

EYE CARE



BECAUSE I CARE

Eye Care

Because I Care ...



The team:

Shruti Hardat

Sofiia Kosovan

Ainuddin Faizan

Sreekantha Devasya

Volodymyr Nazarenko

Vinay Hassan Basavaprabhu

Goals

Smart spectacle "Eye Care" to make users to get rid of eye straining activities.



Who are the users?

- People who work in front of computers continuously
- Extensive users of gadgets
- Book readers

What do they want to do with the system?

- Get rid of stressful activities to the eye.

What is the context?

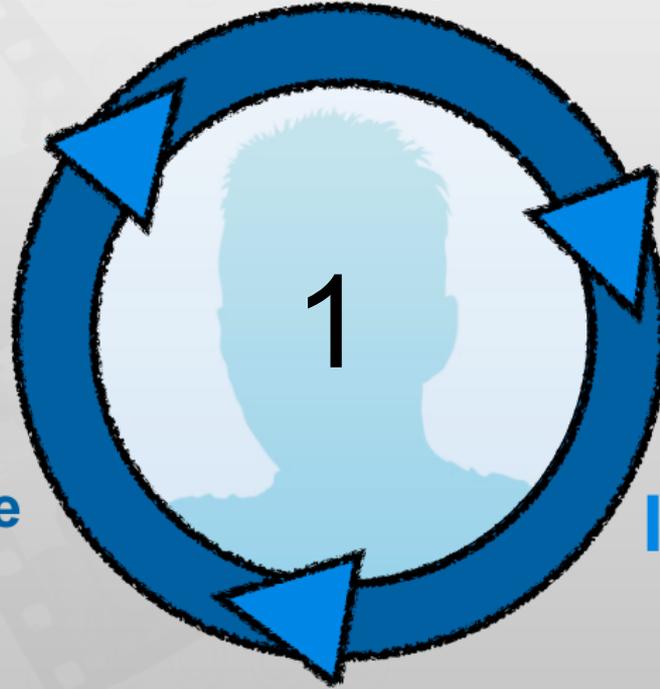
- Reading books
- Using digital screens

Idea

This is a simple spectacle which warns the user when he/she is

- Reading/Working **very close** to the mobile/tablet/Monitor/book
- Reading/Working with **inadequate ambient light and display brightness**
- Reading/Working with **inappropriate font size**
- Does not take **periodic breaks**

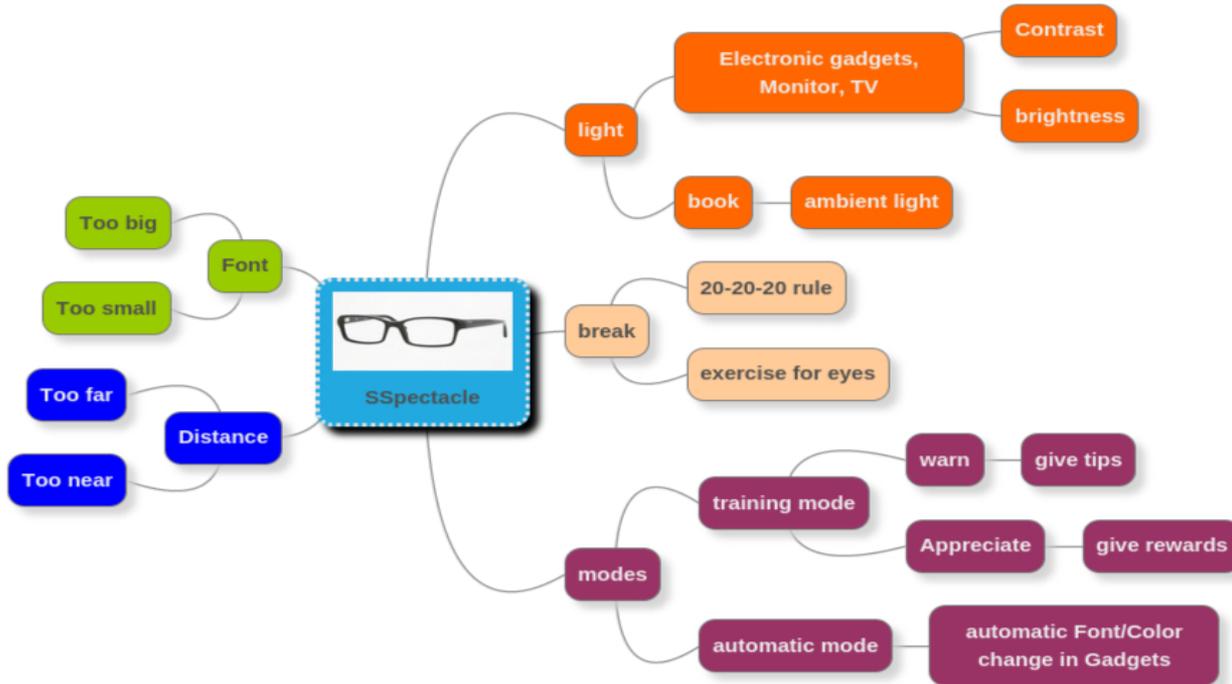
Design



Analyze

Implement

Design Concept -Mind Map



Persona

Natalia

*39, Female
Bank employee.*

Enjoys reading novels.



"I love working with numbers, but my eyes don't!"

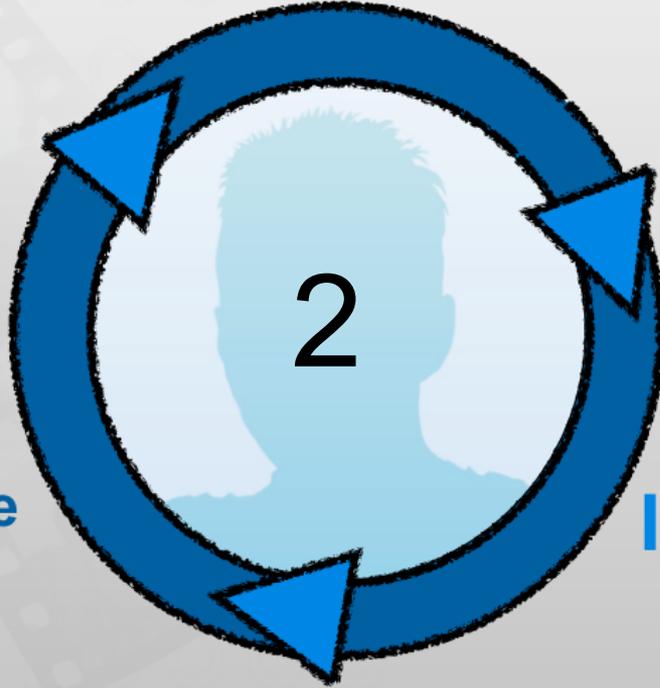
Natalia is an employee in a bank. She starts her day by reading the newspaper. She likes reading novels, especially ones written by Jane Austen. She likes her job in the bank where she spends around 8 hours, mostly in front of a computer screen, crunching numbers. She also has to read many project proposals. However, this is quite stressful for her eyes and she usually complains of a headache.

Natalia likes to cook Chinese food. After dinner, she watches T.V. with her family. She reads a novels before going to bed.

User reviews

- Both online and personal interviews
- Conclusions:
 - A third of the users tend to have eye strain or headache.
 - A bigger percentage of users don't take breaks during reading or using screens.
 - Most of the users were not aware of better lighting.
 - User warnings can be given with the help of visual feedback.
 - A third of users did not mind wearing glasses while reading.

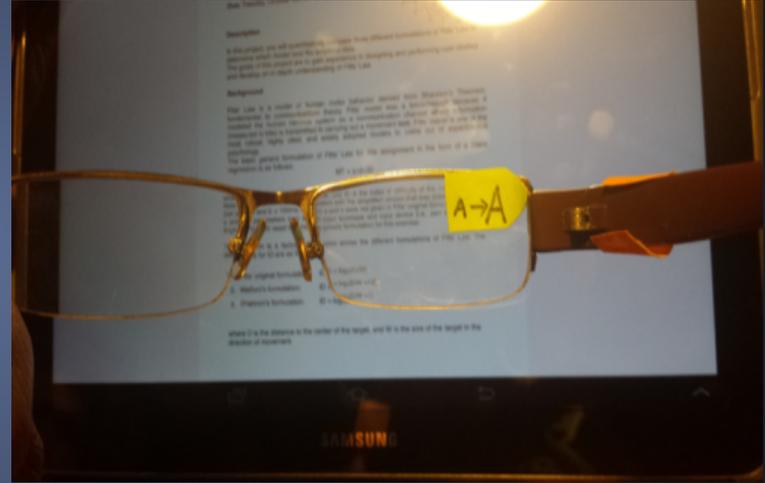
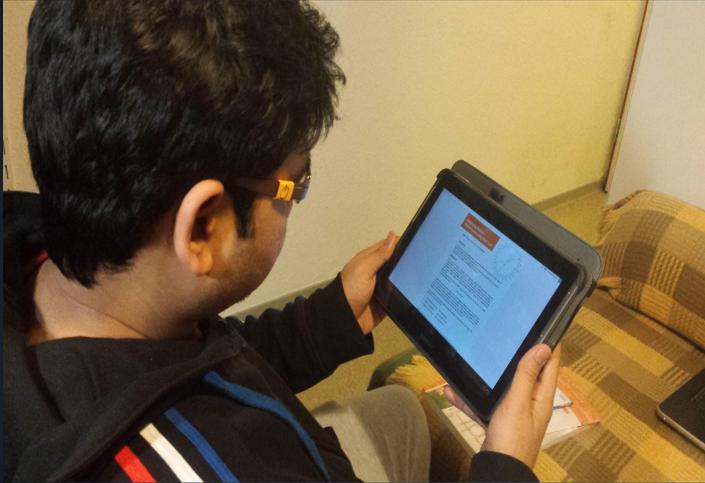
Design



Analyze

Implement

Low fidelity prototype

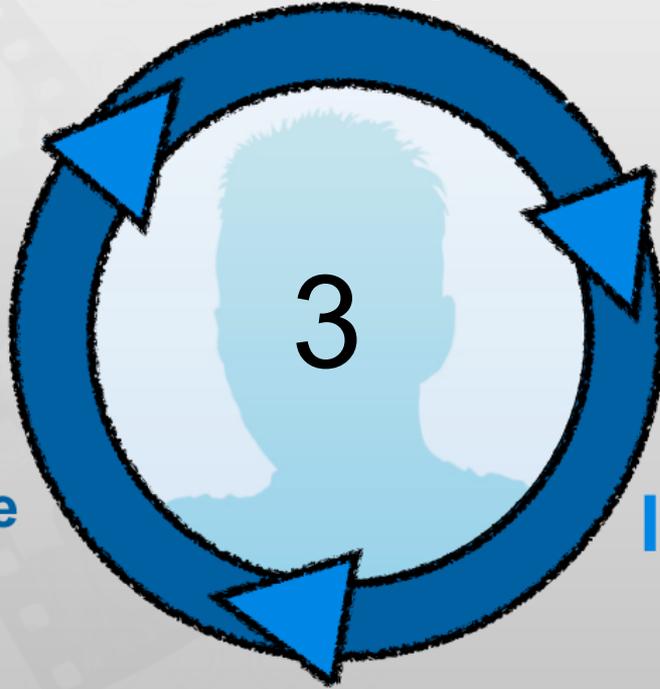


Heuristic evaluation

Golden rules

- Adequate features
- Simple language
- Consistent icons and warnings
- Clear feedback
- Check mark when setting is proper

Design



Analyze

Implement

Medium fidelity prototype



User review: Constructive Interaction

- 1 . Increase Light / Distance should be displayed instead of Increase reading distance/light.
- 2 . Can't wear while driving if its on should be switched off or glasses has to sense that user is driving and avoid showing messages.
- 3 . Sign to Increase distance is should be improved to more natural sign.
- 4 . The advice given should be more precise for example "Take a break" . Here break should be defined properly what kind of breaks can be taken.
- 5 . More links to keep eyes safer should be provided eg: External website links or to suggest good eye doctor if the eye stress persist even after using glasses for long time and user not able to follow any advice given.

How habit is formed

(044) 555 55 55

Because I Care!

Volodymyr Nazarenko

Sign Out



Profile



Statistics



Help



main page

Welcome Volodymyr

Your tips for today:

- use more light for reading
- strictly follow glass instructions
- make sure your eyes are not dry

Congratulations, you recieved 3 new achivements



You recieved 7/120 (6%)



Share on Twitter

Share on Facebook

Check status and rewards

(044) 555 55 55

Because I Care!

Volodymyr Nazarenko

Sign Out



Profile



Statistics



Help



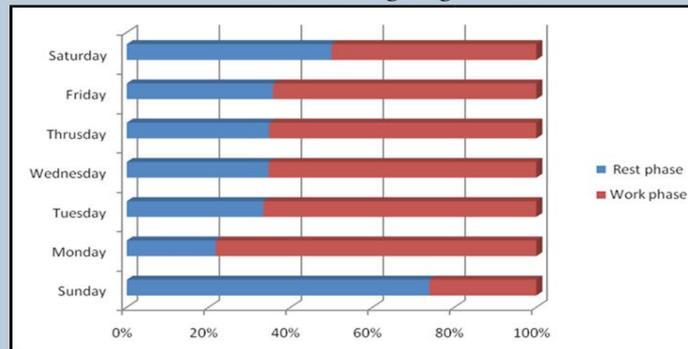
main page

Congratulations!!

You have reduced 30% stress this week

Trends today:

*10 warnings followed
2 warnings ignored*



3rd level*

* Your rank is 19'567 / 20'000

Share on Twitter

Share on Facebook