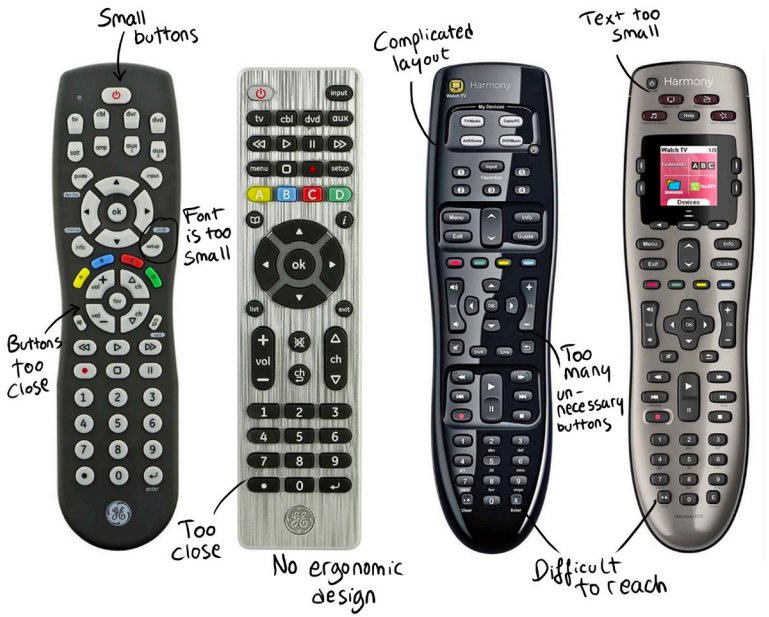
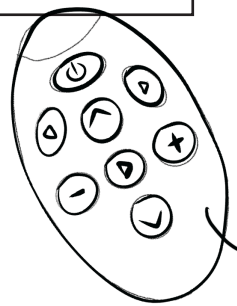
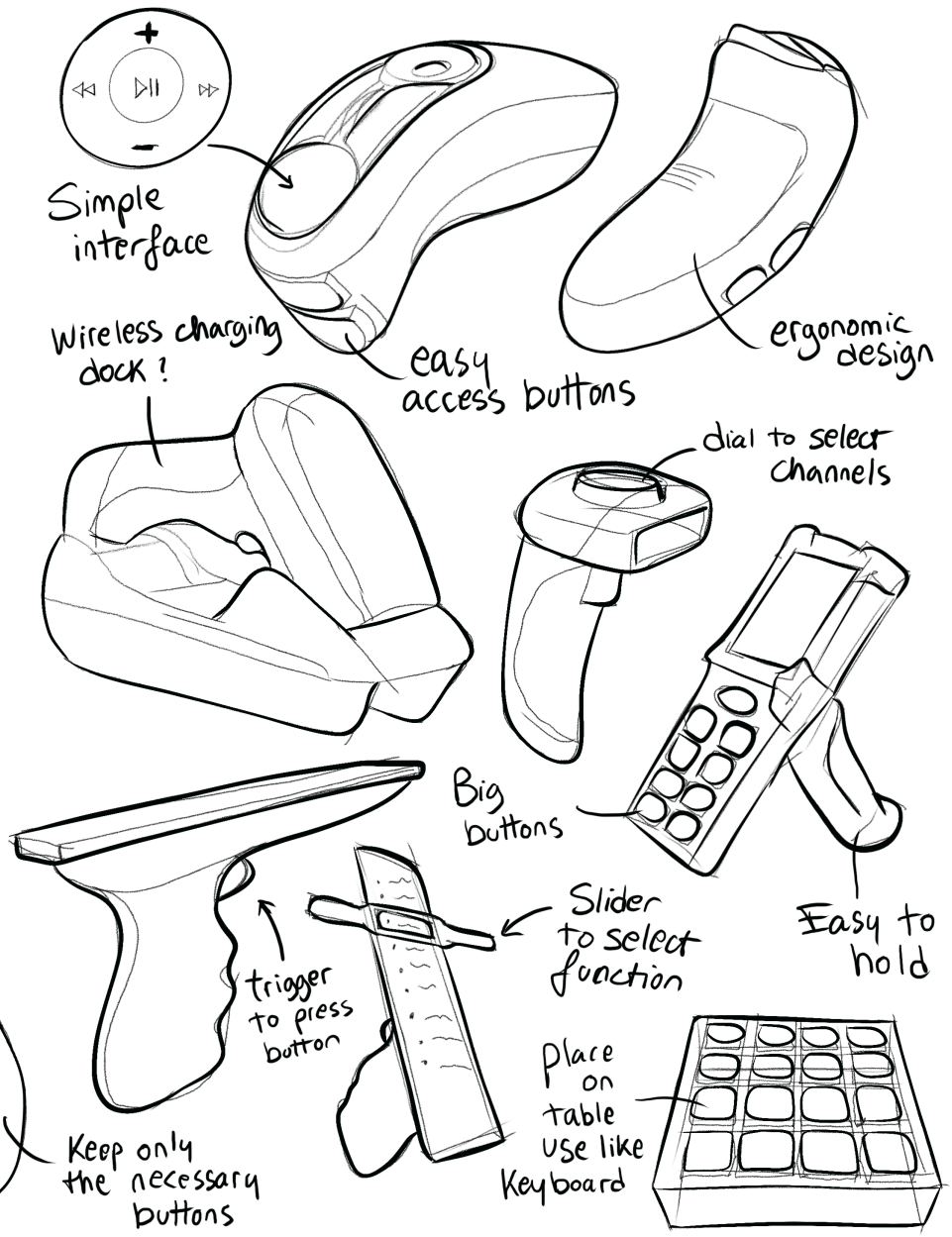
PLANNING

Research shows that elderly people often face challenges when using TV remotes. The two main reasons for this are reduced dexterity and the complex remote control designs including numerous buttons and small fonts. Additionally, physical impairments such as arthritis can make pressing small buttons or handling lightweight remotes challenging. The rapid advancement of technology doesn't help and makes older adults feeling overwhelmed and unable to keep up. There is a growing need for remote control designs that prioritise simplicity, ergonomic considerations, and user-friendly interfaces to enhance accessibility and usability for elderly individuals.



- Power
- Home
- Vol up
- Vol down
- Next ch
- Previous ch
- Up
- Left
- Right
- Down



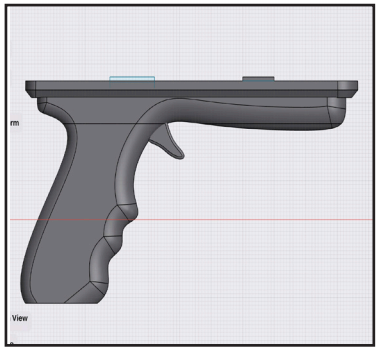


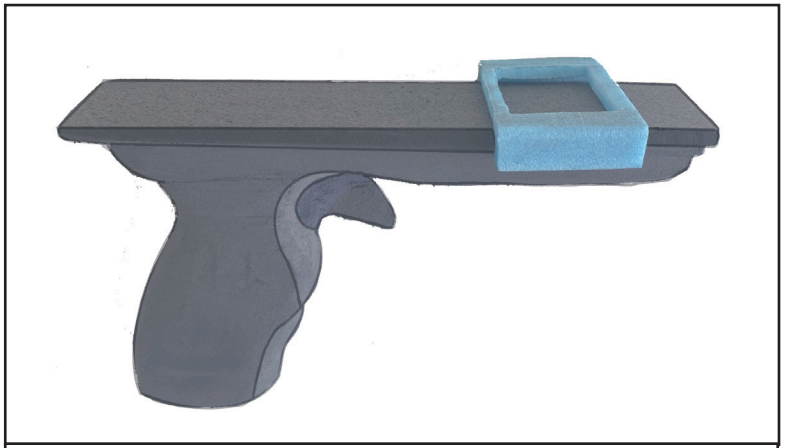
1 SKETCHES

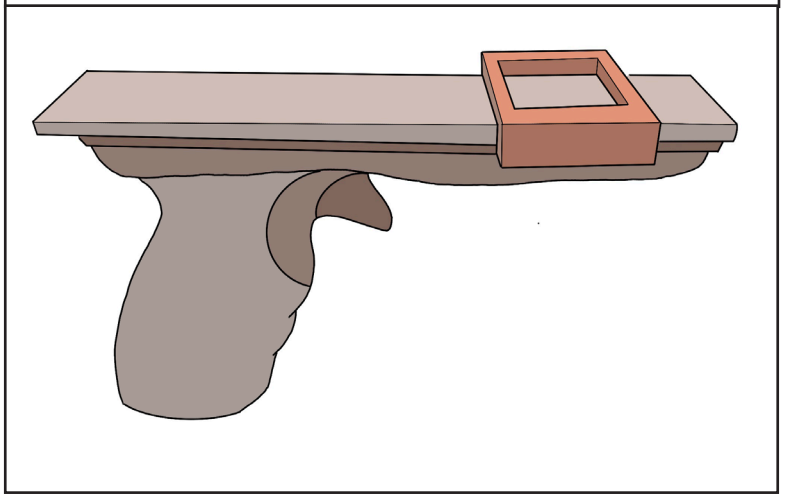
From the research, the design requirements for this project are the following. Simple interface (high), Large font (high), Ergonomic design (high), Heavy weight (medium) and retro/ classic design (medium).

MAKING

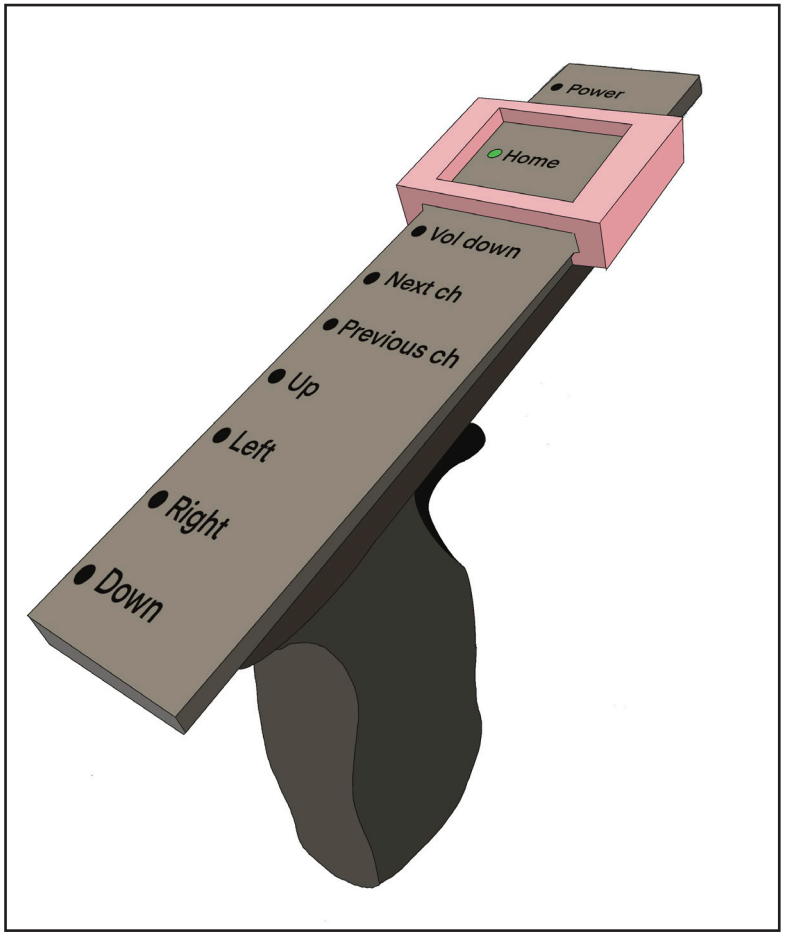
After consideration, I decided to pursue the gun design. I started by studying real gun designs, where I learnt that they have a large focus on ergonomic design. Therefore maintaining a similar handle would be ideal. I decided to make a Glock 19 on solidworks to then work backwards from that. After desiging the gun I designed the TV remote part and then combined both to end up with this. This ergonomic design is somewhat familiar with all elderly people. The square dial on the top slides to make selecting channels or any button easy. Pressing the trigger activates the selected button.







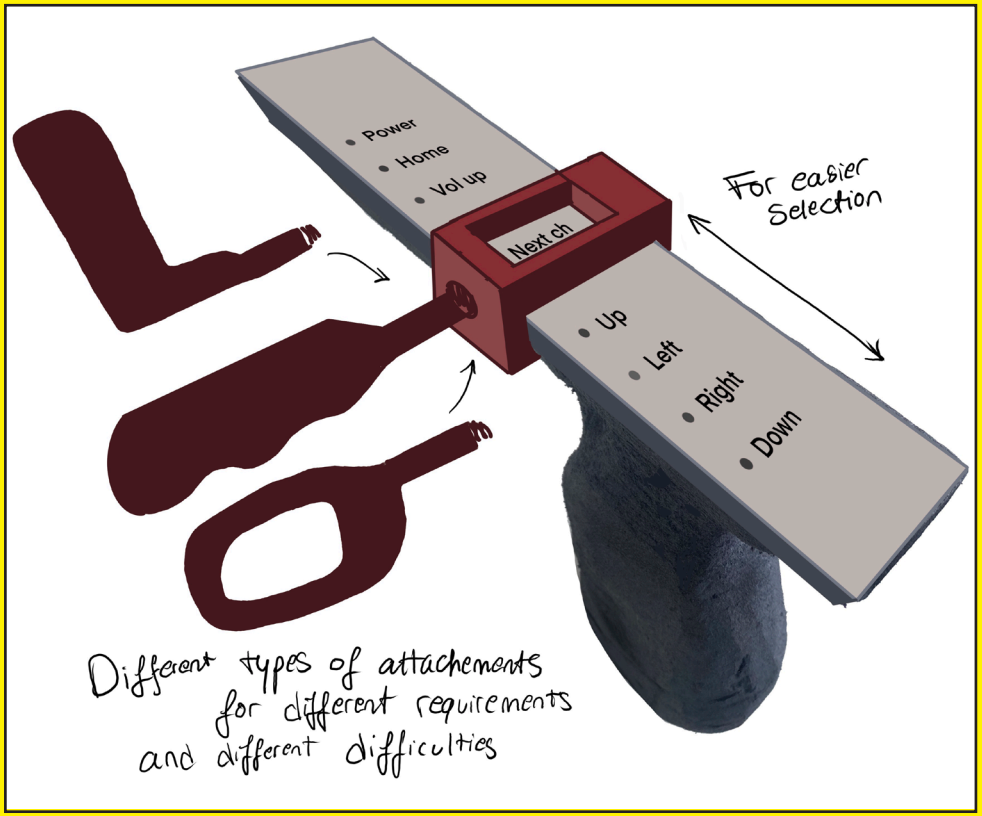
GREEN LIGHT APPEARS NEXT TO THE SELECTED OPTION TO MAKE A CONFIDENT INTERFACE AND THE LIGHT FLASHES WHEN THE TRIGGER IS PRESSED.



PHOTOS

REFLECTION

I believe my TV remote design is a valuable alternative for eldery people, people with dexterity or motor problems. While a less vulgur design may be bettefr topromote the concept, It's my understanding that a gun is a generally familiar interface which will greatly help understanding how to work the remote.



To improve this concept there are a few additional features I can think of. For example a wireless charging stand to make it easily accesible, or incorporating tactile feedback,like raised textures on the sliding part, to help users locate buttons. Additionally having a option to customise the buttons to directly access frequently used channels or functions can be a very important for easy interaction.