



**Digital Diversity:
Crafting Inclusive AI Narratives**

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Refinement and Translation Report



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Digital Diversity: Crafting Inclusive AI Narratives (D2CIN)

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1. Introduction

This report documents the structured review, refinement, and translation process of the handbook: “Accessible AI for Education: A Comprehensive Guide to Inclusive Design and Training.”

The process was jointly conducted by:

- Mimic Productions (Germany)
- Budakov Films (Bulgaria)

The purpose of this deliverable is twofold:

1. To ensure pedagogical, technical, and UX quality refinement through a cross-partner expert review process.
2. To ensure linguistic and cultural accessibility via translation into German and Bulgarian, supporting wider EU usability and piloting readiness (Activity 3).

2. Refinement Methodology (Cross-Partner Review Process)

2.1 Overview of the Review Framework

The refinement process followed a structured cross-review model, ensuring that each partner critically evaluated the handbook from complementary expertise perspectives:

- Mimic Productions: AI avatars, UX design, immersive interfaces
- Budakov Films: educational methodology, digital training, accessibility and inclusion

Each partner independently reviewed the full handbook and then conducted iterative joint validation cycles.

2.2 Step-by-Step Review Process

Phase 1: Internal Expert Review

Each organisation assembled a multidisciplinary review team, including:

- UX/UI designers
- AI developers
- Instructional designers
- Accessibility specialists

Focus areas:

- Clarity of learning objectives (LOs)
- Alignment with inclusive design principles
- Cognitive load management
- Practical applicability in VET contexts

Phase 2: Structured Cross-Review

The handbook was exchanged between partners and reviewed using a standardised evaluation grid, including:

Criterion	Description
Accessibility Compliance	Alignment with WCAG 2.2 AA principles
Cognitive Inclusivity	Suitability for neurodiverse learners
UX & Interaction Design	Clarity, predictability, usability
AI Transparency	Explainability and user control
Pedagogical Value	Relevance for VET trainers

Each section (chapter/module) received:

- Quantitative scoring (1–5 scale)
- Qualitative feedback
- Concrete revision suggestions

Phase 3: Consolidation Workshops

Joint online workshops were conducted to:

- Resolve discrepancies in feedback
- Prioritise critical refinements
- Align on final design and pedagogical standards

Key refinement outcomes:

1. Simplification of overly technical language
2. Improved structuring of actionable tools (checklists, audits)
3. Reduction of cognitive overload in content presentation
4. Strengthening of “real-world” VET scenarios

Phase 4: Final Validation

A final joint validation ensured:

- Consistency across all chapters
- Alignment with project objectives (inclusion, accessibility, AI ethics)
- Readiness for pilot testing (Activity 3)

3. Key Refinements Introduced

The cross-review process resulted in targeted improvements, including:

3.1 UX and Cognitive Design Enhancements

- Introduction of “Focus Mode” vs “Rich Media Mode” concepts
- Reduction of visual and informational clutter
- Clear segmentation of theoretical vs practical content

3.2 Accessibility Strengthening

- Explicit integration of multimodal delivery (text, audio, visual redundancy)
- Improved guidance on assistive technology compatibility
- Clearer references to accessibility standards (e.g., WCAG 2.2 AA)

3.3 AI Transparency and Ethics

- Addition of “Tiered Explainability” frameworks
- Emphasis on user control over AI adaptation
- Avoidance of “black-box” educational interactions

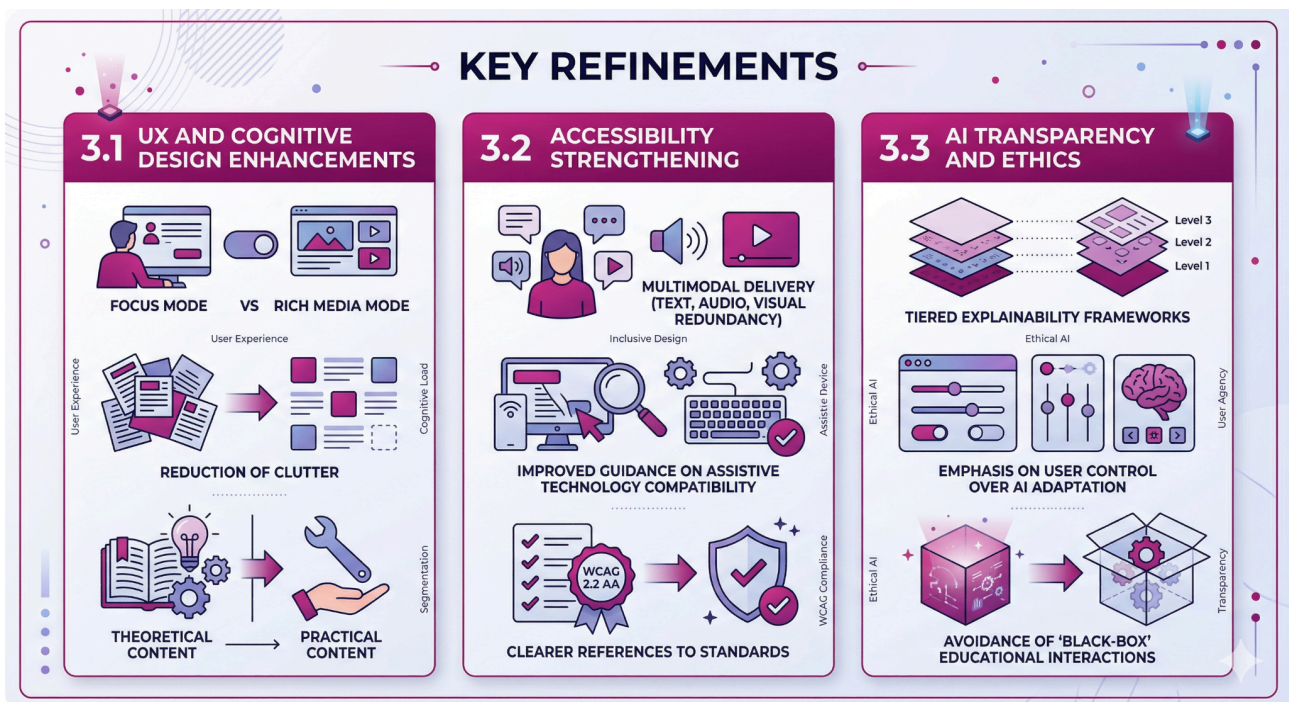


Image: Key Refinements. Credit: Gemini@2026

4. Translation Methodology

4.1 Rationale for Translation

Although English is the working language in both organisations, translation into German and Bulgarian was essential to:

- Ensure local usability in VET environments
- Increase accessibility for non-English-speaking educators and learners
- Support inclusive dissemination across the EU

4.2 Translation Approach

The translation process followed a three-layer methodology:

Step 1: Initial Translation (Human-Led)

- Conducted by bilingual experts within each organisation
- Focus on semantic accuracy, not literal translation

Step 2: Terminology Harmonisation

A shared multilingual glossary was developed for key concepts such as:

“Cognitive Load”

“Uncanny Valley”

“Multimodal Accessibility”

“Explainability”

Each term was:

- Clearly defined
- Contextualised within AI and VET education
- Adapted to culturally relevant equivalents

Step 3: Accessibility Adaptation

Translations were refined to ensure:

- Plain language usage (avoiding unnecessary complexity)
- Short sentence structures for readability
- Compatibility with screen readers and assistive tools
- Special attention was given to:
 - Avoiding ambiguous phrasing
 - Ensuring consistent terminology across chapters
 - Preserving instructional clarity

Step 4: Back-Translation & Quality Assurance

1. Selected sections were back-translated into English
2. Discrepancies were identified and corrected
3. Final review ensured conceptual equivalence across all languages

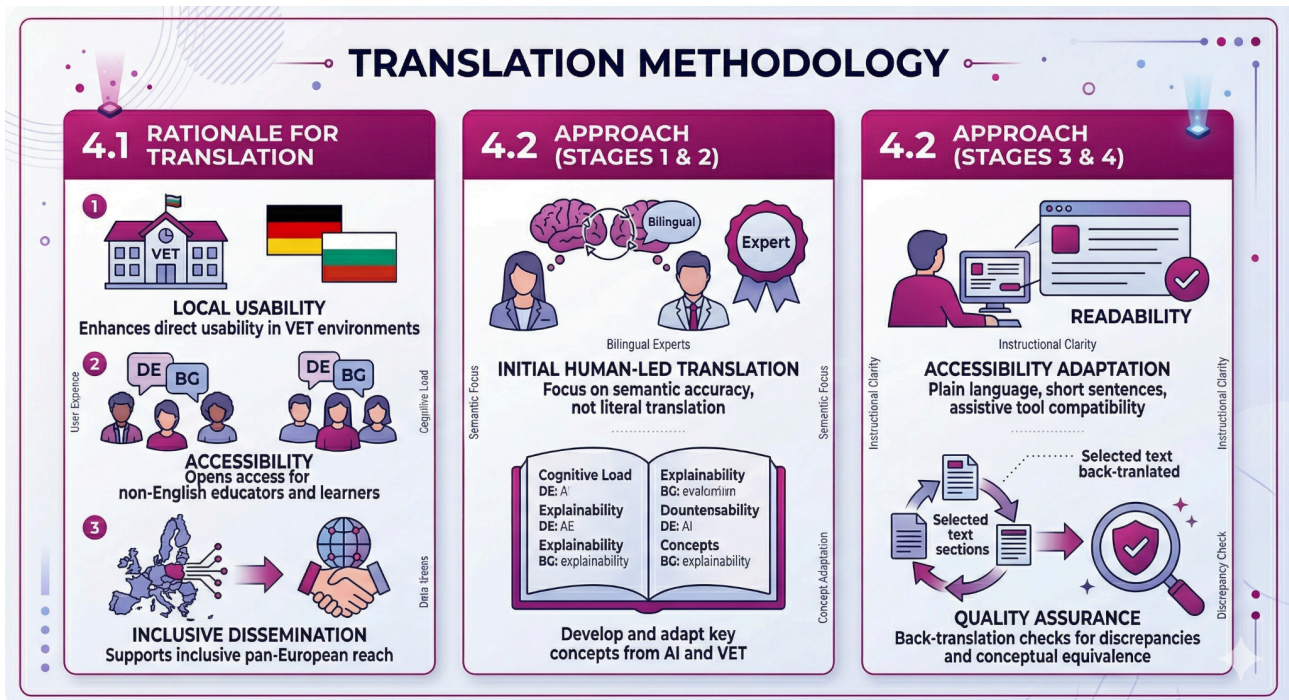


Image: Translation Methodology. Credit: Gemini@2026

5. Inclusivity and Accessibility Considerations

All outputs (original and translated versions) were designed to be:

- WCAG 2.2 AA compliant
- Compatible with assistive technologies (screen readers, keyboard navigation)
- Structured for cognitive accessibility, including:
 - Clear headings and hierarchy
 - Chunked content
 - Consistent formatting

Additionally:

- Visual elements include alternative text descriptions
- Language avoids bias and supports diverse learner profiles
- Content supports low-bandwidth environments through simplified alternatives

6. Deliverable Format

The final Refinement and Translation Report is delivered as:

- Accessible PDF document
- Structured with:
 - Tagged headings
 - Logical reading order
 - Alt-text for images
 - Searchable text

7. Conclusion

The combined refinement and translation process ensured that the handbook is:

- Pedagogically robust
- Technically accurate
- Culturally and linguistically inclusive
- Ready for pilot implementation (Activity 3)

Through the collaboration between Mimic Productions and Budakov Films, the resource has evolved into a high-quality, accessible tool supporting inclusive AI education across diverse European contexts.