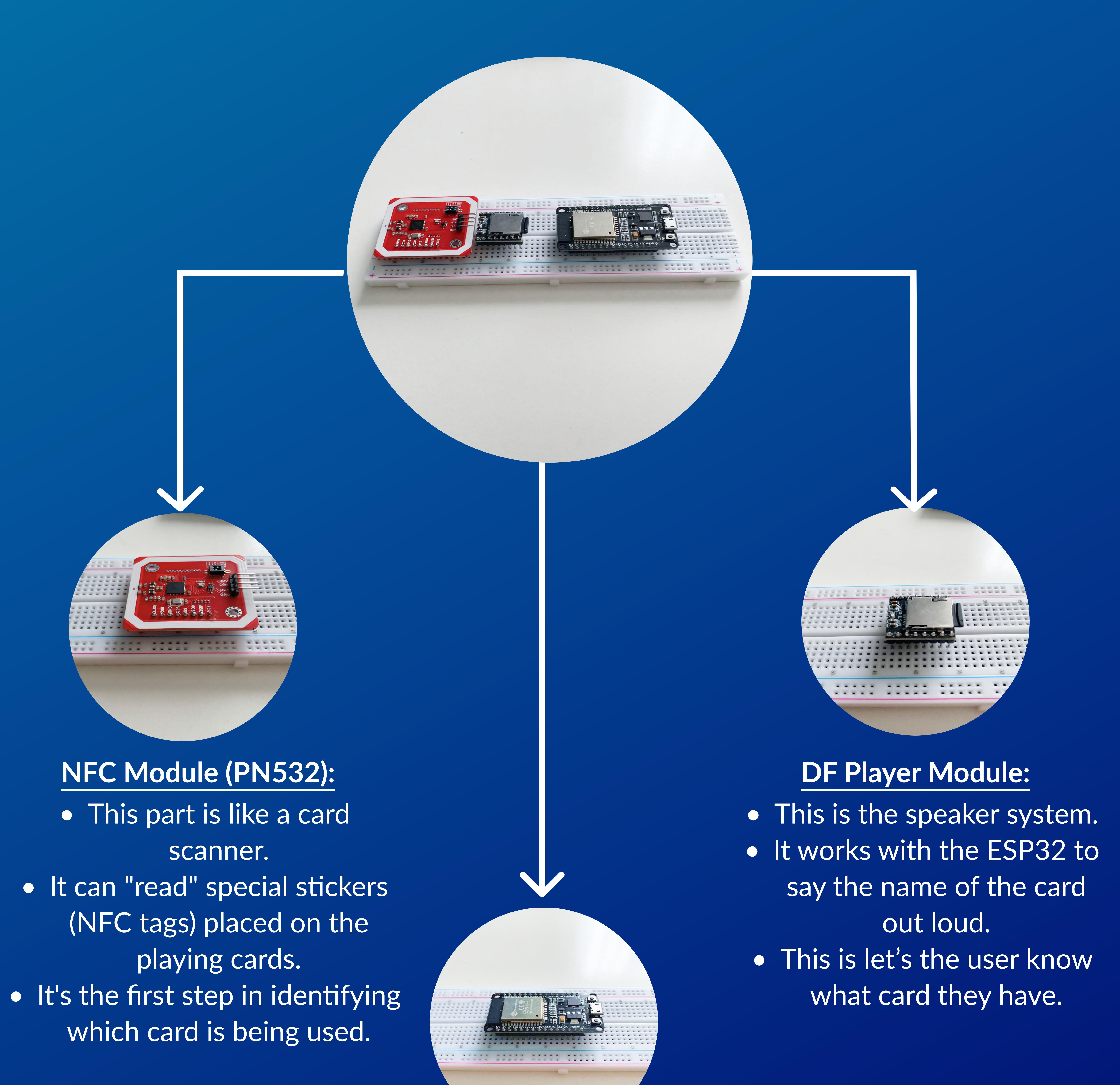
Whispering Sight

<u>Problem Statement</u> - This project aims to provide a personalized solution for a specific user with retinal degeneration and 30% tunnel vision, who desires a technical solution that avoids the limitations of specialized cards. The end goal was to enable the user to recognize their cards and enjoy the game without much difficulty.

<u>Methodology</u> - Following a user-centred design cycle (Empathize, Define, Ideate, Design, Test), we developed a prototype utilizing UNO® cards and portable device communication to address the given challenge.

Project Design - To make card games accessible for our client, we built a system using NFC tags on cards and special electronics. In this case, we used UNO® cards.





Fakultät Kommunikation und Umwelt

Campus Kamp-Lintfort

Project Management
Prof. Dr.-Ing. Christian Ressel
Pedro Ribeiro, M.Sc.

Students

Ayodeji Oluwaseun Abajingin Infotronic Systems Engineering, (B.Sc.)

Eyüp Süyrüge,

Media Communication and Computer Science (B.Sc.),

Omair Ibn Jafar, Mobility and Logistics (B.Sc),

IVIODIIITY AITH LOSISTICS (D.SC)

Ruchita Dileep Chanchlani, Usability Engineering (M.Sc.),

Sefa Can Serce

Media Communication and Computer Science (B.Sc.),

Read more about the project:

