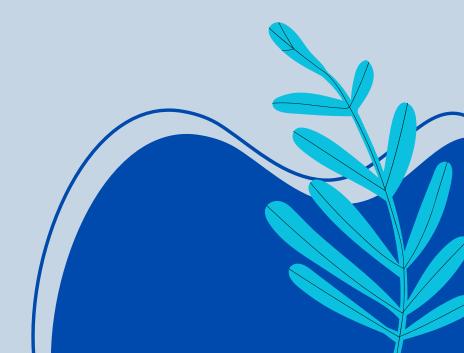


#### SYNAESTHESIA PROJECT SWEN90009

Presented by Sy\_Echidna



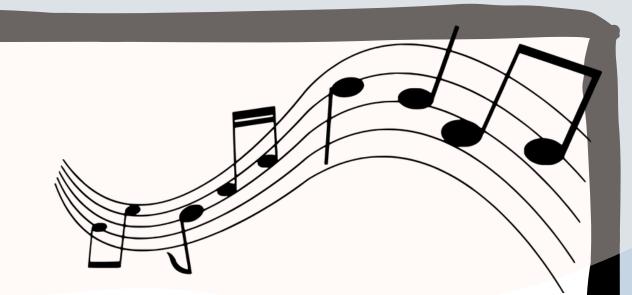




## Agenda



- 1. Project Team
- 2. Project Introduction
- 3. Benefits
- 4. The Product
- 5. Usability Test video and feedback
- 6. Project Handover
- 7. Challenges and Achievements





#### Our Team





Jasmine Bond



Cheng Ze Lam



Qingxuan Yang



Kian Dsouza



Jiaying Yi



# Supervisor & Clients





Luke Rosa Supervisor



Dr. Solange Glasser Client



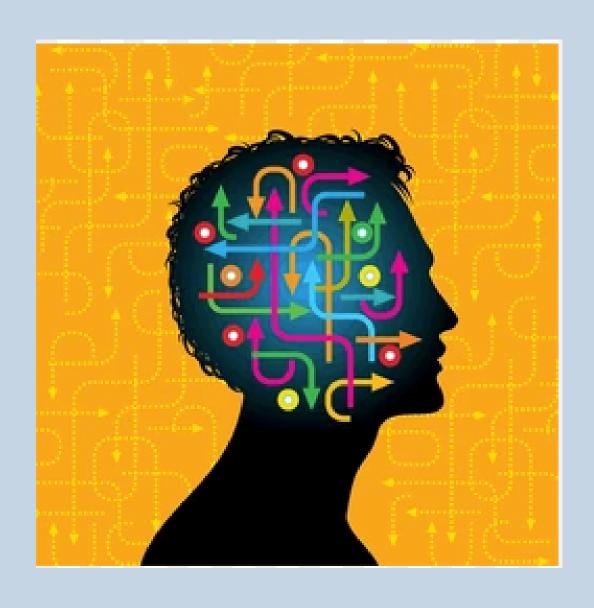
Ben Loveridge Client

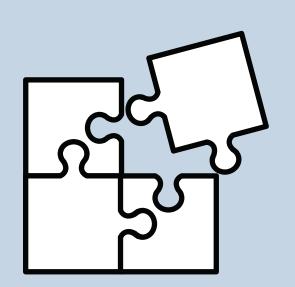
## Project Introduction



#### Synaesthesia

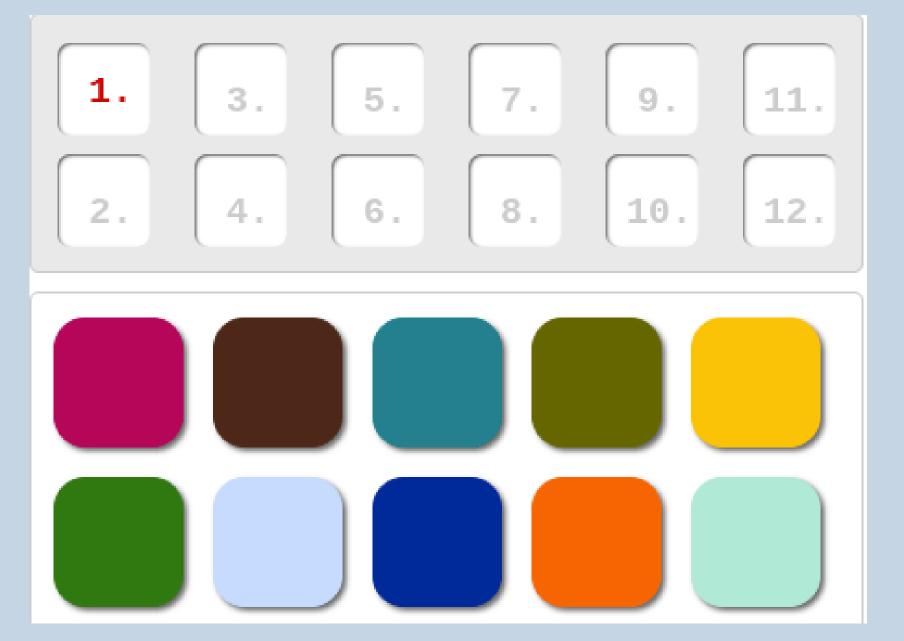






# Background





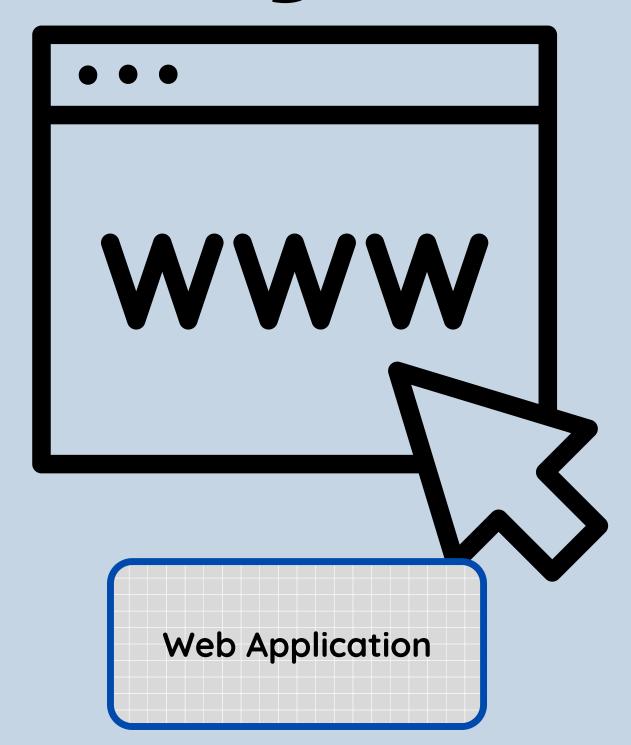


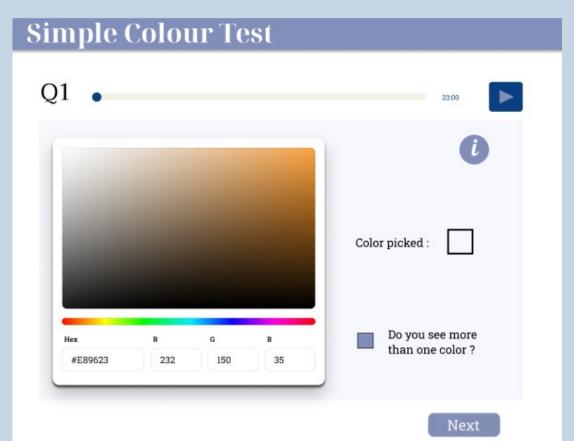
#### Benefits

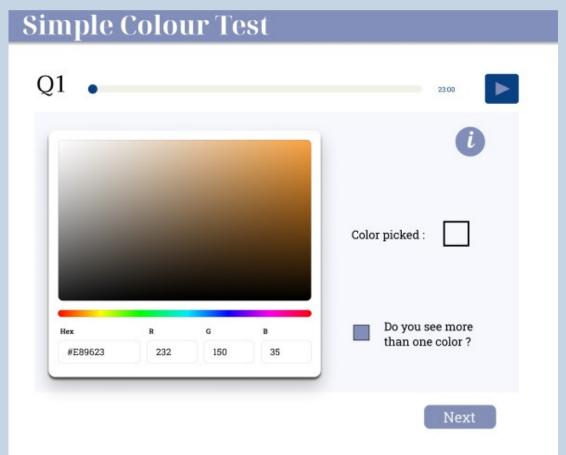


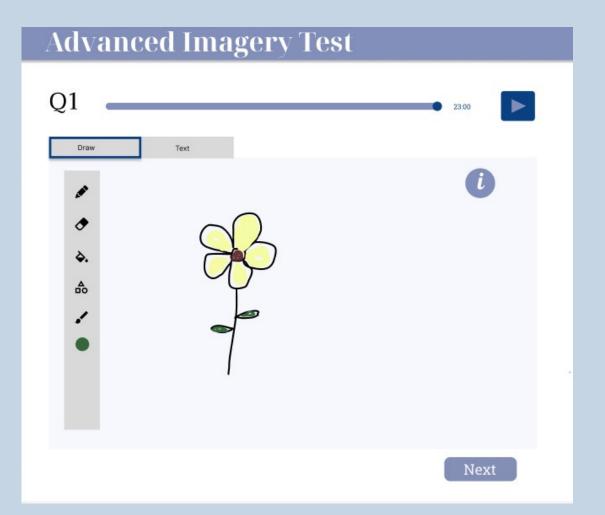
- Easy, intuitive and accessable tool
- Raise awareness about Synaesthesia
- Provide diagnosis and support to Synaesthetes
- Assist advancement and research

# Design









**Diagnosis Tool** 

THE UNIVERSITY OF

MELBOURNE

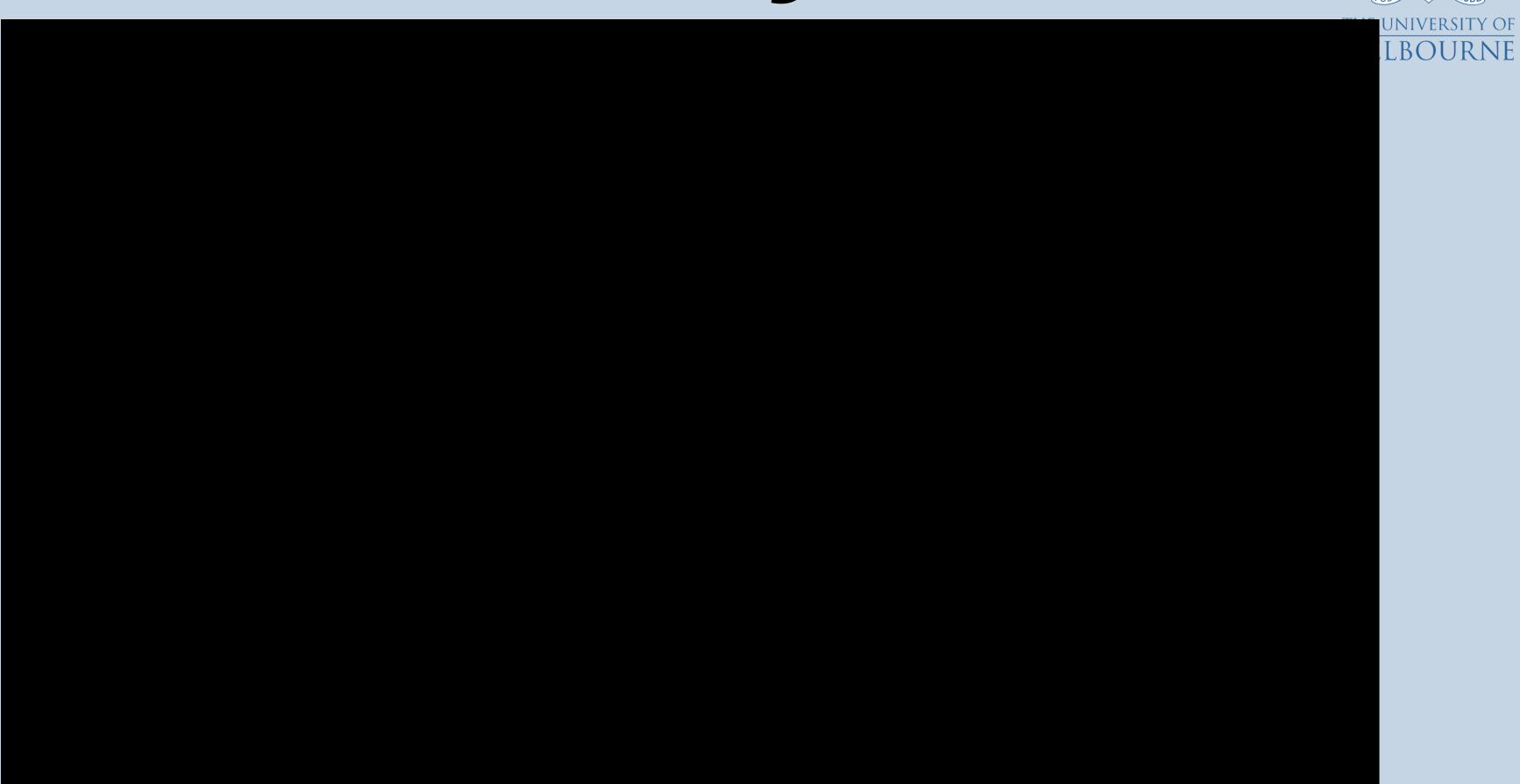




Ayanda (persona) is a student from the University of Melbourne and heard about synaesthesia from her peers. She is intersted in it and wants to take the test to find out if she has it

## Usability Test





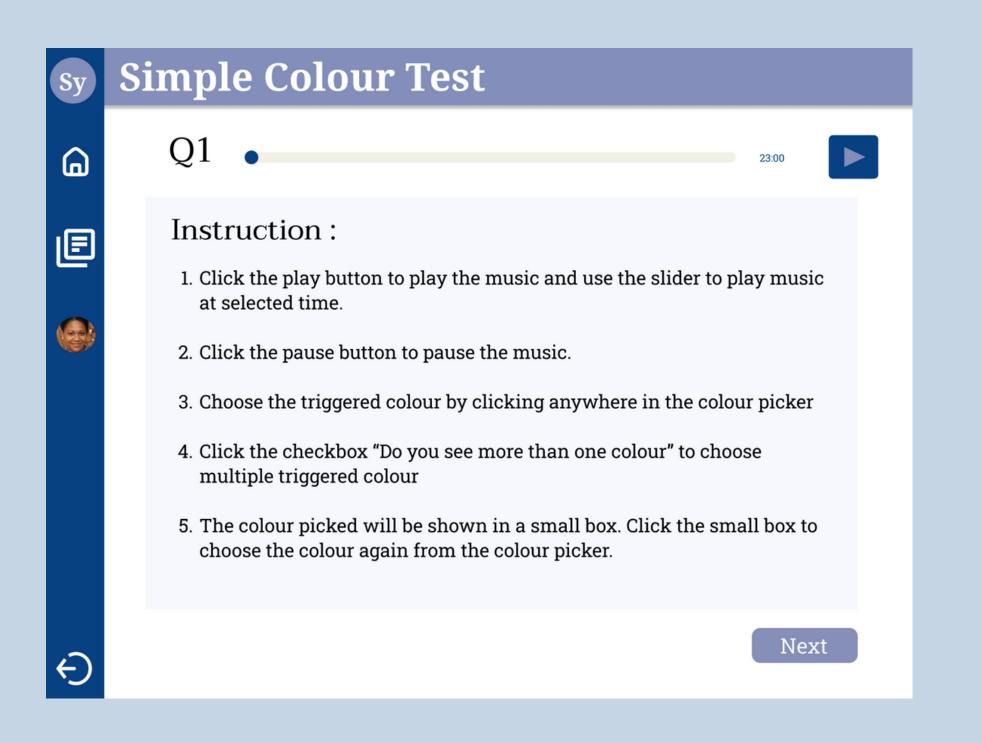
### Feedback & Adjustment



- Client is satisfied with overall of the project, she commented that the product is intuitive and easy to use
- Feedback 1: remove play button from the instruction page for all tests
- Feedback 2: add a satisfactory slider of scale 1-10 for text option in complex test.
  This allows the study participant to choose how closely the image formed compared to the image formed in their brain.
- Feedback 3: Rephrase the wording in the thank you page after the study participant finish the complex test

## Adjustment 1

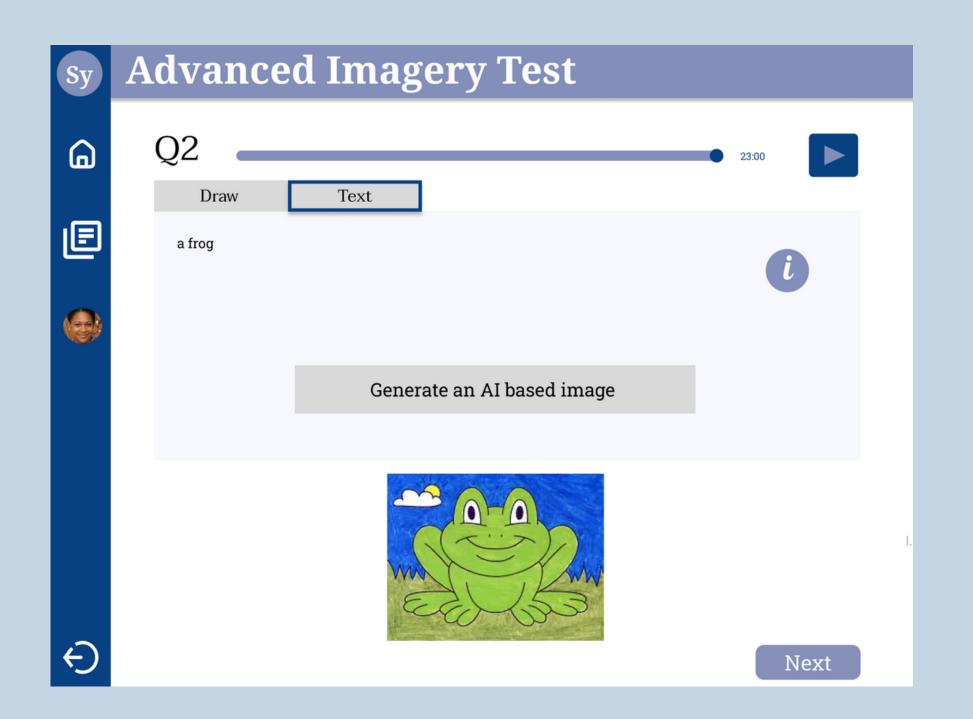


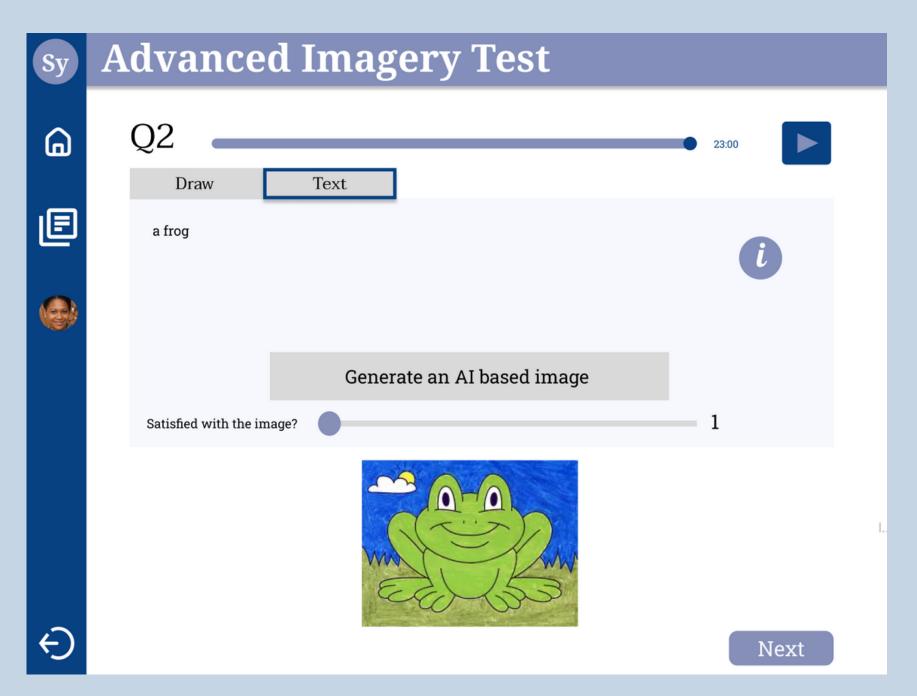




## Adjustment 2

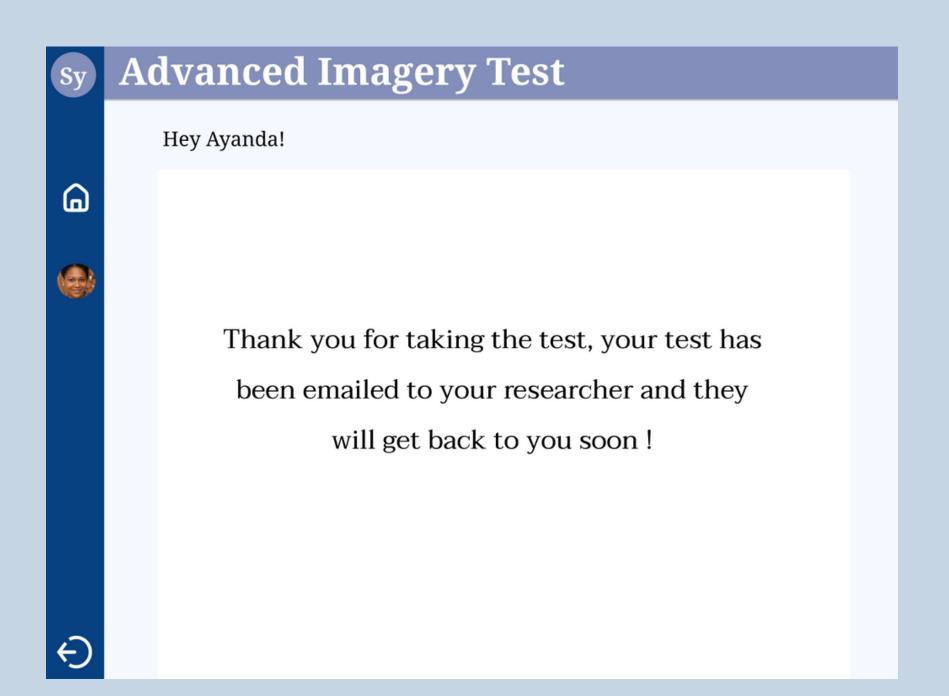


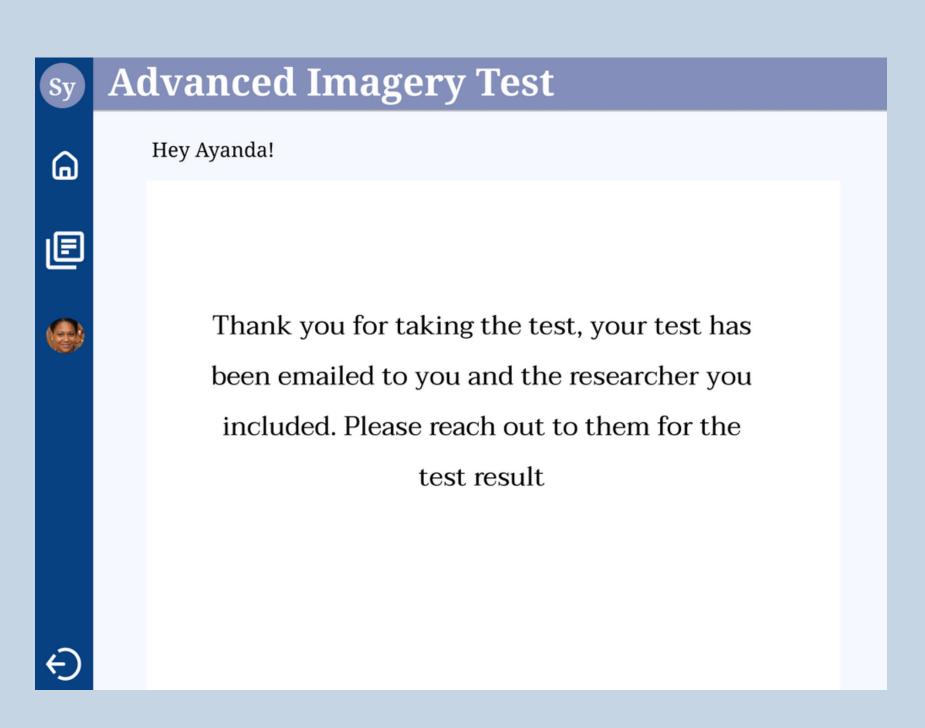




## Adjustment 3









## Future plan

#### Expectations

- 1.Provide our clients with a unique experience through our online tool, contributing to both scientific research and personal exploration.
- 2. We aim to achieve a comprehensive design that meets the diverse needs and expectations of clients.

#### **Next term**

In next stage, another team will take over the project and bring it to fruition as a fully functional application. + what to handover





#### Challenge

- Unfamiliar Topic
- Unfamiliar platforms

#### Achievement

- Resolve challenges and deliver the prototype on time
- Successfully working as a team



