



KLAARA 2023

EASY LANGUAGE AND COMMUNICATION

ABSTRACTS BOOKLET- WORKSHOPS



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Editorial

After the successful launch of the 2nd KLAARA Conference – Conference on Accessible Language and Communication, the 3rd KLAARA Conference is designed in a partnership between FENACERCI and the Polytechnic of Leiria through the School of Education and Social Sciences.

The multidisciplinary KLAARA conference is the venue for researchers interested in the study of language and accessible communication.

The conference aims to advance research on modified language used to communicate with people who have various difficulties in understanding standard forms of language. Studies from different disciplinary perspectives (social sciences, linguistics, special education, visual communication, translation studies, and information design) will be presented and discussed.

The United Nations Convention on the Rights of Persons with Disabilities refers, in its Article 9, to the right of persons with disabilities to access information on an equal basis with others. For the first time, the concept of easy reading is included in a document of this kind, which obliges the signatories to comply with it.

However, there is still great difficulty on the part of these people in accessing information and communication, being confronted daily with obstacles that make it impossible for them to access this right.

This is where the National Federation of Cooperatives of Social Solidarity (FENACERCI) and the School of Education and Social Sciences, through its Centre of Resources for Digital Inclusion (CRID), of the Polytechnic of Leiria have been intervening, through the creation and adaptation of documents, training on the subject, development of accessible books and information leaflets, development of adapted training curricula, etc.

The conference had a set of activities of scientific and cultural component in order to cover this topic in theoretical and practical context.

Worskshop Abstracts

KLAARA 2023



Using images in Easy language texts

Anne Parpan-Blaser and Simone Girard-Groeber

School of Social Work, University of Applied Sciences and Arts Northwestern Switzerland,
Institute for Integration and Participation, Switzerland

Workshop Objective

The workshop aims to bring the professionals present into discussion, gather knowledge and identify (research) gaps on the topic of images in Easy Language texts.

Description

A look at current practice shows that images are also used in Easy Language texts, for example to support the understanding of individual words or statements, or to frame an entire text. To date, practical recommendations on the selection, characteristics and use of images in Easy Language texts are vague, if not contradictory (Alexander, 2019). Against this background and after a short introduction to the topic (current state of knowledge on image types, image functions in texts in Easy Language, text-image relation), the workshop aims to explore the following questions in an exchange: For which topics does it prove particularly relevant to add images to Easy Language texts? Which target groups are dependent on images or would like images to complement the text? For which communicative situations would recommendations for the use of images in Easy Language be particularly helpful?

Expected outcomes

Explore practices and challenges in the use of images in different countries and identify research gaps.

Network internationally with those interested in the topic of Easy Language and images.

Education and lifelong learning in intellectual disability: challenges and possibilities

Ma. Bruna Caroline Morato Israel

Darci Barbosa Teaching and Research Institute/Federation of APAEs of Minas Gerais, Brazil

Workshop Objective

To discuss the possibilities and challenges of Education and Lifelong Learning for students with intellectual disabilities.

Description

To discuss the right to education and lifelong learning, presenting a pioneering programme in Brazil on the subject, which is aimed at students with intellectual disabilities. We will look at the legal and theoretical basis that underpins the organisation of this social technology, its organisational structure and its results in the lives of people with intellectual disabilities. We will end by presenting the challenges and possibilities of the Programme.

Expected Outcomes

- To emphasise the leading role of people with intellectual disabilities through the construction of paths for their life project.
- To develop new learning perspectives for people with intellectual disabilities, focusing on informal and non-formal knowledge.
- To build an innovative programme for people with intellectual disabilities based on the assumptions of education and lifelong learning.

GameIN: Practical and methodological path for the creation and use of accessible games for people with disabilities

Carla Sousa, Filipe Luz, Cátia Casimiro, Joana Barros, José Neves and Conceição Costa

Universidade Lusófona, CICANT, Portugal

Universidade Lusófona, HEI-Lab, Portugal

Workshop Objective

Currently, research has extensively demonstrated the potential of games in promoting well-being and fostering social inclusion. However, there is still a gap in understanding how this potential can effectively extend to underrepresented communities, particularly those with specific accessibility requirements. Ensuring the participation of these communities remains an area that has yet to be thoroughly explored. The present workshop aims to document the lack of accessibility in the field of analogue and digital games, based on a research path outlined by the Lusófona University's Games and Social Impact Media Research Lab (GLOW) and that resulted in the GameIN project — funded by Fundação para a Ciência e a Tecnologia (FCT) — and currently in the early stages of its development. Moreover, the workshop aims to highlight the accessibility needs within the gaming industry and demonstrate how these needs can be turned into creative opportunities rather than limitations. The audience will be presented with a collection of games and resources that have been designed to be accessible to diverse populations, serving both educational and entertainment purposes.

Description

This workshop strives to achieve a harmonious balance between theory and practice by incorporating both conceptual discussions and interactive parts focused on the presentation and experimentation of accessible games.

The workshop will cover the following general topics:

- State of the art on accessible games in both pedagogical and entertainment fields
- Methodological disruptions
 - From the social model of disability to the social model of accessibility
 - Inclusive education, diversity, and proactive accessibility
- Previous approaches developed by GLOW and Lusófona University
 - Presentation of different case studies, including games and pedagogical resources
- The GameIN project
 - Premises and plan
 - Future directions

Expected Outcomes

The workshop is expected to give professionals, people with disabilities, and academics the information, motivation, and resources they need to develop and promote accessible games that foster social inclusion, empowerment and positive change. The specific outcomes might depend on each group of stakeholders, as follows.

a) The workshop's **expected impact on people with disabilities is multi-fold**: it can empower them by showcasing the potential of accessible games, encourage their active representation within the gaming community, raise their awareness about tailored gaming experiences, and inspire them to become advocates for accessibility, thus playing a potential pivotal role in shaping a more inclusive gaming landscape.

b) The workshop **offers professionals an enhanced understanding of accessibility needs**, with a focus on gaming and playful activities equipping them with a toolkit of inclusive design strategies and methodologies. This empowers them to craft tailored interventions, products, and services that resonate with the diverse requirements of individuals with disabilities, fostering a more inclusive and equitable environment. Engaging with accessible games firsthand fosters active advocacy and collaboration, which can be applied to various fields, including education, entertainment, technology, and communication.

c) The workshop **gives scholars a deep and thorough look at the topic from many different angles**. This includes immersion in theoretical constructs, innovation in methodological approaches, gaining knowledge through experience, shedding light on project paradigms, and being enriched by interdisciplinary perspectives. This journey as a group serves as a way to shape scholars into change-makers who are flexible, have deep cognitive insights, and are skilled in real-world situations. Because they are ready, they are in a good position to work for more accessibility and inclusion, not just in the ever-changing world of gaming, but in society as a whole.

Make it easy: it's not that hard!

Cláudia Martins and Cátia Brôco

Instituto Politécnico de Bragança, Portugal

Academia dos Santos Mártires, Bragança, Portugal

Workshop Objective

“Culture for All Bragança” was a project developed by the Polytechnic Institute of Bragança for the Municipality of Bragança, with funding from the European Social Fund (reference no. NORTE-07-4230-FSE-000058). It aimed at making culture accessible to all, regardless of personal characteristics. The project was carried out in 5 cultural venues in Bragança, one of which was the city theatre, where we offered live audio-description, subtitling and Portuguese Sign Language. In the remaining venues, we made available a myriad of resources mainly directed to people with hearing, intellectual/cognitive and visual impairments. An underlying assumption of this challenging project was its participatory and co-creative approach (Tzibazi, 2013; Tammara, 2016; Seale et al., 2021) with people with impairments, the height of which was achieved with our consultants with intellectual/cognitive impairment.

Description

Therefore, the workshop has a three-fold aim. To begin with, we will go through the basic features of easy language vs. plain language, from a theoretical perspective (European Commission, 2010; PLAIN, 2011; Centre for Inclusive Design, 2020; Mass, 2020). Secondly, we will describe the work methodology we followed in this project, highlighting the lessons we learned throughout this process and how these enabled us to improve our methodology as well as present examples of some of the resources we created both in text and audio formats. Lastly, we will dedicate the last part of the workshop to hands-on work, where we will present a small display of paintings, and some of our consultants will replicate our work methodology by describing their ideas and feelings about them. After that participants will gather the information and build the text for this exhibition, following the recommendations for easy language.

Expected outcomes

We seek to sensitise the participants for the importance of using easy language in cultural venues and to empower audiences with intellectual/cognitive impairments in the creation of resources for their own benefit. Added to this, we intend to showcase our work methodology in view of encouraging others to replicate it.

Books and reading for everyone!

Eduardo Cardoso

Federal University of Rio Grande do Sul - UFRGS | RS - Brazil

Workshop Objective

What could be better than reading? Imagining, laughing, being surprised... and together, everyone, children with and without disabilities! A book for all children!

The BOOK AND READING FOR ALL! workshop aims to reflect on and equip educators and other interested parties to work on the development or adaptation of children's books in multiple formats, such as the use of Plain Language and Augmentative and Alternative Communication, audiobooks with Audio Description, as well as raising awareness of the use of Braille, Sign Language and other formats for accessibility for all.

Description

To this end, basic concepts about these accessibility resources and their development will be presented. In addition, there will be brief practical activities for using some of the resources based on extracts from children's stories.

Expected Outcomes

In addition to raising awareness at this point, the impact of this activity lies in the possibility of participants becoming multipliers in their regions and institutions to spread this knowledge and practice of inclusion, promoting the participation of children with disabilities in cultural, school, academic and social life with varied possibilities for communication and interaction.

The programme is scheduled to last two hours but can be adapted to the time available, as well as the space and number of participants. Materials will be provided to illustrate and carry out the practical activities.

Accessibility and Biopsychosocial Assessment

M. Natália Lisce Fioravante Diniz

Federation of Apaes of the State of Minas Gerais/ Darci Barbosa Teaching and Research Institute, Brazil

Workshop objective

The aim of the workshop will be to present the conceptual and practical bases of biopsychosocial assessment for people with intellectual disabilities in a way that guarantees accessible language for the person being assessed.

Description and expected outcomes

The workshop can contribute to researchers and professionals in the field of intellectual disability, from the assessment process to intervention. It will briefly present the historical and cultural process of understanding disability and its influence on the assessment process, the conceptual bases of biopsychosocial assessment, practical processes and accessible language.

The workshop will last one hour, divided into forty minutes of content presentation and twenty minutes of interaction with the audience.

Involvement and participation of people with intellectual disabilities and complex support needs in the disability movement (in Europe)

Soufiane El Amrani and Helen Portal

Inclusion Europe, Belgium

Workshop objective

This workshop aims to examine, through a brief historical overview of the disability movement in Europe, the challenges and barriers people with intellectual disabilities and complex support needs face to be actively involved and participate in the broader disability movement.

Indeed, the current state of involvement and participation of people with intellectual disabilities and complex support needs in the disability movement is a mixed one: on the one hand, there has been progress over the years in recognising their rights and the importance of their involvement, with the creation of self-advocacy groups or through other ways, to include people with intellectual disabilities and complex support needs in decision making and advocacy efforts.

However, there are still significant barriers to the full inclusion and participation of people with intellectual disabilities and complex support needs in the disability movement.

Description

Through examples of successful initiatives to involve people with intellectual disabilities and complex support needs, factors that facilitate the involvement and participation of people with disabilities will be identifiable.

Efforts to promote the participation of people with intellectual disabilities and complex support needs in the disability movement have included the establishment of self-advocacy groups, the development of easy-to-read materials, the implementation of peer support programs, and the promotion of inclusive events and activities.

With examples, it will be possible to determine the benefits of involving people with intellectual disabilities and complex support needs, both for individuals with disabilities and for the disability movement.

Expected outcomes

Throughout this process, the authors want to identify strategies to increase the involvement of people with intellectual disabilities and complex support needs in the disability movement, and call to action for greater inclusion of people with intellectual disabilities and complex support needs in this movement.

The 4 Components of Easy Language

The right to information and communication

Ulla Bohman

Boarve konsult AB, Sweden

Workshop Objective

It's a Human Right to have access to information. When accessible information is being discussed, very often, the main or the only focus is the language. But Easy Language is just as much the content and the presentation. Without relevant content and a presentation that is comprehensible, the target group will not even try to understand the information.

The workshop will clarify the difference between Plain Language and Easy Language. It will focus on the basic questions the writer must ask herself about the target group, the perspective when producing information, and the four components of Easy Language: Content, Language, Layout and Illustrations and how these components always must be focused on the reader if the result will be EtR.

Description

The workshop is 45 minutes long and includes some short practical activities for the participants individually or in small groups. Those who should join are participants at KLAARA 2023 with limited knowledge or experience of the hands-on production of Easy Language materials.

Expected outcomes

The participants will increase their knowledge and understanding of the three keywords for accessible information: find, read and understand, and of the four components of Easy Language. They will learn how these components also are relevant when speaking in an Easy Language way. They will also get some practical tools to use when producing accessible information in Easy Language.

Easy Language Speed Dating

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Ulla Bohman and Leealaura Leskelä

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ELIN is a network for practitioners and linguists who work with Easy Language. The purpose of the network is to be a platform for exchange of ideas, experience and knowledge about Easy Language, and to find potential partners for new projects. The network also enables a continuous development of the Easy Language.

Workshop objective

There are two objectives of the workshop. The first is to make more people aware of the ELIN network, and welcoming new people to join. The second objective is networking. This will be a good chance to get information about what other KLAARA participants are doing in the field of Easy Language and to find potential partners for projects, studies, research in all areas of Easy Language.

Description

The workshop will be organized as a 60 minute mingle/speed date. First the participants will get a short introduction of the ELIN Network. Then they will exchange of experience and interest in Easy Language. The exchange will be in the form of a structured speed date. All participants at KLAARA 2023 including participant who are already members of the ELIN Network are welcome to join.

Expected outcomes

There are three expected outcomes: Receiving information about ELIN, to deepen knowledge and orientation about different aspects of Easy Language and finally potentially finding partners for co-operation and/or further discussions about Easy Language.



