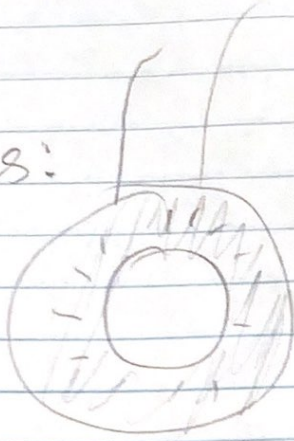
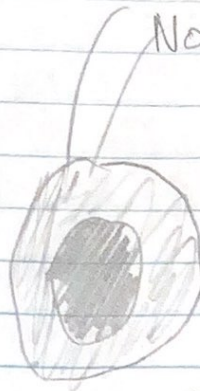


Alex Ojemann  
No teammates

Ideas:

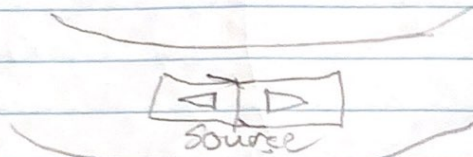


On

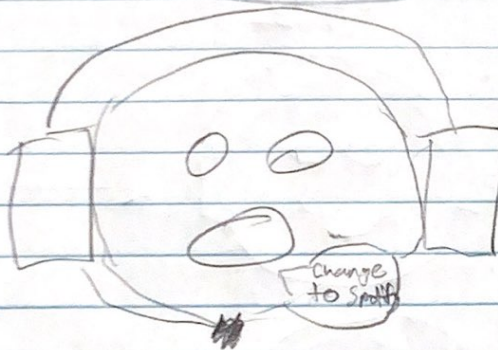


Off

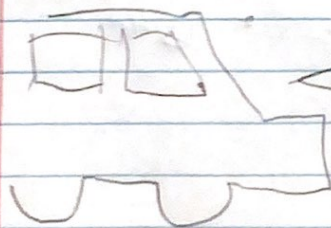
A light on the sides of the headphones is turned on when they are playing something so others know if they can hear them.



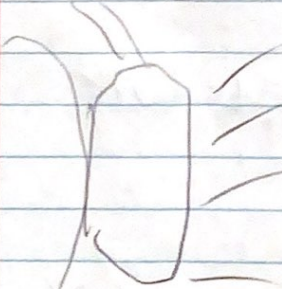
Quickly toggle between sources with arrow buttons on the rim of the right side



Use a keyword that you can set to address your headphones and make voice commands when hands are occupied.



Headphones audibly alert user to check surroundings if they detect loud noises that the user may not be able to hear



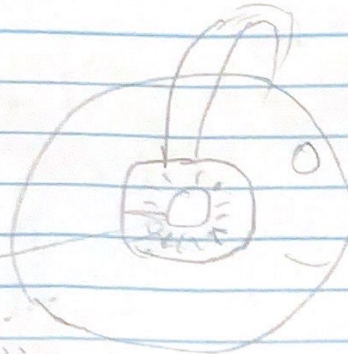
Automatically lower volume if headphones recognize that the user is talking to someone.



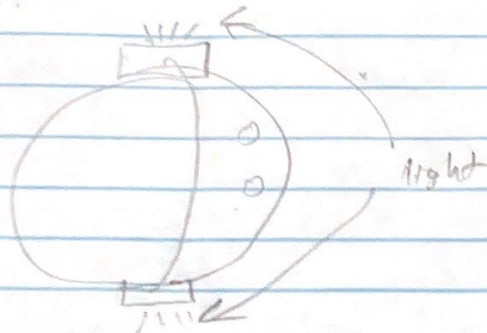
Angles:

Side

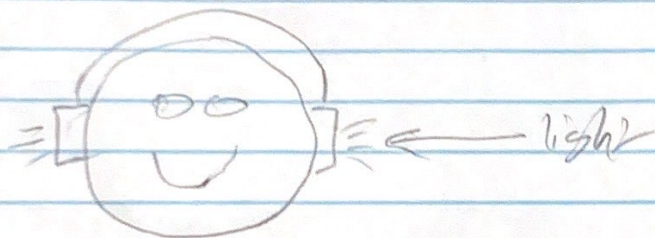
light



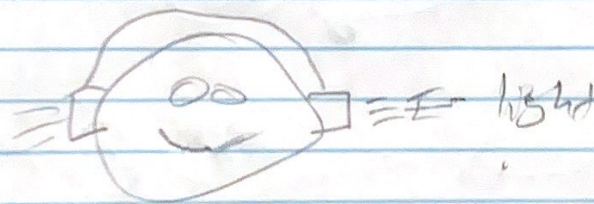
Top



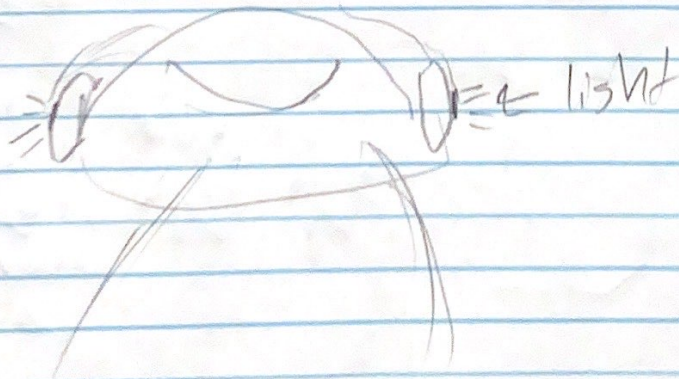
Front



Back



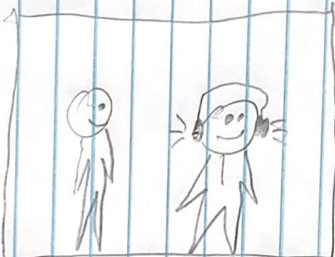
Bottom



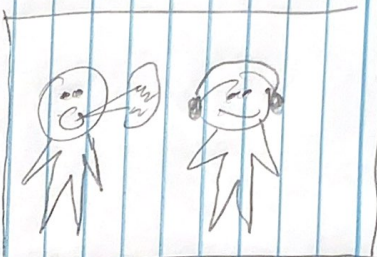
# Storyboard:



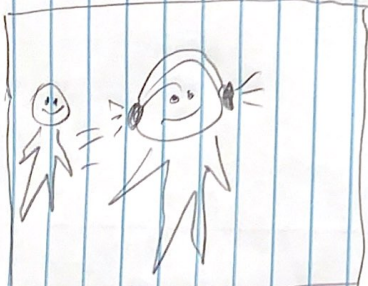
User turns on his music. Lights on the sides of his headphones turn on.



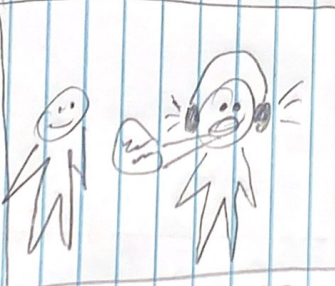
Others see that the users lights are on so they don't approach him.



Someone is talking to the user. He wants to listen so he manually turns off his music and the lights turn off so the other person knows he's listening.



The other person leaves and the user turns his music back on so the lights turn on again.



The user begins to talk to someone else with his music on.



The users headphones recognize his voice and turn his music and lights off so the other person knows he's engaged in the conversation.