# A Novel Approach to Digital Media Accessibility



# for Visually Impaired People

CEO Megan Ashun, CMO Edward Goodwin, CTO Rishab Nair, & CIO Jared Rosen Advisors: Dr. Kevin Crowthers, Liz Myska | WPI Faculty Consultant: Aymon Langlois





## PROBLEM STATEMENT

Visually impaired individuals **lack** adequate access to digital literature (Wei-Haas, 2017).

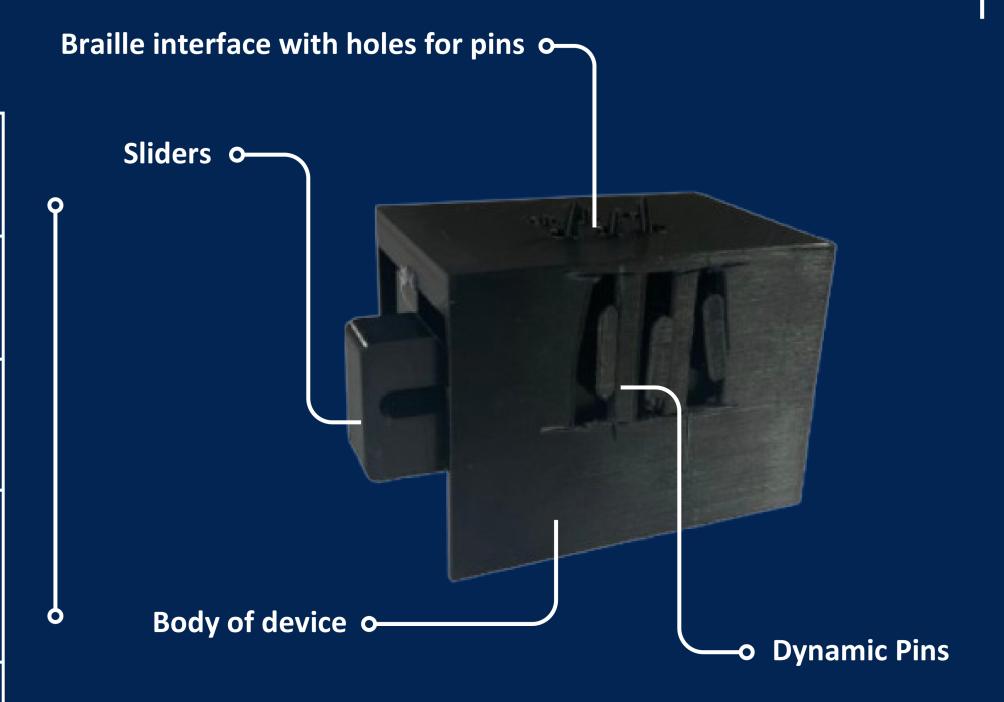
# **ENGINEERING GOAL**

We aimed to create an instantaneous and **inexpensive** device that could convert online text to a *physical Braille display*.

## **CURRENT DESIGN**

The Braille Slider (Ver. II)

Level 1 Requirements	
1	The device produces accurate braille.
2	The device should efficiently change braille characters.
3	The device should meet the budget constraints set by the Massachusetts Academy of Math & Science.
4	The device should have an intuitive design.



# Brainstorm solutions for the problem Seek advice from professionals in the field CAD the device in Onshape Test and assess the device for functionality Build the prototype

**METHODOLOGY** 

# **DESIGN II** The Braille Slider (Ver. 1)



### Pros

• Sliders provide stable braille configurations

- Lower durability
- Gears get stuck at edges Motor functionality low

## **DESIGN III** Rotational Braille Wheel



### Pros

- Compact
- Cons
- Extra mechanisms needed
- Not precise
- Mechanism for keeping pins up needed

# **DESIGN IV** Electromechanical Braille Cell



- Pros
- Extremely Compact
- Quick
- Reliable
- Cons
- Very Costly
- Difficult to manufacture

### **DESIGN STUDY I**

### Optimal Braille Production Method

<u>Purpose</u>: To determine which design best displays all Braille characters

Independent Variable: Design type

<u>Dependent Variable</u>: Average success rate of displaying Braille characters

**Conclusion**: The slider without the gear produces the most accurate Braille display (p < 0.005)





# **DESIGN STUDY II**

Gear Angles

Purpose: To determine at which angle the gear is needed to be held for the Braille slider to produce the most accurate display

Independent Variable: Gear angle

<u>Dependent Variable</u>: Ability of the Braille slider to successfully and smoothly slide within the device

**Conclusion**: The slider is best able to move when the gear is coordinated at a angle of 10 degrees above the horizontal

### **CONCLUSIONS & FUTURE WORK**

- Adjusting the location of the axel and the size of the gear would significantly improve this device's accuracy, as seen in the results of the design studies.
- This device could be significantly descaled using a more fine-tuned 3D printer to create a further inexpensive and accurate mass-producible prototype.