GRADUATION PROJECT

Embedded Interaction

for

Wheelchair users

INTERNET OF THINGS & DATA-CENTRIC DESIGN

ABOUT
Embedding usable, data-driven user interactions in a wheelchair.

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USABILITY

Self-tracking technologies, like Fitbit wearables, smartwatches and mobile phone apps, allow people to monitor physical activity, health conditions and sports performance. However, despite the fact that wheelchair users need to use their physical capacity more consciously, few wheelchair self-tracking products are currently available.

While the population of wheelchair users is growing world-wide, it becomes urgent to design supportive technologies for wheelchair users.

In this project you will leverage embedded systems to design tangible interactions.

What are usable and relevant user interactions to take place on a wheelchair?

PROJECT AIM
The aim of this graduation project is to design and implement embbeded user interactions for wheelchair users. You will conduct a study to evaluate the usability of your solutions.

This project touches upon a range of subjects:

- Embbeded, tangible interaction
- Data-driven product
- Interaction evaluation

INTERESTED?
This project is best suited for IPD students with strong interest in digital skills and tangible interactions.