

# **Designing Culturally Appropriate User Interfaces for Low-Literacy Populations in Ghana: A Participatory Approach**

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**K, w, a, m, e, A, b, o, a, g, y, e, ,, K, o, f, i, A, s, a, n, t, e, A, n, o, k, y, e, ,, A,  
m, a, S, e, r, w, a, a, M, e, n, s, a, h**

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# | Abstract

This study addresses a current research gap in Computer Science concerning Designing User Interfaces for Low-Literacy Populations in Africa in Ghana. The objective is to clarify key debates, identify practical implications, and outline a focused agenda for scholarship and policy. A qualitative approach was used, drawing on recent literature and policy sources to frame the analysis. The analysis indicates persistent structural constraints alongside emerging local innovations; however, evidence remains uneven across contexts and sectors. The paper argues for context-specific approaches and stronger empirical foundations in future research. Stakeholders should prioritise inclusive, locally grounded strategies and improve data transparency. Designing User Interfaces for Low-Literacy Populations in Africa, Ghana, Africa, Computer Science, conference paper This structured abstract provides a standardised summary to support rapid screening, indexing, and assessment of scholarly contribution.

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