



## **Basic Details of the team and Problem statement**

- ☐ Idea Title :Mobilly Al
- ☐ Team name :AKINO
- ☐ Team leader :S.Lakshmi Vignesh
- **☐** Theme :Open innovation





## **Problem Statement Details**

Describe your Problem Statement: Mobility assistance: People with physical disabilities that affect their mobility can benefit from Al-powered mobility assistance tools. For example, there are apps that use computer vision and machine learning to assist users with tasks such as object recognition, obstacle avoidance, and navigation.





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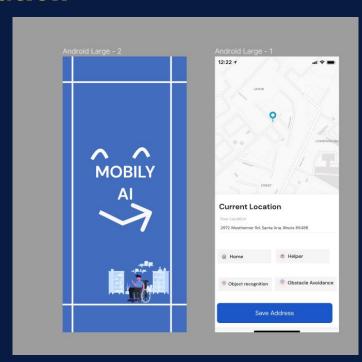


MobilyAl are have a significant ride in the heart of differently abled people:

- Increased Independence: Mobily AI can help individuals to perform tasks that were difficult before.
- Improved safety:Al-powered mobility assistance tools reduce the time consuming process and also provide us with assistance for emergency accidents and injuries
- Enhanced efficiency:the appstuctures itself to the user needs, which can improve the overall user experience and increase the effectiveness of the tool
- Cost-saving and life-saving : It provides more accessible solutions to reduce the cost for healthcare inventions and make the individuals independent



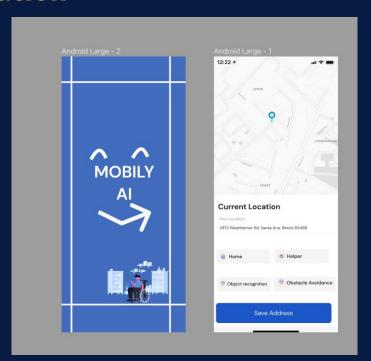




Mobily Ai Understands the needs of users with physical disabilities and the tasks they need assistance with. This will help you prioritize features and functionalities for your app.





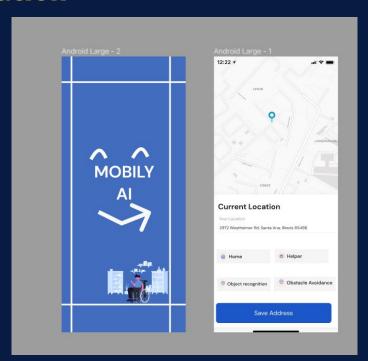


The design is made to kept simple and intuitive. Use clear and legible fonts for easy readability.

using high contrast colors to aid visibility for users with visual impairments



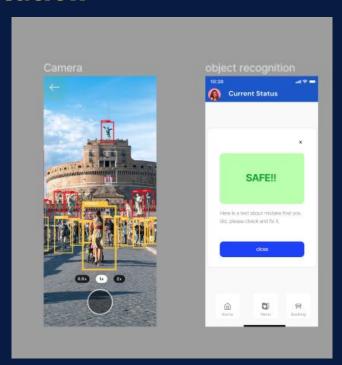




The second design is main menu which contains all the function the mobily ai performs such as obstacle recognition and obstacle avoidance with also calling volunteers in need of help



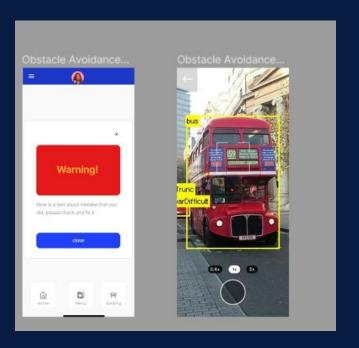




When the user clicks on the obstacle recognition button the apps opens the camera for the user and identify potential obstacle in the path and prompts the user with confirmation about the path







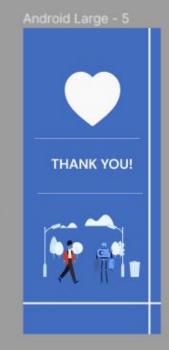
This one is same as before, when the user clicks on the obstacle avoidance button the ai prompts and confirms the user about the path







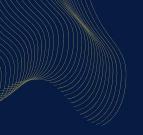








These screens presented in the slide before makes the app different from the others as it makes the user to find volunteers nearby to help them with activating and sending the current location of them to the volunteer to assist them. This idea can be further fruitful from the volunteering side too by creating an app for karma points equivalent to the people they helped







# **THANK YOU!**





# **Team Name and Member Details**

Team Leader Name: S.Lakshmi Vignesh

IITM Roll Number(23f1002745.ds.study.iitm.ac.in) Level (Foundation)