**Project Scope**

**Project Description**:

The objective of this project is to design a product that improves the quality of daily life for visually impaired people. Visual impairment is defined as “a decrease in the ability to see to a certain degree that causes problems not fixable by usual means, such as glasses,” (Blind vs. Visually Impaired: What's the Difference? : IBVI: Blog 2020). Daily life activities could include household tasks, such as cooking, cleaning and improve reliability when locating specific items; as well as tasks outside of ones’ home, which can range from grocery shopping, getting to and from locations, and distinguishing people in common areas. Customers have expressed that having increased mobility which can aid in a safer environment for the visually impaired is a concern.

**Key Goals:**

The team wishes to create a product to improve the quality of life for the visually impaired members of society which is broadly accessible. This project is set out to assist in the mobility and independence of the visually impaired while also being low in cost compared to competing products. The team also would like the design to assist the visually impaired to either gain or maintain employment.

**Market:**

The primary market is people who have severe visual impairment, to the point of total lack of vision. Secondary to that would be those who have drastically poor/low vision but retain some vision or sense of light. The secondary market is any member of the general public that uses public facilities while also having issues with navigation around public spaces.

The device could also be considered a rehabilitation device and be sold to rehabilitation clinics. The product could also be sold to transportation facilities, such as state/local Departments of Transportation and other transit systems such as subways, bus-stops and cross walks.

**Assumptions:**

The team will be operating under specific assumptions. First, the team assumes that the visually impaired are those whose vision is not functional enough to gather sufficient information to discern their surroundings. They will also be assumed to have undergone Orientation and Mobility training/rehabilitation. They will assume impaired people are not fully comfortable in current society due to said condition. Finally, they will assume the device must either have a simple interface or not require visual assistance in its use.

**Stakeholders:**

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FSU-FAMU College of Engineering

The funding for this project is offered by the FAMU-FSU College of Engineering. Dr. McConomy, Dr. Devine, and Dr. Hooker will all be Team 522’s advisors on the project and will therefore be stakeholders. Jeff Whitehead is a potential user and tester of our product, as well as a mentor and advisor. Also wishes to help us sell and distribute product if it were to be practical.

**References:**

Blind vs. Visually Impaired: What's the Difference?: IBVI: Blog. (2020, April 02). Retrieved September 25, 2020, from <https://ibvi.org/blog/blind-vs-visually-impaired-whats-the-difference/>