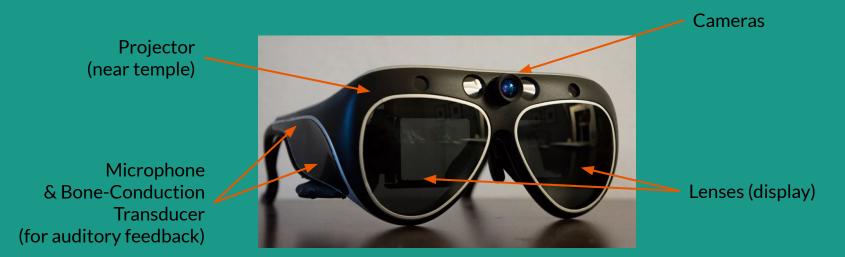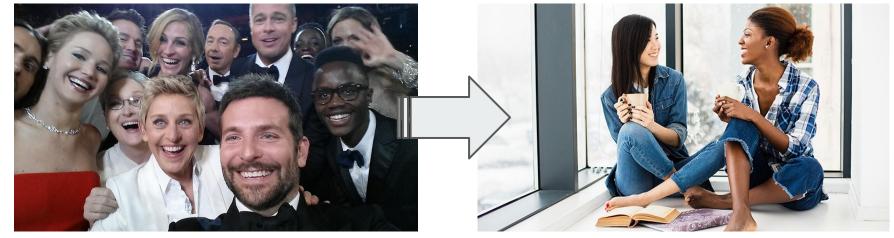# Augmented glasses that help people with Autism Spectrum Conditions identify and learn (to simulate) emotion

Cameras

Projector
(near temple)

Microphone
& Bone-Conduction
Transducer
(for auditory feedback)

Lenses (display)

Team SpecTre

1. 1-on-1 conversations
2. Social learning

Usage Scenarios

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How It Works

Input
- Facial expressions
- Speech cues

Output
- Name of associated emotion
- Pictorial representation of emotion

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Functions & Specifications

Input
- Cameras
  - Facial (expression) recognition
  - Locks onto the person of interest when combined with audio input
  - Placed between the eyes
- Microphones
  - Listens for tone, volume shifts, keywords, etc.
  - Directionally tuned to focus directly ahead of the user

Output
- Projector & Lens
  - Projector on the sides of glasses that displays info on the lens
  - Projects info next to person of interest
- Optional auditory feedback
  - Fed through bone conduction
  - Reads aloud textual output

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First-Time Use & Controls

1. Boot device (pulling motion on neck strap)
2. Connect to smartphone app, which handles data analysis using phone's processor,
3. Automatically engage sensors to focus on conversation partner when facing them
4. App stores data for personal review, if desired (and permitted by others)
5. Device tracks when the glasses are worn to go into standby mode or resume usage

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