

GNG 1103
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DELIVERABLE I

DESIGN SHOWCASE PRESENTATION

Team DISMISS

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PITCH PRESENTATION

For our pitch presentation, we wanted to make sure that we are following some general target specifications in order to fulfil or requirements of delivering the intended pitch for our product. We kept in mind that the pitch needs to be short, specific, and highlights the important points of the product. We made sure that it defines the what, why, and who, as well as takeaway points to make it memorable.

Introduction – Hannah

Did you know that about 2.2 billion people are faced with some sort of visual impairment? Although some have the ability to get an education, earn a living, and maintain their well-being, many struggle in their day-to-day life, and have a hard time just being able to walk across the street, or read a book. Nowadays, technology has become part of our life and Shabodi knows it. So, they contacted us for the purpose of creating smart glasses that will allow them to navigate freely and to be able to see again.

Body – Quan and Rusafi

We made sure that our application for the glasses offer a dedicated solution to such problem, which we have achieved through benchmarking other products like the Ray-Ban Meta glasses. We concluded to include features which will allow the users to control the glasses through voice commands besides an application-based software. This gives the users the independence to not even need to touch their phone while using the glasses' many features.

Let's have a look at our prototypes. The first one is the application design we have created which mainly allows the users to control the program through their phones.

Now, let's have a look for what we have in our final product. First, the glasses are equipped with obstacle and facial detection technology powered by OpenCV and Ultralytics YOLOv8. These advanced libraries serve as the processing unit for the camera input, enabling real-time recognition of objects and faces in front of the user. This means users can detect obstacles and navigate more safely and confidently.

In addition to obstacle recognition, the glasses feature GPS navigation, ensuring users can receive clear, real-time guidance for unfamiliar routes. Whether they need to walk to a store or explore a new environment, the glasses provide precise directions to make the journey stress-free.

Now, why did we make them? Our goal was to empower users to personalize and control their experience. Using platforms like Figma, we've designed an intuitive way for users to customize their smart glasses, ensuring the system adapts to their unique needs.

Pre-Demo

You may ask yourself what differentiates us from the other groups? Well, what makes us special is that we offer a lot more features, but more importantly we created a functional AI assistant that provides audio instructions and can answer voice commands. Let us show you!

Demo

We have two demo to show. The first one is our application prototype which gives a general idea of what our app will look like. In the second we will show the final prototype of the code and how all the features work. For the last we will show how we can control our prototype from a mobile device. We might even have a VR glass to visualize our object detection and navigation feature.

Conclusion - Hannah

Our smart glasses are more than a product—they're a step toward greater independence and inclusion for visually impaired individuals. We've designed this solution with passion, precision, and purpose, but we can't achieve our vision without your support. Whether it's partnering with us, providing feedback, or simply sharing this vision with others, you can help us make a lasting impact. Thank you for your time, and we'd love to answer any questions you have!

Poster



List of Items

Who	Equipment	Use	When
Rusafi	Laptop 1	Main prototype	Always/Demo
Hannah	Speaker	To hear video better	Always
Gabrielle	Laptop 2	Play videos	Always
Hannah	Poster/Trifold		
Hannah	Flag	Hockey stick and papers	
Rusafi	QR code		
Rusafi	VR headset or Phone	Making the simulation of wearing the actual glasses	Always/Demo

	Microphone	For the final prototype	Always/Demo
Hannah	Extension cord		
Hannah	Candy (caramels)	Refreshments	
	Bowl	To put the candy in	
	Wipes	To clean VR headset	
Hannah	Microphone		Always/Pitch
	Prizes - laser cut		