Task 1

Product (Apple Vision Pro) Problem

Identified:

- **User Comfort and Eye Strain**: One potential issue with high-tech AR/VR headsets like the Apple Vision Pro could be **eye strain** and **discomfort during prolonged use**. As the headset uses displays close to the eyes and involves intense visual engagement, users might experience discomfort after long sessions.

Fix:

- **Eye Comfort Mode**: Implement an "Eye Comfort Mode" that adjusts the brightness and blue light emissions to reduce strain during prolonged use.
- **Adjustable Fit**: Enhance the head strap and padding for better comfort, making the headset adjustable for various head shapes and sizes, and allowing users to customize the fit to avoid pressure points.
- **Frequent Break Reminders**: Introduce a built-in reminder system to prompt users to take breaks after a certain period of continuous usage (e.g., every 30-60 minutes).

Its Features

- **Immersive Display**: Dual high-definition displays for each eye to provide a crystal-clear, immersive visual experience.
- **Spatial Audio**: High-quality 3D audio for a more immersive experience, particularly for media consumption, gaming, or virtual meetings.
- **Hand Gesture Controls**: Allows users to interact with the virtual environment using hand gestures, making it intuitive and touch-free.
- **Eye Tracking**: Tracks eye movements to interact with the interface or adjust focus in AR applications, providing a more natural experience.
- **Environment Mapping**: Uses external cameras and sensors to map the user's surroundings and integrate virtual elements into the real world.
- **FaceTime and Video Calls**: Users can have virtual meetings and communicate through the headset, with avatars or live video feeds.
- **High-Resolution Cameras**: Used for scanning and mapping the environment or capturing real-world interactions.
- **Battery Life**: Features a rechargeable battery for hours of use.

Empathy Process