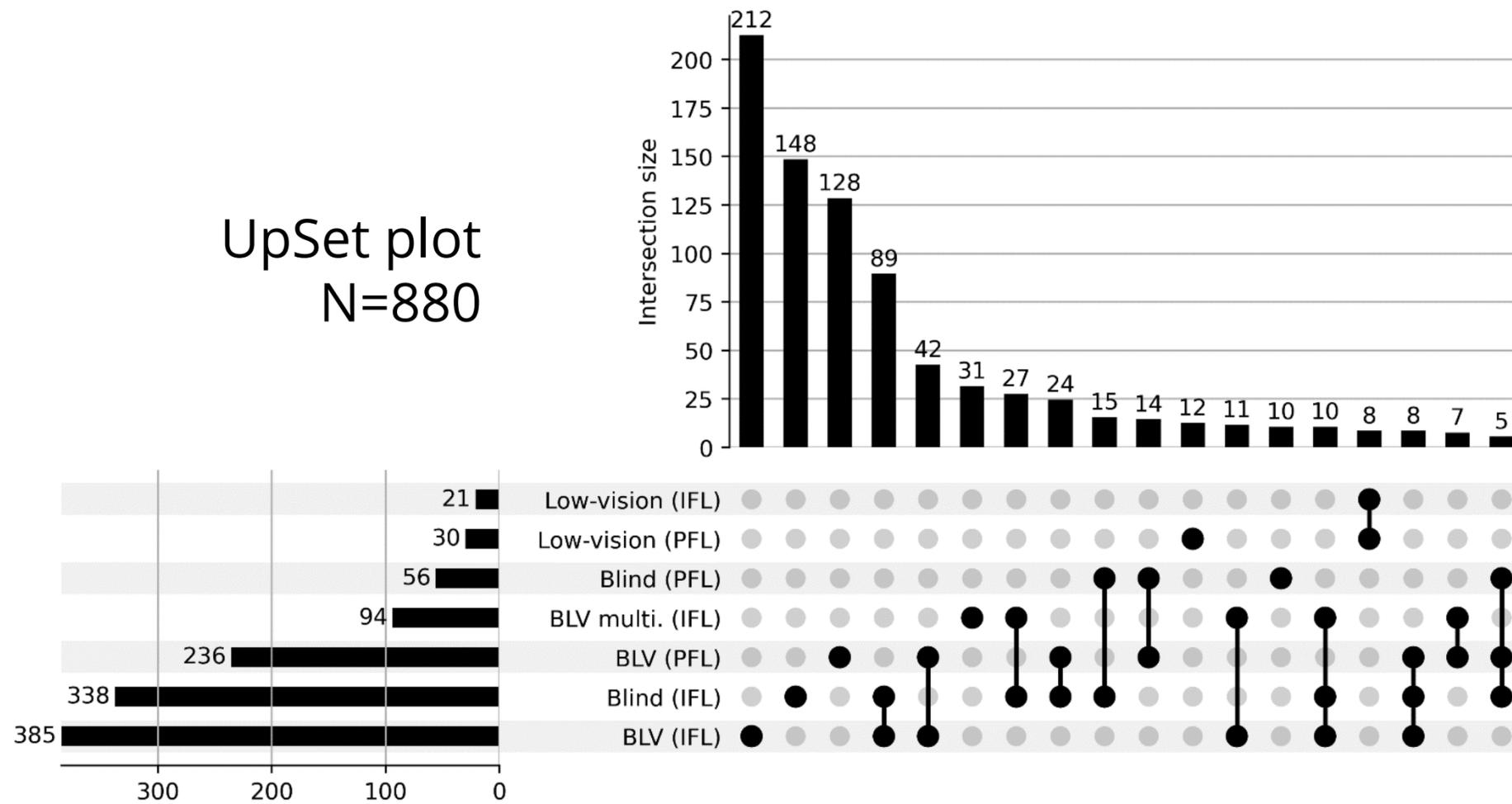
^{1, 2}Ahmetovic et al. MobileHCI'16; Au et al. IEEE TMC 2013; Bai et al. IEEE TMC 2017; Sato et al. ASSETS'17

³Azenkot et al. CHI'11; Colley et al. CHI'20; Williams et al., ASSETS'13 & 14

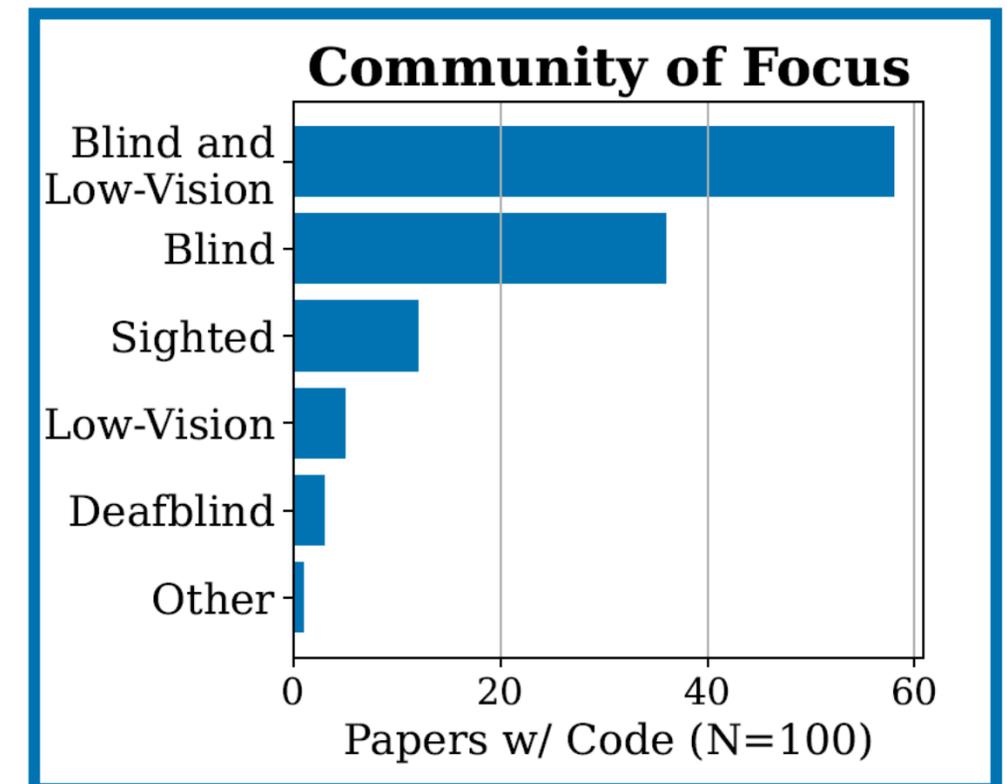
Results and Discussion

Communities of Focus

Quantitative: Programmatic



Qualitative



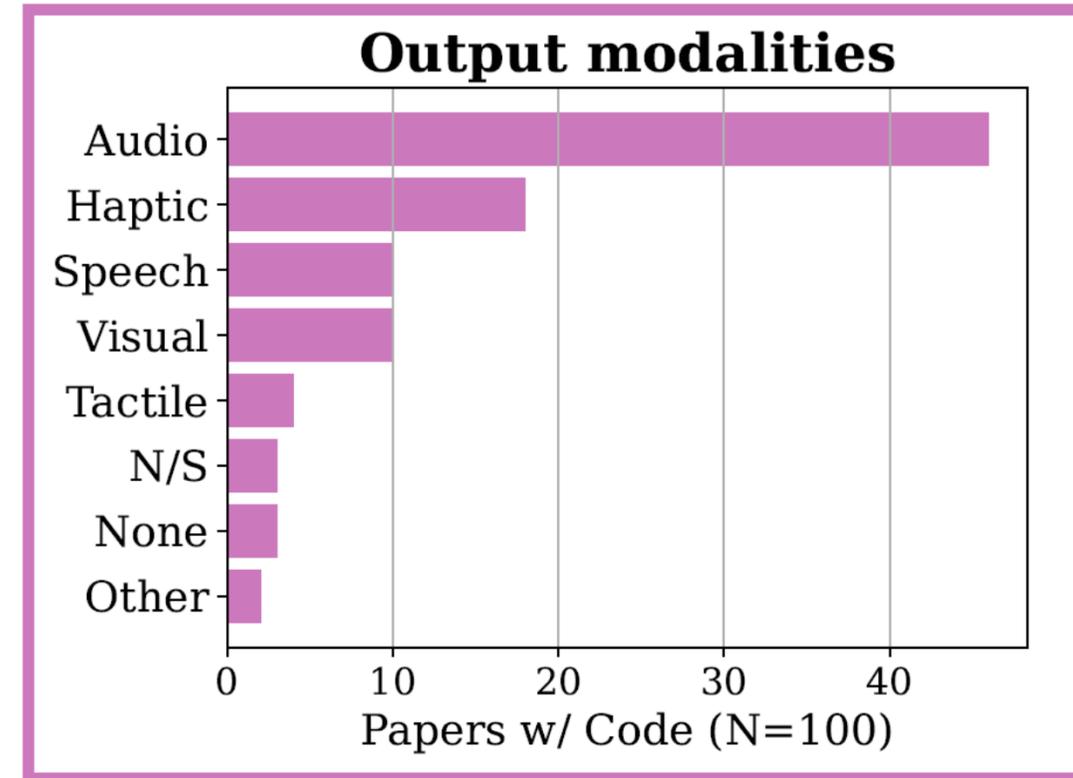
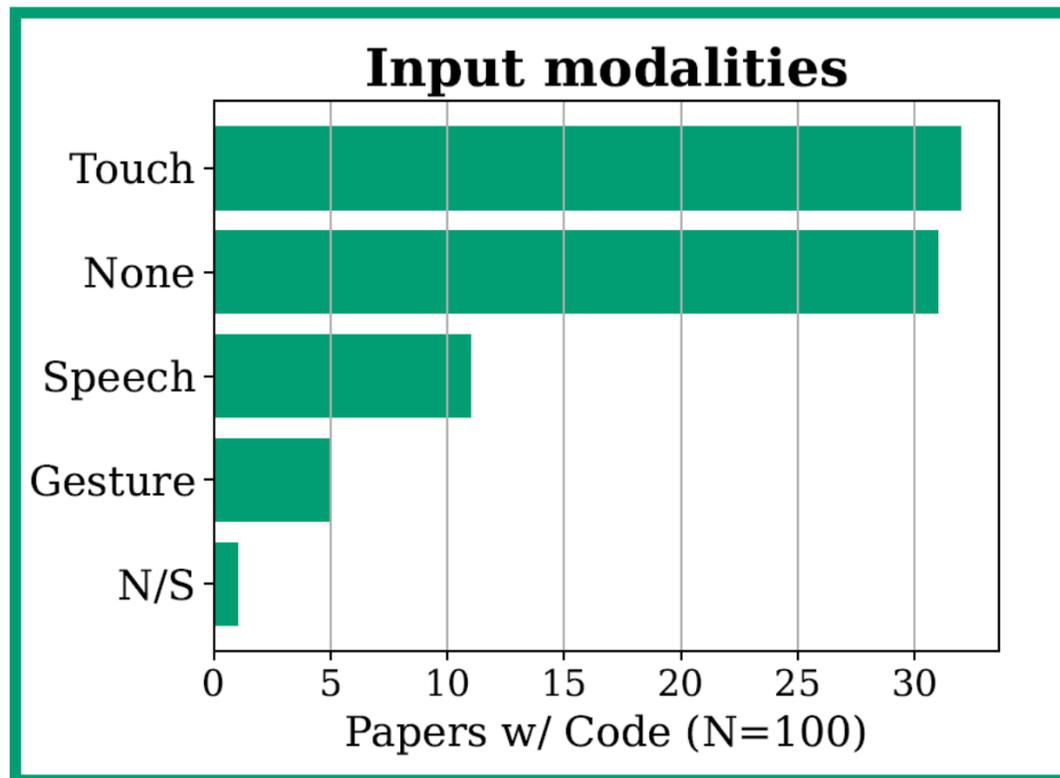
IFL: identity-first language
PFL: person-first language

→ Reporting participants' visual abilities

Results and Discussion

Interaction Modalities

Qualitative



- Use of residual vision
- Provide more control to users

Conclusion

- Delineation of the most prominent research areas related to BLV across ACM and IEEE
- An evidence-based discussion of current gaps and opportunities for future work
- Open-source programmatic analysis to support our two-level analysis



Thank you

<https://github.com/human-ist/BLV-research-analysis>



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