



Team 49

FocusFidget

Valeria Cruz Tamayo

Daniela Herrera Montes de Oca

Daniela Fernanda Orozco Granados

Pedro Esteban Chavarrias Solano

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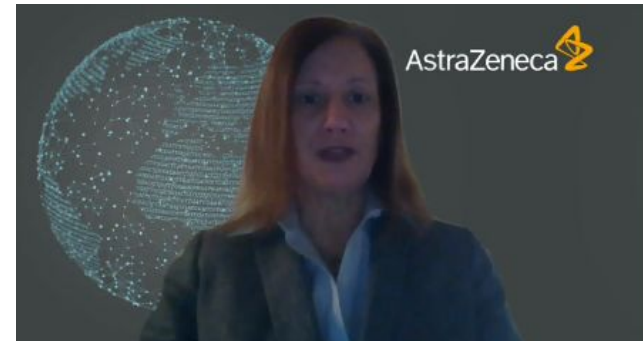
Context

#3 - Mirella Berger

Mirella is a district sales manager (diabetes and respiratory diseases)

Working with brand and marketing teams to manage her 10 primary care reps, enabling them to educate and support medical professionals.

As someone with **ADHD** and working memory issues, its hard for her to **retain focus** and this is complicated by not being able to retain detailed information or recall it on demand.



Problematic

- ◎ ADHD has a prevalence of 3.4% among adults between 18 and 44 (America, Europe and Middle East)
- ◎ Manifestations of ADHD in adults include
 - Inattention*
 - Restlessness
 - Working memory





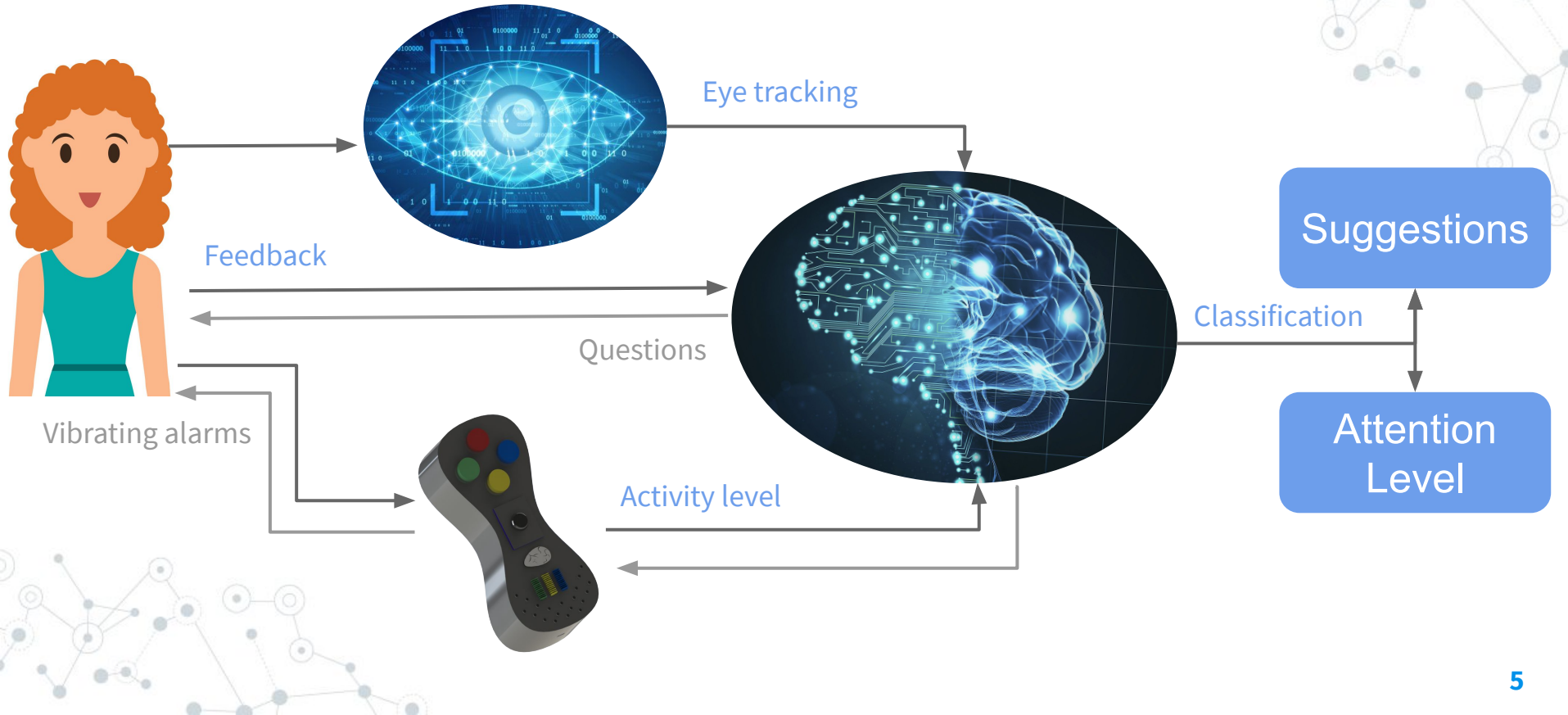
State of the art

- ◎ Chinese wearable technology to measure the attention level of students. It includes head motion, pen motion, and visual-focus modules.
- ◎ Eye tracking as a gold standard for attention quantification.

Zhang et al. 2017

Brunye et al 2019

Solution model



Idea presentation

Phase 1

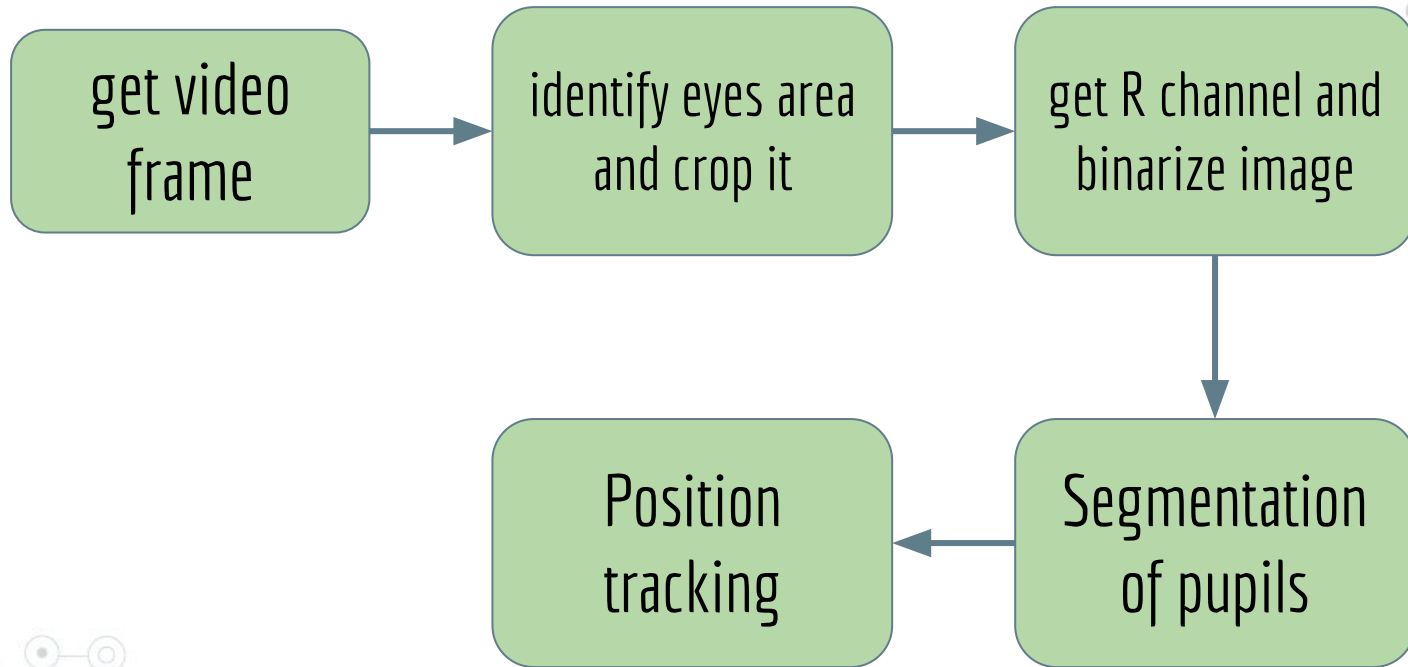
Personal algorithm
training



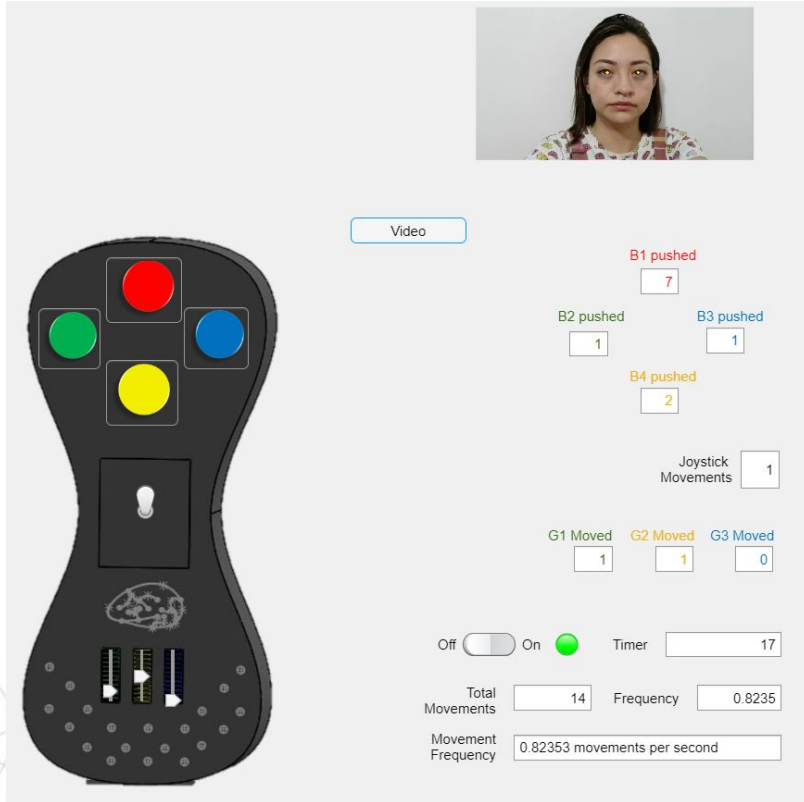
Phase 2

Personal
notifications
depending on
analyzed attention
customs

Eye tracking



Interface



Eye-tracking display

Buttons

Joystick

Gears

Counter

Frequency

Limit

Compare

ALERT

Device



Hand-sized

Interactive

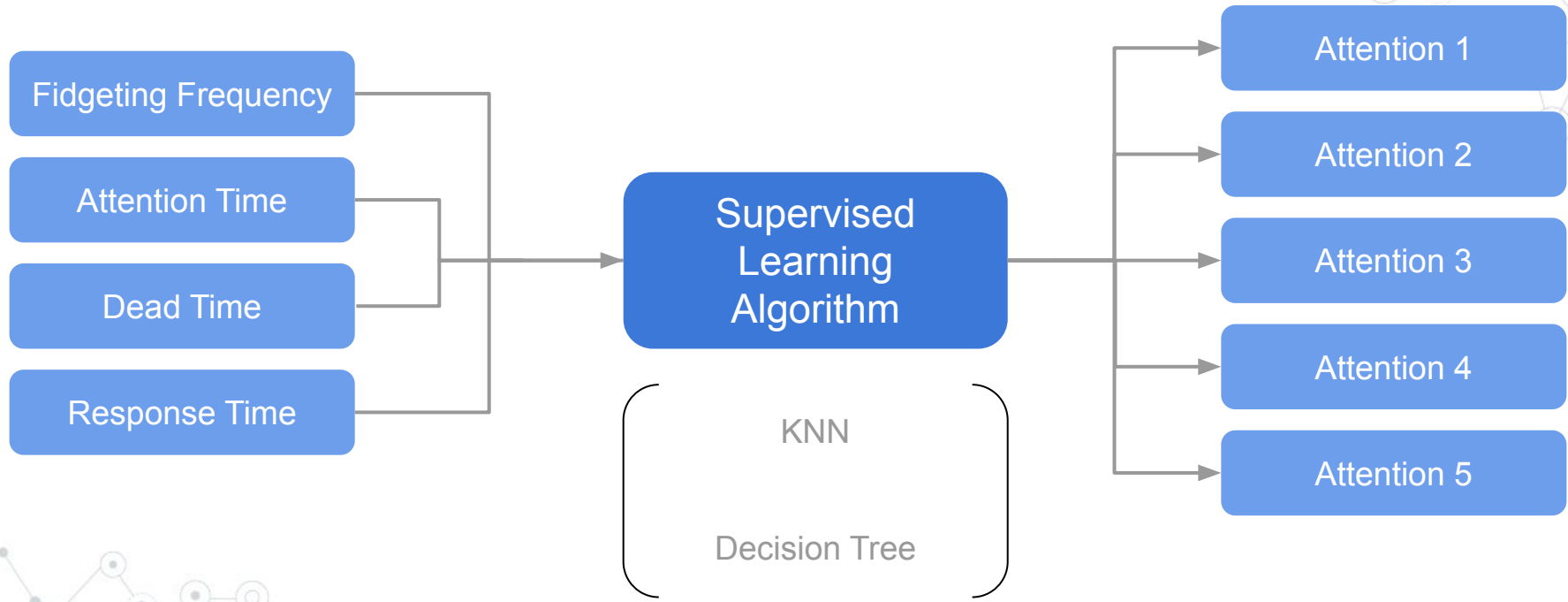
Simple

Input/Output

Bluetooth

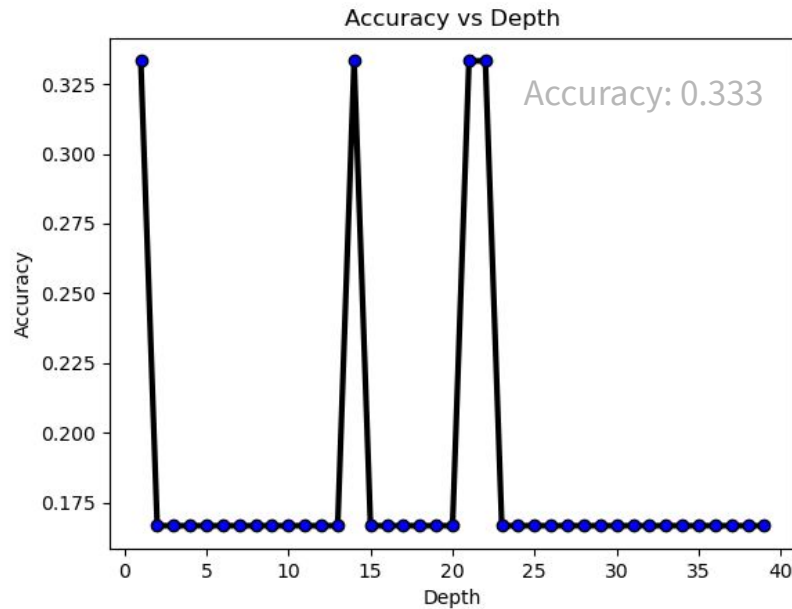
Rechargeable

Machine Learning Algorithms

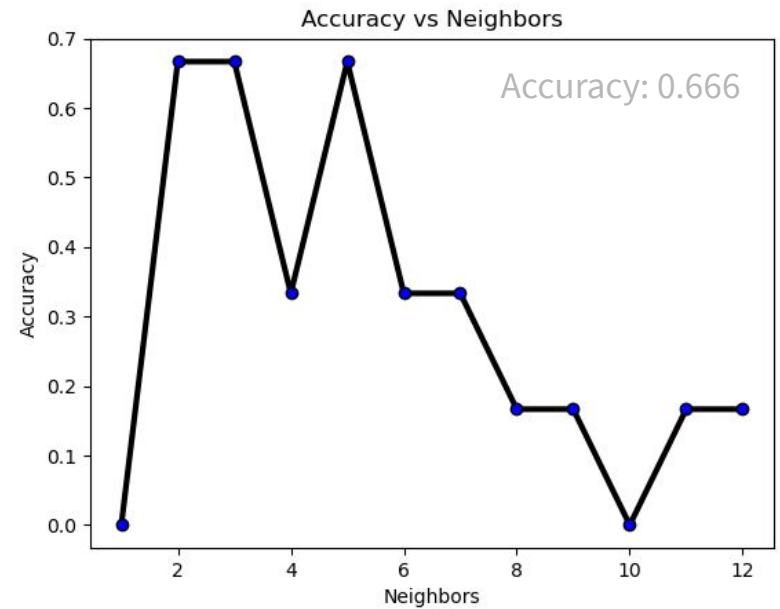


Machine Learning Algorithms

Decision Tree




KNN





Future work

- ◎ Migrate to Python
 - ◎ Implement the hardware design
 - ◎ Evaluate eye-tracking in different situations
 - ◎ Validate the solution with neurodiverse people
 - ◎ Train and test Machine Learning models with real-data
- 

The background of the slide features a complex, repeating pattern of interconnected nodes and lines, resembling a network or molecular structure. The nodes are represented by small circles, some of which are outlined in a darker shade, and they are connected by thin, light gray lines. The overall color scheme is a mix of light and dark grays, creating a subtle, textured effect.

Thank you!

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References

- ◎ X. Zhang, C. Wu, P. Fournier-Viger, L. Van and Y. Tseng, "Analyzing students' attention in class using wearable devices," 2017 IEEE 18th International Symposium on A World of Wireless, Mobile and Multimedia Networks (WoWMoM), Macau, China, 2017, pp. 1-9, doi: 10.1109/WoWMoM.2017.7974306.
- ◎ Brunyé, Tad T et al. "A review of eye tracking for understanding and improving diagnostic interpretation." Cognitive research: principles and implications vol. 4,1 7. 22 Feb. 2019, doi:10.1186/s41235-019-0159-2
- ◎ David Brent, MD et al. "Attention deficit hyperactivity disorder in adults: Epidemiology, pathogenesis, clinical features, course, assessment, and diagnosis" UptoDate, Nov, 2019
- ◎ David Brent, MD et al. "Treatment of attention deficit hyperactivity disorder in adults" UptoDate, Nov, 2019