# Reanas Voice lines:

1. “Introducing data moguls’ WUSH, for wee see, you hear, WUSH is a sight assistance tool for the blind or otherwise visually impared, which can provide: ”
   1. “Sight assistance”
   2. “Voice activated Navigational assistance”
   3. “And Image recognition of text on objects”
2. “We used high contrast colours because the visually imapred person we talked to said they saw white text on black background more easily”

**START HERE**

Since the early time of man the concept of sight has been heavily overlooked. From birth when the first glimmer gave a sense of being human to moving through motions of growth in life that provide the beautiful experience of the world.

In our current world, access to this beauty is made possible in many forms. Whether that be through sight, touch smell.

However many individuals are not able to experience thisthrough one or the other.

We at Data Moguls have constructed a definite plan to allow visually impaired individuals their own sense of the environment.

Through this program being developed, a 3 way communication channel will be brought forward between WSUH app, sometimes earphones and our very own “SAVsí” vest.

“WSUH” we see you hear, is a sight assistance tool for the blind or otherwise visually impared, which has a voice activated feature as well as our very own home button.

Looking at the home screen is a representation of research conducted through interviews with prospective users. The black background was provided to allow buttons to stand out much clever to our visually impaired users.

The button represents the gateway of the ecosystem that will bridge both WSUH and SAVsi functionalities.

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Through the home start sight button a transition to the See view will show the camera screen. This welcomes the start of the full integration between vest, earphones and mobile app.

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The field of vision by the camera will capture and send voice output either WSUH earphones or phone speakers with audio commands ranging from

“You just had a conversation with someone I’m seeing for the 1st time, should I save their face?”

“Mandy is in front of you”

“You are approaching a corner to the left”

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That shows our desire for top of the line user experience.

With each transition to a separate screen the user will have the option of hearing which view they are currently on.

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Now in transitioning to the settings screen will see account management, Sight options, manage vest and call support.

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Moving our focus to the vest. SAVsi vest.

This vest automatically turns on when it has been put on and turns off when removed. It will consist of its very own off and on button located on the shoulders of the user for better control.

On turning on, SAVsi will now be linked to the mobile phone to have the option of being controlled.

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SAVsi, Sight Assistant Vest, will direct its users using built-in cameras and vibration simulators to detect objects and give the user a sense of thier proximity to these objects.

**The cameras capture a view and send this data to the vest regarding the type of object. The output from this process will be directed towards creating a haptic feedback representation of the object on the person's body**.

The provides a safe house method of maneuvering objects especially when connected through the ecosystem.

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Management will see features being removed or motions turn down depending on usability.

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our processes primarily depend on the sense of touch/feel and hearing to allow users to experience the environment in a safe fashion. From the mobile app to our very own SAVsi vest, the user experience will run smooth

Vest

Body sensors - on/off

WSUH-button - not related to vest

Connects automatically to WSUH app

Button on vest for off and on

WSUH

Button - on/off only WSUH app

Can see if registered vest is off/on then: manage