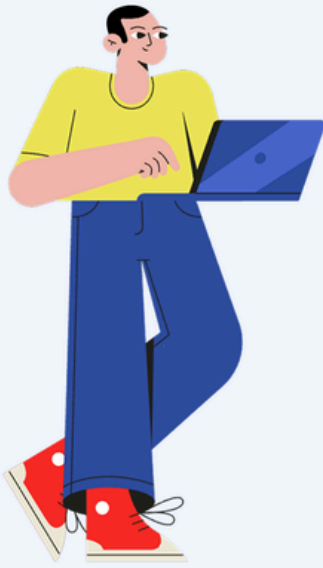


Help Shape Speech Accessibility Tools for Creative Design



About the Project

Most digital technology is built around mouse and keyboard input which isn't accessible for everyone. Speech tools can help improve accessibility for basic tasks like desktop navigation, but may struggle to support more complex actions.

This project focuses on improving speech-based tools for visual and spatial tasks like digital creative design.

Who I'm looking for

Anyone (18+) with any experience using digital assistive technology or accessibility tools - whether that's basic speech-to-text, eye-tracking, Dragon or something different.

Interest in accessibility for creative or visual tasks is a bonus, but not required. If you haven't used assistive technology before but still want to join please still get in touch. Participation is online + open to anyone regardless of location.

What's Involved

A short online conversation (20-40) minutes about you experiences with accessibility tools: what works, what doesn't and what you wish existed.

If you are interested in staying involved there may be an optional follow-up session to test a working prototype.

Get in touch

To take part or ask any questions, please send an email to:
marci.talbot21@imperial.ac.uk
Marci Talbot - MEng Design Engineering Imperial College London

This study has received ethical approval from the Dyson School of Design Engineering. Data will be anonymised. Findings will be shared in the researcher's thesis and may potentially be shared in further publications. Participation is voluntary and you can withdraw at any time - full information and a consent form will be shared before participating. Recruitment closes 22 June 2026.

