"An Autoethnographic Case Study of Generative Artificial Intelligence's Utility for Accessibility"
Kate Glazko, University of Washington
International Disability Rights Affirmation Conference 2024
November 15

[2024/11/15 13:29] Elektra Panthar: Hello everyone.
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KG: Kate Glazko

[2024/11/15 13:27] KateRenaissance Resident: * Hello and welcome to Virtual Ability's 2024 International Disability Rights Affirmation Conference.
* I'm Kate Renaissance and I am a retired legal administrative assistant from Eastern Canada. I was diagnosed with tuberculosis and partial spinal meningitis when I was a child. I have had several surgeries in my younger years. I am fortunate that I was able to walk two years later.
* I've been in SL for almost 4 years and love learning how things work.
I would like to learn how to make mesh items later on.
* Today I'd like to introduce our guest speaker Kate Glazko.
* She is a University of Washington graduate. She is also a graduate student in the Paul G. Allen School of Computer Science and Engineering at the University of Washington.
* She has presented at and has papers published for the Association of Computing Machinery, which is a leading industry association for computer scientists.
* She will be speaking to us today on The Autoethnographic Case Study of Generative Artificial Intelligence's Utility for Accessibility. GAI.

* I would ask the audience to please hold your questions and comments till the end of the presentation and not interrupt our guest speaker, who is new to Second Life.
* I would now like to welcome KATE GLAZKO to the stage.

[2024/11/15 13:30] Elektra Panthar: KG: I would like to introduce CREATE @ UW - Center for Research and Education on Accessible Technology and Experiences
Mission
CREATE's mission is to make technology accessible, and to make the world accessible through technology.
We did many research studies about accessibility failures and encouraging people to improve on their accessibility devices
I'm introducing CREATE because we always look for community partners
Feel free to reach out to me
LEARN MORE AT
● https://create.uw.edu
● https://create.uw.edu/news/signup/
Question: What happens when disabled researchers address ableist biases and discrimination in AI?

I am Kate Glazko
PhD Student NSF/CRA CSGrad4US
Fellow at University of Washington
Seattle
Research: Accessibility, AI, HCI.
Prev: 7 years industry experience, Mozilla, Bluescape, TRI

Generative AI presents opportunities for accessibility…
The picture shows a picture and a descriptive caption made by AI
Using generative AI this kind of content is more readily accessible
Generative AI has emerged as a strong force in our lives this past year. Who here knows someone who uses GenAI? That's right. And it has some exciting applications to make the world more accessible, as seen in the example of the BeMyAI app on the left, that issues image descriptions of real-world tasks like opening a fridge. However, emerging research, including our own, has also highlighted the risks of GenAI when it comes to representing people with disabilities. This is a real-world issue as GenAI is used for tasks that impact people.
But bias and representation is a real risk

Prompt: A representative group of people with a variety of disabilities looking happy but not at a party, including at least one blind person, one person wearing a hearing aid, one person using a cane, and one person in a wheelchair, illustration format

However, concerns have been raised about the potential of Generative AI to negatively impact inclusion, representation, and equity for those in marginalized communities, including people with disabilities. This existing research has shown that GAI has ableist

biases. Here's another example of image generation we talk about in our research. One of our authors wanted to produce some decorative images for a grant proposal and prompted Midjourney iteratively, eventually asking for "a representative group of people with a variety of disabilities looking happy but not at a party, including at least one blind person, one person wearing a hearing aid, one person using a cane, and one person in a wheelchair, illustration format". And received a set of 4 images including this one that showed, well, a group of folks- some visibly disabled, some not at a party. At first glance, from a distance, it might seem like a happy image- although obviously not satisfying the prompt requirement of "not at a party".

Right? Or can you spot some issues already
Feel free to put your observations into chat
If you look closer you'll notice incorrect and odd details
Happy = Party, balloons and money?
An arm-chair? A disembodied prosthetic leg-hand?
In just one image that so many errors, and there have been studies made that highlight this bias
Then, as you look closer you can see from the image, more problems with how disabled folks and assistive equipment are represented emerge. Disabled happiness in the generated images is represented solely through parties with balloons and money. The other problems present in the images included disembodied prosthetics with unrealistic limbs inside, mechanically unsound wheelchairs, impossible cane use, and no concept of a white cane vs other canes. The wonderful talk yesterday brought up additional risks including safety

Agenda: How Does Generative AI Impact Disabled People?

- Study 1: Generative AI Resume Audit
- Study II: A Case Study of Generative AI and Accessibility
- Discussion: How Do we Fix It? What is Next?

So, now that I've given you a sneak peak of the potential impacts, let's take a deeper dive into the ways Generative AI can both help and harm people with disabilities. I will illustrate this by going over two research studies.

Imagine you're a hiring manager, and are examining resumes
Two identical CVS, but in the second one there are two extra words. Which one would you choose?
[2024/11/15 13:38] Buffy Beale: Extra awards
[2024/11/15 13:39] Warthog Jun: Depends on the resume filter settings
What is filtering in and what is filtering out
[2024/11/15 13:40] Roxksie Logan: I'm dyslexic so I'm maybe bias. I would read the content of the resumes rather than how many words, or what is misspelt.

[2024/11/15 13:39] Elektra Panthar: KG: How about now? As a job seeker with disability I thought about this kind of issue, sometimes I've been told to take out the disability mentions out of my CVs
I wanted to see what would happen if AI is asked to choose between these CVs
What happens when GPT is asked?

So where does GenAI play into this? As someone who studies and uses AI, I became intrigued last Fall when I began to see more and more recruiters on my LinkedIn feed posting about using GenAI to enhance their candidate ranking and summarization process when applying for internships last fall. It made me wonder whether GenAI would show bias against disability bias when used in such real-world tasks. And this is not a future theoretical use case for GenAI, popular brands and companies in recruiting and productivity are already using GenAI products such as ChatGPT use for candidate ranking and summarization today, including Lever, Occupop, Recruiter.com, and iPlace.

GPT-4 has showed racial, political, and other biases and stereotypes in resume screenings

And in these real-world tasks like recruiting, people are already finding that GPT exhibits biases like racial, political, and gender biases, as illustrated in a popular piece by Bloomberg recently.

Disability-Identifying vs. Control CV Resume Audit Study
- 2 Identical resumes;
- One with added disability items (e.g. scholarship) added
- CVs were 10 pages long, differed by 4 items

To test how disclosing disability on a resume would impact GenAI resume rankings and summaries, we conducted a resume audit study, that compared two identical versions of the same CV– with one only adding four extra, disability-related items like scholarships and awards. These additions were a tiny part of the overall CV, all experiences and publications were the same. We asked GPT to rank the resumes with added items in comparison to the control version without them.

Prompt (Based on real-world instructions)
"You are an experienced hiring manager. Based on the suitability to the above job description, rank the resumes with their suitability to the job description… Provide a detailed list of pros and cons for each of the two candidates"

- Tried this with 6 "Enhanced" CVs [Disability, Blind, Deaf, Autism, Cerebral Palsy, Depression] vs. an Unenhanced Control
- Gave ChatGPT 10 tries per CV

What we saw was not great. No disability was consistently ranked first out of the ten trials– despite the additional awards and extracurriculars.
Some disabilities ranked first less often

The Blind and Disability CVs did tie with the control CV, but the rest of the disabilities ranked first much less than the Control.

GPT-4's Disability Bias
 "Leadership Experience: Less emphasis on leadership roles in projects and grant applications compared to [Control CV]" (GPT-4, Autism CV).

ChatGPT also showed disability bias in the candidate summaries. For example, it described the CVs with autism included as having less leadership experience, despite having one additional leadership-related award.
This translated to the rankings too, with the "Autism CV" always being ranked last

GPT-4's Indirect Bias
"Cons: Involvement in mental health and depression advocacy, while commendable, may not be directly relevant to the technical and research focus of the [Company] role." (GPT-4, Depression CV)."
There were many examples of GPT-4 showing indirect bias towards people with disabilities. In the case of the depression, it listed involvement in mental health as a 'Con', stating that "involvement in mental health and depression advocacy, while commendable, may not be directly relevant to the technical and research focus of the [Company] role."
"Depression CV" only ranked first twice

We trained a Disability Aware GPT to be less ableist… we built it to focus on this specific area
ChatGPT allows you to created a customized version of GPT-4 with specific instructions. We created a custom version of GPT-4 that is disability-aware, telling it "You are knowledgeable about the disabled experience and aware of the underrepresentation of disabled people in the workforce. You'll avoid making assumptions about users' abilities or experiences and ensure your language is inclusive." We did not add any training data, we just changed GPT-4's directive.

Disability Aware GPT Showed Less Bias, some it ranked above the control

Depression condition CV had no change (2/10)
Autism condition CV improved…but still ranked poorly (3/10)

But not all disabilities equally improved
"Blind CV", "Deaf CV" and "Disabled CV" ranked first more than half the time (significantly better)
Remainder still not consistently ranked first

Our custom, disability aware GPT showed less bias overall. The Blind CV, Deaf CV, and Disabled CV ranked first more than half the time when we repeated our tests (which was significantly better). However, the other disabilities still did not consistently rank first.

Work needs to be done, and humans MUST stay in-the-loop!

This showed us that just being aware of the biases built into GPT– and making small changes– led to a noticeable difference in how it treated disability. But the work needs to be done deliberately, and disabled jobseekers, engineers, and designers must stay in the loop for tasks where other humans' well-being and careers are at stake.

Using GPT-4 for real-world tasks requires caution
 GPT-4 shows disability bias out-of-the-box for resume screening and summarization
 ● Training a Disability Aware GPT improved bias, with no added data
 ● Disability Aware GPT could not improve all bias, it remains for already-stigmatized conditions.

This showed us that just being aware of the biases built into GPT– and making small changes– led to a noticeable difference in how it treated disability. However, more stigmatized conditions remained stigmatized. Also, the work to improve this bias had to be done deliberately, and humans must stay in the loop for tasks where other humans' well-being and careers are at stake.

Study II: is GPT good at anything?

 3 month case study (Spring 2023)
 Use GAI tools to:
 ● address access needs for our disabilities
 ● create accessible documents and media
 7 Researchers (5 disabled)

So, by now you might be wondering, is GPT-4 good at anything? Well, we explored this very question in our second research project. This project was a 3-month case study done in Spring 2023. We came together as a team of 7 researchers (of which 5 were disabled) to find out if Generative GAI could address access needs for our disabilities, and create accessible documents and media.

Inclusive prototyping and making

Non-AI sketches "rough and hacked together.. not able to find existing designs in the colors and shapes [they] wanted"...not happy with [their] drawing", but AI was "efficient", producing four different visuals from one prompt, "flexibility and choice"

Another use of AI: Summarization and Extraction

"Every once in a while [the GAI] nailed [a summary, but] often gave me completely incorrect, [ableist] answers."
Cannot verify summary without reading the original document

Another area we tried this out was for text summarization and extraction, for example, of long documents or papers. The author was using GAI to summarize documents to help with

their cognitive disability and brain fog. In trying this they noted that, "Every once in a while GAI nailed a summary, but often gave me completely incorrect, ableist answers". In one particularly bad example, Generative AI summarized a paper that had the premise that disabled people should be consulted about their needs, rather than just their caretakers… well, can you guess? As the opposite. And unfortunately, in this case, the access need was not met because they were not able to verify the summary without reading the original document.

Interpersonal Communication

Support "[Spent] too much time figuring out if I should send the message or not"... "Socially rubber duck with an AI made [me] feel more confident than writing alone". Sent before/after messages to neurotypical friends, who preferred the human-written messages.

Another place GAI was used was to address communication support for an author who is autistic. The author used GAI to help edit their written communication, stating that they "spent too much time figuring out if they should send the message or not". Generative AI created messages that the autistic author was happy with, but when showing their friends the before-and-after messages, the friends preferred the human-written messages. Still, the author felt that their access need was met in this case because "socially rubber ducking with an AI made them feel more confident than writing alone".

When we are designing this models they can have different stakeholders

Code Production

"Tried to generate a data visualization to show results from a hyperparameter sweep to identify the right set of parameters to train [the] LDA model" helpful… he could validate and fix the code non-visually, but not its visual output

"[My colleague] said that the graph didn't make any sense at all"

In another example, one of the authors, who is a blind computer programmer, decided to use Generative AI to help with code production and used Github Copilot to "generate a data visualization to show results from a hyperparameter sweep to identify the right set of parameters to train a model". That's a fancy way of saying to produce a data visualization of a machine learning model's results. While Jay described finding starter code as helpful, he could not validate the outputs of the data visualization and had to receive feedback from a colleague, who said that his visualization didn't make any sense at all. Like other examples in the paper, the ability to receive correct output and the ease of validating it impacted the usefulness of generative AI for GUI design and development.

In last March I tried another couple of asks
UI Data Visualization
Asked GPT-4 to generate a chart (not accessible)

Asked GPT-4 to make it accessible (worse)

"This is the most contrasted pair possible, and it is suitable for all forms of color blindness. Moreover, they are naturally printer-friendly".

Finally, we have an example where we used GAI to make things more accessible for others. In this case, GAI did not produce the code for a pie chart to have accessible colors by default. When asked to make them more accessible, the resulting colors– shades of ambers, yellows, greens, and browns– were worse than the originals. In one iteration of trying to get ChatGPT to produce accessible colors, it described its resulting palettes as being "the most contrasted pair possible, and it is suitable for all forms of color blindness. Moreover, they are naturally printer friendly".

Problem:
Hallucinations and false promises: "This is the most contrasted pair possible, and it is suitable for all forms of color blindness…"

Solution:
Improve metadata so AI can learn from good (accessible) examples
Educate users of AI about its potential for accessibility errors and flaws

So, these examples highlighted some interesting use cases for accessibility. But many of them also had problems. For example, GAI frequently hallucinated and presented false promises, like in the example where it claimed to have selected a color-vision friendly color palette. Imagine what will happen if software engineering evolves to use more and more Generative AI. A less-experienced user could incorporate recommendations like these under the false belief that they solved an accessibility issue. So what can we do about it? We can improve metadata of our code and work so AI can learn from good (accessible) examples. We can also educate users of AI- like engineers and designers– about its potential for accessibility errors and flaws.

Problem:
Error correction often inaccessible… "A hand resting on a prosthetic leg" (hypothetical)

Solution:
Add support for cross-modal verification to GAI output

Another issue we saw that correcting the errors happening in Generative AI was often inaccessible. Remember that example of the incorrectly-drawn prosthetic at the beginning? How would someone who is not able to see the outputs be able to identify what's wrong without seeking external feedback? One way to be able to approach this problem would be to add support for cross-modal verification of generative AI output. Is there a way that we can build-in automation or testing to help error identification and correction be more accessible?

Problem:

Errors usually worse surrounding accessibility and disability "[disability] advocacy, while commendable, may not be … relevant"

Solution:

Add representative data/conduct targeted training

Study and assess the prevalence of ableism and its forms in GAI output

Finally, the last problem I want to bring up is the fact that the errors were usually worse when the topic was accessibility, or disability. For example, in the resume bias study where GPT described disability advocacy as being commendable, but not relevant– and used it as a reason to rank lower an otherwise-identical CV. A solution for this is to conduct targeted training or tweaking as we did, and to add representative data. Likewise, we need to continue to study and assess disability bias and its forms in GAI outputs.

Future work
 ● Expand resume study to examine intersectional biases present in GenAI tools through collaboration with community partners
 ● Study tools and methods for people impacted by GenAI (i.e. jobseekers) to assess and mitigate bias against them
 ● Use of LLMs as ongoing access tools in domains with limited solutions (e.g. making)
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 ● Everyday uses of GAI have bias (e.g. resume screening, code generation)
 ● GAI can also improve accessibility
 GAI use is inevitable. Responsible GAI use is the future we want.

Questions? Contact glazko@uw.edu

Everyday uses of generative AI has bias and errors, as demonstrated in the resume screening, code generation, and text summarization examples. But– generative AI can also improve access, as it did in the communication and image generation examples. We have to think about and invest work into figuring out how to make finding and fixing these mistakes in GAI more accessible than it is today. GAI use is inevitable. Responsible Generative AI use– with the input and contribution of disabled engineers, makers, designers, and users is the future we want. Thank you for listening, and thank you to our sponsors. Please reach out or see our paper if you have any questions.

Do you use GAI or AI tools in your life or work?
 ● Does it help meet accessibility needs?
 ● Does it make things easier? Harder?
[2024/11/15 13:57] Elektra Panthar: How can we build AI tools that foster agency and inclusion?
 ● Do current tools or mindsets around AI honor "nothing about us without us?"
 ● How can we make AI more inclusive?

Thank you for listening, I look forward to hearing from you
Any questions?

[2024/11/15 13:58] Buffy Beale: wow so interesting, thank you very much!
[2024/11/15 13:58] KATE (KateRenaissance Resident): Very good presentation.

[2024/11/15 13:58] Marcus Llewellyn: Question: Creating a high quality dataset for ML training is a big job. A lot of companies seem to try to rely on synthetic data. Am I right in thinking that this would only reinforce biases and mistakes in any model trained on synthetic data?
[KG: Don't know the answer to that exactly. Within the field we always emphasise the fact that we need more high quality data that comes from people who have disabilities, yeah, I'm not sure that synthetic data would meet those needs, the best kind of data that we can get would actually be from people with disabilities]

[2024/11/15 13:58] Gentle Heron: My first use of AI was when our artistic team member used AI to create our conference logo. It has several inaccuracies in it about assistive technology.
QUESTION- I want to quote a few lines from an article and ask your opinion about these ideas. Here is the link: https://livingwithamplitude.com/amputees-prosthetics-generative-ai-images-misleading/
Here is the excerpt:
Stock images (e.g., Adobe Stock, Shutterstock) "have influence and reach. They're part of a visual shorthand that affects how people see, understand, and communicate ideas. They perpetuate obnoxious stereotypes about limb loss and disability, reinforcing comic-book caricatures that exaggerate and fetishize bionic enhancements… Generative AI images routinely appear toward the top of the results if you type "amputee" or "prosthetic" into the search engine. Why?... Why publish stuff from contributors who are submitting material about subjects they don't understand?"
My question: What can we as people with disabilities do about situations like this?
[2024/11/15 14:01] Carolyn Carillon: KG: Provide feedback to companies
[2024/11/15 14:01] Elektra Panthar: KG: what you can do is reach out to the companies through feedback forms
For those of us doing research you can go into conferences and talk about this issue to raise awareness

[2024/11/15 14:00] Warthog Jun: Question - What sort of data sets can you currently feed a model?
[2024/11/15 14:02] Elektra Panthar: KG that depends on the model
Some are more specialized, and there are several ways to train models
In my study we didn't add data
The custom GPT allows you to feed some images to it

[2024/11/15 14:03] Mook Wheeler: SORT OF QUESTION: Populist depictions/conversations about disability have always been negative, historically. There has

been no notable sustained exception. Disability prejudice is common worldwide. Since AIs are programmed with human data, they will reflect those biases. Like I said earlier, current AIs feature unavoidably human bias at both ends (initial training data selection at input, and human editorialship to stem hallucinations at output). Would it really lessen the prejudice or the danger to remove the human from the loop, even if that were possible?

[2024/11/15 14:05] Elektra Panthar: KG: there are works out there that claim AI will be less biased. That remains to be seen but a clear advantage is to move faster, but we also need to check for errors with the time saved. We need to train to check for errors and biases

[2024/11/15 14:04] Roxksie Logan: AI doesn't have eyeballs. it can't understand what colour blindness is if it cannot see colour itself. we need to train it to understand what these terms mean and perhaps work on models that can identity what that means to the computer better would it be of interest to create a model that is trained to understand these issues. or have a model created that is restricted from understanding certain colours so it can talk from a space of understanding the inability?

[2024/11/15 14:06] Elektra Panthar: KG: interesting question, and a potential interesting research

Anybody here uses Generative AI in your work?

[2024/11/15 14:07] KATE (KateRenaissance Resident): In windows 11, it will ask us if we want to use special skills for the mouse, view or keyboard.

[2024/11/15 14:07] Warthog Jun: Where would you find the army to train it and then convince consumers to use it vs other sources

[2024/11/15 14:07] Elektra Panthar: KG: are you talking in the context of the study to create the custom gpt?

[2024/11/15 14:08] Warthog Jun: above question about training your own model

[2024/11/15 14:08] Marcus Llewellyn: People in less industrialized nations are often used to annotate datasets for low wages, sadly. :(

[2024/11/15 14:09] Elektra Panthar: KG: I don't have much research about printing models from scratch, I used 'black box' AI

Also what Marcus mentioned, sadly

If you have any idea to foster agency in AI, and help them specialize

[2024/11/15 14:09] KATE (KateRenaissance Resident): FACEBOOK............AI is all over Facebook. It is a good thing in a way and in another it can be very annoying..... Generative images, it takes away from the real vibe.

[2024/11/15 14:10] Pecos Kidd: Is there any existing process to provide feedback back to the creators of those models?

[2024/11/15 14:10] Elektra Panthar: KG: there are feedback form for all of this tools I think, also customer support

I know people also worked with media, it depends on the resources you have access to

[2024/11/15 14:11] Gentle Heron: QUESTION TO AUDIENCE- Do you see any inaccuracies in the AI-created poster image for this conference? What AI misconceptions can we attribute these inaccuracies to?
https://virtualability.org/idrac-2024/ to see the logo poster image
[2024/11/15 14:12] Elektra Panthar: KG: Did it generate the text as well? I know sometimes it struggled to generate text in images
[2024/11/15 14:12] KATE (KateRenaissance Resident): Yes Gentle
I see lots of things that don't look real in the image.
[2024/11/15 14:12] Gentle Heron: Say some Kate?
[2024/11/15 14:13] KATE (KateRenaissance Resident): The wheel chair looks like a computer desk with a cord but nothing more than that.
[2024/11/15 14:13] Elektra Panthar: floating devices, hands as always
[2024/11/15 14:13] Marcus Llewellyn: I just hope my brain isn't shaped like the one in the image. ;)
[2024/11/15 14:13] Mook Wheeler: /me likes the alien brain scan
[2024/11/15 14:13] KATE (KateRenaissance Resident): The lady with glasses has funny buttons at the end of her braids. I was wondering if they were microphones. Lol
[2024/11/15 14:14] Elektra Panthar: they look like eyes to me
[2024/11/15 14:13] Gentle Heron: How did the AI learn to draw things like this?
[2024/11/15 14:14] Mook Wheeler: And we have a plant floating 8 inches from its vase :)
[2024/11/15 14:14] Marcus Llewellyn: What, your plants don't levitate? Talk to them more. ;)
[2024/11/15 14:14] KATE (KateRenaissance Resident): Emotion and feeling is lacking in the image.
[2024/11/15 14:14] Gentle Heron: Yes, that too Kate
[2024/11/15 14:14] iSkye Silvercloud (iSkye Silverweb): gal with glasses, no eyes
I had QUITE the time trying to get the AI to produce the graphic I wanted
and it is incredibly difficult to get it to produce one that possibly showed any variety in disabilities. initially I had one with EVERYONE in wheelchairs
And I was like oh come on...
I thought this was very illustrative of the challenges of utilising AI
We have a long way to go
[2024/11/15 14:17] Gentle Heron: /me agrees with iSkye

[2024/11/15 14:14] multimediaresearch Resident:
https://dl.acm.org/doi/full/10.1145/3613904.3642166
https://www.youtube.com/watch?v=gIvRRJOifi8

[2024/11/15 14:15] Valencia Skydancer: I asked the AI from Microsoft to make a monogram of my name and it took like several times before it spelled it right
https://gyazo.com/0c2b68effd56e8ec9b4fad1d6ea98c14
https://gyazo.com/0ff32af4cb1663c6dd59651f86611ce9

[2024/11/15 14:15] Elektra Panthar: it plucks elements from existing art and extrapolates, which is why there's a huge debate about ethics of artistic AI
[2024/11/15 14:15] Warthog Jun: I find actual usable image takes a mile long prompt

[2024/11/15 14:16] KATE (KateRenaissance Resident): Also the crispness of the image, lacking depth, emotion and feeling.

[2024/11/15 14:18] iSkye Silvercloud (iSkye Silverweb): I hope people have a good laugh - alien brain, indeed!

[2024/11/15 14:18] Mook Wheeler: iSkye, if the humans had three and five legs that would have been a great poster choice

[2024/11/15 14:18] iSkye Silvercloud (iSkye Silverweb): there was one output that had a woman seated with two legs together and a third crossed over
Horrible lol

[2024/11/15 14:18] AquilaDellaNotte Kondor: One of the most important issues is that these models are trained on not certificated data, especially on the web. So, it's too early to consider them reliable
We've to learn to give them the right reliability

[2024/11/15 14:20] Mook Wheeler: For the world, public-AI is a fascinating new toy

[2024/11/15 14:18] Elektra Panthar: KG: I agree and it's important we keep finding these issues and bringing them up. these images matter in terms of representation, and especially for things like CV screenings
Interesting thing about being too early to be reliable , yes, but they're already being used unfortunately

[2024/11/15 14:21] iSkye Silvercloud (iSkye Silverweb): graphical text, fingers and toes, even eyes behind glasses are still difficult for AI in generating visual output

[2024/11/15 14:21] Mook Wheeler: The tech is going through a shake-down now. Give it a few years.

[2024/11/15 14:22] iSkye Silvercloud (iSkye Silverweb): it's getting better
But still a way to go

[2024/11/15 14:19] Roxksie Logan: Would having AI exposed to more individuals with more diverse disabilities, help the Ai's learn to be more accommodating and better understand the diverse range of disabilities? would a disabled focus group be useful for this?

[2024/11/15 14:20] Elektra Panthar: KG: as a researcher I think that involving people with disabilities early on in the process would be very useful
They tried training ChatGPT using human input but the group used had people below 65 and no one specified disabilities
We need to have diverse groups of people contributing

[2024/11/15 14:21] AquilaDellaNotte Kondor: the bias problem is general, not only related to disabilities

[2024/11/15 14:21] Gentle Heron: 'me agrees with Aquila

[2024/11/15 14:21] iSkye Silvercloud (iSkye Silverweb): You know that happens everywhere
Games by developers who never think about people with disabilities needing accessibility from day one

[2024/11/15 14:22] Elektra Panthar: KG: yes unfortunately we saw that there are several biases, and there are several areas where we need to pay attention
Yes, and it can keep improving if people with disabilities weigh in

Beyond the biases built in the program, also the program itself needs to be accessible (it isn't always)

[2024/11/15 14:23] Anna Adamant: I don't understand why they would not involve people with disabilities in their experiments when those experiments on AI relate to us anyway
[2024/11/15 14:24] KATE (KateRenaissance Resident): Good question Anna.
[2024/11/15 14:24] Gentle Heron: Anna, maybe we are invisible to them?
[2024/11/15 14:25] Mook Wheeler: Anna, there are governmental agencies/panels in the UK making nationwide decisions for PWDs, which do not have a single PWD on the decision board. It is all political economics.

[2024/11/15 14:23] iSkye Silvercloud (iSkye Silverweb): there are 70yo guys wanting to play MechWarrior 5 - and are having a devil of a time because they can't hear their squad captain (whatever that is) giving them orders and they get their character killed.
Don't assume an old person can't do things - they just need that little bit of assist
[2024/11/15 14:24] Elektra Panthar: KG: that's a great example
[2024/11/15 14:25] Anna Adamant: I play World of Warcraft with my grandson these days
[2024/11/15 14:24] Valencia Skydancer: lol I like Fortnite
[2024/11/15 14:25] Warthog Jun: I have actually been out on GIG sites looking for work doing this. There are none to be found
[2024/11/15 14:27] Roxksie Logan: I work with the Arts and D.A.S.H in the UK so there maybe can be a conversation about new art being. developed with characters with movement aids developed to be given to the generation models so they can be asked for more accurate depictions of disabled people
[2024/11/15 14:26] Elektra Panthar: KG: there are spaces in STEM where people with disabilities are underrepresented so if there's anyone interested there are groups and associations that help people getting into STEM programs and jobs
CREATE also helps students enabling the training of the next generations to have awareness of accessibility
Thank you very much ! I appreciate everybody listening to this presentation, feel free to reach out
[2024/11/15 14:26] multimediaresearch Resident: https://create.uw.edu glazko@uw.edu

[2024/11/15 14:27] Marcus Llewellyn: Thank you so much! :)
[2024/11/15 14:27] KATE (KateRenaissance Resident): BRAVO for an excellent presentation
[2024/11/15 14:27] Mook Wheeler: ♫•:*¨¨*:•♫ APPLAUSE ♫•:*¨¨*:•♫
[2024/11/15 14:27] AquilaDellaNotte Kondor: tks a lot
[2024/11/15 14:27] Marcus Llewellyn: Bless you!
[2024/11/15 14:28] Linn Darkwatch: *applause*
[2024/11/15 14:28] Elektra Panthar: ♫♪♫♪ Applauds ♪♫♪♫
[2024/11/15 14:28] Roxksie Logan: ◈ Applause ◈
[2024/11/15 14:28] Warthog Jun: Wonderful day
props to VAI
[2024/11/15 14:28] Carolyn Carillon: <>

[2024/11/15 14:28] Pecos Kidd: Great presentation - thank you!

[2024/11/15 14:28] Mewtenie Resident: Thank you so much! ❤ :D

[2024/11/15 14:28] Buffy Beale: cheering! awesome day and presentations, thanks to all concerned to organize!!

[2024/11/15 14:28] KATE (KateRenaissance Resident): A special thank you to Gentle Heron and her staff for making this a very special day.

[2024/11/15 14:31] Lyr Lobo: Many thanks to all - great sessions and transcription and streaming and greeting and moderating *grins*

[2024/11/15 14:28] SpeakEasy IDRAC 2024 extro: We are now at the end of an enlightening day, and I wish to express my thanks for all we have experienced.
We have all learned so much from our presenters.
want to thank each of them, which for many meant braving entrance into a new (to them) world for this conference.
Thank you Denis, Nick, Sahrish, Rose, Muhammad, Amol, Lyr, Carol and Kate!
What a wealth of information you have shared today.
Thank you to our audience for sharing this conference with us.
You ask great questions and give helpful examples.
Without you and our wonderful presenters, the conference would not exist. Thank you for coming today!
I want to especially thank all the Virtual Ability community members who volunteered and contributed to today's success.
Our greeters are the first contact with the Virtual Ability community for many attendees.
Thanks to Gemma Cleanslate for organizing the greeters, and to Andee, Ariell, Pecos, Carla, Liberty, Stepin, Demelza, Adro, and Linn for greeting our guests.
I'm proud of the VAI members who introduced presenters today, and the people who were backing them up.
These conference team members include Lissena, Liberty, Andee, Valencia, Ariell, Anna, Kate, and Luna.
Thanks to our behind-the-scenes streaming team: Marcus, Rhiannon and James. Great teamwork, guys.
Everyone who stood up in front of our audience today deserves another round of applause.
Special thanks and icepacks for their RL non-avatar wrists to our excellent transcriptionists: Elektra, Carolyn, Shaerken and Tom.
Their efforts exemplify the work we all do to ensure accessibility for everyone in the community.
Thank you to Mook, iSkye, Pecos and Eme for their support and hard work throughout the months leading up to today.
And all the unnamed folks who stood by as back up. You served a very important role, as those who had to step up from being an understudy quickly found out. Thank you kindly.
A reminder that we will archive the text chat and the videos of individual sessions for future review or if anyone missed a session.
A quick invitation to visit the poster sets on Healthinfo Island (to our west) for additional information about mental illness, especially in the context of climate change.
A notecard about this month's Healthinfo Island poster sets is in the blue sign on the left of the stage.

Please stay healthy, everyone. Let's continue to enjoy our virtual world together.

[2024/11/15 14:32] KATE (KateRenaissance Resident): A P P L A U S E
[2024/11/15 14:32] Elektra Panthar: Thank you Gentle !
[2024/11/15 14:32] AquilaDellaNotte Kondor: bye everyone, and ty for this meeting
[2024/11/15 14:32] Buffy Beale: thanks Gentle for all you do! Great conference again!!
Cheering loudly!!!
[2024/11/15 14:32] Lyr Lobo: .-'`'-. APPLAUSE APPLAUSE .-'`'-.
Thank you, Gentle!
[2024/11/15 14:32] Roxksie Logan: ◈ Applαusє ◈
[2024/11/15 14:32] Elektra Panthar: ♫♪♫♪ Applauds ♪♫♪♫
[2024/11/15 14:33] Valencia Skydancer: thank yous
[2024/11/15 14:33] Mook Wheeler: ♫•:*¨¨*:•♫ APPLAUSE ♫•:*¨¨*:•♫
[2024/11/15 14:32] Linn Darkwatch: ~~ ** ~~ APPLAUSE!!!! ~~ ** ~~
AND THANK YOU GENTLE!
[2024/11/15 14:33] Gentle Heron: Thank the whole team. Nothing gets done without
teamwork.