

# Mindwave X Sleeping Baby

Team Bebe / #4

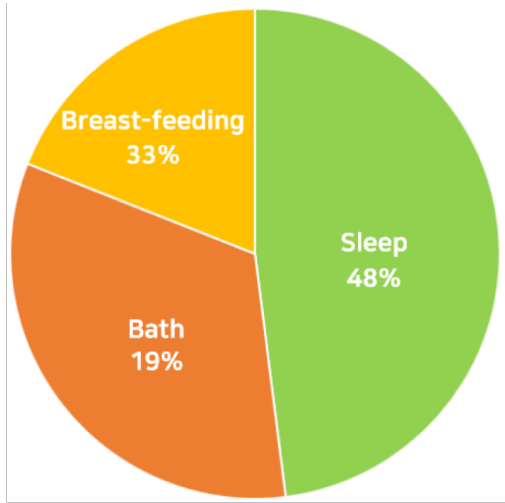
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## Background and Goal

### Background of the project

#### 1. Infant sleep and parenting stress

Age	Average total sleep time (hours)	Average night sleep (hours)	Average day sleep (hours)
1 month	14-15	8	6-7
3 months	14-15	10	4-5
6 months	14.2	11	3.4
9 months	13.9	11.2	2.8
12 months	13.9	11.7	2.4
18 months	13.6	11.6	2
24 months	13.2	11.5	1.8



#### 2. Current Market

##### Using Camera



##### By detecting Body Temperature



##### By detecting Motion

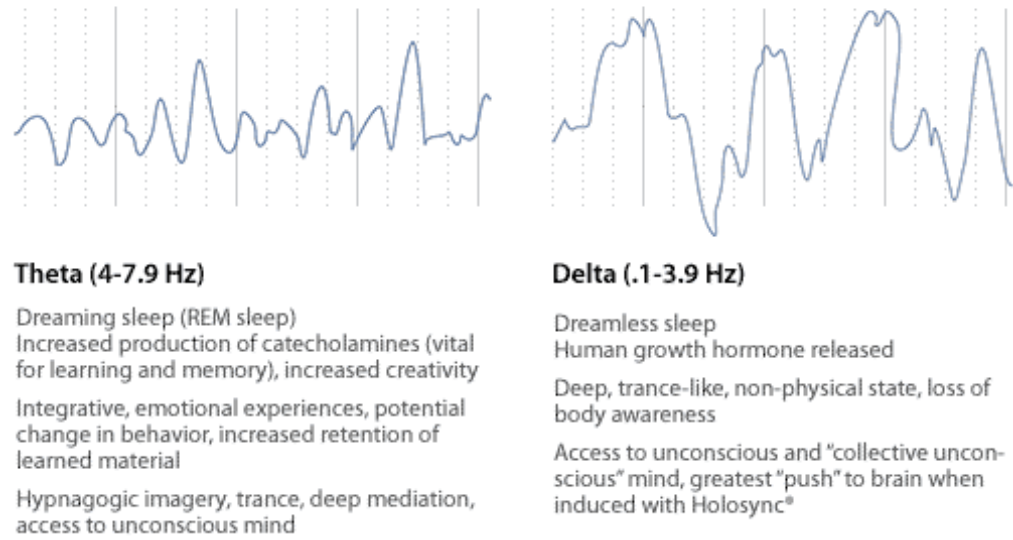


##### By detecting Breath

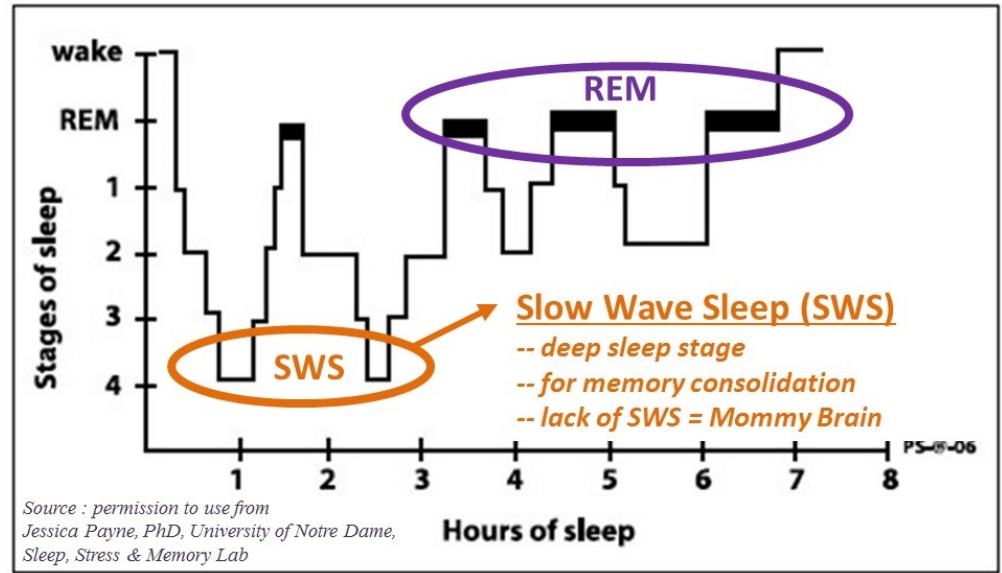


#### 3. Why Using EEG(Electroencephalography)

##### Relationship between Sleep and EEG Four Categories of Brain Wave Patterns



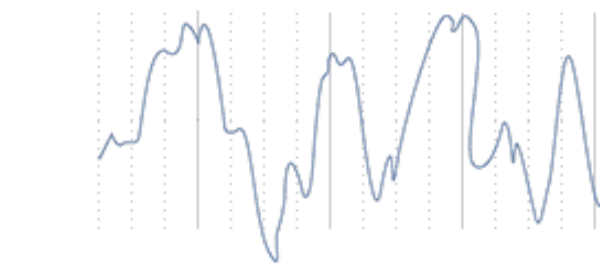
##### To Know the Quality of Sleep



### Goal of the project

"Let's make the child-care experience a joyful emotion!"

#### Our Objective?



Get brain wave information



using Mindwave

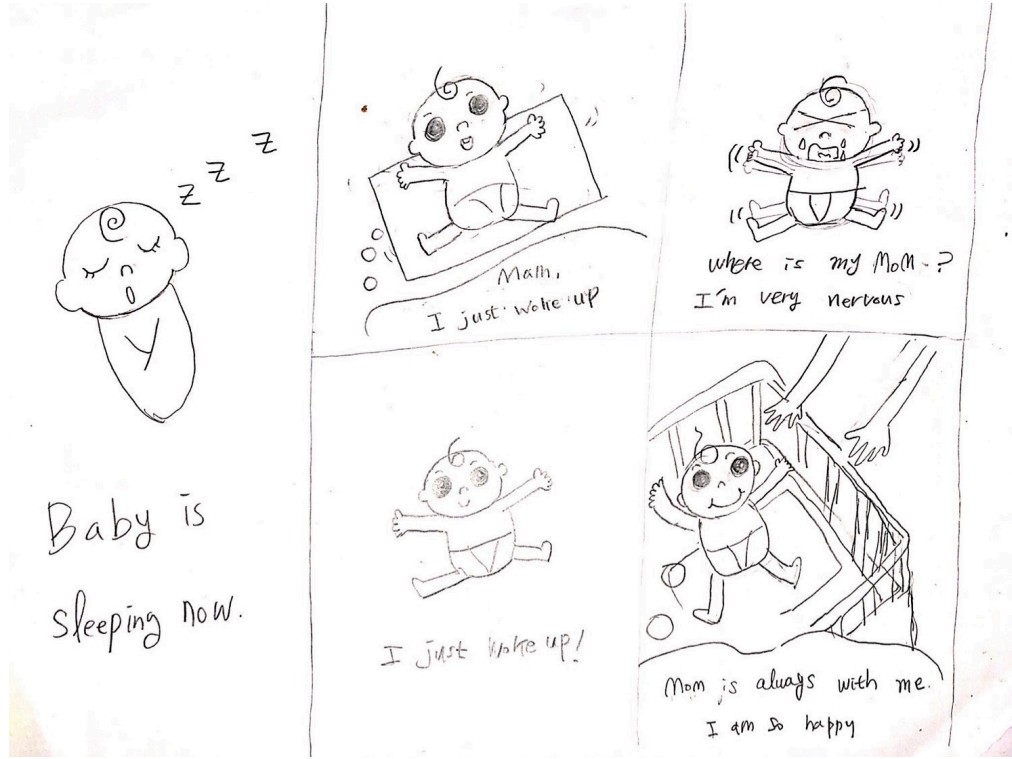


and visualize with HUE

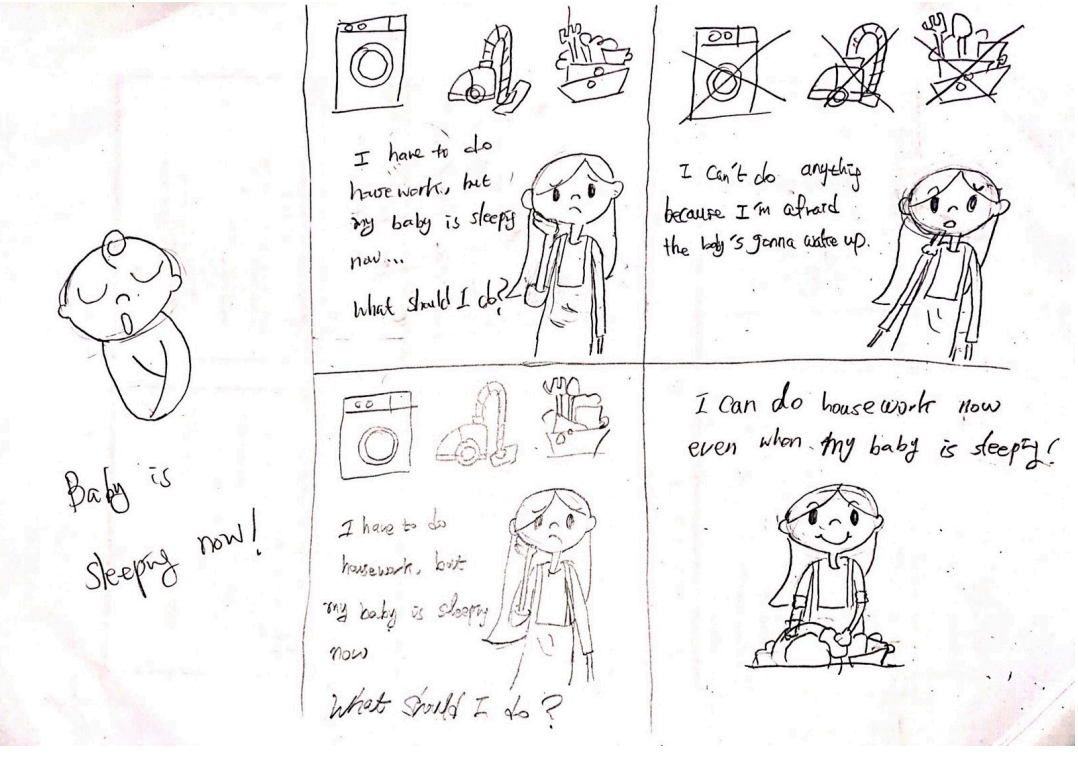
## Concept(with storyboard)

### 3Rs

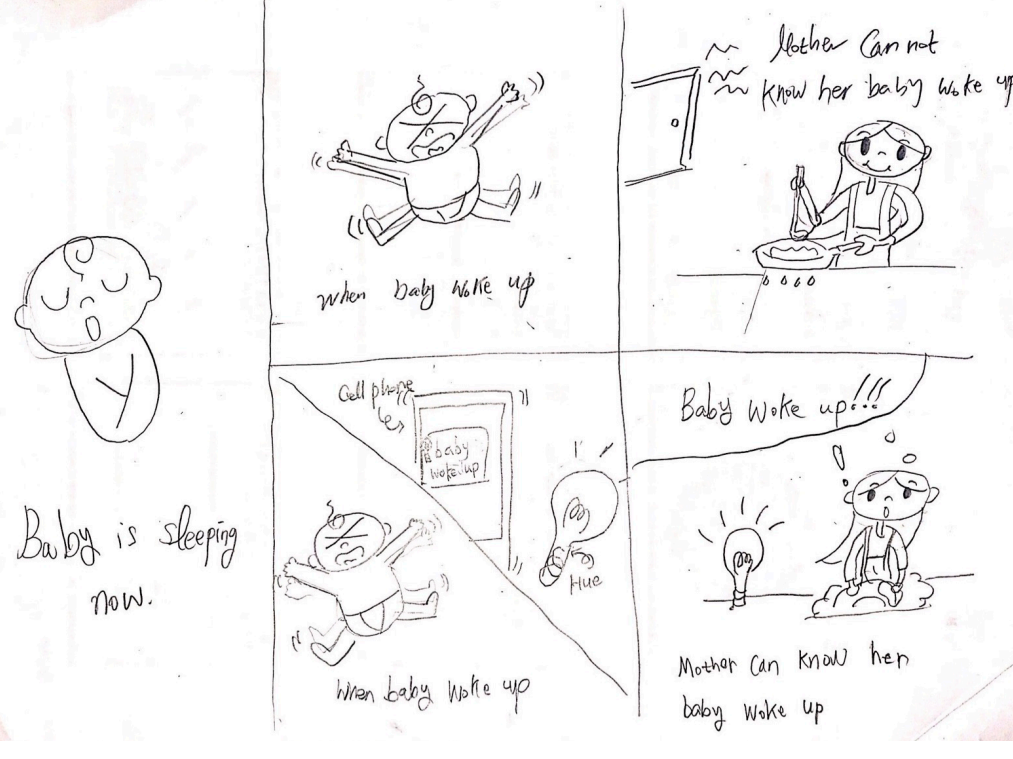
#### 1. Relief to Child!



#### 2. Rest to Mom!



#### 3. Replace Sound to Light!

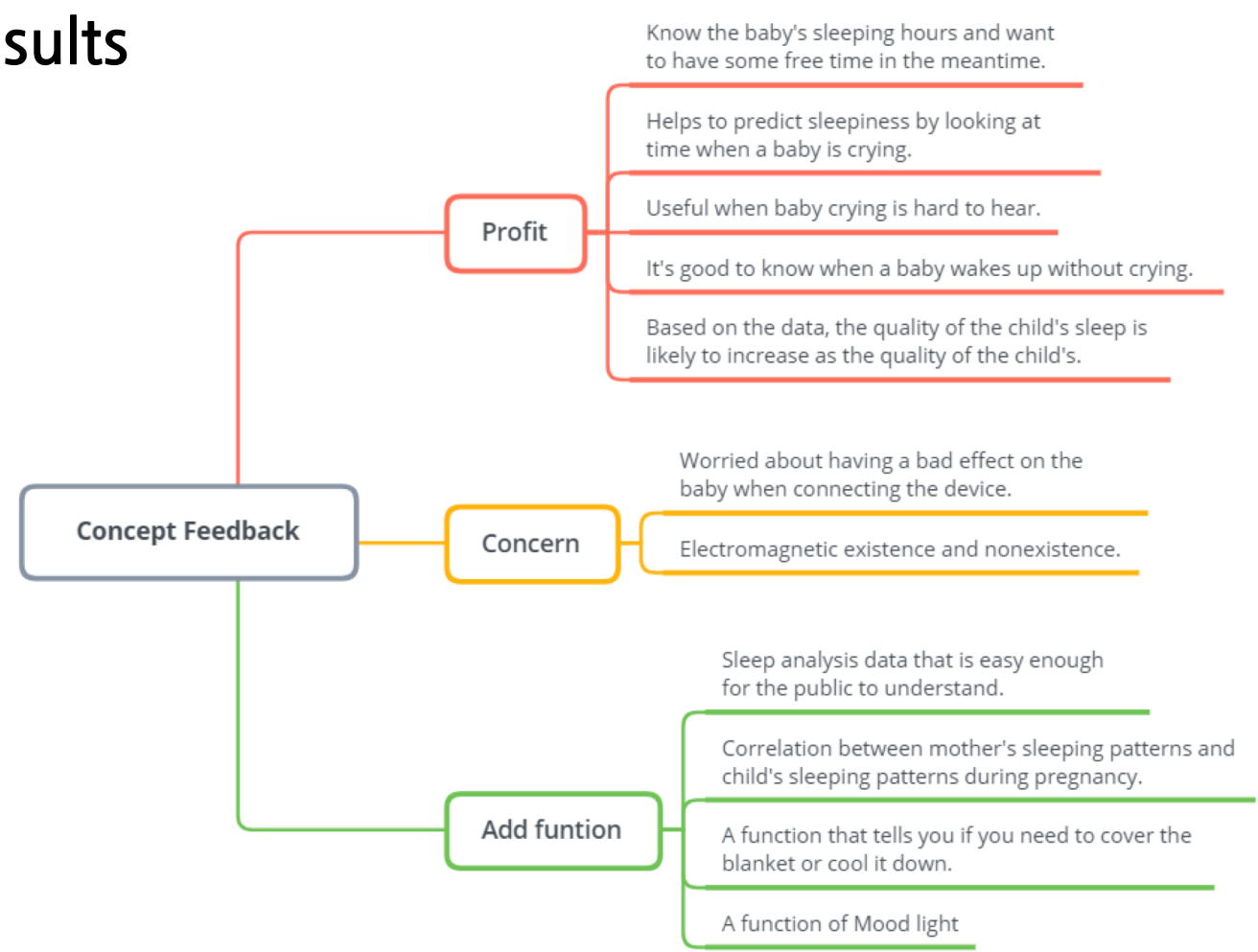


## User Research

### Questions

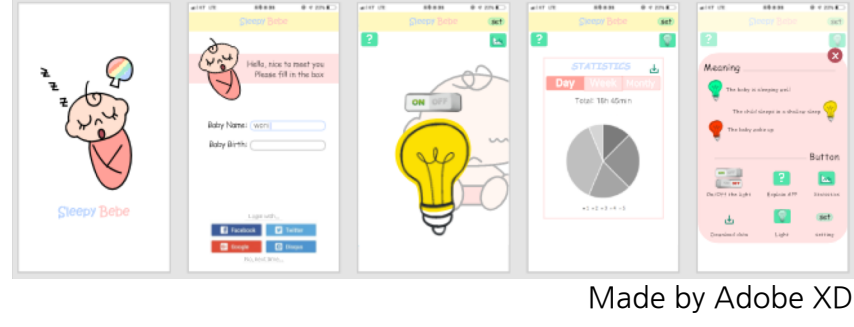
1. Tell me about your experience of not doing what you have to do because of your baby's sleep.
2. Would you like to use a tool which tells you that your baby is awake? Why?
3. Are you interested in the baby's sleep? Why?
4. Please tell us what additional features you would like for baby's sleep.
5. Please tell us what you need to improve on this product.
6. Do you have any questions or concerns about your baby's sleep?

### Results



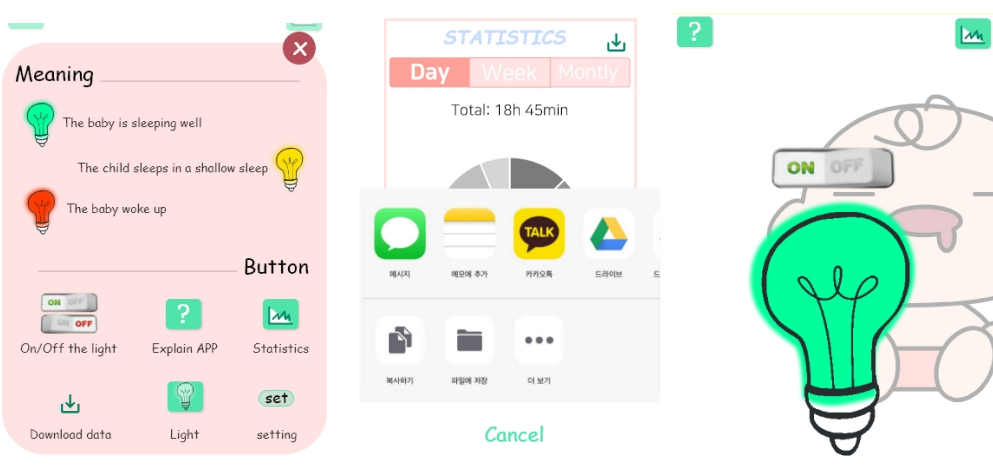
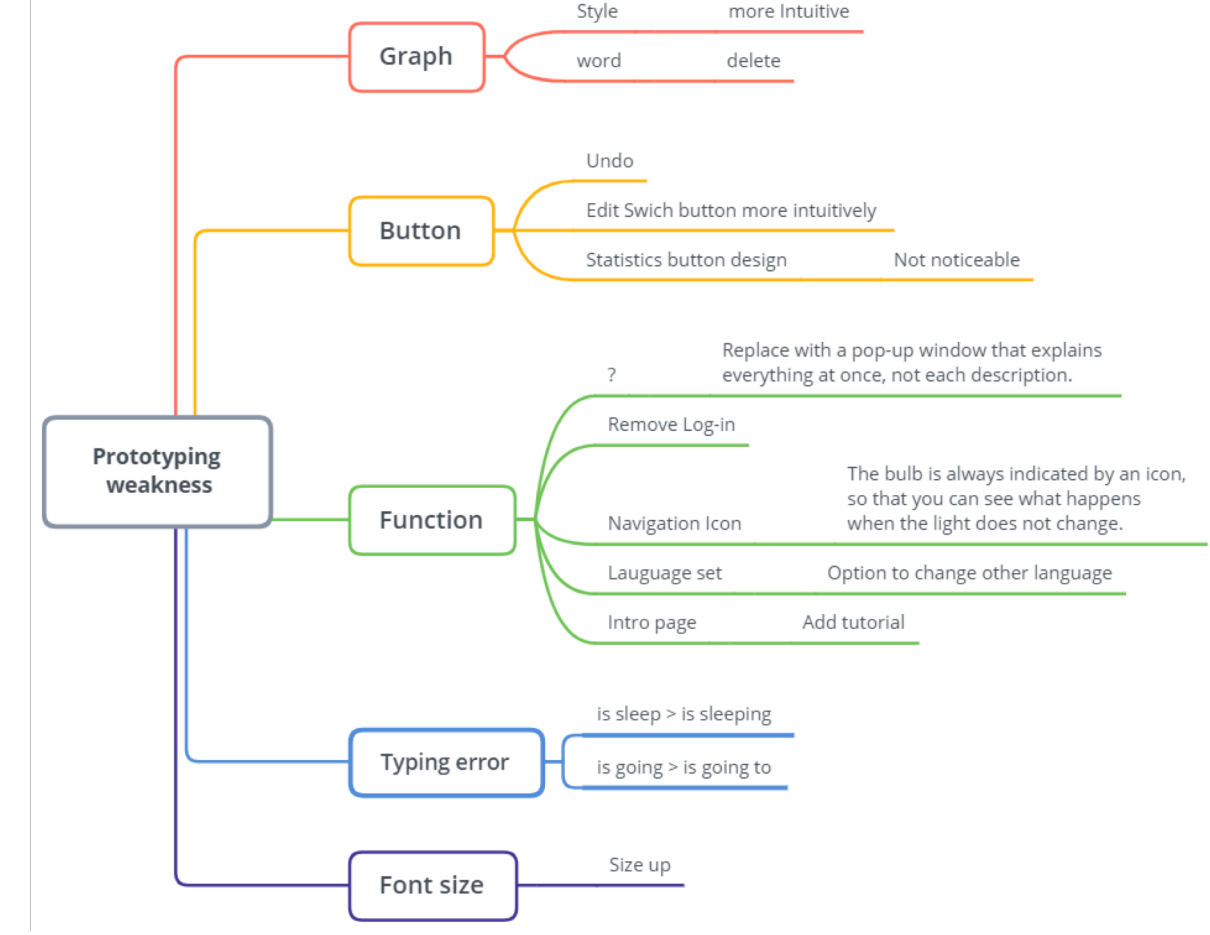
## Paper/Low-fidelity Prototype

### How to made



Made by Adobe XD

### Feedback & Appling



## Next Plans

### Make Prototype

#### Testing

1. Sleeping Test
  - See how real data comes out when sleep.
  - Find the appropriate break value for coloring
2. User Test
  - User test for a working prototype

#### Solving Technical Problems

1. Get data from Mindwave
2. Insert data to HUE

