ICVGoggles: Wearable Personalised Simulations of Impaired Colour Vision

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**ABSTRACT**

Colour is used to tie in closely with a specific meaning, signal or message; however they are mostly used for aesthetics. People with Impaired Colour Vision (ICV) come across challenges every day to distinguish between colours, designers must consider users with ICV since information can be misinterpreted or even missed. Current software and hardware solutions provide real time simulations of various spectrums of impaired colour vision. This project aims to go above and beyond current technologies to provide designers with adjustable simulations viewed with a hands-free Oculus Rift headset.

# INTRODUCTION

## Background

Most cases of Impaired Colour Vision (ICV) are hereditary meaning it is passed on genetically from parent to offspring. They can also occasionally be acquired as a result of certain eye diseases. Failing to discriminate between red and green is the most common form of ICV (Protanopia / Deutranopia) and the gene is X- linked recessive which explains the prevalence difference between genders (8% in males and 0.5% in females). Blue-yellow ICV or Tritanopia is rare and tritanomalous symptoms are more commonly acquired from environmental factors such as age, where the eye lens becomes increasingly yellow over time, cataracts or trauma to the front or the back of the head. Monochromacy is even rarer and affects two or more types of cone in the eye. Colour vision can be said to be an illusion created by the interactions of billions of neurons in our brain[[1]](#footnote-1), we do not all perceive colours the same way. There is an information gap for designers about ICV, many do not know the problems some users will suffer because of their colour choices. Impaired colour vision varies in severity and because of this, it affects people differently; sometimes it is unnoticeable. Designers do not normally consider ICV in their design practice; they are a small demographic of users. Without doing so, designers run the risk of creating a colour palette which will be confusing to some users. Small measures such as colour checking and ICV simulations can vastly improve the users experience.

There are a plethora of applications available on many different platforms which can detect and manipulate pixels

to simulate ICV. For example, it is possible to obtain a browser add-on for Google Chrome which simulates ICV for the current web page[[2]](#footnote-2). One flaw most software applications present when simulating ICV is the exclusion of environmental factors such as room brightness.

(ECVD papers?)

## Available Products

When designing for users, it can be useful to view content through the eyes of ICV users. This can reveal poor colour choices which can lead to confusion and even missed information. There are applications available which can simulate ICV; they work by replacing the pixels' colours. The quality and versatility of each application varies greatly.

(apps, tablets + phones, explore their weaknesses)

## Social Context

It can be difficult to understand how ICV affects people; emulating the effects on images is useful, however this confines the condition within just the images. ICVGoggles aims to provide a simulation tool which works in real time giving users a peek at ICV 'in the wild'.

of ICVgoggles (uses in the wild, designers, parents)

## Scientific Context

-scientific context (learning about ICV practically)

# SPECIFICATION

A specification of the problem and an explanation of how the student arrived at this specification. An initial work schedule including an overall project plan with time-scales, deliverables and resources. If using agile development, a prioritised product backlog.

## The Problem

Currently most ICV simulation tools provide a solution to specific problems and have downfalls when applied in other areas. For example, Vischeck[[3]](#footnote-3) provides Photoshop developers with a way to see their work through the eyes of an ICV user, however it does not take external lighting or screen brightness into consideration. Other solutions such as mobile applications[[4]](#footnote-4) are restricted by the hardware they are on; users must always use one hand to move the mobile device around.

## Project Plan

### Work Schedule

### Deliverables

### Resources

# DESIGN

This should include the design method, design process and outcome. Design decisions and trade-offs should be described e.g. when selecting algorithms, data structures and implementation environments or when designing for usability.

## Decisions and trade-offs

(no personalised?)

(ovrvision one cam

## Design method

## Software and hardware used

## Design Process

Designing for usability?

UML Diagrams

workflow

# IMPLEMENTATION & TESTING

A description of production, testing and debugging. A demonstration (or even a proof) that the specification has been satisfied.

## Production

(use of davids app and help from that code)

## Testing

- testing during production, methods used

## Debugging

process of debugging during development

- proof it works (images before and after ICV applied)

# DESCRIPTION OF FINAL PRODUCT

A clear description of what the final product looks like and what it does. This is vital but often neglected.

Full description of final product, well worded and should NOT be neglected

# EVALUATION

Usability should be evaluated with a description of the user-centred design methods employed to produce a usable product, including rapid prototyping, usability methods, results and re-designs as appropriate. Other relevant criteria such as accuracy and computational efficiency should also be employed for evaluation as appropriate.

## -prestudy interviews, main testing (plates and exploration), questionairres

## - analysis of results, methods used

## -evaluation of results

## -usability

## -accuracy\*\* (important!)

# DISCUSSION

Area where I discuss reasons for the results found and how these results may benefit ICVGoggles.

# APPRAISAL

A critical appraisal of the project indicating the rationale for design/implementation decisions, lessons learnt during the course of the project and an evaluation (with hindsight) of the final product and the process of its production (including a review of the plan and any deviations from it).

## -Rationale for design

## -Rationale for implementation decisions

## -Lessons learnt

## -Evaluation including hindsight

**A description of any research/hypothesis**

# SUMMARY & CONCLUSIONS

## -Summary of project

## Conclusions:

# Qualitative evaluation, qualitative (IF DONE) evaluation, personal feelings on project and how it went

# FUTURE WORK

-Mobile ICVGoggles (garreth said a battery back pack, possible?)

A copy of the mid-project progress report should be included.

# PAGE SIZE

All material on each page should fit within a rectangle of 18 × 23.5 cm (7" × 9.25"), centered on the page, beginning 1.9 cm (0.75") from the top of the page and ending with 2.54 cm (1") from the bottom. The right and left margins should be 1.9 cm (.75"). The text should be in two 8.45 cm (3.33") columns with a .83 cm (.33") gutter.

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The title (Helvetica 18-point bold), authors' names (Helvetica 12-point) and affiliations (Helvetica 10-point) run across the full width of the page – one column wide. We also recommend phone number (Helvetica 10-point) and e-mail address (Helvetica 12-point). See the top of this page for three addresses. If only one address is needed, center all address text. For two addresses, use two centered tabs, and so on. For more than three authors, you may have to improvise.[[5]](#footnote-5)

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Table 1. Table captions should be placed above the table

|  |  |  |  |
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| **Graphics** | **Top** | **In-between** | **Bottom** |
| Tables | End | Last | First |
| Figures | Good | Similar | Very well |

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Footnotes should be Times New Roman 9-point, and justified to the full width of the column.

Use the “ACM Reference format” for references – that is, a numbered list at the end of the article, ordered alphabetically and formatted accordingly. See examples of some typical reference types, in the new “ACM Reference format”, at the end of this document. Within this template, use the style named *references* for the text. Acceptable abbreviations, for journal names, can be found here: <http://library.caltech.edu/reference/abbreviations/>. Word may try to automatically ‘underline’ hotlinks in your references, the correct style is NO underlining.

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The heading of a section should be in Times New Roman 12-point bold in all-capitals flush left with an additional 6-points of white space above the section head. Sections and subsequent sub- sections should be numbered and flush left. For a section head and a subsection head together (such as Section 3 and subsection 3.1), use no additional space above the subsection head.



Figure 1. Insert caption to place caption below figure.

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The heading of subsections should be in Times New Roman 12-point bold with only the initial letters capitalized. (Note: For subsections and subsubsections, a word like *the* or *a* is not capitalized unless it is the first word of the header.)

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# ACKNOWLEDGMENTS

Our thanks to ACM SIGCHI for allowing us to modify templates they had developed.

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1. Bowman, M., Debray, S. K., and Peterson, L. L. 1993. Reasoning about naming systems. *ACM Trans. Program. Lang. Syst.* 15, 5 (Nov. 1993), 795-825. DOI= <http://doi.acm.org/10.1145/161468.16147>.
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1. P.Gouras, 'Colour Vision', in webvision.med.utah.edu, last update 1 July, 2009 [↑](#footnote-ref-1)
2. Spectrum, offered by Yehor Lvivski for Google Chrome [↑](#footnote-ref-2)
3. Vischeck Photoshop Plugin - http://www.vischeck.com/ [↑](#footnote-ref-3)
4. 20 iPhone Apps for the Colour Blind - http://www.color-blindness.com/2010/12/13/20-iphone-apps-for-the-color-blind/ [↑](#footnote-ref-4)
5. If necessary, you may place some address information in a footnote, or in a named section at the end of your paper. [↑](#footnote-ref-5)