**Overview**

**Topic**

Our project is to create a pair of lens which can project holographic to the real world. The lens will be small enough for us to carry around every day. The project aims at productivity and gaming possibilities. Demonstration with holographic will be fantastic and gaming in the real world will be a real fun.

If the project is successful, we aim at taking place of VR helmets for the future. Design companies would benefit the most from our project using the real-time holographic demonstration. Productivity will be pushed beyond the limit after the main part of the project is completed.

**Motivation**

The main motivation of our project is movies about future technologies and the current problems we have. Holographic technology is important because it takes possibilities to a new level. Lots of new products relating to virtual reality is coming out these days. They all focus on creating that ‘real’ experience which went the wrong way. Holographic will merge that ‘virtual’ together with the real world, making us focus on the real thing. If I was able to work on this project, I would show him the concept of holographic and how it can change our lives. I would show him the holographic projected and demonstrate how it merges with the real world.

**Landscape**

Similar products have VR glasses and holographic projection, these products are our biggest competitors. But our products are more lightweight and have mobility. This is our biggest competitive advantage compared to the other two products.

**Detailed Description**

**Aims**

The goal can make us more clearly what to do, so making a goal is an essential step. Our goal is to shrink the holographic stereoscopic body instrument and have mobility. More than this, our products are designed to achieve the combined effect of virtual and reality. Such as VR glasses, it can present only predetermined content. Recently we have heard that VR helmets caused injuries and even death by getting someone hitting a piece of glass. This happened because while wearing a VR helmet, people are unconscious about everything around them. Our project will solve the issue by merging all those virtual elements into the real world. This will also break the limitation that we cannot move around the actual world while using those VR headsets. We will actually be able to discover the real world.

**Plans and Progress**

The holographic lens will work mainly as a projector while we can wear it as a pair of glasses meaning that we will be able to carry it around without any problem. This also means that the device will be incredibly light and we do not need to wear those bulky headsets to make everything work.

**Roles**

Our product does not have a specific person to use, our products are for all customers. For example, It can be used to play games for children. Designers can use it to project their own design. Instead of using completely virtual space, holographic lens project images to the real world. We will be able to actually move around and interact with each other while playing games which will make it a real social activity. Meeting new friends and share all the joy will become much easier.

**Scope and Limits**

In the process of designing this product, condensing everything in only one size of contact lens may be our biggest challenge. After all, holographic projection involves many devices. It is also a big challenge to make all devices transparent. We may adjust the size of the lens if it does not reach expectations within the specified time. But considering that the contact lens must be suitable for the size of the human eye, we may change it to a normal bordered eyeglass size.

**Tools and Technologies**

High end technology is required for this project. Holographic is a technology that already exists. What we need to develop is a high end processor that is small enough to fit into a pair of glasses. High efficiency battery is also a must to make sure that it can last at least one day.

**Testing**

This is not difficult. First, we will test after the process reaches a certain level. As for the test user, it may be that the staff may start a visit and the people will evaluate the product. Similar to the test clothes for many games, allow some users to experience first, then summarize the shortcomings and improve.

**Time frame**

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| Week | Anything needed to do |
| Week 1 | Drawing design, Prepare materials, Group discussion |
| Week 2 | Making, Group discussion |
| Week 3 | Making, Group discussion |
| Week 4 | Making, Group discussion |
| Week 5 | Making, Group discussion |
| Week 6 | Making, Group discussion |
| Week 7 | Testing, Collect opinions, Group discussion |
| Week 8 | Testing, Collect opinions, Group discussion |
| Week 9 | Improving the product itself based on opinions, Group discussion |
| Week 10 | Improving the product itself based on opinions, Group discussion |
| Week 11 | Improving the product itself based on opinions, Group discussion |
| Week 12 | Improving the product itself based on opinions, Group discussion |
| Week 13 | Improving the product itself based on opinions, Group discussion |
| Week 14 | Advertising |
| Week 15 | Advertising |
| Week 16 | Release |

**Risks**

I think the risk is not just superficial. For example, everyone knows that processors will get hot when they work at high power. If our products are handled improperly, they may burn into the eyes of users and cause irreversible consequences. Risk is called risk because of its unpredictability. If we can predict all the risks, then they can only be called mistakes. In my opinion, we can only do what we can do best, and minimize all risks. This is the only thing we can do. After all, there is no perfect thing in this world.

**Group processes and communications**

Communication is definitely indispensable. From a personal point of view, I prefer to have face-to-face communication. It should be something that is not directly typed on the Internet or can be directly expressed by a call. We need some time for face-to-face group discussions to solve problems more effectively. The meeting may be held once a week because we need some time to resolve the previous issue. Of course not everyone is willing to participate in the exchange. They may be because they are not good at communication or some other reason. I think it's possible to communicate socially so that they don’t feel compelled.