

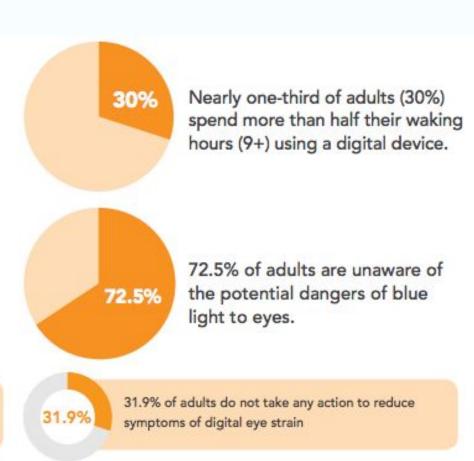
Katrina Ezis | Project Manager & Cynthia Zhang | UI Designer Chris Ma | UX Designer & Alexis Anand | Lead Researcher

background

Activities Associated with Digital Device Use:

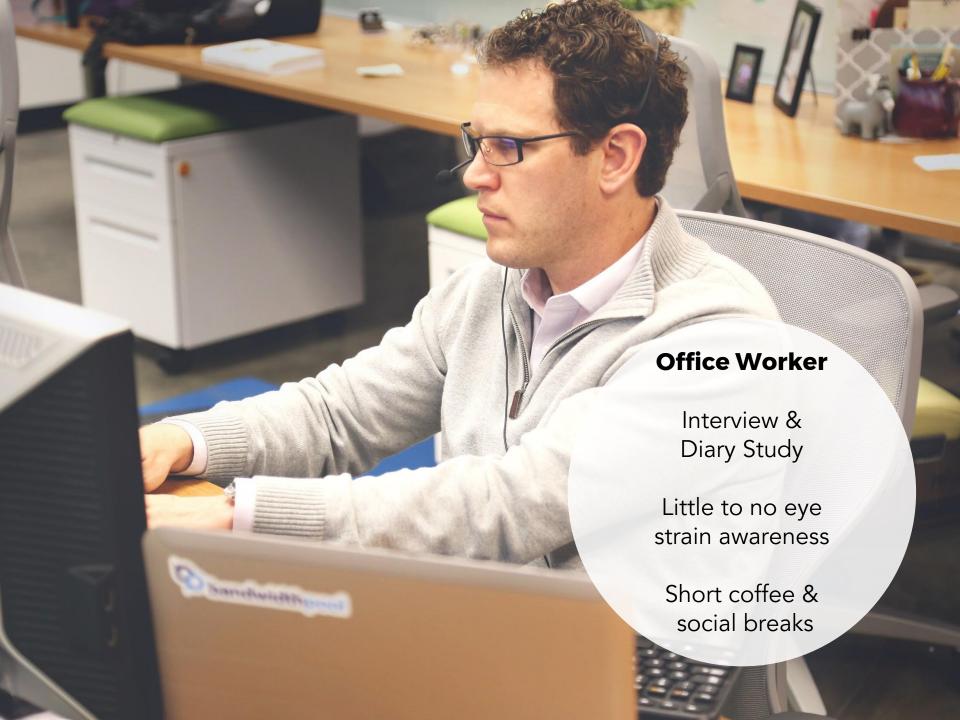


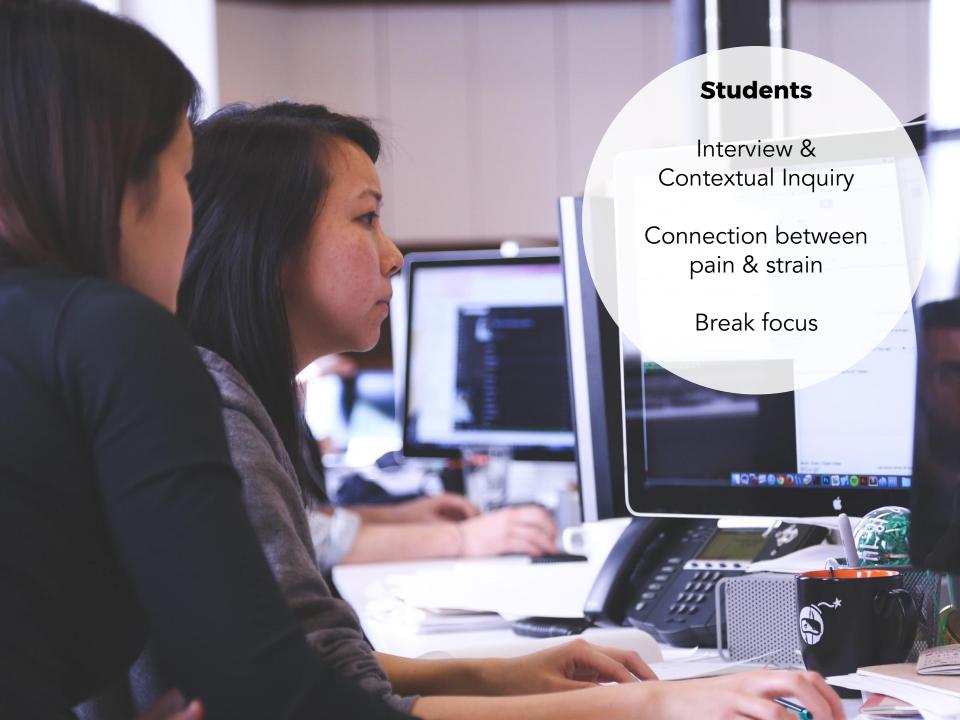
More than 30% of parents who say they are very concerned about the impact of digital devices on children's eyes allow more than 3 hours of screen time daily



problem

- Prolonged eye strain is pernicious
- Limited awareness
- Many contributing factors







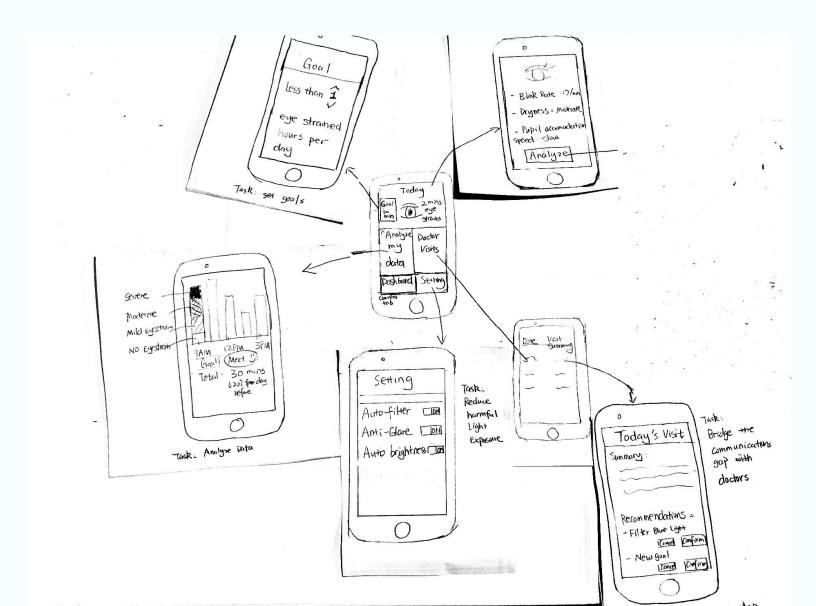
tasks

- Reduce harmful light exposure
- Reduce eye strain
- Improve focus
- Track eye strain
- Analyze data
- Patient-Doctor communication

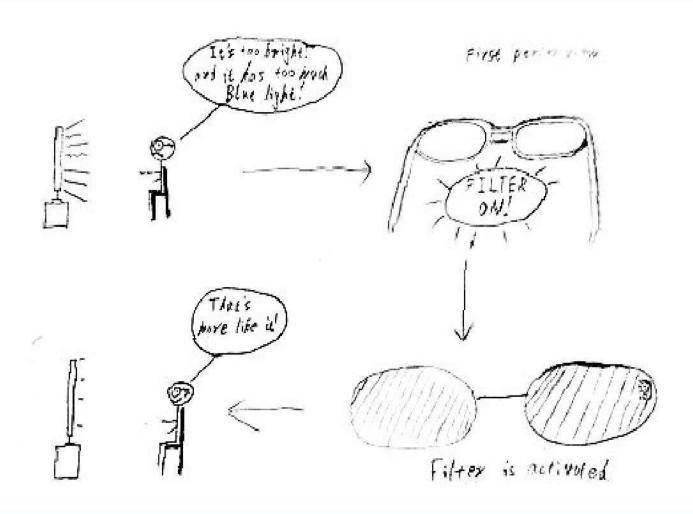
sketches

- Phone application
- Holographic Augmented Reality glasses (HolAR lens)
- Eye implant

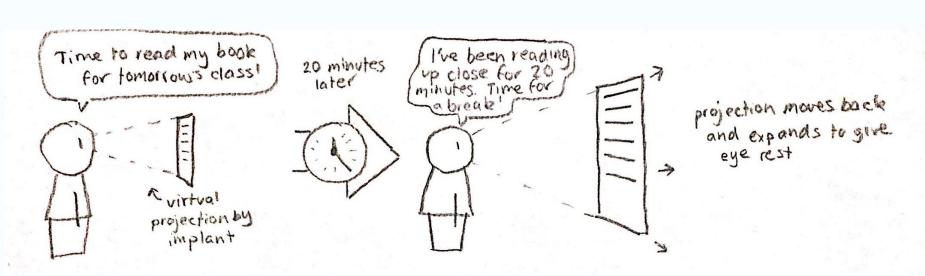
phone app

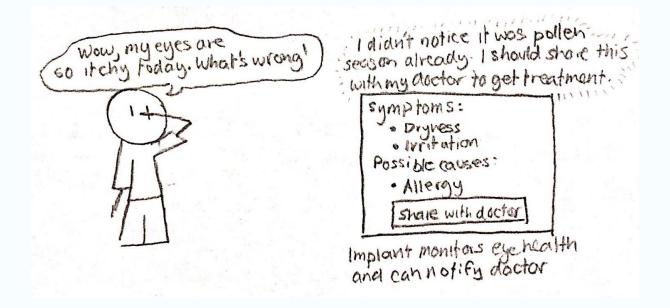


HolAR lens

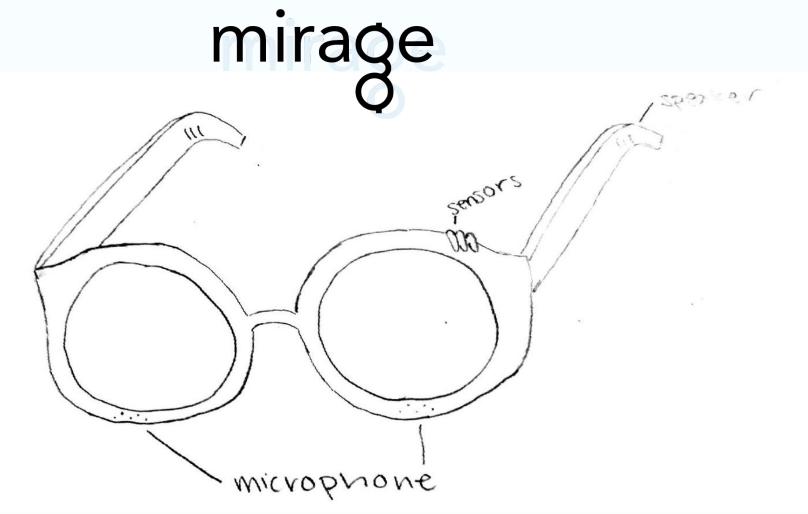


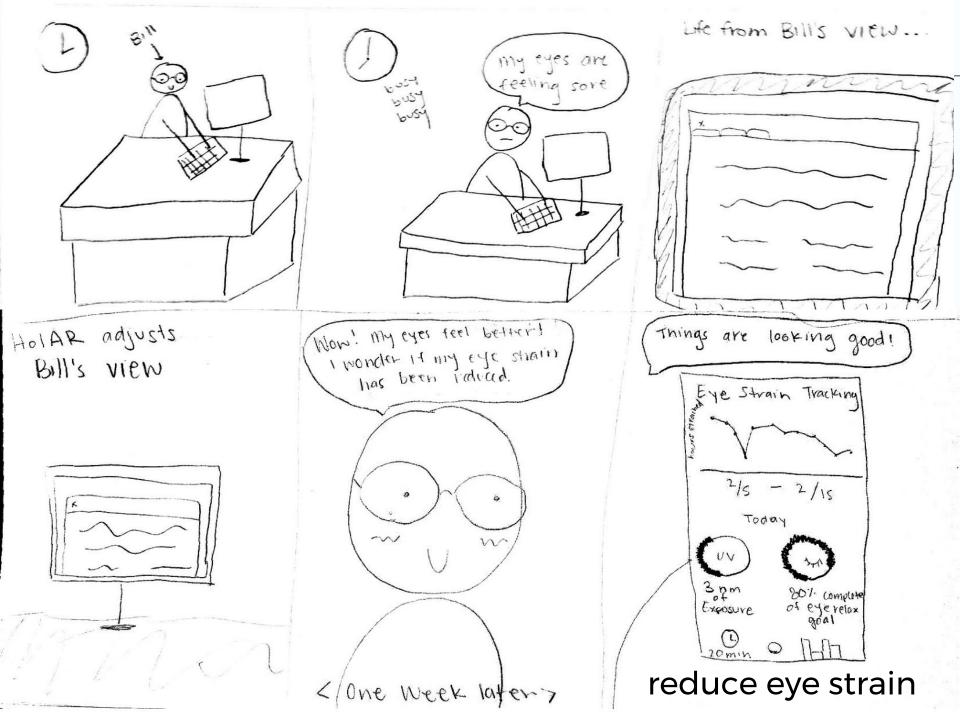
implant





selected design







summary

- Group design is better
- Forget your assumptions
- Communication is essential
- Research before design

