

Haptic Memory Game for Children

fun x inclusivity



what is blindness?

blind artists : current methodologies

our solution

methodology

physical prototypes

conclusion



eat.

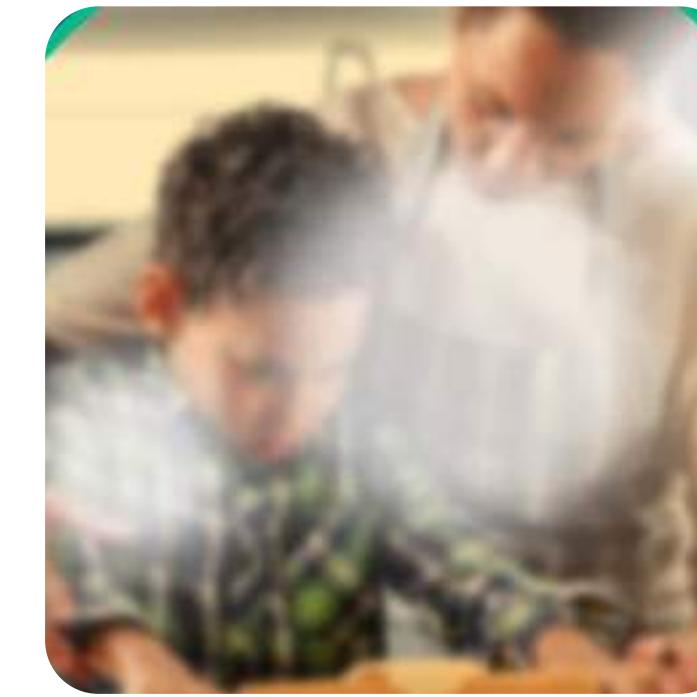
The Spectrum of Blindness



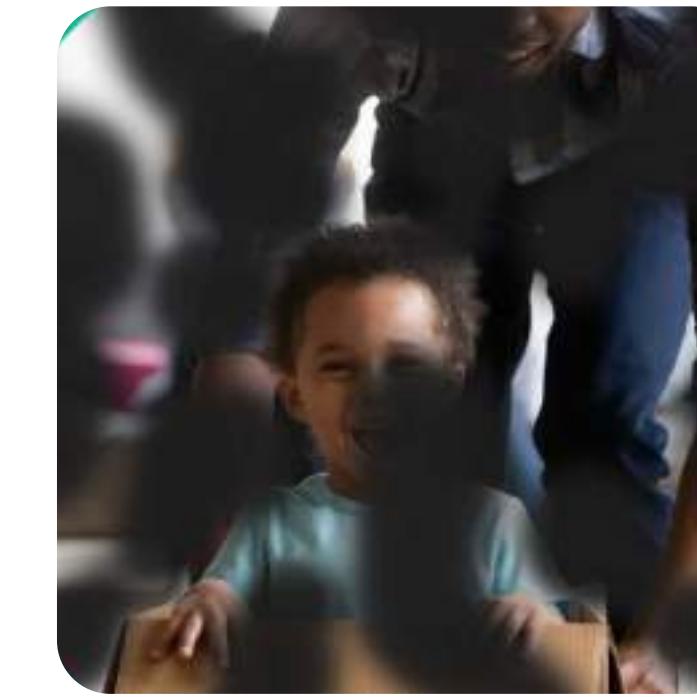
Glaucoma



Macular Degeneration



Cataracts

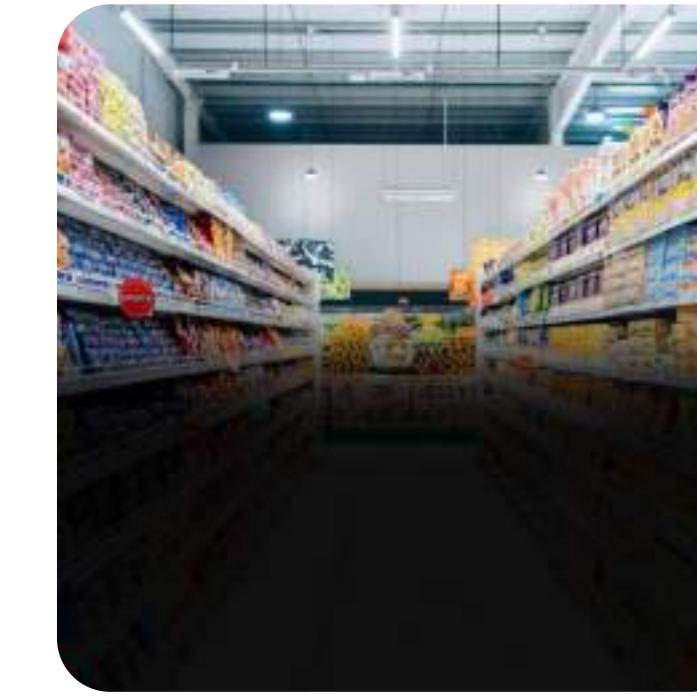


Diabetic Retinopathy



Achromatopsia

Cortical/Cerebral Vision Impairment



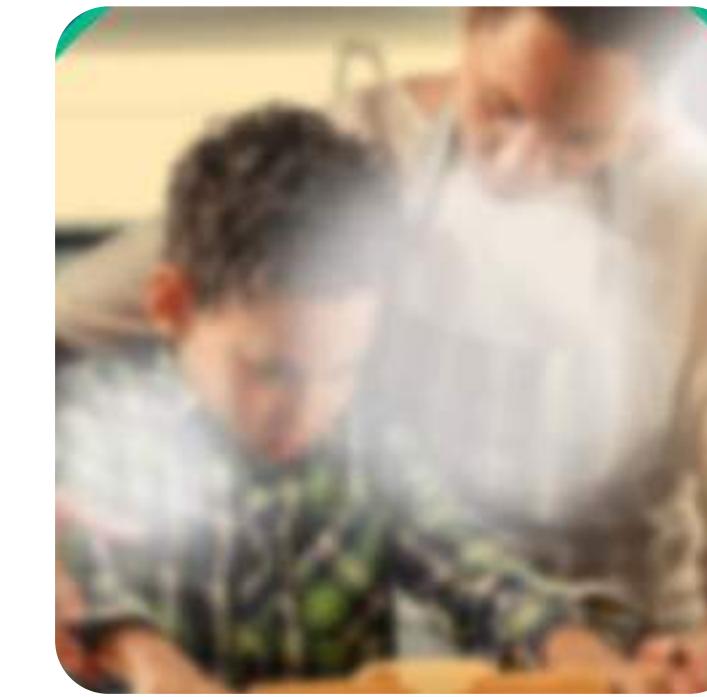
The Spectrum of Blindness



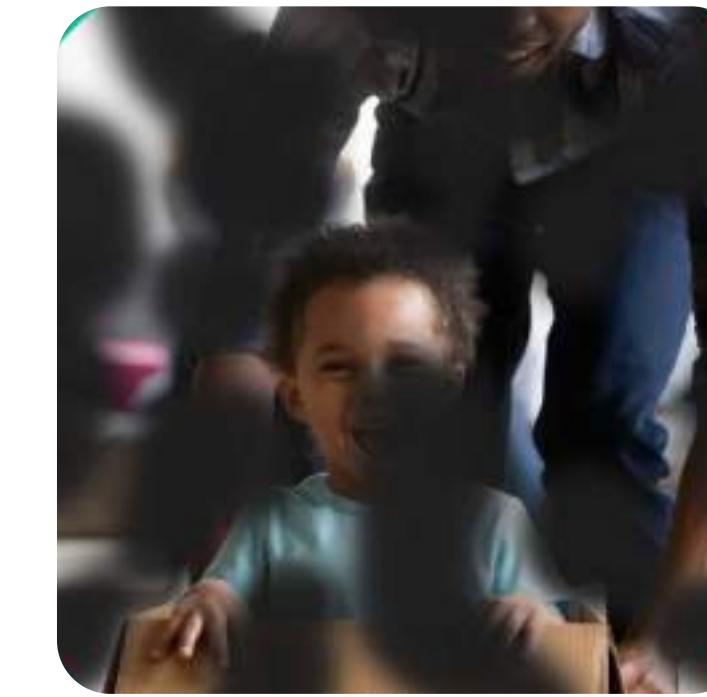
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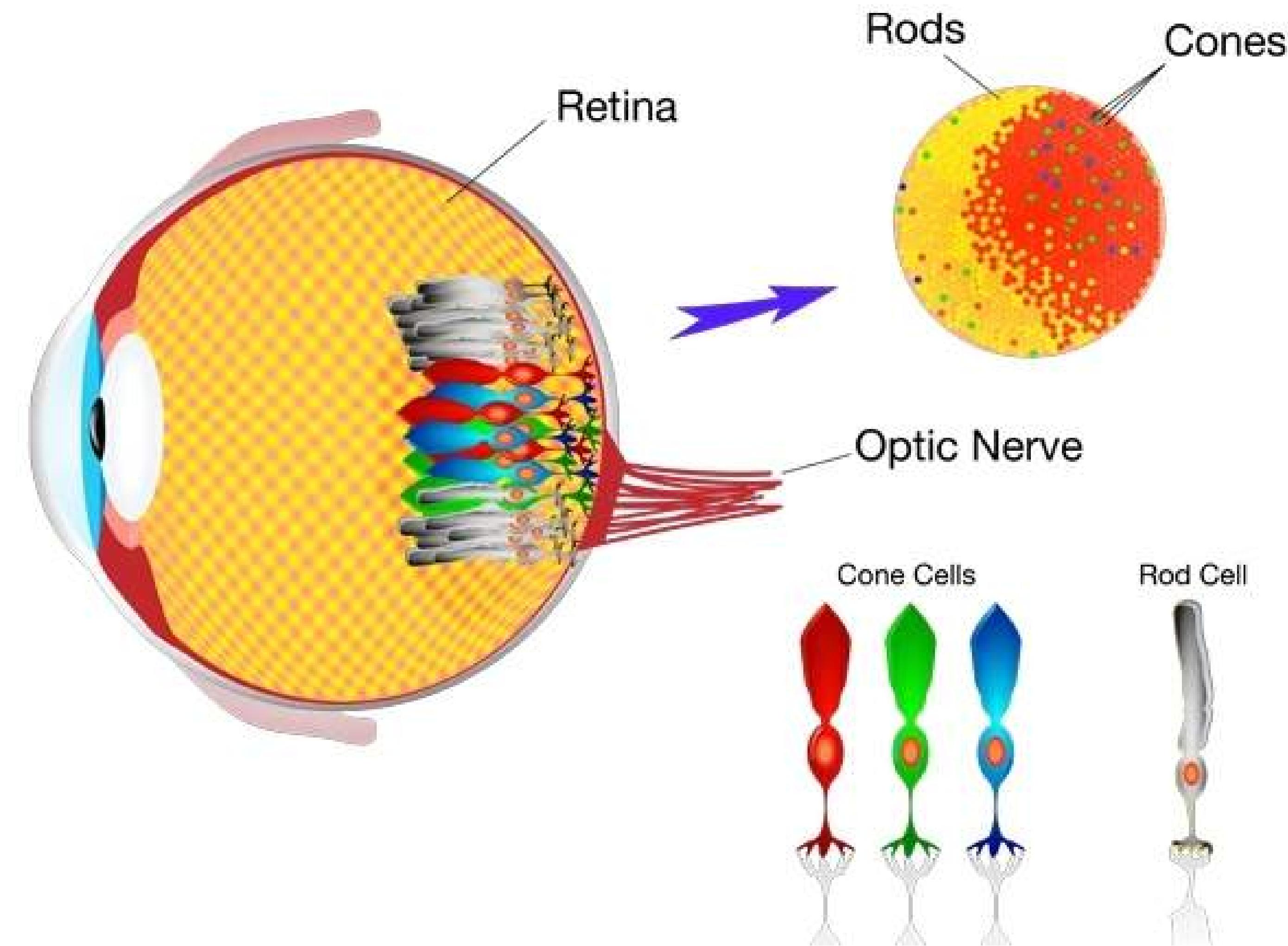
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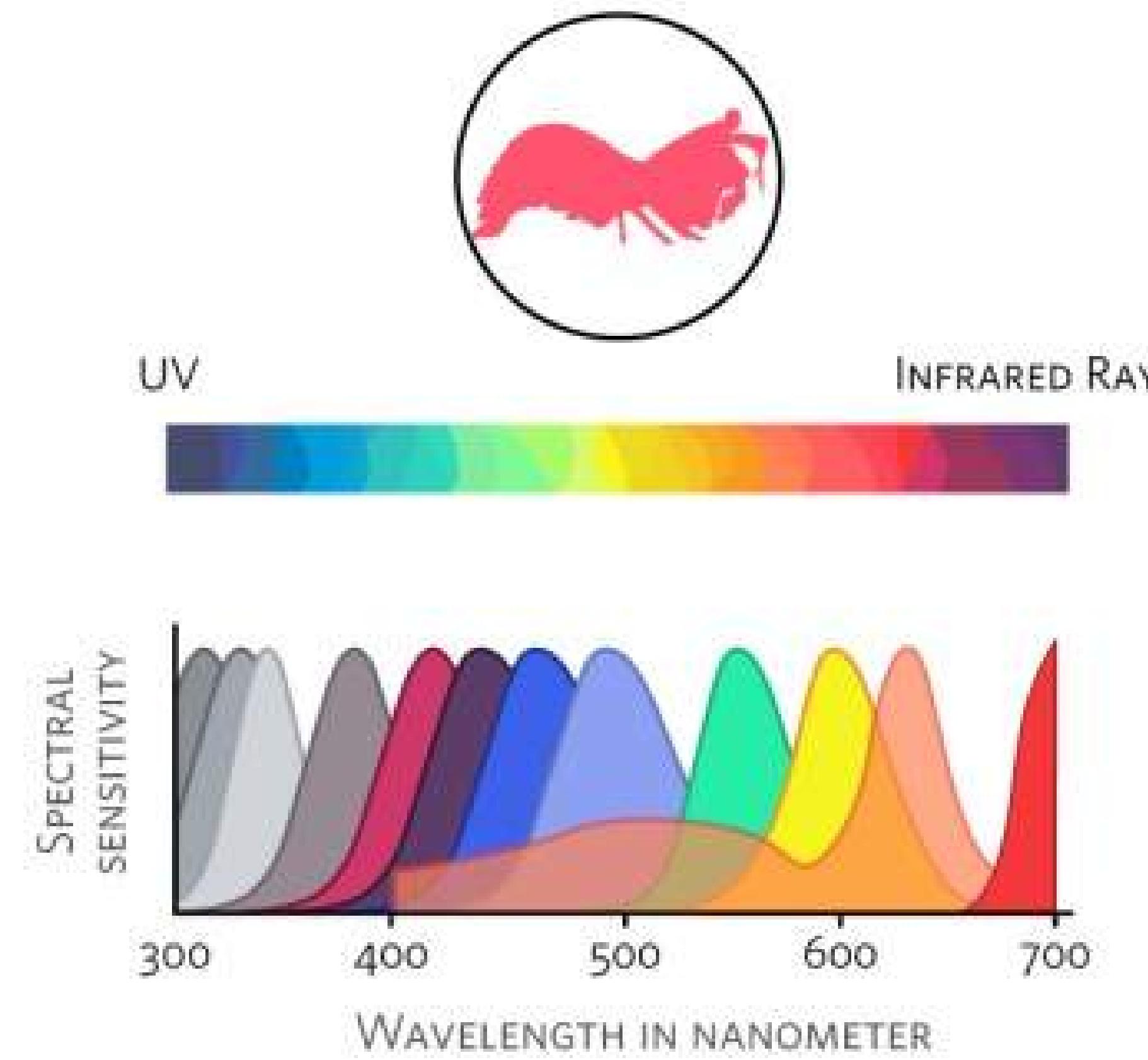
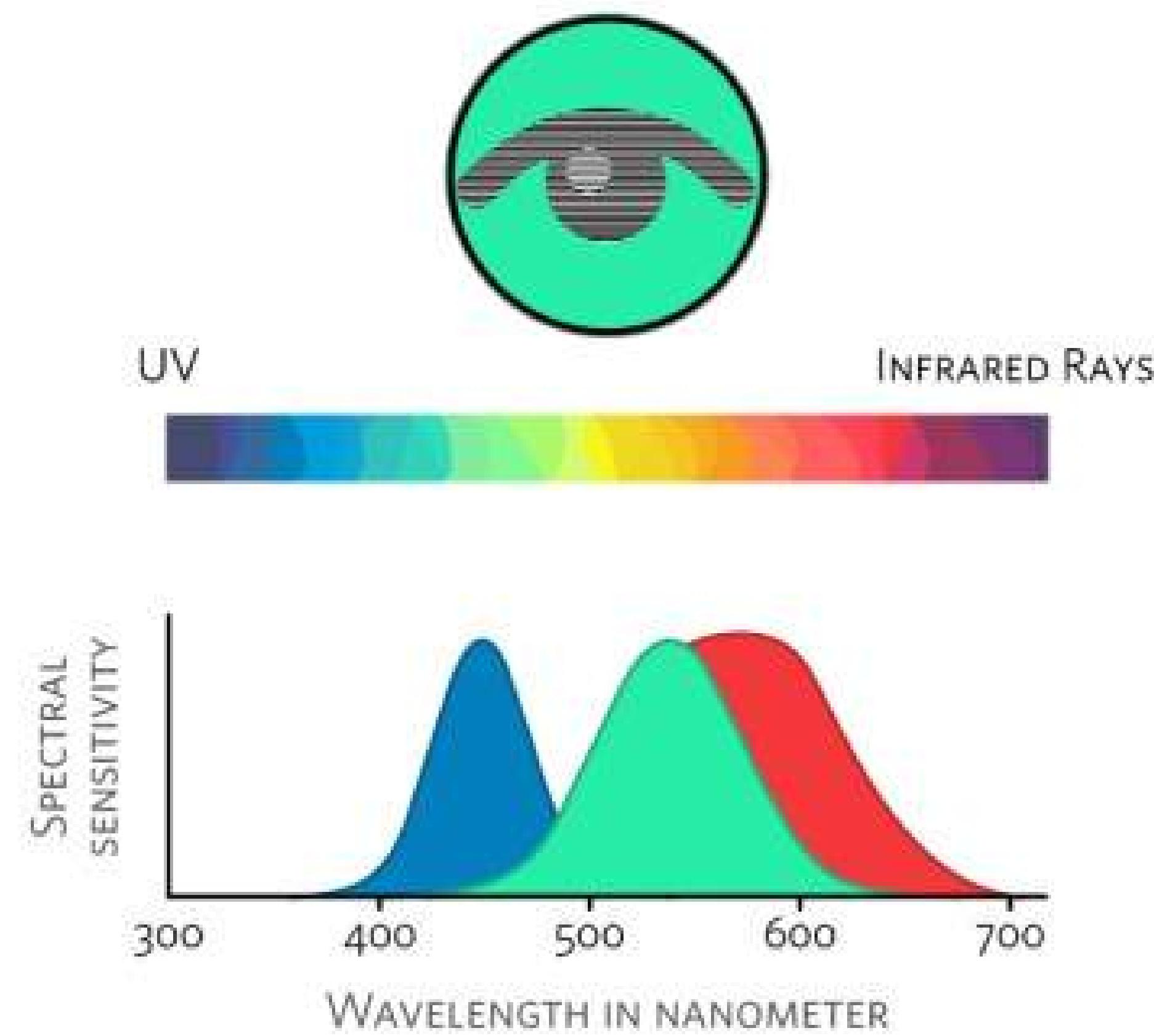


Achromatopsia

Cortical/Cerebral Vision Impairment







only 10% of all people
with blindness can see
nothing at all

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Tactile Tools & Raised Lines

Blind artists use tools like tactile drawing boards, embossed paper, or raised lines created by styluses to feel their work.



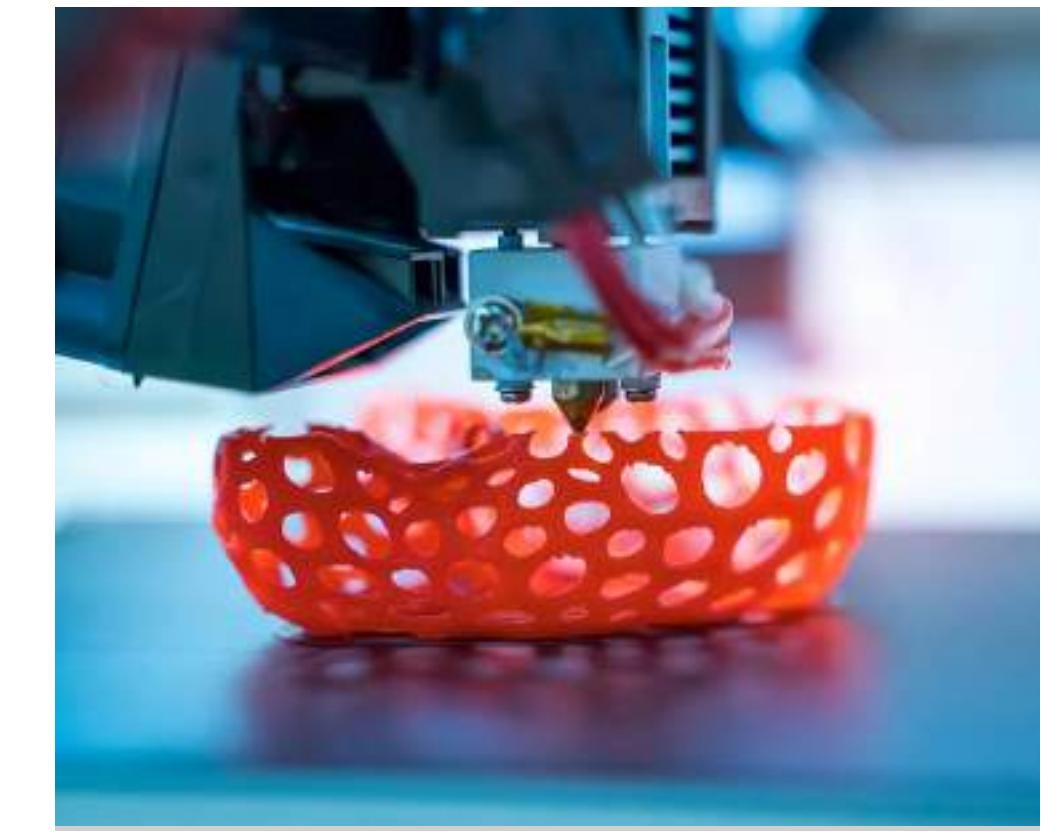
Textures & Layers

They rely on textured materials like glue, sandpaper, or textured paints to create and feel their art.



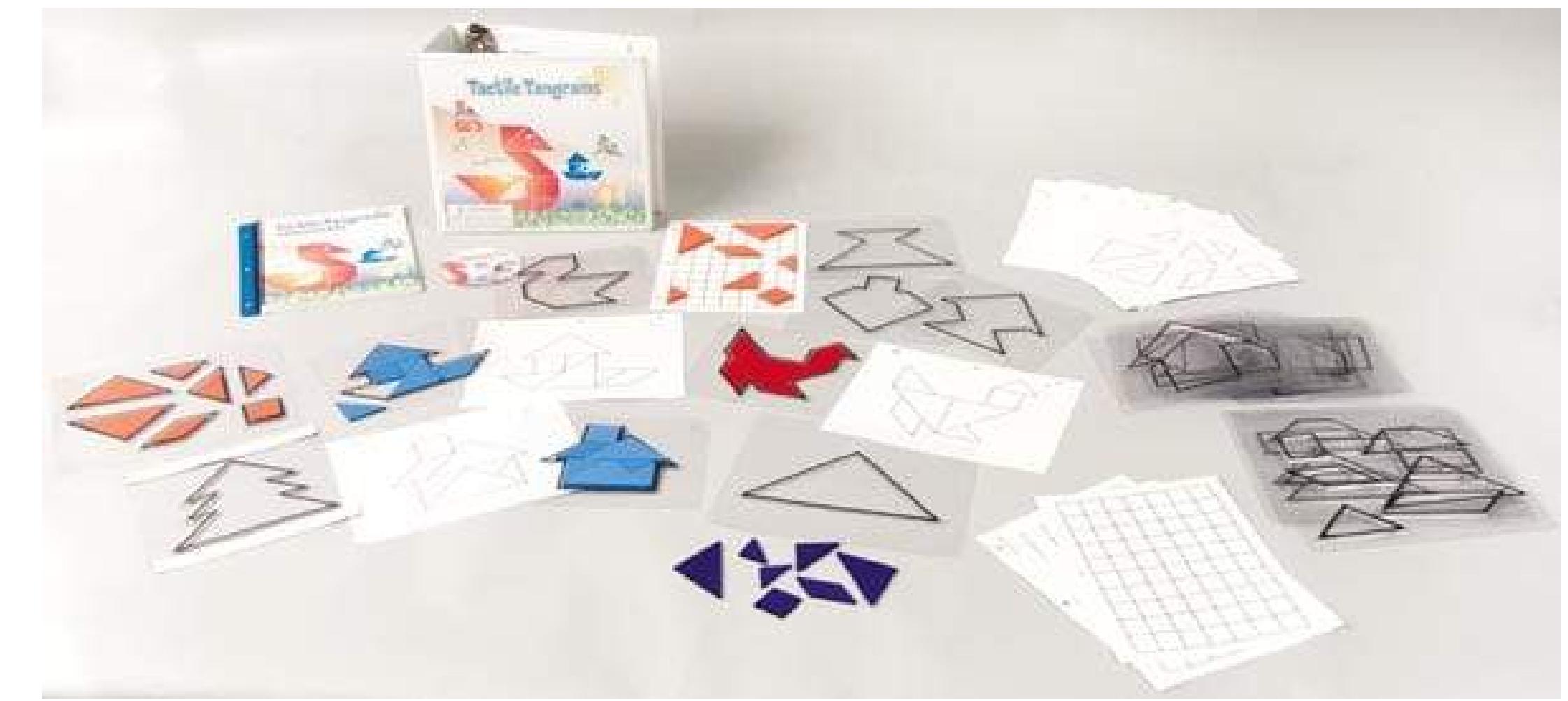
Memory & Spatial Awareness

Artists visualize shapes and layouts from memory or touch and use mental mapping to compose their work.



Technology & Collaboration

Tools like 3D printing, audio feedback, and sighted collaborators help refine and enhance their creations.





A basic Braille display with 14-20 cells can range from approximately **\$1,500 to \$3,000**. Larger displays with 40-80 cells or more can cost anywhere between **\$5,000 to \$10,000** or more

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This **tactile memory game** is designed to enhance children's haptic senses—**their sense of touch**. Inspired by the remarkable ways in which individuals who are blind develop heightened abilities to recognize textures and sounds, this game aims to help children appreciate the nuances of **touch and texture**. It provides a fun and interactive way to explore **haptic feedback, texture differentiation, and shape recognition without relying on sight**.

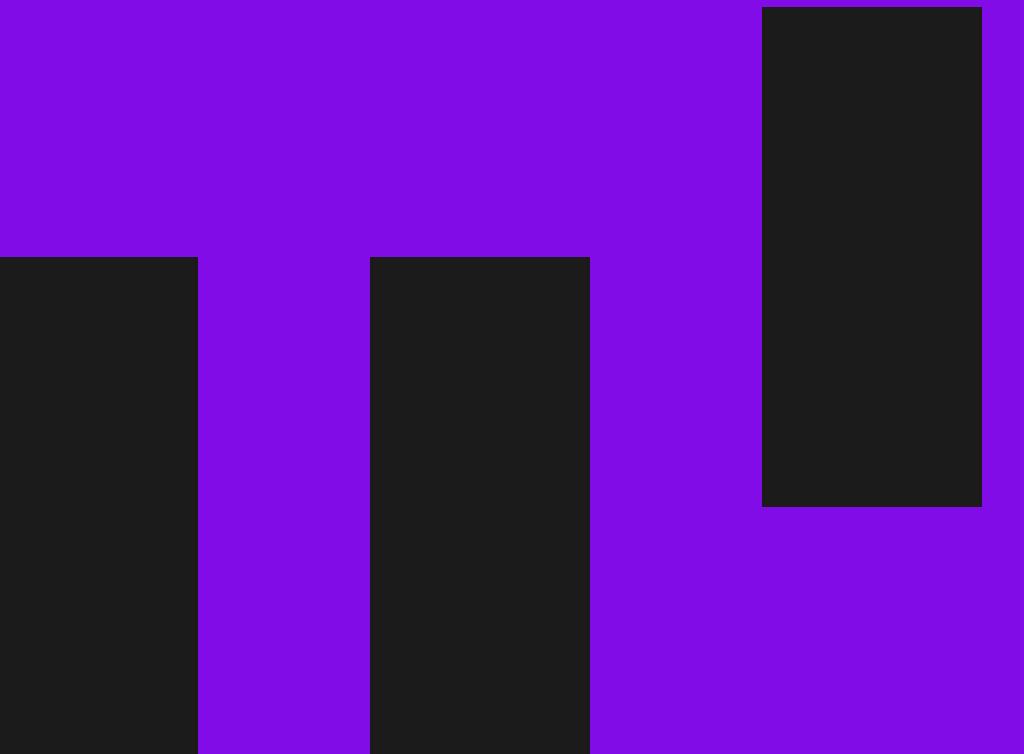


Draw

Create your shape using the magnetic stylus on the magical sheet—be it a star, a heart, or a funky doodle. It's your moment to shine! ✨

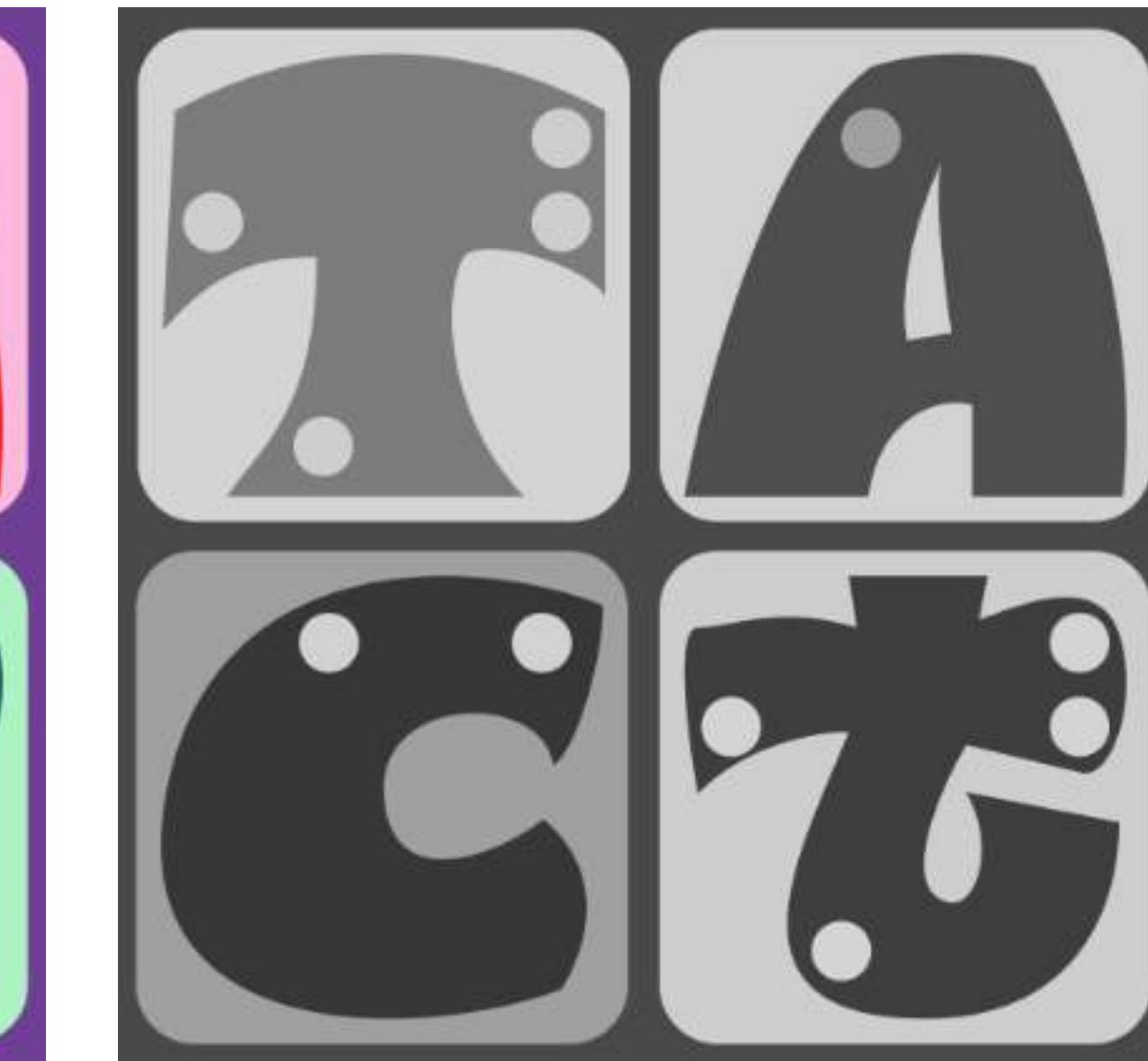
Slide

Place your masterpiece under the pin array and watch as the pins pop up to form a touchable 3D shape! 🖍️ ➔ 📋



Feel

Run your fingers over the raised pins and guess the shape. Can you solve the puzzle? It's a game your hands will love! ⭐



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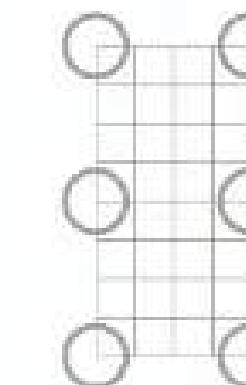
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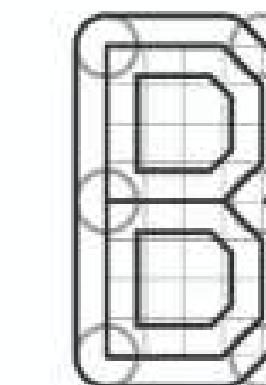
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BRAILLE
NEUE
STANDARD

Braille Neue Standard Grid System



6

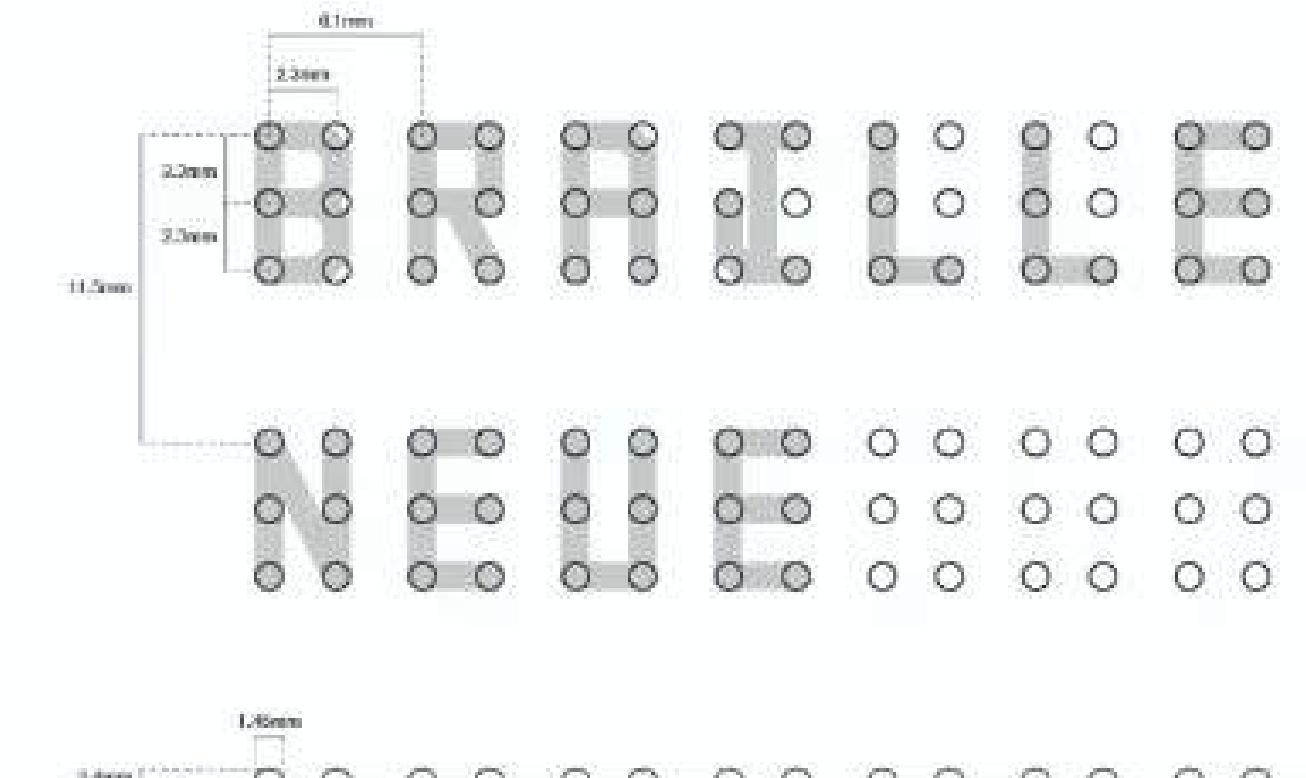


Book



Typeface

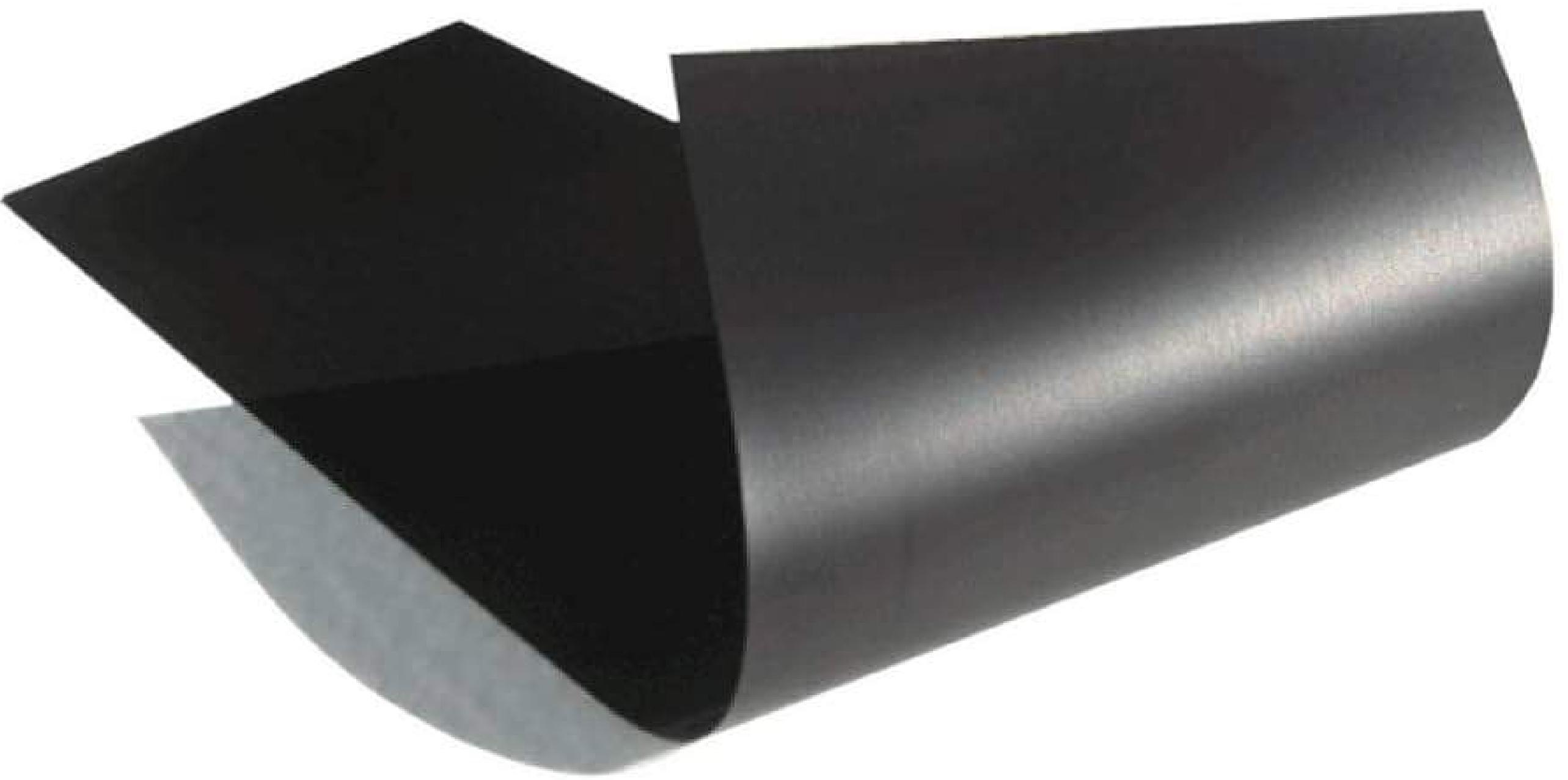
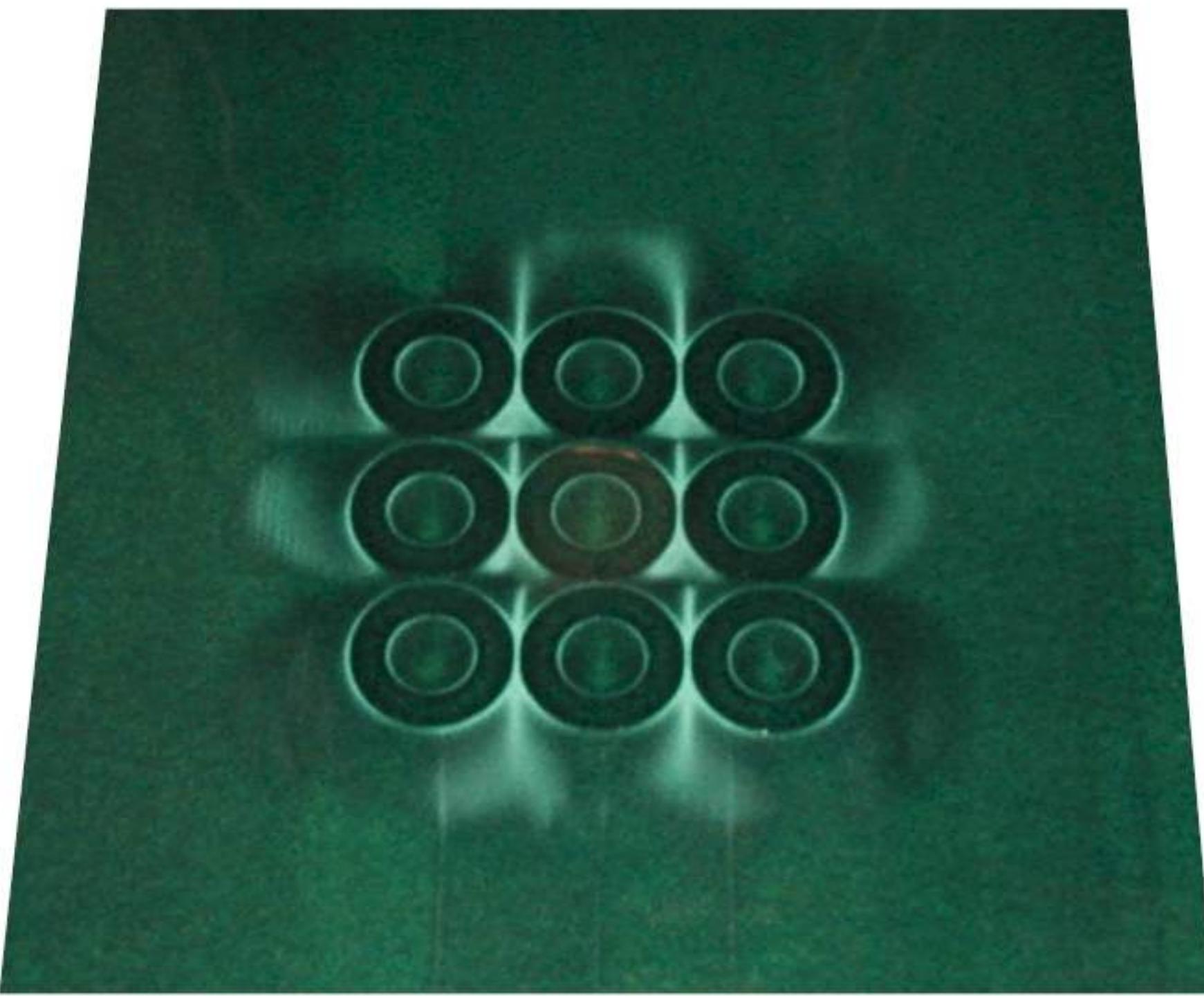
Reference: Braille Rule (conform to Japanese Industrial Standards)



Braille+Character

Character

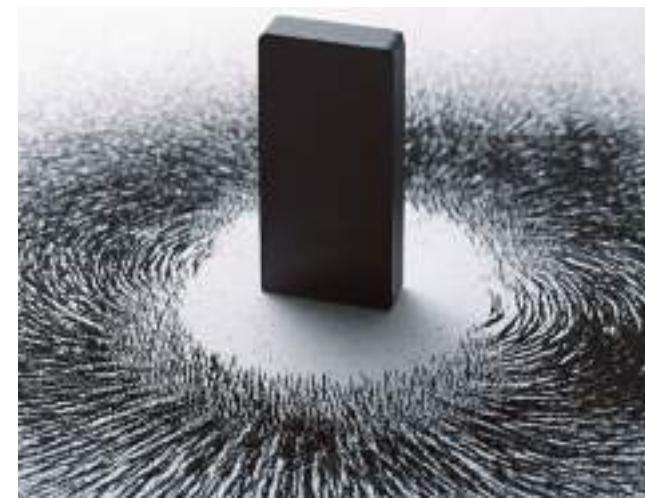
Braille







Working



Magnetize

As the neodymium stylus glides over the magnetic sheet, it creates a localized magnetic field, transferring its energy to the sheet.

Polarize

The magnetic domains within the sheet align with the field of the stylus, creating distinct regions of magnetic polarity.

Induce

When the sheet is placed under the pin array, the polarized magnetic regions generate a repelling force against the neodymium magnets in the pins.

Feel

The raised pins provide a physical model of the drawing, translating magnetic energy into a touchable experience.

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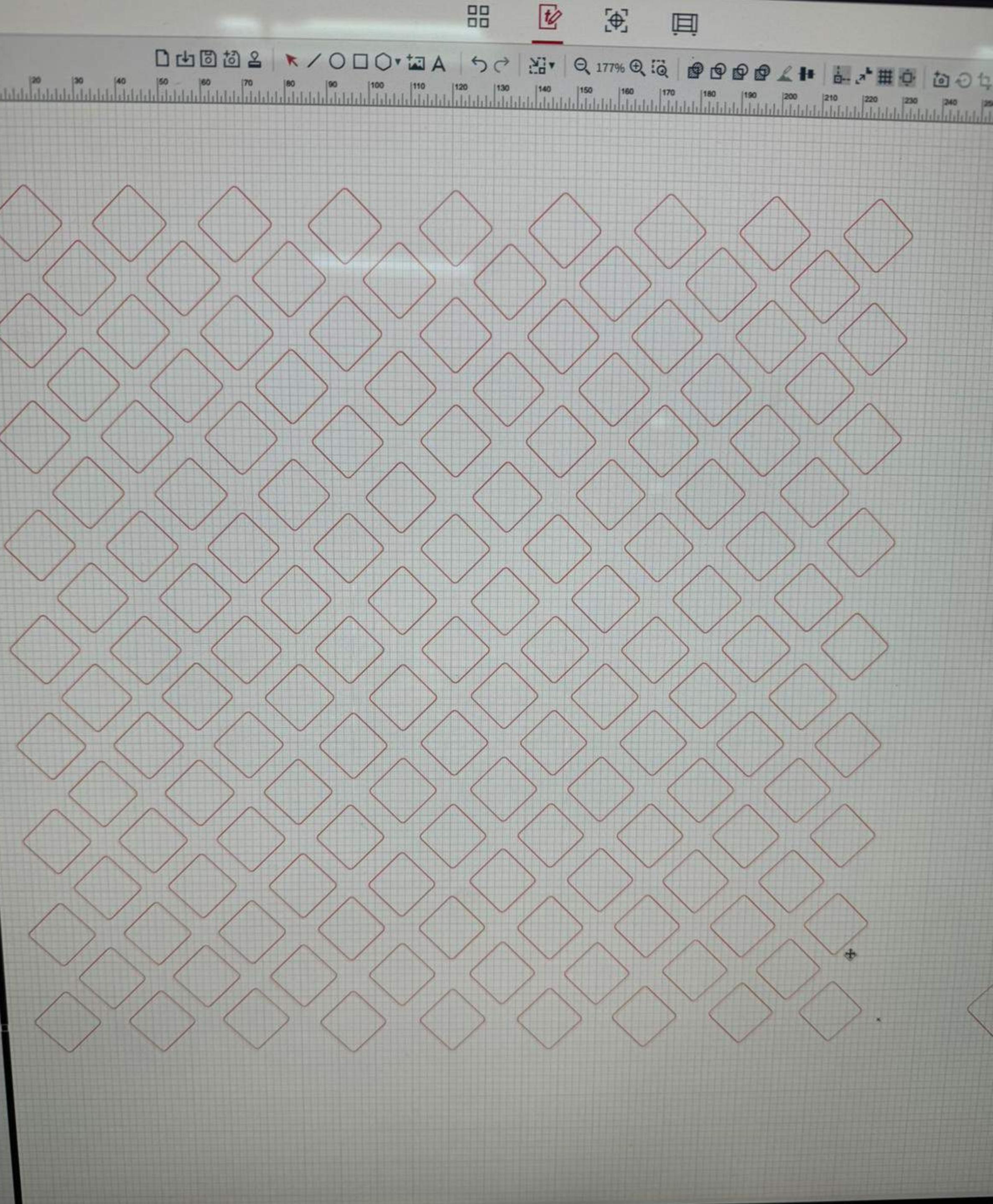
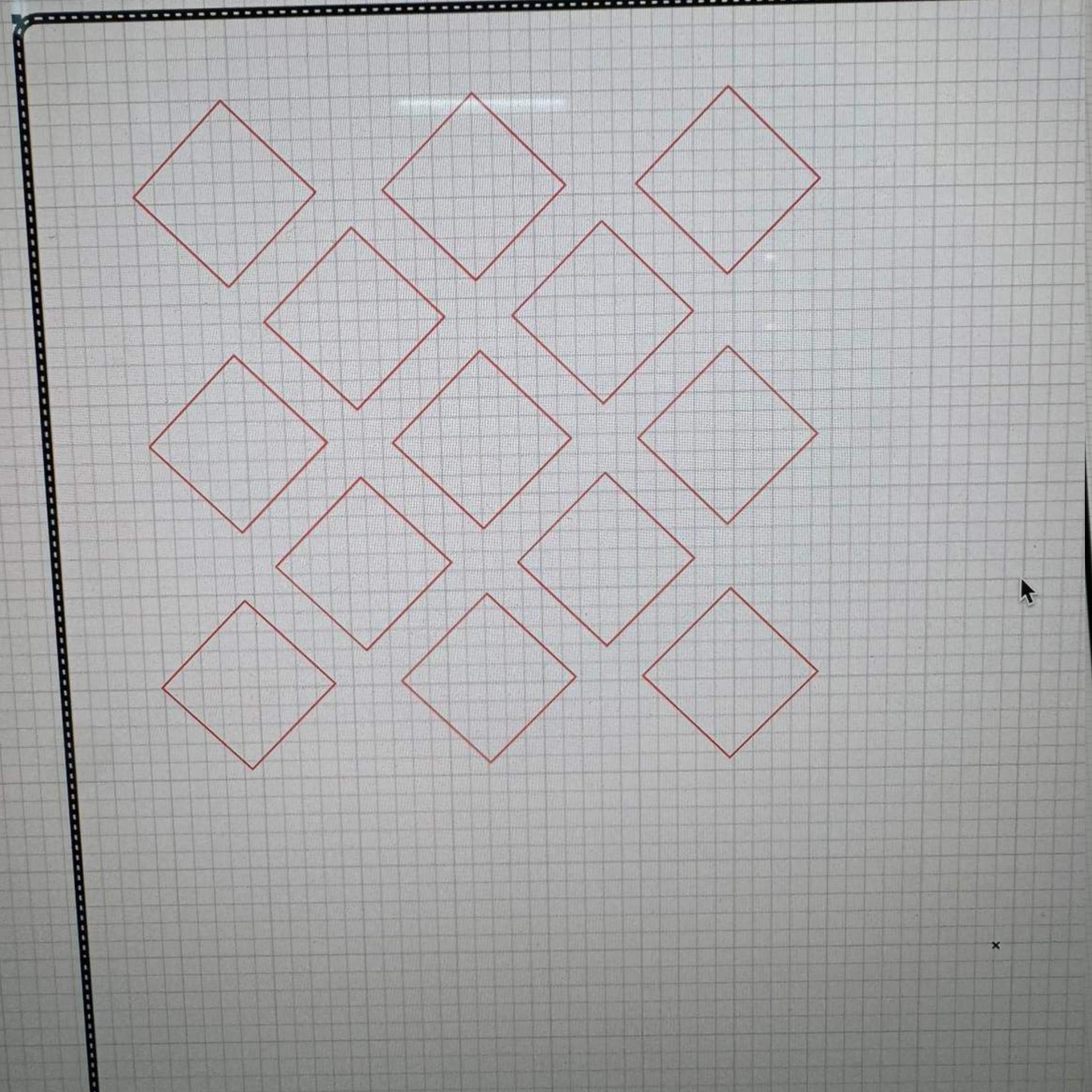
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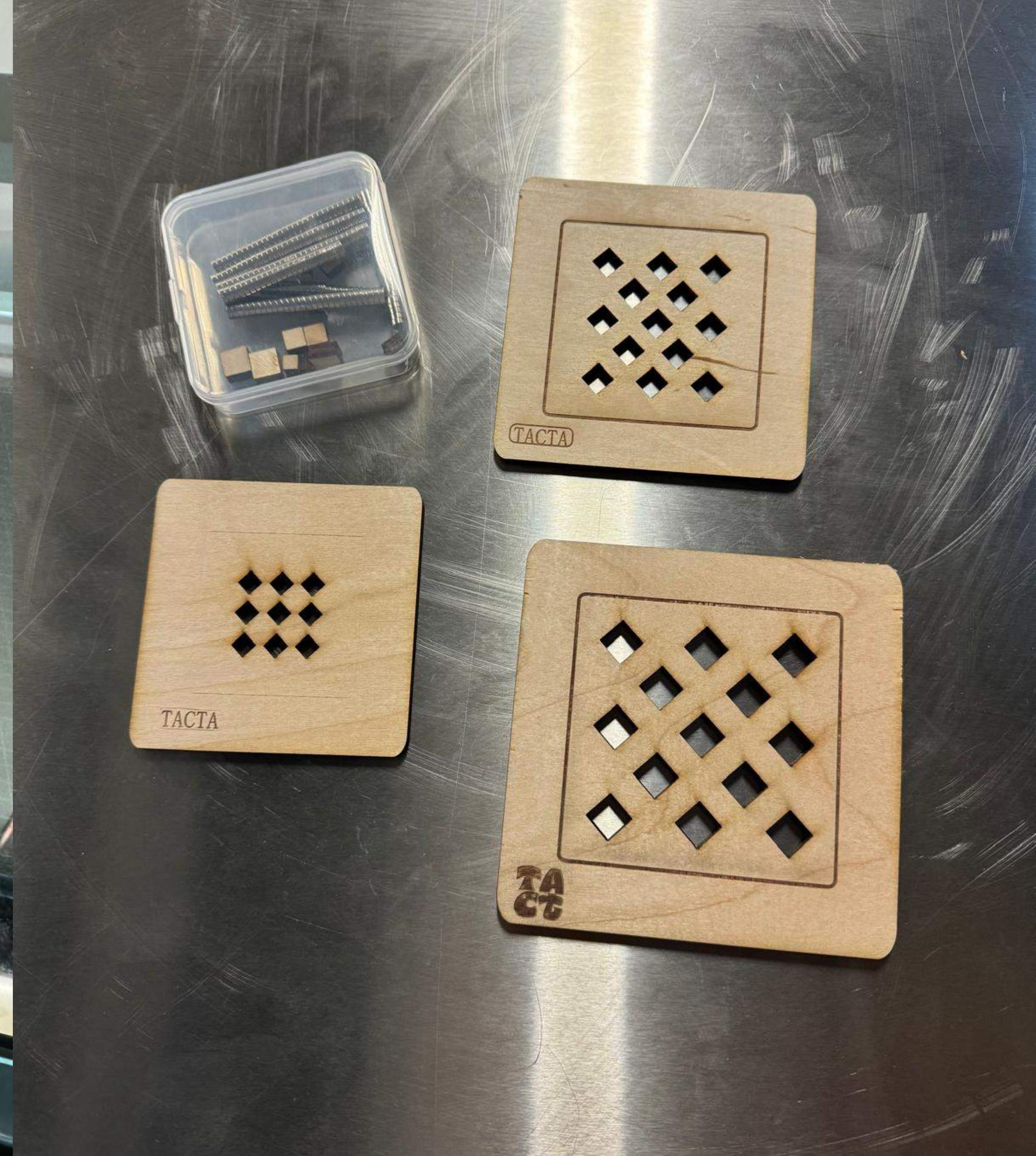
methodology

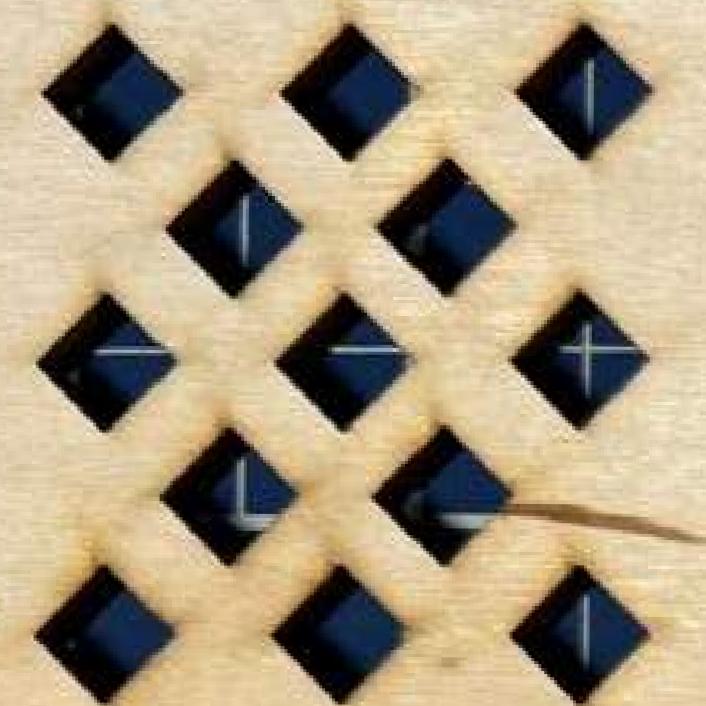
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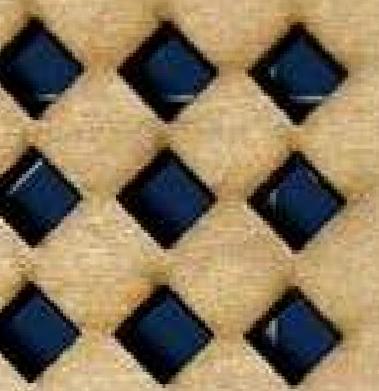




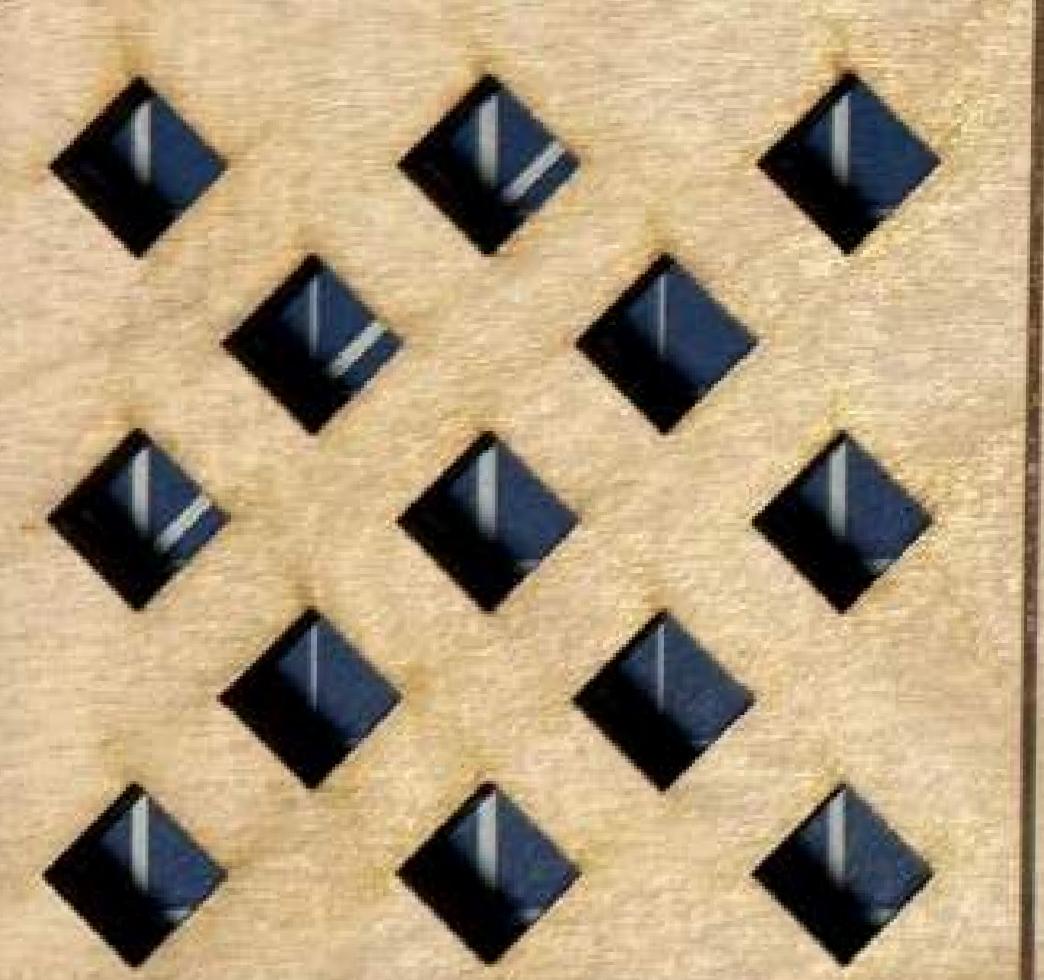




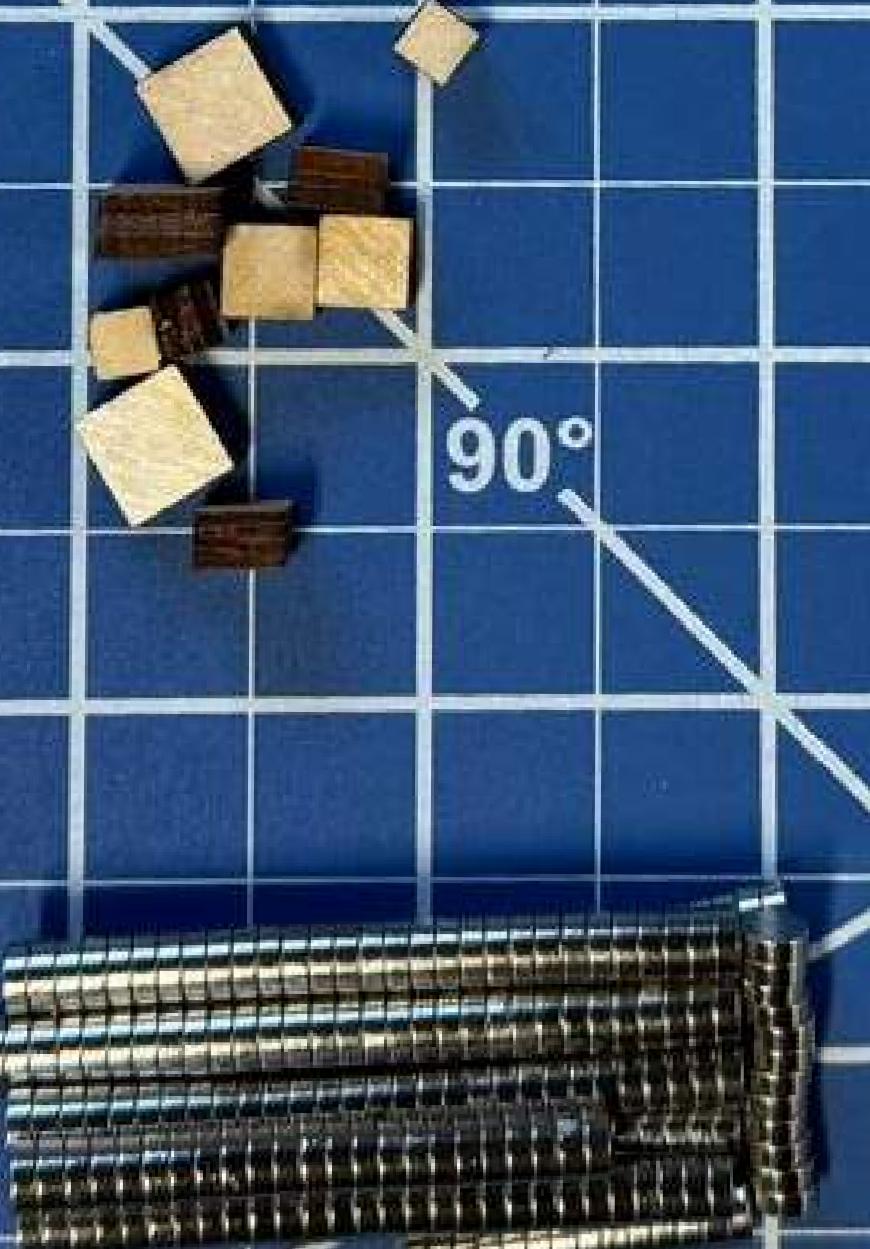
TACTA

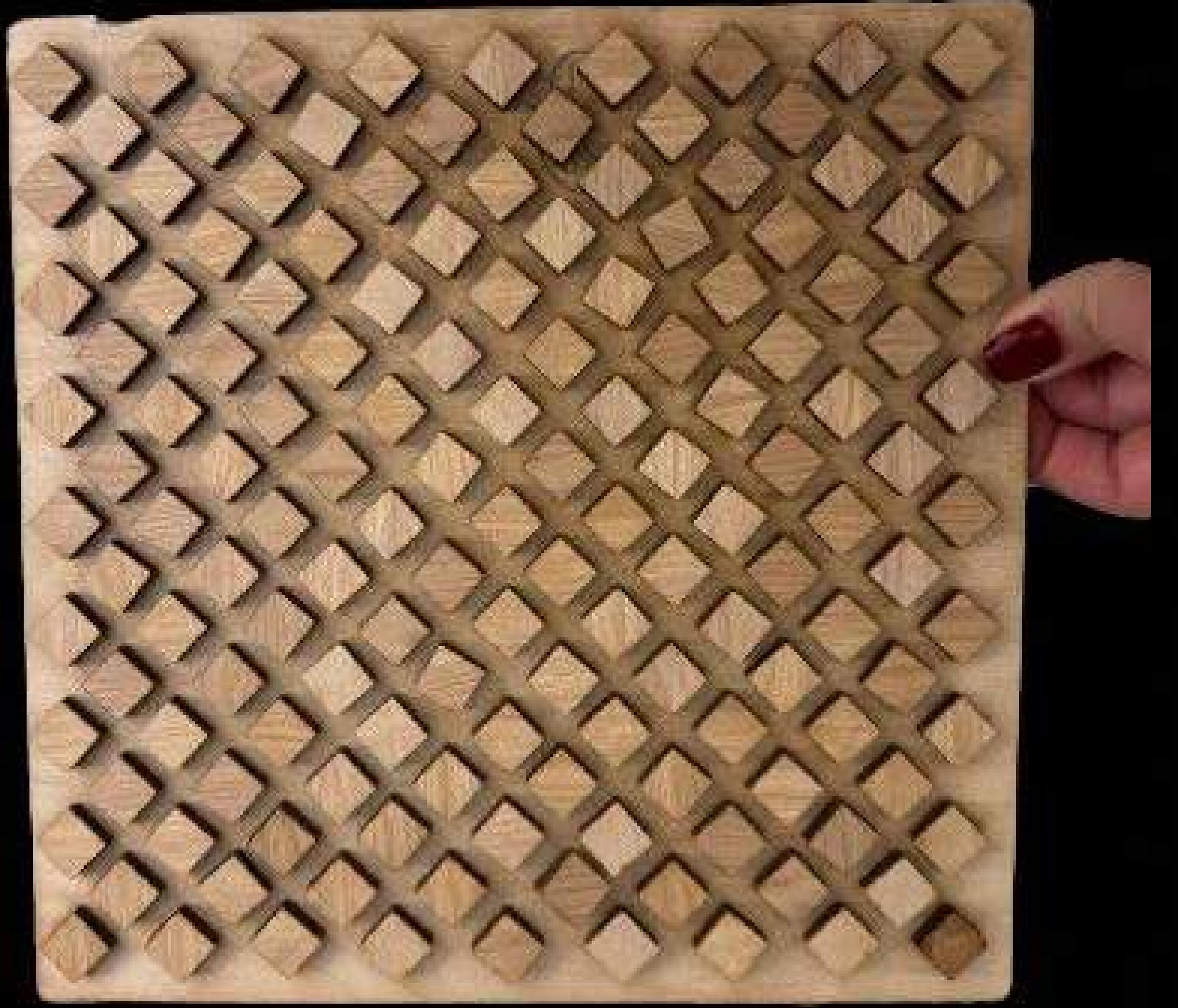


TACTA



45°
TAC
TA
CTA





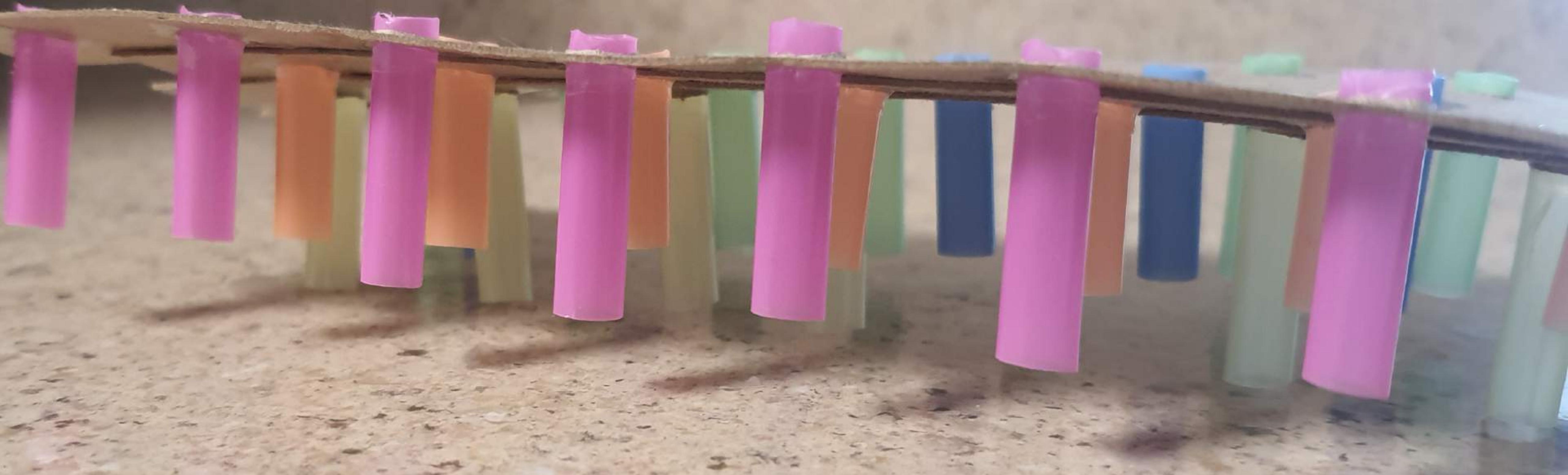
Why it **failed?**

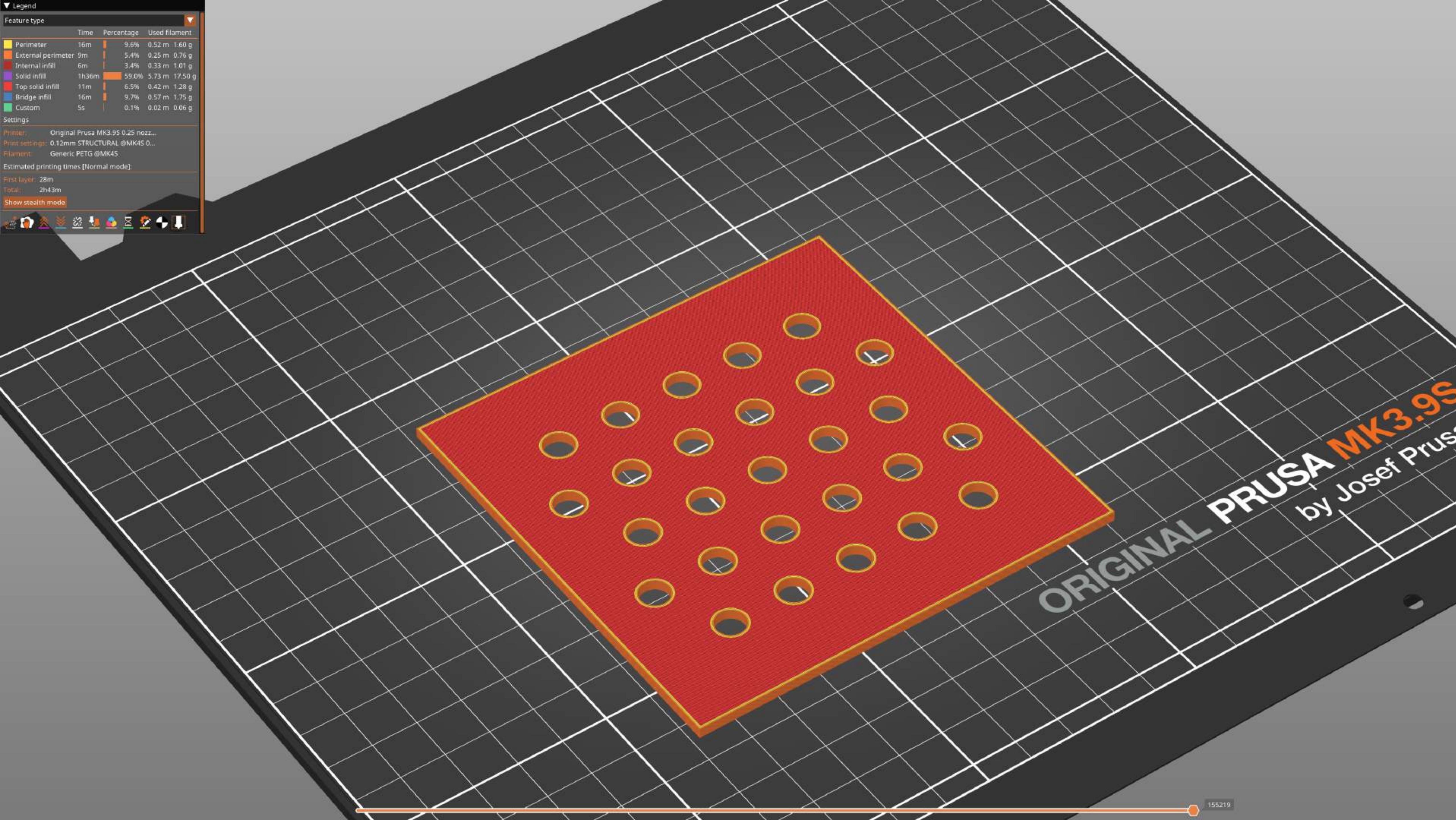
1. Failed to direct the direction of magnetic repulsion
 - a. Magnetic repulsion force should be used and directed in a way to only push the pin up, but because of not having a precise laser cutter, especially because we used wood, it was moving the pin left and right rather than pushing the pin upwards
2. Weight of the pins
 - a. Magnetic repulsion force was too weak to push the whole weight of the pin upwards.
 - b. At max, it would tilt the pin in left or right direction

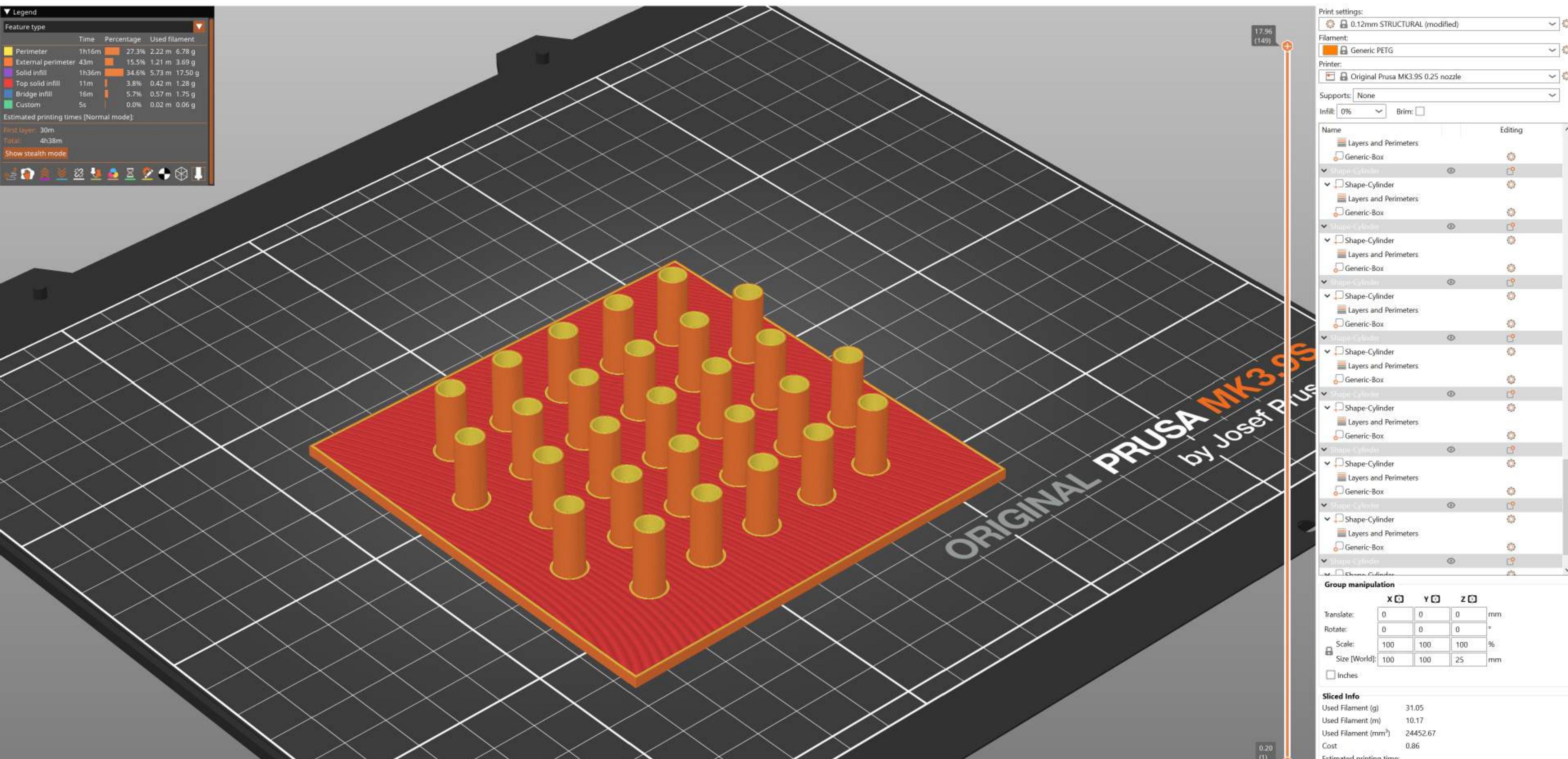
What did we decide to do **next**?

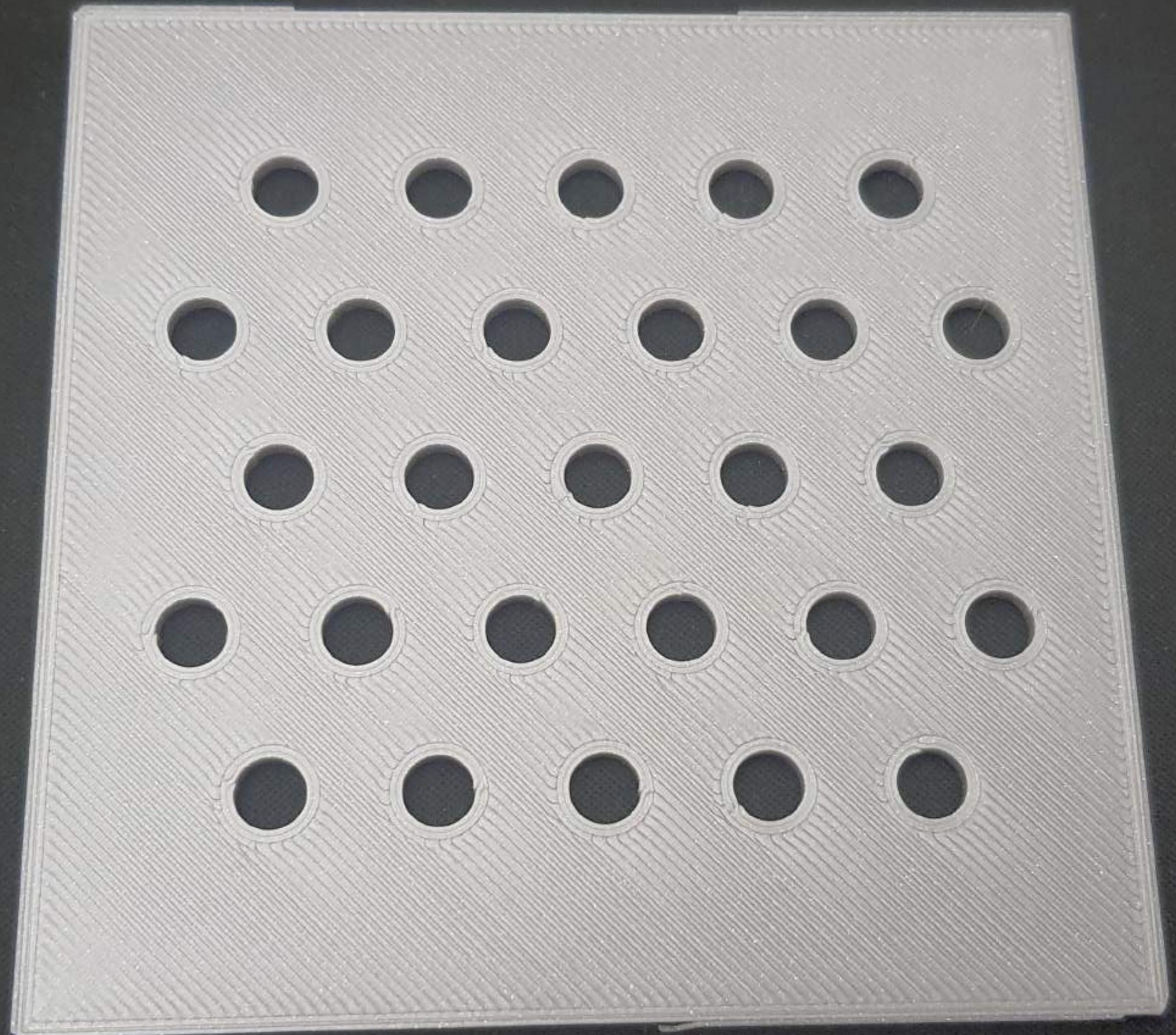
1. Rethink the **materials** we were using to get a better working prototype.
2. Work with **stronger magnets or make lighter pins**.
3. Use other tools to **build precise prototypes** to only direct the repulsive force to move upwards

To do this, we first built some rapid prototyping models using paper and plastic and then moved onto 3D printing to make the final prototype.











Final prototype video here :

[https://drive.google.com/file/
d/1GwsN-
NEBm5TXX8vq3vi7o7drdUJ_D5Aq/
view?usp=sharing](https://drive.google.com/file/d/1GwsN-NEBm5TXX8vq3vi7o7drdUJ_D5Aq/view?usp=sharing)