**Tell us about the features and technologies you used.**

DREAME is an app designed to prompt users to close their eyes for two specific purposes: relaxation and imagination. Using AVCaptureSession and the Vision framework, the app detects eye closure by analyzing specific landmarks around the eyes. By given landmarks, the area of each eye has been calculated and then the threshold of eye closure could be confirmed.

The app offers users a choice of four background music tracks, each corresponding to a different mood. Originally, the selection of mood was intended to encourage users to reflect on their state of mind before relaxation. However, an additional purpose has been incorporated into this feature, allowing users to enjoy different background music tracks.

Users can select a time limit during which they wish to keep their eyes closed. Also, the app includes sound effects to inform users. For instance, a warning sound effect plays when the user's eyes are opened, while a completion sound effect signifies the end of the timer period. All sound is played through AVAudioPlayer.

The app features a simplified design with support for both dark and light modes. The warm orange accent color is chosen for its relaxing effect on the eyes.

**If you've used your coding skills to support your community or an organization in your area, let us know.**

During my three years as a teacher at an alternative school in Pohang, South Korea, I shared my coding skills and knowledge of Computer Science with students. I aimed to ignite their interest in creating projects from their own imaginations, so I introduced Arduino programming. Despite varying levels of proficiency, all students participated with enthusiasm, demonstrating joy in making their own products.

Additionally, I encountered challenges in communicating with parents as a teacher. Recognizing the need for an organized system within the school, I took the initiative to sketch out an app. I formed a project team to develop this idea. Although the app only reached a trial stage, its development process was invaluable. The experience provided insights into problem-solving and the potential for addressing issues within the community. It reinforced my belief in the practical application of my coding skills to solve real-world problems effectively.

**Is there anything else you‘d like us to know?**

The idea of DREAME started from my worries on eye health. I had a surgery to improve my eyesight few years ago, so I have no more chance to get better eyesight when losing it. When searching for eye health, I found out closing eyes for few minutes in the middle of work could help human body, not only to eyes but also to brain and whole flow. This concept brought me to the initial idea of the app. Then, I started to think about the combination of relaxation and imagination as I read a book about the power of vivid imagination recently. Although it is a simple app that could be replaced by setting up a timer and performing eye closure by oneself, it could also become a practical app with features like notification. I love an app that performs specific task regardless of its capability. In this context, DREAME performs its initial purpose that helps people keep their eyes closed for either relaxation or imagination.

The idea for DREAME originated from my concerns about eye health as I had a surgery to improve my eyesight few years ago. Realizing that I wouldn't have another opportunity to enhance my vision, I became more attentive to maintaining eye health. During mt research, I discovered the benefits of periodically closing one's eyes, not just for eye health but also for overall well-being, including brain function and overall relaxation.

This concept inspired the initial idea for the app. I also drew inspiration from a recent book I read about the power of vivid imagination. Combining relaxation and imagination seemed like a natural fit. While the concept of simply closing one's eyes could be achieved manually with a timer, I saw the potential for the app to offer additional features, such as notifications, to enhance the experience.

I love an app that performs specific task regardless of its scale to cover. In this context, DREAME serves its initial purpose of helping users relax or stimulate their imagination by encouraging them to keep their eyes closed for a designated period.