

An action-research exploration of digital services for migrant workers in Taiwan

Craig BOSSLEY 2021

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Background Fieldwork Framing Feedback Conclusion (pp. 1–3)

The Foundation of Taiwan is Migrant Labor

1992

11,264

1:1850

Demand









Supply





2000

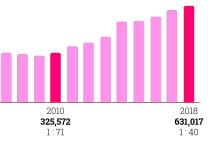
308,122

1:73

Today's Situation

700,000+ ¹ Migrant Workers (MWs) and increasing.

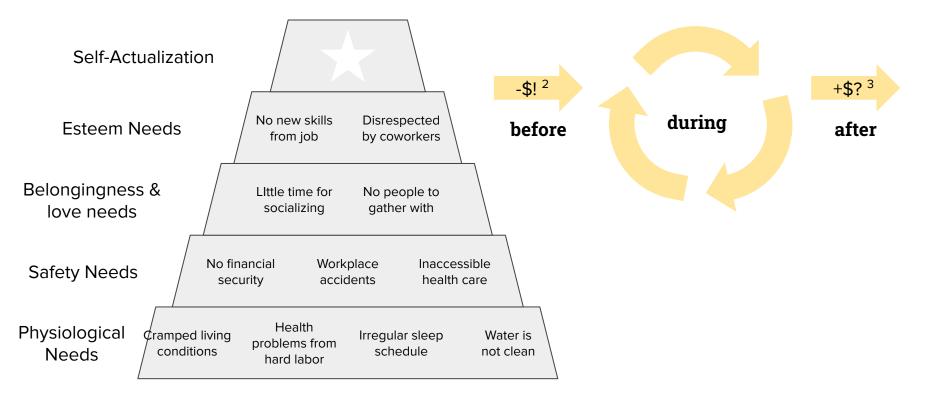
In Taiwan and internationally ², that is **1 in 33**.



Background

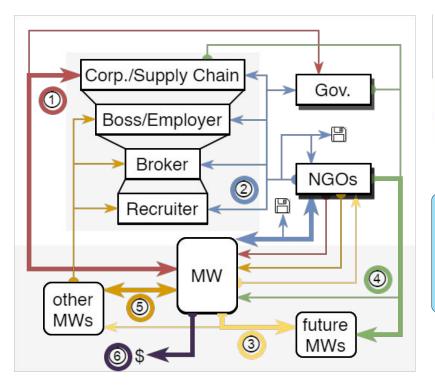
ieldwork

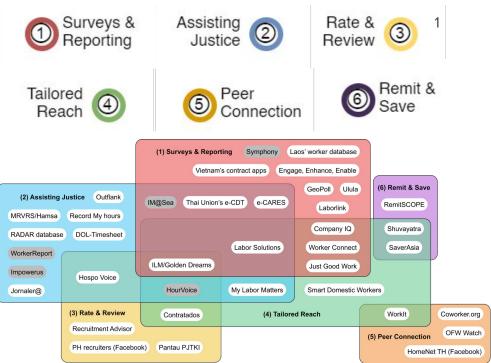
Migrant Workers (MWs) Face Many Trials



Background Fieldwork Framing Feedback Conclusion

Digital Services for MWs





(pp. 11-16)

Challenges of Digital Services for MWs

Access and Timing For MWs

Empowerment vs. Privacy

A Long-term Oriented Reconfiguration

Quality & Quantity for Adoption

Defining Aspect: Locationality



Assisting Justice

Rate & Review



Tailored Reach



Peer Connection



Symphony

IM@Sea

WorkerReport

HourVoice

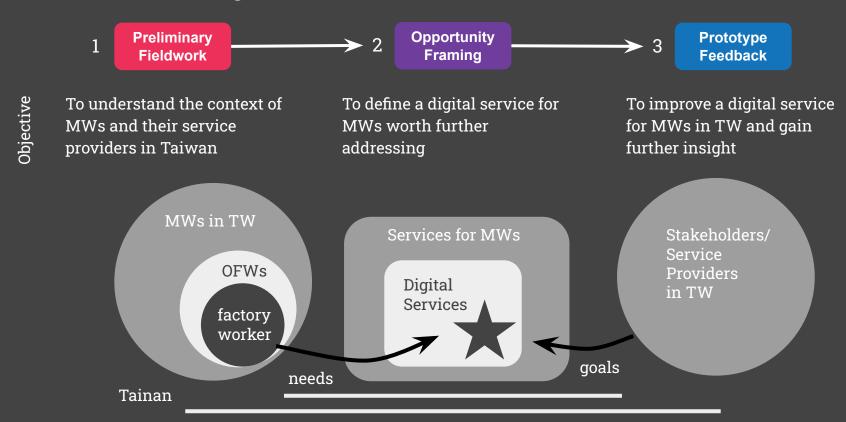
Impowerus

2016

2018

Background Fieldwork Framing Feedback Conclusion

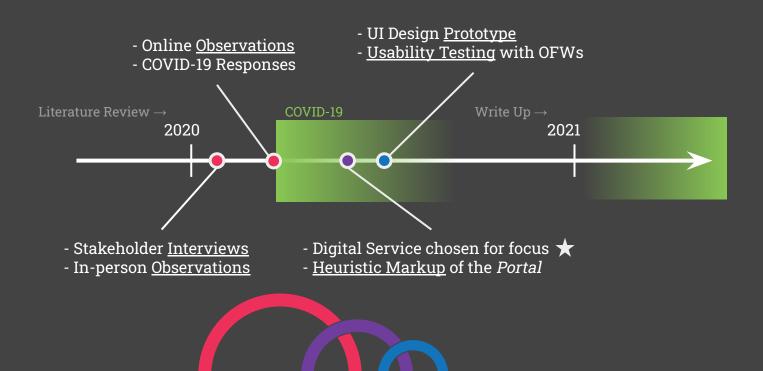
Research Objectives



(pp. 4-7)

Background Fieldwork Framing Feedback Conclusion

Research Timeline

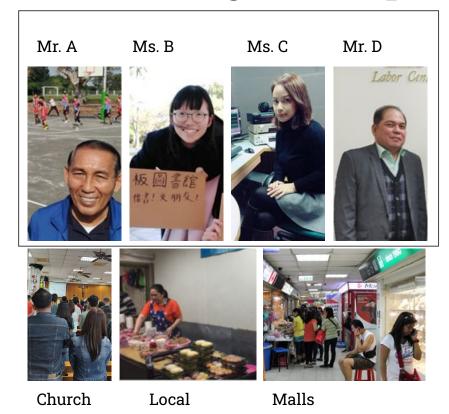


(pp. 4-7, <u>18)</u>

Background Fieldwork Framing Feedback Conclusion (pp. 19–20)

Introducing the People and Spaces

Online









Background Fieldwork Framing Feedback Conclusion (pp. 20–21, 29–30)

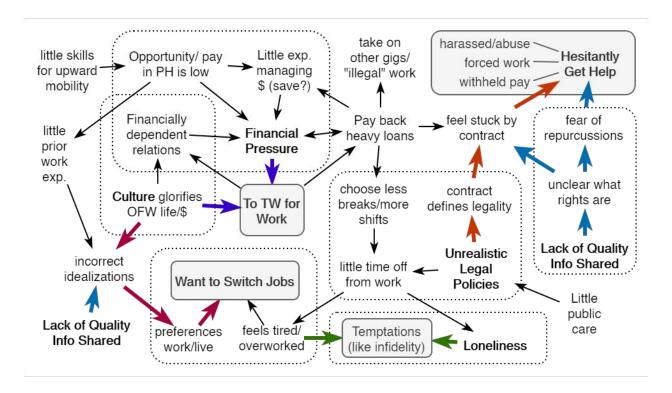
Findings: Migrant Worker Needs



"72% do not even have a bank account many just keep spending" - Ms. C

"Upon arrival for more money, some change rest to only once a month" - Ms. C

"There are policies that are not consistent with both governments" - Mr. D



"Upbringing contributes to discrimination" - Ms. B

"Keep changing until they find the employer they want/can deal with" -Ms. C

"Being away from family/ partner also causes affairs to happen" - Mr. A **Fieldwork** (pp. 22-27, 29-30)

Findings: Service Provider Targets





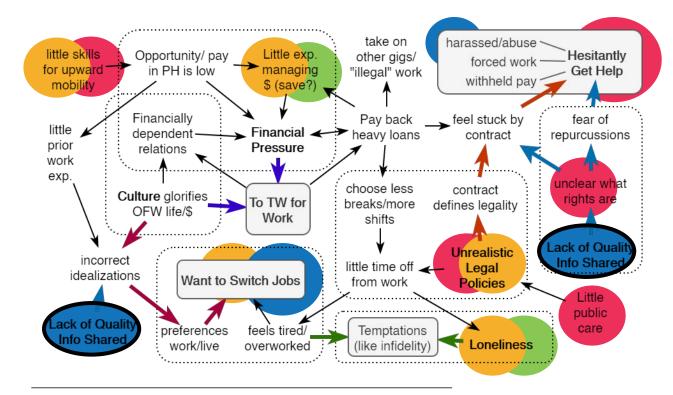
Educational Sessions



Public **Awareness**



Policy Negotiation





Proactive Advice



Respond & Intervene



Community Building

Church

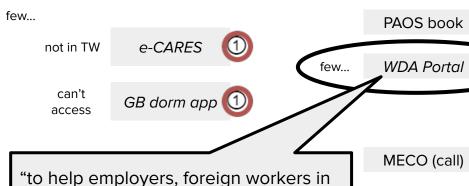
Activists

WDA/1955

MECO

Status: Digital Services for MWs in TW







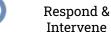
Public **Awareness**



My Labor Matters

Taiwan, private employment institutions and the public understand the employment of foreign workers, rights protection and relevant regulations" 1

1955 Hotline





Proactive

Advice

OFW Watch

FB Pages



Community Building

Policy Negotiation

few...





Background Fieldwork Framing Feedback Conclusion (pp. 33, 105–106)

Heuristic Markup¹ of the WDA <u>Portal</u>

5 Planes of User Experience ⁵











10 Usability Heuristics ^{2, 3}

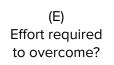


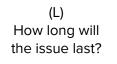


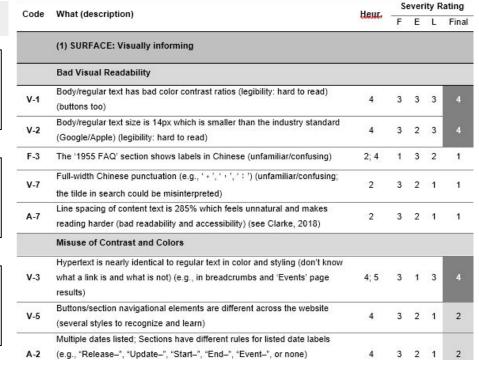


3 Severity Ratings ⁴

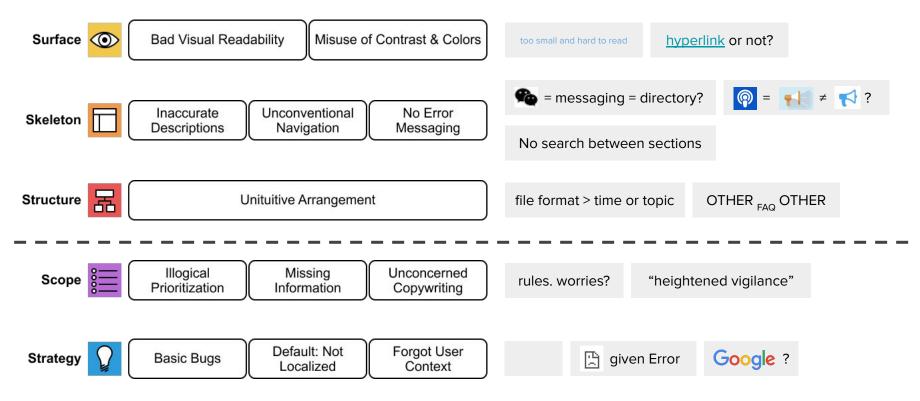
(F) Frequency of the problem?





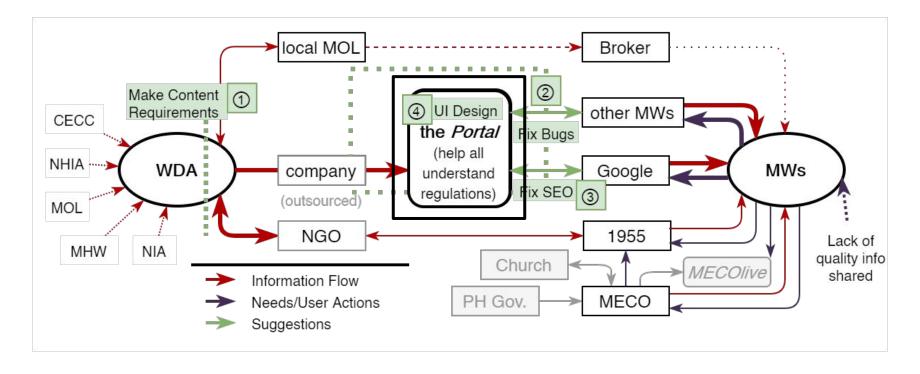


Findings: Experience of the Portal

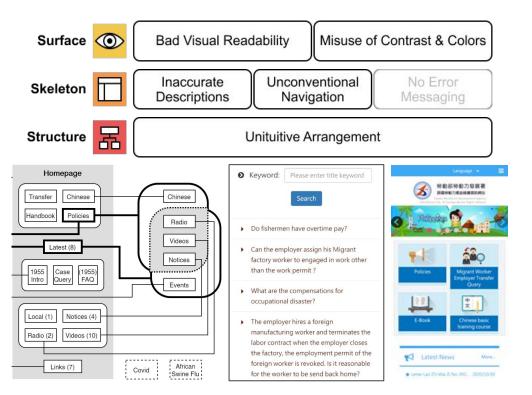


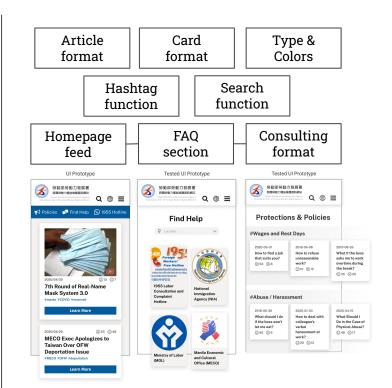
Background Fieldwork Framing Feedback Conclusion (pp. 46–47)

Status: TW Gov. and the Info Needs of MWs



Prototype Creation

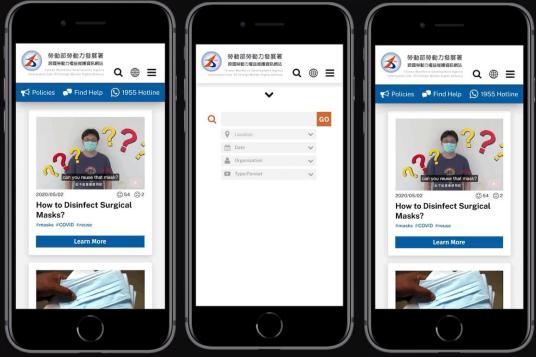




Testing Tasks

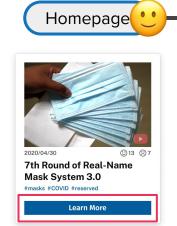
A ------ homepage find mask article
B --- search find other posts
C --- search find NHI posts
D ------ consulting find NIA info
E --- consulting find in Kaohsiung
F ------ 1955 intro find the info page
G ------ FAQ look up policies





(pp. 49–50, 63–65)

Results: Usability Testing Session



This is good, because you're basing on the apps [of] other people, how the other app[s] [are designed]." -P4



Search/Nav.

#masks #COVID #reserved

If looking for [an] article, I'd just browse the page, only if pressed for time would I try to use the search engine."

-P6

"Yes! Everything I wanted to know, and I don't need to type [any]thing." -P1

"Maybe my hands are a little too big..." -P2



Consulting

"[I would] just Google it—just like in this application." -P1



1955 Intro

"Maybe you need to put some more color to attract people—maybe, more colorful, more attractive, more easy to use." -P4



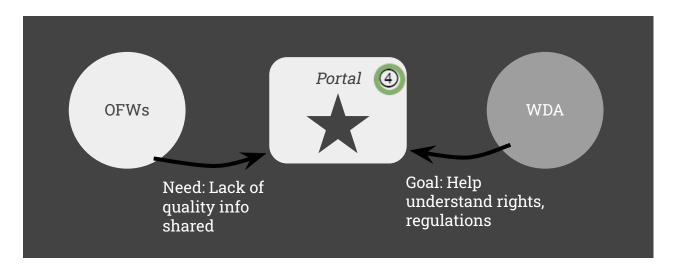
FAQ

(pp. 65–72, 115–118)

"It's the best part of the application because it's so easy to find the other information" -P7

[In relation to the Handbook] "it's more clear about [every]thing from this topic" -P3

The **Portal** has potential



1. Content Requirements

Quality information needed

2. Fix Bugs

The *Portal* is presently <u>unusable</u>.

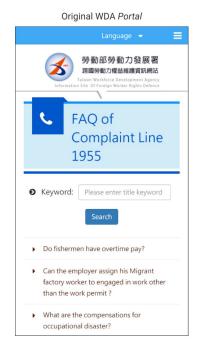
3. Fix SEO

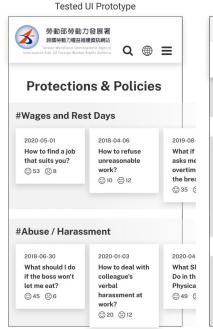
To be useful, the *Portal* needs to be where MWs go

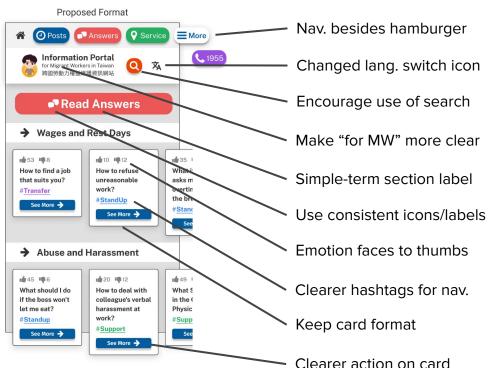
4. UI Design

Make it attractive and easier to understand

Suggestion: the FAQ section







Migrant Workers & "Digital"

Digital is more than a choice

Digital is rooted in the physical



MEDICAL EXAM FOR TAIWAN FACTORY...

84K views • 2 years ago



First timer in Taiwan Struggles(PART 1)-Factory...

80K views • 2 years ago



Exam and Interview for Factory Worker in Taiwan...

74K views • 2 years ago



How to apply in Taiwan as Factory Worker?/placemen...

36K views • 2 years ago



PAALAM AT SALAMAT TAIWAN TWITTEN TAIWAN TWITTEN TAIWAN TAI

34K views • 6 months ago



Sahod ng Factory worker sa Taiwan 2020!|Factory...

29K views • 1 year ago



Background Fieldwork Framing Feedback Conclusion (pp. 78–80)

Limitations and Suggestions

Research Limitations

- Time limit: The study concluded after three action cycle groupings
- Data Analysis: Interpretations affected by language and cultural barriers between myself, Taiwan, and migrant workers
- Scope: The prototyping stage only focused on testing suggestions for the *Portal*'s UI design
- Reproducibility: The nature of this study focused on the case of OFWs in Taiwan
- References: Digital services for migrant workers are new, so the field may still change dramatically

Further Study Suggested

- The specific **digital behavior** of different migrant workers
- The emerging OFW vlogger phenomenon and its effect on other OFWs
- Digital services for other migrant worker needs
- Testing of prototype with other migrant worker groups
- Results of co-creation with migrant workers and stakeholders (like Contratados)

Feedback/Edits to Make

- Content Design could be more important than the usability design/UI of the *Portal*
- MWs' authentic needs vs. available digital services — how do they meet each other?
- MWs as digital users how do they use digital media in their culture?
- What is action research (used in title)? How were you benefited by this strategy? Did action research change the final design or the way you designed?
- In the text, action research → website → heuristic markup is confusing. How are they related to each other? and to the research questions?

- Many issues that you've identified on MWs also exist in local Taiwanese workers' living situation. Identify the problems that are essential/related to MW identity to help make the argument stronger
- Add evidence/rough data (quotes) to the qualitative analysis (interviews etc) (maybe documentation photos to observations)
- User journey map (of the overall process)
- Condense the 5 'S' analysis!
- Diagram plan and rewrite abstract first?

Extra (can-do)

- Cross-ref Heuristic Codes to design choices to Usability Testing results in Appendix
- Appendix C: TW Service examples
 - Change the filtering criteria
 - Prisma flow diagram (<u>ref</u>)
 - o Redo the table
- Graphic icons for the (lit review/chap 2)
 Digital Service category types?