We started with a vision of making the device a low cost one so that it is affordable enough for NGOs, public autistic centres or schools or even parents to purchase. Our team has tried to develop the device prototype with a budgeted amount, but as creatives, we cannot stop ourselves from being bound to it and experimenting with different hardware materials and different ways to build it. We have an estimated research and development cost of about 10,000 rupees for the prototype. But it is possible that if we replace the whole microcontroller boards and ICs like the Arduino, the motor driver and the bluetooth module and integrate everything in a much compact circuit, we can cut down heavily on costs. We have also made it a point to scale down the device and make it portable for children to carry it like a tiffin box. Such scaling will further reduce costs. With more research and optimization, and with mass production, we can very well have it under 5000 apiece.

our application or software is basically like a e-learning platform

for the autistic child. That's why we are including both

visual and sound effects in the software, with the letters and any learning contents

which can stimulate the child , to get the interest to learn from the application

and at the same time they can implement it practically

in the front end the teacher/ an user will get an option for

choosing the content from the application, lets take an

example if the letter a is selected then the animation and the visual

effects like " a for apple " will be displayed to the kid and as we said, it will

be fascinating and interesting for the kid to see it, then if the

kid is ready to write the letter, then the teacher had an option with our

application to turn on the robotic hand which will make the kid to write and

learn at the same time.

In the back-end, the teacher will have a list of student devices

connected with their device in a Wireless LAN support, where they had an option to

monitor each and every student and see how they learn. If a teacher selects

'A' for one student and 'B' for another, then they both can see the visuals of

the respective content that their teacher has assigned to them .

Then once the kid is ready, the teacher can start the device that will

make them to write physically. So the students can learn visually and

they can write on their own with the help of our machine.