

Division of Work

Title: System, team #, names- Baptiste

Personas: Why relevant?- Baptiste

Design Problem: What's the problem?- Smriti

Concept/Diagram: What's the solution- Smriti

Video Prototye: 3-5Mins- Ilinca

Justification: Explain improvements: ½- Ilinca, ½ - Xingchen

Conclusion: What's next-Xingchen

Personas

Mary:





Robin:

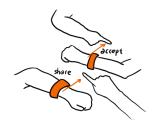
doesn't use technology to navigate



Antonie(extrem character):



Frequent user, almost blind without his glasses



Design Problem

Under conditions of:

- Harsh weather such as rain and snow
- Users with visual impairment,

Navigation becomes difficult, especially with the map visualisations on screen. Thats where our design comes to play which introduces more freedom of mobility with limited usage of screen.

Concept/ Diagram











Justification

- -> combining the modes
- human voice
- → projection became better (2 modes, an arrow)
- ring lights, icons on buttons
- → twisting for activation
- → sharing location trough bluetooth
- \rightarrow

Justification

Human voice: o more human voice was adapted for vocal indication, gaining more confidence

Combining modes: the user can use multiple navigation modes at once, choosing them in an intuitive way

Better buttons: he buttons have suggestive icons for each mode and the activated one is indicated by a ring light around the according button.

Justification

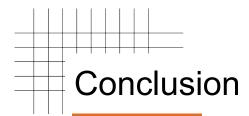
human voice

arrows

projection became better (2 modes, an arrow)

twisting for activation

sharing location trough bluetooth



visual

recognise pairing earphone-voice privacy

privacy-destination