# Development of a "Universal Design" Font with Blur Tolerance

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An important factor that determines the ease with which textual information is conveyed is the font used, but universal design must be envisaged assuming there are a variety of readers such as the disabled and the elderly. Thus, this study sought to develop and experimentally assess a universal design (UD) font that could be easily distinguished (i.e. legible) and read (i.e. readable) by readers with varied levels of visual acuity.

# Legibility

The legibility of the new UD font and Gothic font were compared using a low visual acuity simulator.

#### Participants

- 15 people with normal vision ages 20 to 40 (average: 27.5, SD: 4.9)
- Visual acuity was 1.0 or better.

## Equipments

- Letters and numbers were presented on a CRT monitor (FlecxScan T966, Eizo) with a resolution of 2048x1536 pixels.
- To simulate blurred vision, a spetial filter was used that continuously attenuate high spacial frequency components similar to those used by Legge et al. (1985) and Nakano et al. (2006).
- The viewing distance was 60cm.

#### Patterns

• 7-character-long strings of letters and numbers started with randomly selected 3 letters that were followed 4 numbers.

24pt (0.81 degrees) 120cd/m<sup>2</sup> ABC1234

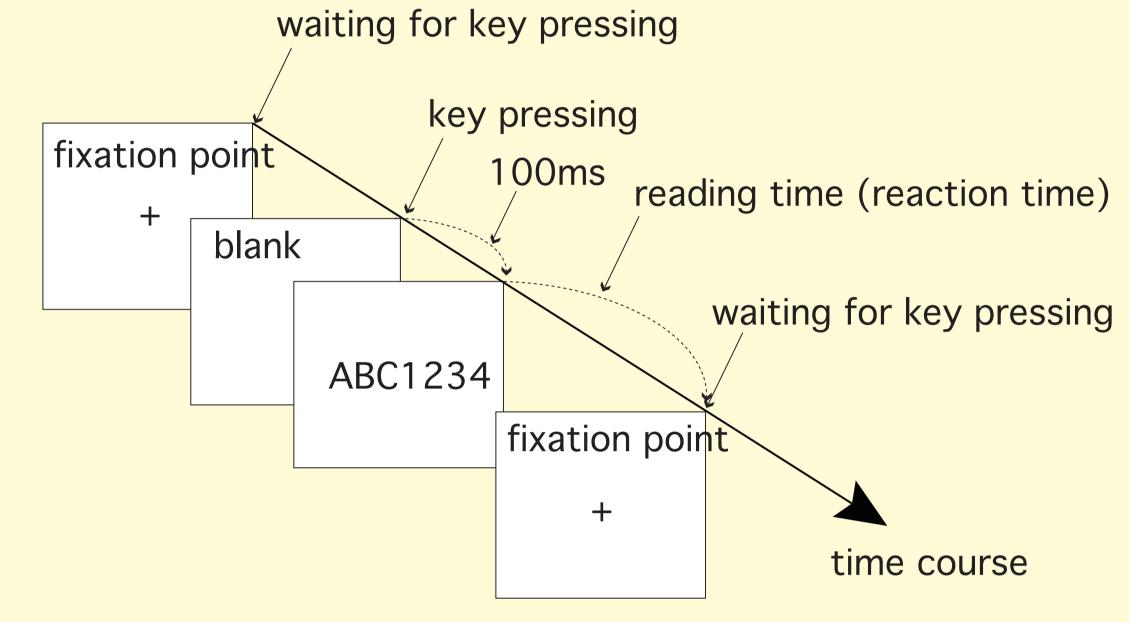
Gothic BGQ2467 (Morisawa New Gothic M) new UD

BGQ2467

Results

#### Procedures

• Participants observed the strings of letters and numbers, and read aloud them in the time course shown below.

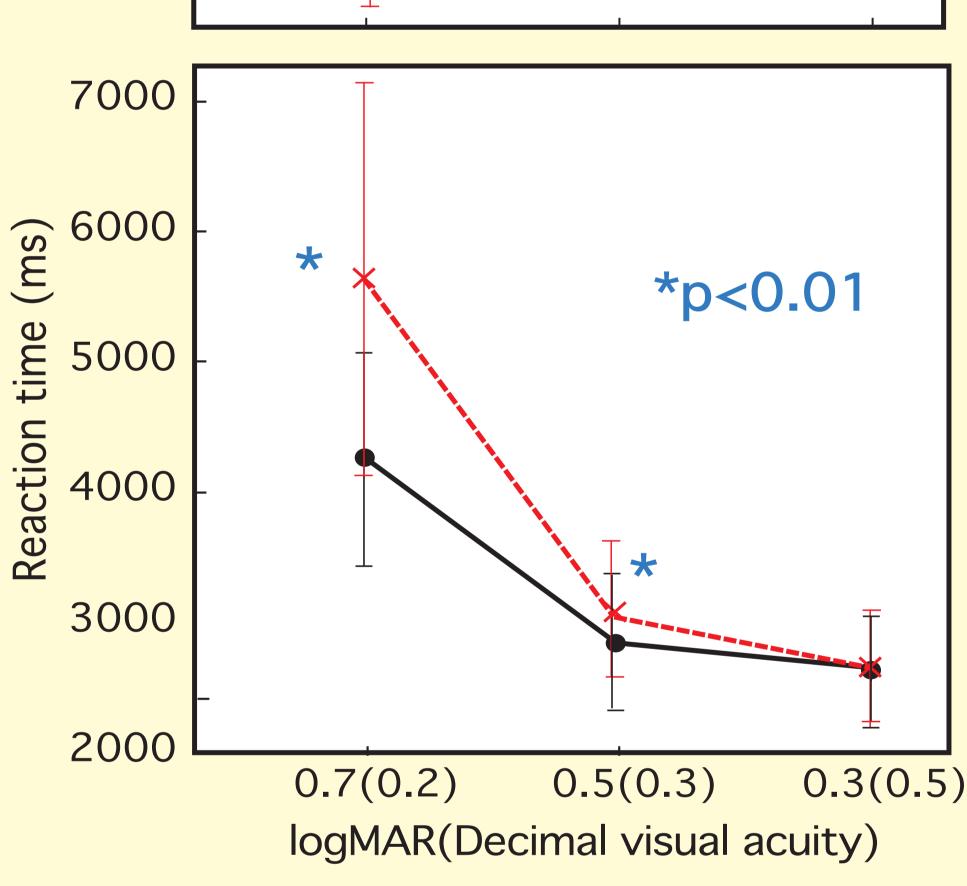


#### **Experimental Conditions**

Simulated Visual Acuity Types of Fonts

> 0.3logMAR (0.5) 0.5logMAR (0.3)

 $0.7\log MAR(0.2)$ 



New UD

--X- Gothic

\*p<0.01

Results

100

95

90

85

80

75

70

65

70

responses(%)

Percent

# Exp2 Readability

The readability of the new UD font, Gothic font and Ming font were compared using the MNREAD-J.

1.67cd/m<sup>2</sup>

# Participants

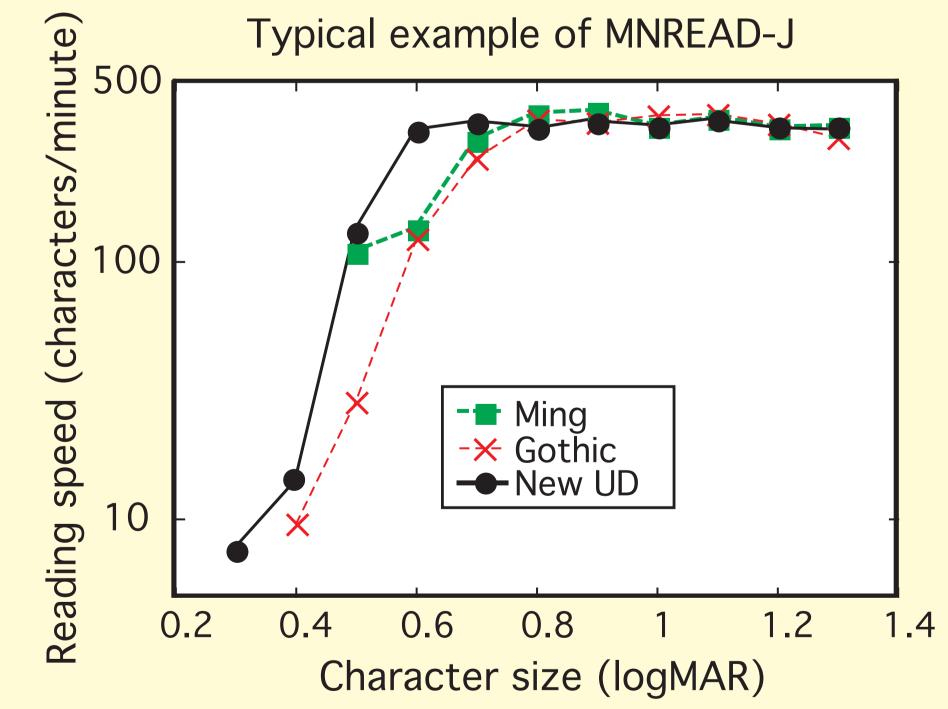
- 30 people with normal vision ages 20 to 40 (average: 28.5, SD: 6.8)
- Visual acuity was 1.0 or better.
- They were divided into 3 visual acuity groups.

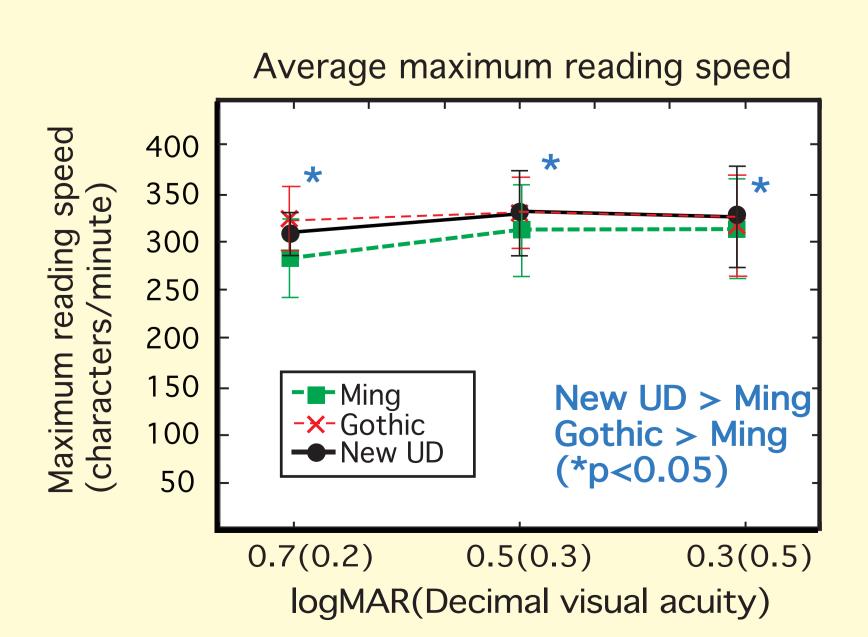
# Equipments

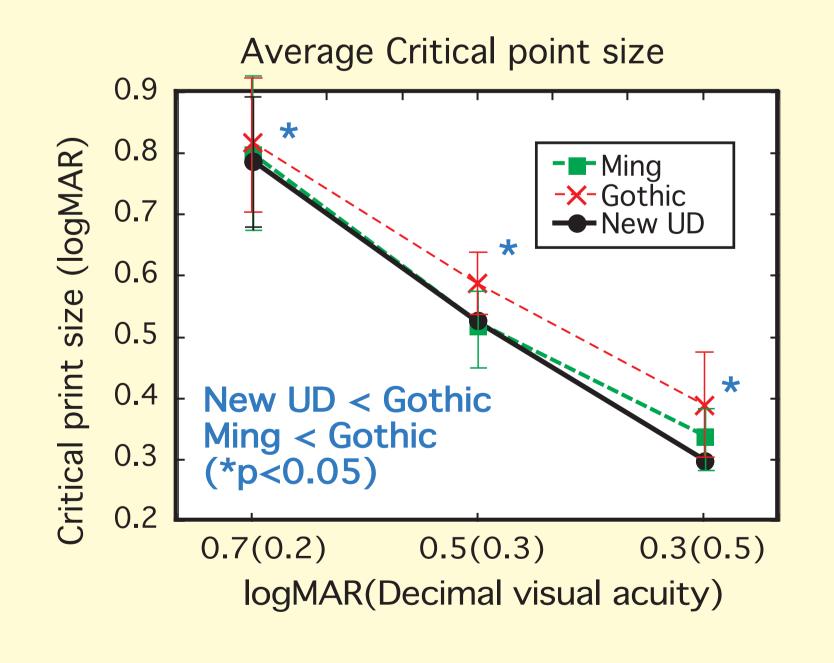
- Low visual acuity simulator used in Exp1.
- Standard MNREAD-J (the font is Ming) and the similar charts created in Gothic font or new UD.
- Luninance on the charts was 132cd/m<sup>2</sup> and average illuminance was 5281x.

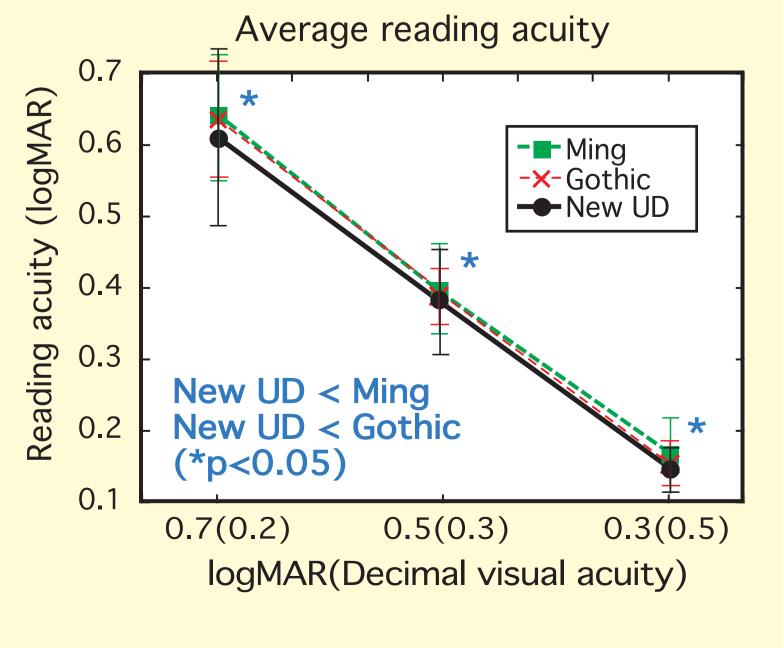
## Procedures

- This experiment was performed in accordance with standard MNREAD-J testing (Oda et al., 1980).
- Participant's task was to read aloud the text shown as quickly as possible without any errors.









• The new UD font had letters and numbers that were quickly and accurately discerned at low vision than conventional fonts did, revealing that new UD was legible and readable.