Mobile Phone Navigator for fully and partially visually impaired

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Problem Statement

Mobile Phone Navigator application for partially and fully visually impaired

Improving the mobile phone using experience for people with visual impairment.

OBJECTIVES

- To develop a fully functional mobile application to help the partially and fully blind in navigating through the mobile phone.
- To provide a user-friendly and supportive UI for the partially and fully blind people by following the HCI principles(Ben Shneiderman's Eight Golden Rules).
- To provide features such as :
 - Currency recognition
 - Time, Date and battery status
 - Voice based calling
 - Voice enabled messaging

Guidelines followed

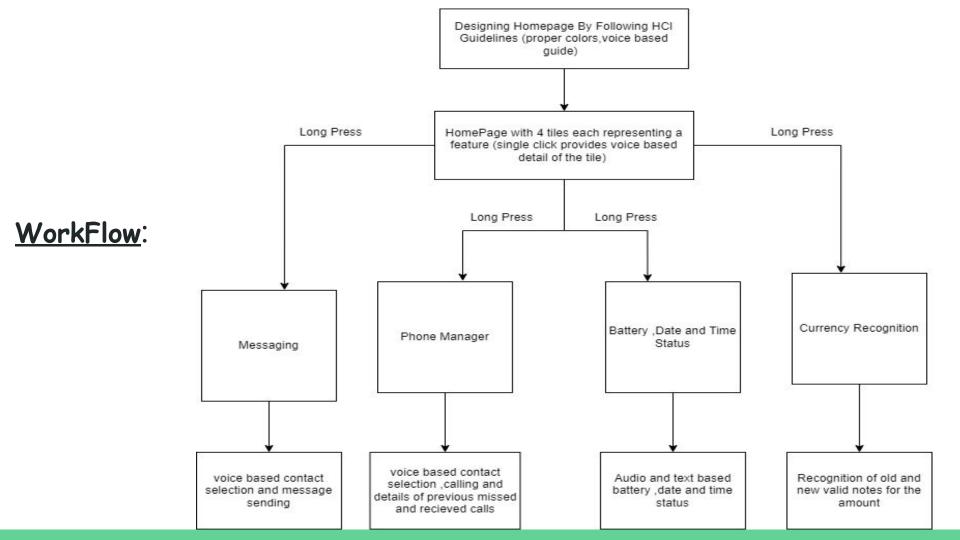
Apart from covering general issue i.e, weakening of eyesight for both moderate and extreme

Loss, some other visual disorders were considered while designing the application

- 1) Red and Green: People suffering from **Dichromacy** (person who can distinguish two colors) can not distinguish between red and green.
- 2) Extreme Dark Colors: People suffering from **Protanopia** (colour blindness resulting from insensitivity to red light, causing confusion of greens, reds, and yellows) can not distinguish dark colors (12.5%)
- 3) Light colors and greys: People suffering from **Tritanopes** (inability to distinguish between blue and yellow) cannot distinguish light colors and greys. (13%)
- 4) Green Colors: People suffering from **Deuteranomalous** exhibits partial loss of green color vision.(62.5%)

Guidelines followed

- Padding of 0.6% has been provided such that the borders to do not collide.
- Text size has been sufficiently large to support easy reading.
- Contrasting colors have been used to support the color blind people in navigation through the app.
- Elevation has been provided to distinguish the icon from it's background.
- Audio support has been provided to aid the fully blind in navigation.



Results



HomePage

A verbal greeting and general instructions are given to the user once he opens the application. Single tap on any of the 4 given tiles gives the details of these functionalities and on long press on any tile, the corresponding functionality activity is opened. Along with following most of the HCl guidelines, different research backed UI design for visually impaired.

Thu,07 April 2022 15:33:24



56.0

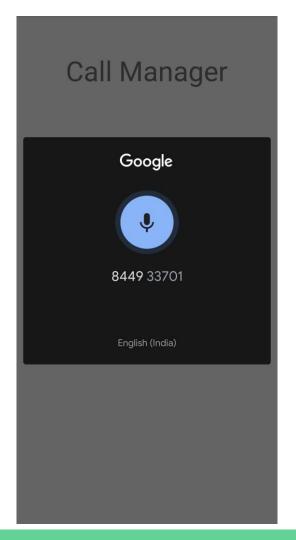
Phone is not charging

Date Time and Battery Status Info

This page shows the user and also verbally tells the user about information like present date and time and also about basic details of phone(battery % and charging status).

Calling

User taps anywhere on the screen to enter phone number and then taps again to make the call.





Currency Recognition

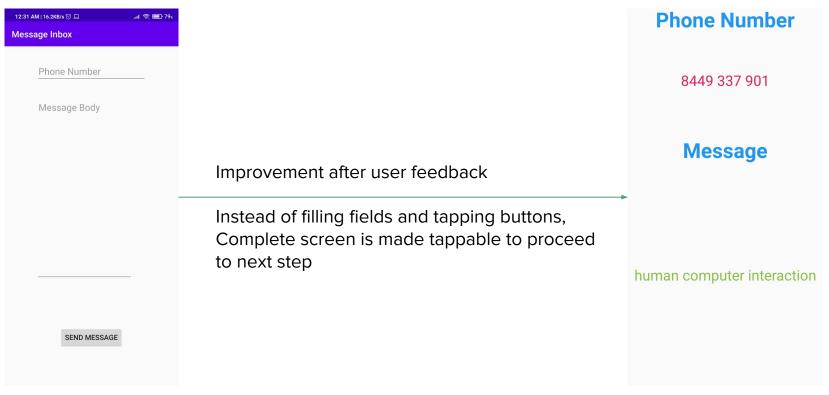
Though it's not meant to be a part of phone navigator, this feature is provided because it is a common hardship faced by most of the visually impaired people.

Messaging

Voice based contact entering and then taping screen again to speak the message. Tap again to send.



Changes after user feedback



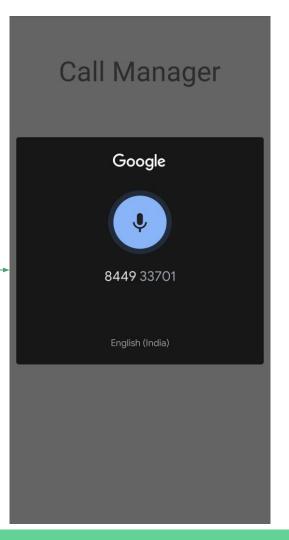
Version 1 Version 2



Initially a talkback keyboard was used,

But to make it more user friendly, fully voice based commands were added and small buttons were removed.



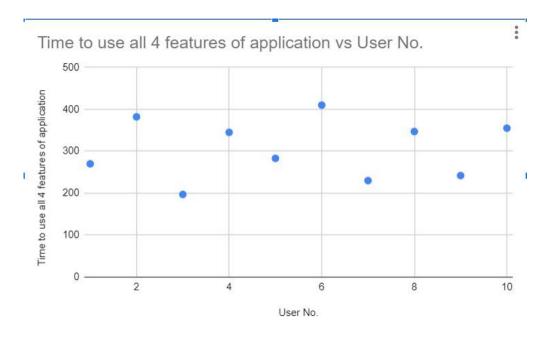


Analysis

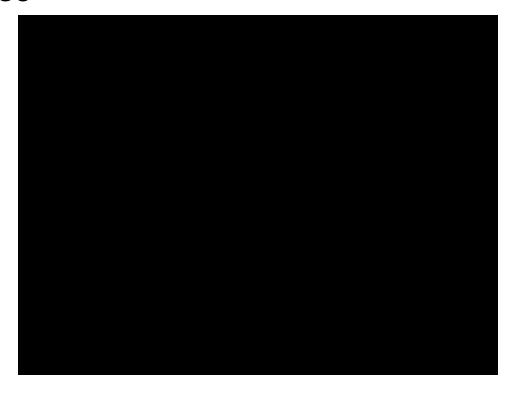
Questions	1 Very poor	2 Poor	3 Fair	4 Good	5 Excellent
1)How easy was to navigate through the app?					
2)How easy was to recover from the mistakes committed by you?					
3)How intuitive was app ?					
4)How good was the feedback on your successful completion of action?					
5) How correct were results?					

User No.	Question 1	Question 2	Question 3	Question 4	Question 5
1	4	4	4	5	3
2	4	4	4	5	4
3	5	4	4	4	4
4	5	5	4	4	5
5	3	4	3	5	4
6	4	3	3	5	5
7	5	4	5	4	4
8	5	4	5	4	4
9	4	3	4	4	3
10	3	5	4	4	5

User No.	Time to use all 4 features of application
1	4 min 30 seconds
2	6 min 22 seconds
3	3 min 17 seconds
4	5 min 45 seconds
5	4 min 43 seconds
6	6 min 50 seconds
7	3 min 50 seconds
8	5 min 47 seconds
9	4 min 02 seconds
10	5 min 55 seconds



Demo Video



Thanks