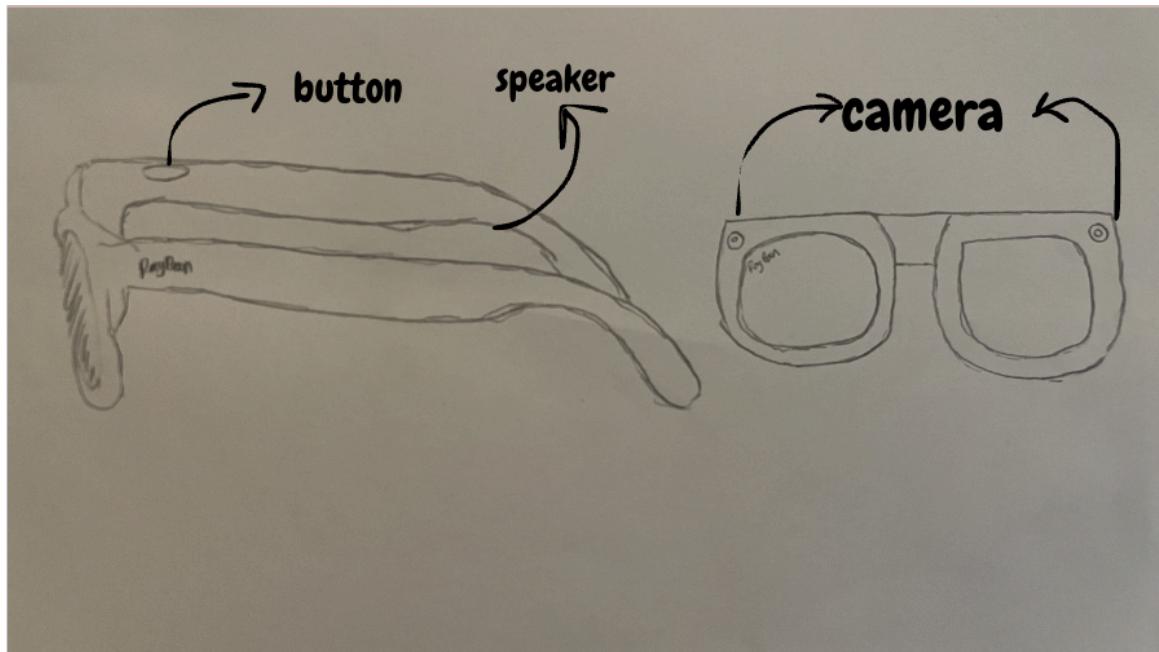


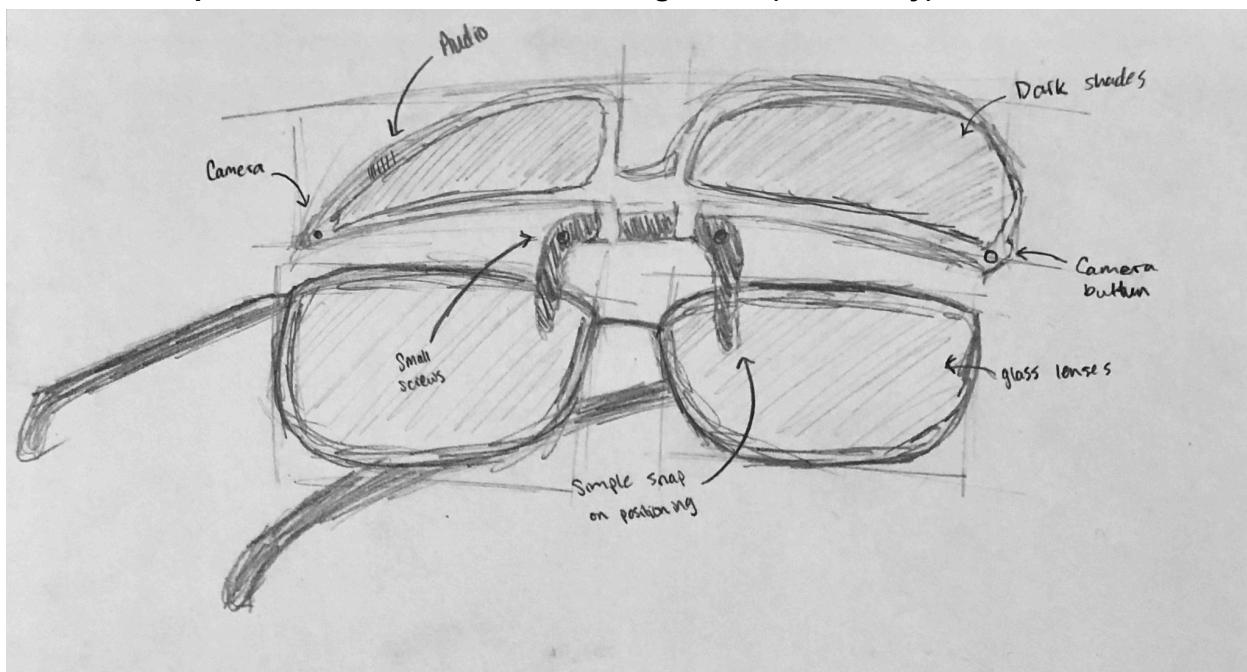
**Sketch #1: What the smart glasses look like externally for the normal version (Grace Setiawan)**



**Caption:**

These smart glasses feature built-in displays, cameras, and sensors, giving users a range of innovative functionalities. With hands-free communication, photo and video capture, and a real-time information overlay, the users can interact with their environment which can benefit them for certain tasks. To take a photo, there is a button on the side of the glasses, just simply press and hold. The white notification LED will blink and make a sound during the capture. To take a video, press once to record and press again to stop recording. The white notification LED will stay on while the user is recording. For the voice commands, start by saying "Hey Facebook", continue with "Take a photo", "Take a video", "Stop recording", "Call Jimmy", "Pause", "Next", "What time is it?", or "How much battery is left?". One potential drawback is incorporating the different types of hardware needed into small spaces which can limit the type of hardware used affecting the image quality, sensor tracking accuracy, and many more.

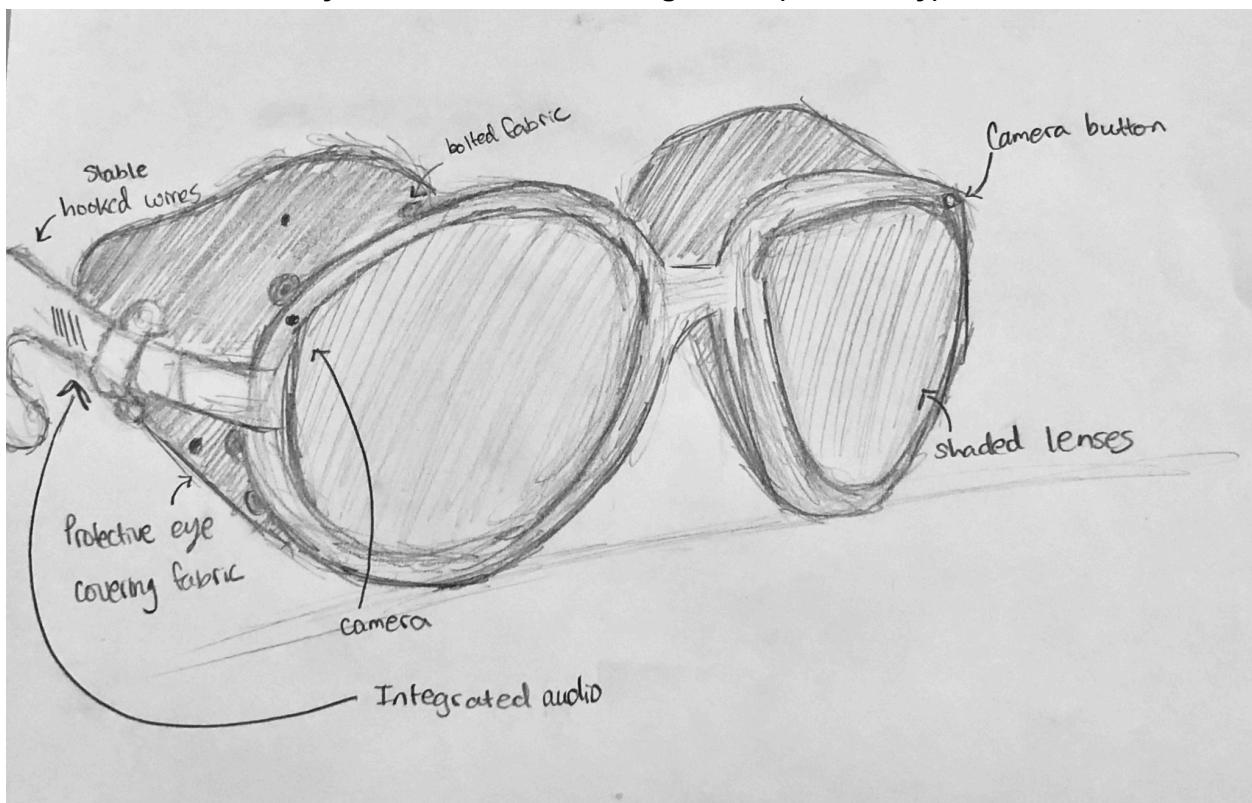
## Sketch #2: Clip-on lenses version of the smart glasses (Cami Lacy)



### Caption:

This particular idea would work by being able to directly clip onto a user's existing glasses. This use case is for individuals who already have prescription glasses while still wanting to use our product. This attachment would mean that they don't have to worry about getting them adjusted for their sight and can still benefit from the features. Similar to the original model, the clip-ons will have the same functionality that includes taking photos/videos and interactive speaking through Bluetooth connection. The primary drawback of this design option is the feasibility of incorporating so much software into the small design and having to put the audio output on the front of the lenses.

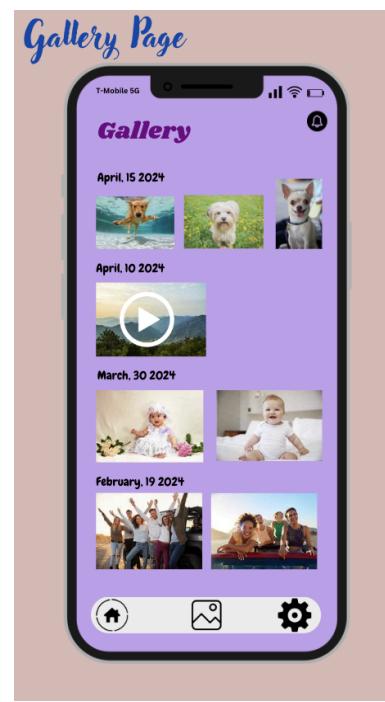
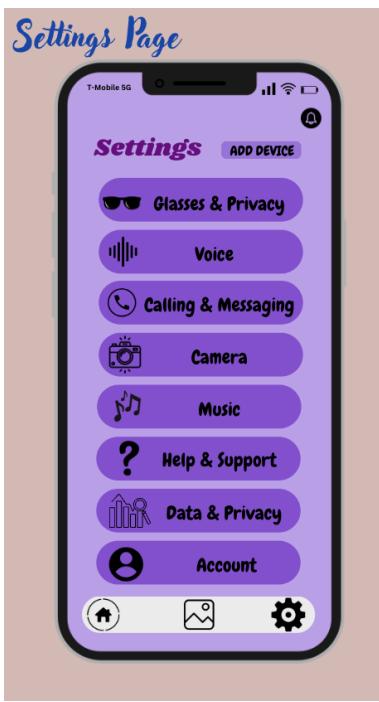
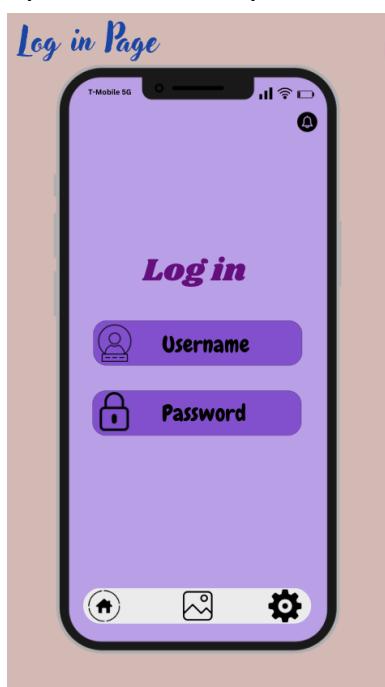
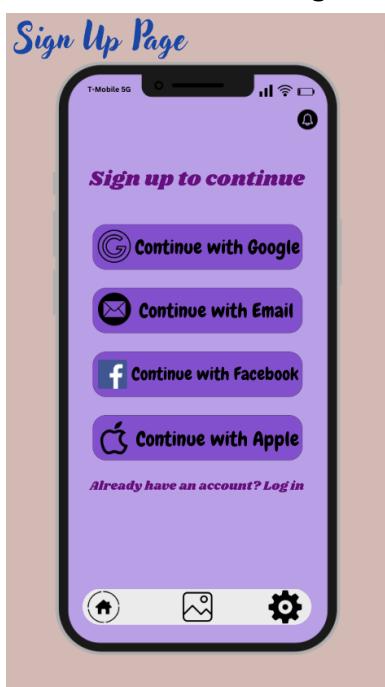
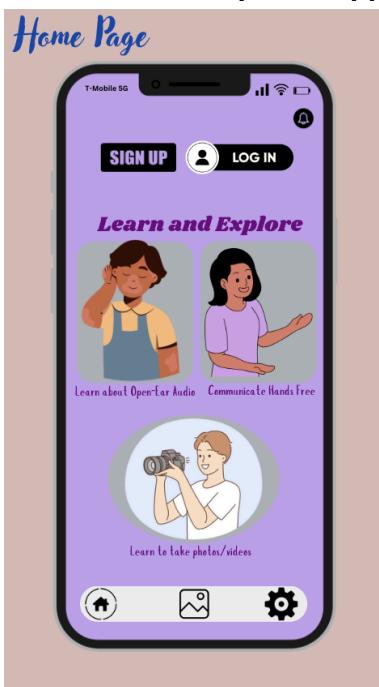
### Sketch #3: Mountain-style version of the smart glasses (Cami Lacy)



#### Caption:

We wanted to explore more design alternatives to regular glasses for the prototype. The mountain-style sketch was geared towards more active tasks that require your glasses to stay on more securely. For instance, we structured this draft in mind that it could be utilized while outside venturing or even in a lab space requiring safety equipment. Scientists would be able to carry out tests more safely with our lightweight product assisting them, and the protective eye guard fabric keeping hazardous materials away from their eyes. One particular drawback of this design is ensuring that the technology would be able to hold up against any potentially hazardous materials spilled on it.

## Sketch #4: Smartphone app interface for the smart glasses (Grace Setiawan)





### Caption:

This smartphone app allows users to customize settings, manage notifications, and access additional features and content. It may also facilitate the initial setup and pairing process between the sunglasses and the user's smartphone or other devices. Additionally, the app may provide access to tutorials, support resources, and community forums where users can share tips and experiences which can benefit users in learning how to use the smart glasses and features it provides. The user needs to sign up or log in and then they can pair their smart glasses with the app. The gallery stores the photos and videos that the user takes. The voice commands and audio page are to support the user just in case they forget how to use the smart glasses. One potential drawback as mentioned in the desktop app/website interface sketch is ensuring the user's preferred settings and their data are synchronized across the different platforms. If not handled properly, users will have to readjust each time and can potentially lose valuable data.

## Sketch #5: Desktop app/website interface for the smart glasses (Sovannara Tav)



*Home Page*



*Settings Page*

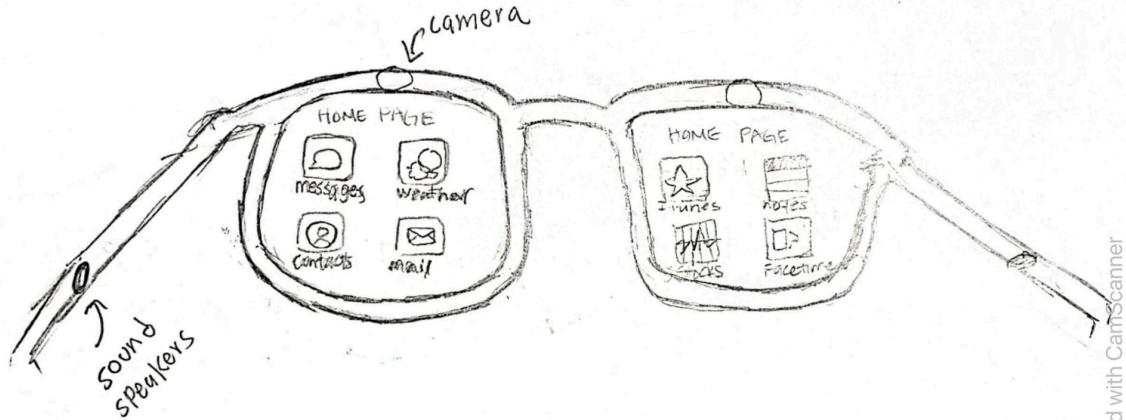


*Gallery Page*

### Caption:

A component of the smart glasses is being able to adjust the settings to the user's preferences, view the photo gallery, and many more. The user has multiple ways to do so either through the smart glasses themselves with hand gestures, eye movement, or voice commands, the smartphone app, or the desktop app/website. The benefit of this is users can easily adjust their settings, view their photo gallery, and many more through a computer with a larger screen which can help those who struggle when interacting and navigating with small screens. One potential drawback is ensuring the user's preferred settings and their data are synchronized across the different platforms. If not handled properly, users will have to readjust each time and can potentially lose valuable data.

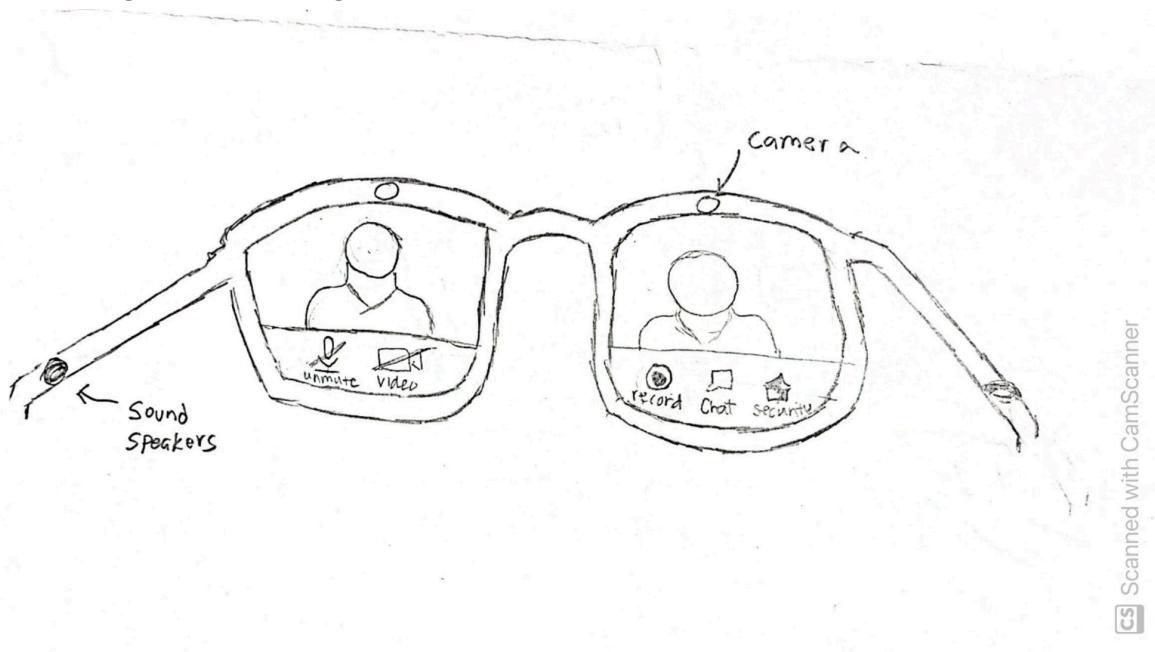
**Sketch #6: What the general user interface would look for the smart glasses internally when putting them on (Tushar Thonupunoori)**



**Caption:**

This is the homepage of the smart glasses. There are many ways how you can select the app such as hand gestures, eye movements, and voice commands. Some of the benefits of this are that there are multiple ways to take in inputs, contains customization on both pages of the smart glasses, and flexibility for the user to do whatever they want while using the glasses. Some drawbacks are the complexity of maintaining multiple input methods and the learning curve.

**Sketch #7: What the user interface would look for communication such as an audio and video meeting on the smart glasses (Tushar Thonupunoori)**

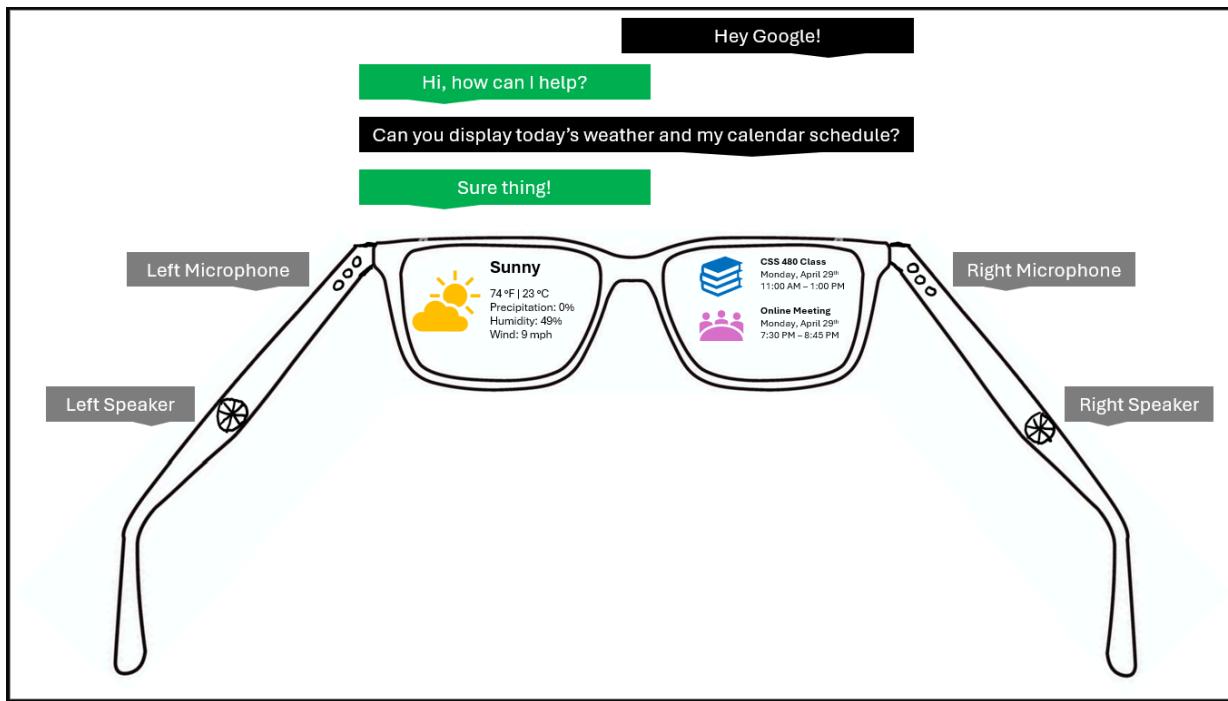


Scanned with CamScanner

**Caption:**

This is the video conference feature of the glasses. Some of the benefits are that the user will be able to talk and view the user's profile picture. They will be able to record the views of what they see outside and send it to others as well as chat with others. They will be able to see the others and turn on/off this feature. One drawback might be the learning curve as it might take time to get used to using these features with different input methods.

**Sketch #8: What the user interface would look for requesting information to be displayed through a voice assistant (Sovannara Tav)**



**Caption:**

A component of the smart glasses is being able to provide voice commands to the user's chosen voice assistant. The benefit of this is the voice assistant can display certain types of information and perform specific tasks for the user. This can help automate certain tasks for the user to allow them to be more productive and efficient when working in a setting that involves communication and collaboration. One potential drawback is the smart glasses can be a disturbance to other people if the user isn't aware of their surroundings as they and their voice assistant will be taking turns speaking out loud during their conversation.