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1 **accessFinTech: Designing Accessible Financial Technology**

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9 Financial technology (fintech) has a growing impact on economic and social participation due to the increasing adoption of online
10 banking and digital payments in everyday life. As fintech interests emerge in academic and industry work across the globe, critical
11 needs and opportunities arise for ASSETS communities to lead and shape the discourse on accessible fintech. This workshop will
12 bring together a diverse group of researchers and practitioners interested in developing a research agenda on designing accessible and
13 inclusive fintech. We will take a timely step towards building a community to support continued discussion on the complex cultural
14 and social contexts around fintech.

15 **CCS Concepts:** • Human-centered computing → Accessibility technologies.

16 Additional Key Words and Phrases: Financial technology (fintech), banking, payment, currency, accessibility

17 **ACM Reference Format:**

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21 **1 Background**

22 Financial technology (fintech)¹ has become ubiquitous worldwide with increasing deployments of digital products
23 and services such as online banking, mobile payments, investments, and cryptocurrencies. HCI work in the fintech
24 space has been evolving, from designing augmented paper cheques for older adults [18] to reimagining money as an
25 interface [1] and exploring third-party access [3]. A range of emerging accessibility work has aimed at supporting

26 ¹For this workshop, we adopt the following definition of fintech: a subset of digital technologies that mediate access to, and transactions with, financial
27 information and assets [4].

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53 financial participation across life stages and user needs, including the cognitive accessibility of digital payments [6],
 54 online security concerns for older adults with mild cognitive impairment [13], the cycle of poor mental health and
 55 financial hardship [2], and exploration of collaborative characteristics in fintech adoption and practice, such as financial
 56 management among people with dementia and their care partners [14].
 57

58 Notably, Latulipe et al. [9] have investigated how older adults often rely on close others (family, friends, neighbours,
 59 or support workers) to support them in activities of daily living, including financial task support. The act of logging
 60 into a digital portal to perform critical activities such as banking and shopping may be delegated to others [11], but
 61 many client-facing portals do not acknowledge or support this type of informal, occasional aid provided by close others
 62 to older adults. This means that many older adults receiving help from close others do so by sharing credentials, which
 63 greatly reduces the older adult's privacy and can lead to security breaches and financial exploitation [9]. Despite the
 64 risks, research from the health domain shows that even when proxy accounts are provided by a digital system, IT
 65 personnel may still encourage older adults to share passwords [10]. Recent findings in the Canadian banking context
 66 have shown that proxy accounts can provide legitimacy and accountability for close others acting as financial delegates,
 67 while behavioural nudges can also provide task support to help delegates bank more accurately [8].
 68

69 Similar explorations about financial delegation in older adulthood have been carried out in the UK [7] and Australia
 70 [16, 17]. Financial delegation has also been studied in the context of mental health concerns [2, 3]. There are key
 71 differences between age-related and mental health-related financial delegation. The former is expected to be long-term
 72 and increase over time, while the latter tends to be intermittent, variable, and often comes unexpectedly [3]. However,
 73 both types of financial delegation suffer from the same lack of support from current financial processes and technologies.
 74 Financial delegation is not only blocked and discouraged by the design of financial products and technologies; it is
 75 actively punished by financial institutions' terms and conditions [3].
 76

77 Current fintech services and policies vary from country to country, representing a complex space parallel to diverse
 78 accessibility guidelines across the globe. The rapidly developing fintech landscape has caught the attention of central
 79 banks, particularly the accessibility and inclusion implications for a Central Bank Digital Currency (CBDC) [15] and
 80 collaborative payment APIs for retail CBDC ecosystem [5]. Meanwhile, cryptocurrencies are gaining traction in digital
 81 payments, and it is crucial to address both usability and accessibility challenges to ensure these technologies are inclusive
 82 for everyone. Voskobojnikov et al. [19] investigated the usability challenges faced by users of mobile cryptocurrency
 83 wallets and provided recommendations for improving user experience. However, they did not explore the experience of
 84 people with disabilities. In contrast, Nash et al. [12] examined the barriers to accessibility in cryptocurrency technologies
 85 and made recommendations for making those platforms more inclusive for users with disabilities. Addressing these
 86 issues is vital for the future of digital payments to ensure these platforms are usable by everyone.
 87

88 With fintech's growing impact on economic and social participation and fintech interests emerging in academic
 89 and industry work across the globe, critical needs and opportunities arise for ASSETS communities to lead and shape
 90 the discourse on accessible fintech. In this accessFinTech workshop, we propose to bring together a diverse group of
 91 researchers and practitioners to build community and develop a research agenda towards designing accessible fintech.
 92 We will generate new design ideas, identify urgent research questions, build a shared vocabulary, and explore the
 93 complex cultural and social contexts around fintech.
 94

105 **2 Workshop Plans**

106 **2.1 Structure and Timing**

108 Capitalizing on the workshop's virtual format, activities will be spread across the week before the conference (October
109 21–25). The workshop will consist of 5 hours of synchronous sessions over multiple days, with additional time planned
110 for asynchronous participation:

112 **Synchronous (Full Group):** Two 60-minute sessions will bookend the workshop. These will be used to introduce
113 the workshop and its structure at the start and review and synthesize the work at the end. While there are no common
114 working hours across all anticipated time zones, we hope to avoid 12–6 am for everyone by keeping these sessions to
115 an hour. Slides and meeting notes will be shared for record-keeping and to support anyone unable to attend the full
116 group sessions.

118 **Synchronous (Small Group):** The bulk of the work will be spread over two 90-minute breakout sessions, held at
119 different times to support different time zones. We anticipate that with two to three groups, we can likely accommodate
120 all participants during close to regular working hours. Each group will be around six people and will be led by one to
121 two organizers.

123 **Asynchronous:** We have spaced the workshop over a week to allow time between scheduled activities for asynchro-
124 nous contributions. Participants will be invited to use this time to add to shared documents and discuss ideas with
125 other participants across time zones using Discord. This allows participants to produce ideas at their own pace and
126 work around scheduling and time zone conflicts.

128 This structure is designed to promote active discussion during synchronous sessions while providing flexibility
129 through asynchronous tasks, enabling comprehensive engagement and collaboration across time zones.

131 **2.2 Activities**

134 **2.2.1 Pre-Workshop.** We will invite participants to create a slide about themselves and their interests in the workshop
135 themes using a pre-arranged format. The introduction slides will be used during the first synchronous session. These
136 slides, along with any optional position papers, will also be compiled and distributed to all participants prior to the
137 workshop. Participants will also be encouraged to join our workshop Discord channel, starting with icebreaker prompts
138 to get to know each other and arrive with relevant questions and discussion points.

141 **2.2.2 During the Workshop.** During the workshop, the primary objective is to collaboratively develop a research
142 agenda. We will structure our work into two phases: divergent and convergent. In the divergent phase, participants will
143 engage in brainstorming and idea generation guided by a series of prompting questions. These questions will explore
144 participants' interests, relevant stakeholders, pressing topics and technologies, and potential future impacts on research
145 in the field. In the convergent phase, participants will review the ideas generated in the divergent stage, discuss how
146 they should be prioritized, and select at least one for further development and refinement.

149 To facilitate this process, participants will document and aggregate their contributions. While considerations for
150 accessibility may preclude the use of web whiteboard tools like Miro or Mural, collaborative workarounds such as paired
151 discussions can be implemented. To ensure inclusive participation, prompts will structure discussions in a text-based
152 format, allowing all participants to contribute concurrently. Ideas will be recorded in real-time, potentially using sticky
153 notes or similar methods, and later organized into thematic clusters to guide further discussion and refinement.

157 **2.3 Tentative Schedule**

158 **Day 1 (Monday)**

159

160 **• Introduction and Goal Setting (Synchronous - Full group, 60 min):** Facilitators will introduce the workshop
161 goals and provide an overview of activities. Participants will introduce themselves with a one-slide explainer.
162 Facilitators will introduce the prompts for the divergent ideation activity.

163

164 **• Divergent Ideation (Synchronous - Small groups, 90 min):** In small groups, participants will develop
165 responses to the prompts. The goal in this phase is to generate as many ideas as possible.

166

167 **• Divergent Ideation (Asynchronous, flexible):** Participants will be invited to review ideas from all groups
168 and add their own ideas and comments.

169 **Day 2 (Wednesday)**

170

171 **• Convergent Ideation (Synchronous - Small groups, 90 min):** Participants will again work in small groups
172 to refine the ideas from the previous session, as well as discuss how they should be prioritized.

173

174 **• Divergent Ideation (Asynchronous, flexible):** Participants will again be invited to review the work from all
175 groups and add their own ideas and comments.

176 **Day 3 (Friday)**

177

178 **• Synthesis and Next Steps (Synchronous - Full group, 60 minutes):** The whole group will come together a
179 final time to review and synthesize the work done throughout the week, as well as outlining next steps and
180 action items for participants.

181 **2.4 After Workshop and Outcomes**

182 The main purpose of this workshop is to rally the community of researchers and practitioners already interested in the
183 accessibility and inclusivity of fintech and to co-create a research agenda that can encourage and support others to
184 pursue scholarship in this domain.

185 To achieve the second goal, dissemination of the workshop outputs will be of paramount importance. We intend to
186 submit a report summarising the workshop to the SIGACCESS newsletter to reach the overall ASSETS community; as
187 well as a feature article to the Interactions magazine, to address the HCI and CSCW communities more broadly. We
188 will also produce a white paper including all position papers submitted to the workshop and any resulting artifacts.
189 Position papers, artifacts, articles and reports will be made available through the workshop website.

190 In addition to these dissemination activities, we will seek feedback from participants for future workshops and
191 research events about accessible and inclusive fintech. We will also reflect on the successes and setbacks of our workshop
192 structure and call for participation strategies to improve the accessibility and inclusivity of future workshops.

193 **2.5 Diversity and Inclusion Considerations**

194 We will consider several key strategies to ensure a diverse and inclusive workshop.

195 First, we plan to survey participants who are interested in joining the workshop early on to identify their access
196 needs and the time zone they will be joining from. We will use this information to make accommodations for our
197 workshop (e.g., communication preferences, the tools we might use during activities, etc.) and schedule sessions at
198 times to maximize participant involvement across geographical locations.

209 Second, we will set up a dedicated Discord channel for our workshop. This channel would preferably be part of
210 the ASSETS conference Discord workspace. We will use Discord to facilitate both asynchronous and synchronous
211 communication before, during, and after the workshop. Participants can engage in discussions, ask questions, and share
212 resources, and it will serve as an important backchannel for improving the inclusivity for participants across time zones
213 who might need to catch up on workshop activities they missed over the week.

214
215 Third, our workshop materials will be made accessible according to the accommodation requests we collect from our
216 participants when they respond to our call for participation. We will strive to use platforms known to be adequately
217 accessible to screen readers (e.g., Google Forms, Discord, Zoom), and we will provide any presentation slides, handouts,
218 discussion guides, etc., in file formats that allow participants to make adjustments to suit their needs (e.g., rather than
219 sharing a guide in PDF format, we can provide a guide as a Word document).

220
221 Overall, we will make every effort for Global South representation and stakeholder participation. We will connect to
222 potential participants outside of Europe, the US, or Canada, as well as a range of fintech professionals and end-users.
223 Recognizing the importance of supporting professionals and entrepreneurs with accessibility needs, we will try to reach
224 out to fintech-related businesses run by people with disabilities.

225 3 Organizers

226 *Jiamin (Carrie) Dai* [contact person] is a Postdoctoral Fellow in the Department of Computer Science at the University of
227 British Columbia. Her research lies in the field of human-computer interaction, with a specific focus on aging, dementia,
228 and accessibility. Before joining UBC, Carrie completed her PhD in Information Studies at McGill University, as well as
229 an internship at the Bank of Canada.

230 *Benjamin M. Gorman* is a Senior Lecturer in Computer Science at Bournemouth University. His research focuses on
231 accessibility and Human-Computer Interaction, aiming to enhance technologies for people with hearing impairments
232 and improving media and content accessibility.

233 *Garrett W. Tigwell* is an Assistant Professor in the School of Information at the Rochester Institute of Technology.
234 His research interest is primarily focused on accessible design and how we can support designers and developers in
235 making digital content, services, and systems more accessible to disabled people.

236 *Helena Lyhme* is a Research Student in Human-Computer Interaction at City, University of London. She is interested in
237 the intersections of neurodiversity, moneywork, and financial technologies, and her research focuses on the co-creation
238 of financial technologies with autistic adults.

239 *Belén Barros Pena* is a Lecturer in Human-Computer Interaction at City, University of London. She studies the design
240 of financial technologies, and the implications of digitising personal finances, particularly for those who need or seek
241 support from others to manage their money.

242 *Karyn Moffatt* is an Associate Professor in the School of Information Studies at McGill University and the Canada
243 Research Chair in Inclusive Social Computing. Her research studies how technologies can be envisioned to enable older
244 adults and people with disabilities to better share, communicate, and connect with those around them.

245 *Celine Latulipe* is a Professor in the Department of Computer Science at the University of Manitoba. Her research
246 interest is on understanding the technology needs of older adults and their close others, and designing interfaces and
247 interactions to support a partnership model of technology usage. Celine has conducted work related to this topic in
248 both the healthcare and finance domains.

261 4 Pre-Workshop Plans

262 Upon the acceptance of the workshop proposal, we will circulate our call for participation widely to ensure broad
 263 awareness of the workshop. To encourage participation from both academic scholars and industry professionals,
 264 applicants can either submit a position paper (including pictorials or artifacts) describing their research related to
 265 financial accessibility, or complete a web form describing their interests in the workshop.
 266

267 We plan to leverage multiple communication channels, including academic networks, social media platforms, and relevant
 268 mailing lists to promote the workshop. We will maintain a dedicated workshop website (<https://accessfintechworkshop.github.io>) where participants can find detailed information and updates. Additionally, we will set up a Discord server to
 269 facilitate real-time interaction and engage in discussions both pre- and post-workshop. This platform will help foster a
 270 community atmosphere and encourage ongoing discussions beyond the workshop sessions.
 271

272 We will adopt concrete strategies for reaching out to the Global South and various stakeholder groups. We will
 273 contact researchers who have published on financial services in the Global South, including those affiliated with research
 274 institutions in these regions, to broaden the reach. We will reach out to related association chapters and conferences
 275 to spread the word in their communities, e.g., the SIGCHI chapters in the global south,² the ICTD conference,³ and
 276 the ICT4D conference.⁴ We can contact accessibility advocacy organizations⁵ or tech consultancies.⁶ We will leverage
 277 social media and our own networks, including well-connected fintech professionals and related initiatives,⁷ to distribute
 278 our call for participation in their newsletters or social media posts.
 279

280 5 Call for Participation

281 Financial technology (fintech) has a growing impact on economic and social participation due to the increasing adoption
 282 of online banking and digital payments. As fintech interests emerge in academic and industry work across the globe,
 283 critical needs and opportunities arise for ASSETS communities to lead and shape the discourse on accessible fintech.
 284

285 The Designing Accessible Financial Technology (accessFinTech) workshop will bring together researchers, designers,
 286 and practitioners to discuss the interplay between accessibility and various fintech components, how we can create
 287 future research agendas in the broad fintech space, and how we may design more accessible fintech across social and
 288 user contexts. There are two goals for this workshop:
 289

- 290 (1) Build an accessFinTech community;
- 291 (2) Develop a research agenda towards designing accessible fintech.

292 This workshop welcomes participants, including non-researchers, with experience or interests in fintech-related
 293 domains. We invite the following submissions:
 294

- 295 • **Position Papers** (including work in progress, pictorials, and artifacts): up to two pages in ACM two-column
 296 format.
- 297 • **Statements of Interest** (if workshop space allows) through a web form requesting: motivation and goals (up
 298 to 500 words); completed/ongoing work in related areas and intended contribution to the workshop (up to 500
 299 words).

300 ²<https://sigchi.org/people/chapters/>

301 ³<https://ictd.org/>

302 ⁴<https://www.ict4dconference.org/>

303 ⁵E.g., <https://www.rnib.org.uk/> and <https://rnid.org.uk/>

304 ⁶E.g., <https://www.blazie.co.uk/> and <https://abilitynet.org.uk/>

305 ⁷E.g., <https://www.finios.org/finios-2024-strategic-initiatives> and <https://a11y-theme-builder.finios.org/>

313 Prospective participants can submit any of the above two formats. Priority may be given to position papers. A group
314 of researchers can submit one position paper, but at least one author of each accepted paper must attend the workshop.
315 All participants must register for the workshop. Please refer to the workshop website (<https://accessfintechworkshop.github.io>) for detailed submission guidelines.
316
317

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