Understanding our participants' needs and observing their interaction, within a user-centred approach, using the web-based application Let's Be Safe will inform the process of development of an appropriate instructional resource intervention to educate the user with ID, in an accessible and user-friendly resource to empower and educate about staying safe from bullying and cyberbullying.

User centred experience supported through the Graphical user interface (GUI) offers enjoyable, interactive, multimedia learning to teach abstract concepts (Preece, Sharp, & Rogers, 2015). Based on the evidence of video modelling, use of picture-based interventions, game-based learning and scripts, the web-based application Let's Be Safe will explore the preferred method of learning for participants with ID.

Adapted SUS self-report measures indicated participants liking a lot of the Let's Be Safe application, with the listening activity most frequently rated the highest, followed closely by the game activity. Indications of what the participants would like to see more of revealed games and videos with people were most favoured.