

# SEEING FOR THE BLIND

A novel device that uses  
echolocation and  
machine learning to give  
the blind access to  
greater mobility

## THE PROBLEM

- 285 million people are legally blind:
  - They do not know what the objects around them are, or where they are in relation to them.

Thus, they lack a sense of spatial navigation and independent mobility



## WHY IS THIS THE BEST?

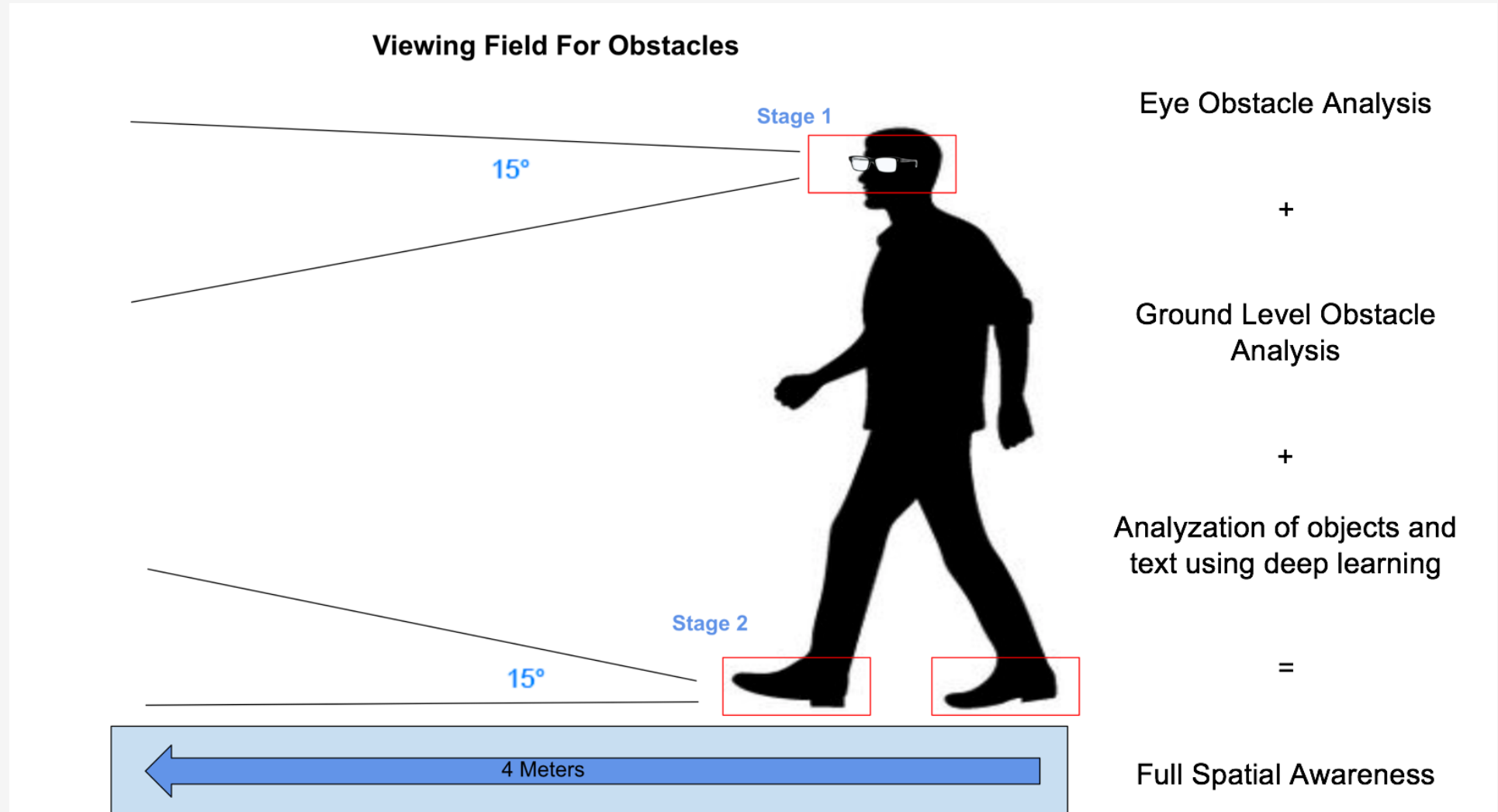
- Unlike:
  - White Canes
  - Guide Dogs
  - Human Guides
  - Facility placement
  - Sonar Glasses
  - Microsoft Object Recognition
- Seeing for the Blind:
  - Reports more distance
  - Does not tire the user
  - Reports on objects at multiple heights
  - Inexpensive
  - Portable
  - Comprehensive Spatial Analysis

## CUSTOMER PROFILE

- **285** million people are legally blind, meaning their vision is inadequate enough to comprehend their surroundings
- **39** million people are fully blind, meaning they can't see whatsoever
- There are two types of blind people:
  - People who are blind after birth who have experienced sight before
  - People who are congenitally blind at birth and have never seen before

**This product is aimed at both legally and fully blind users, especially towards those who are blind after birth**

# HOW IT WORKS



There are two main systems: **The Echolocation System** and **The Object Identification System**

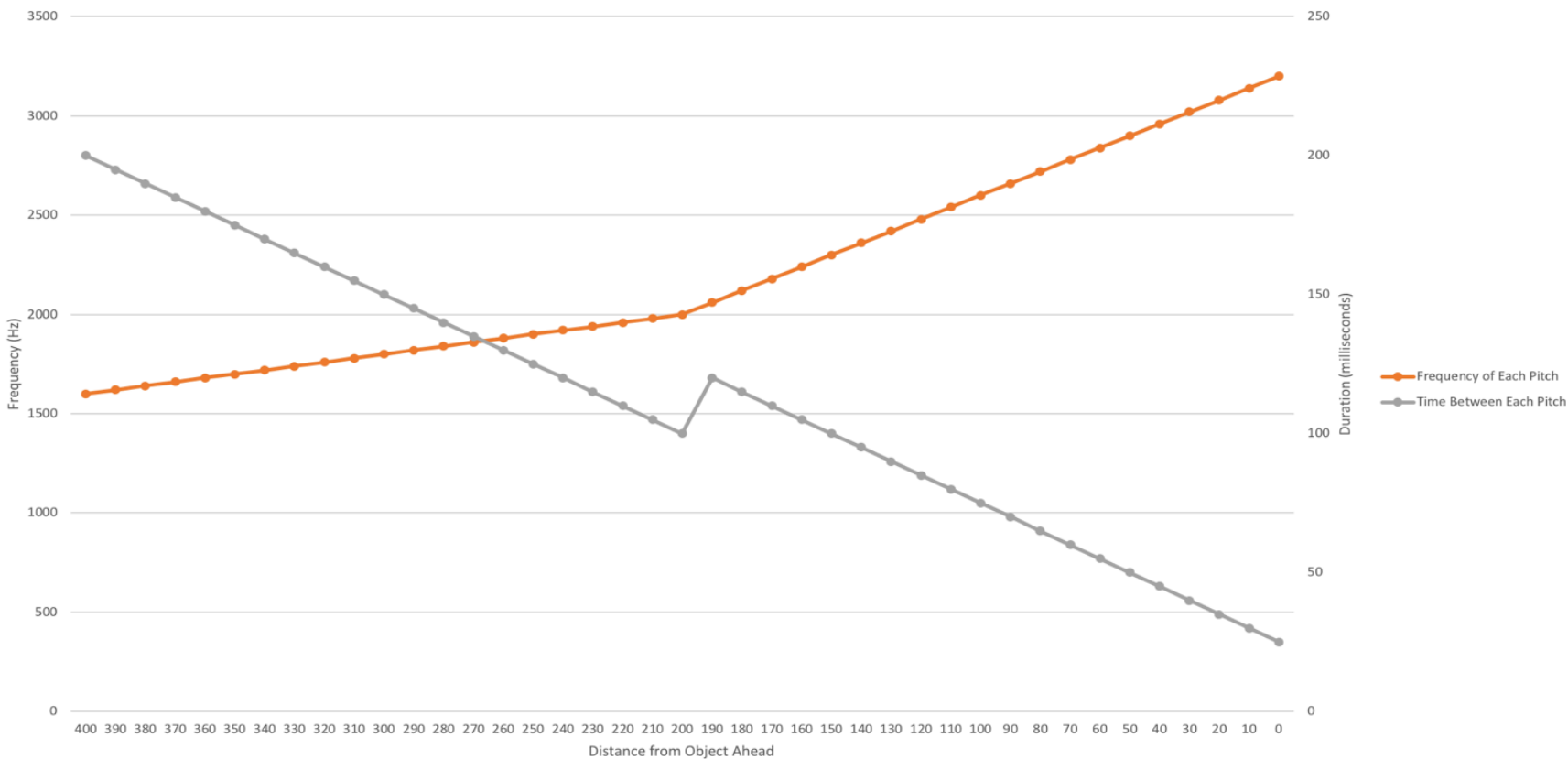
# THE ECHOLOCATION SYSTEM



- A sonar on a pair of glasses and shoes will measure the distance between the user and an obstacle
- The measurement will be processed and a corresponding sound and vibration value will be calculated
- An analysis of the distance will be outputted in the form of sound and vibration



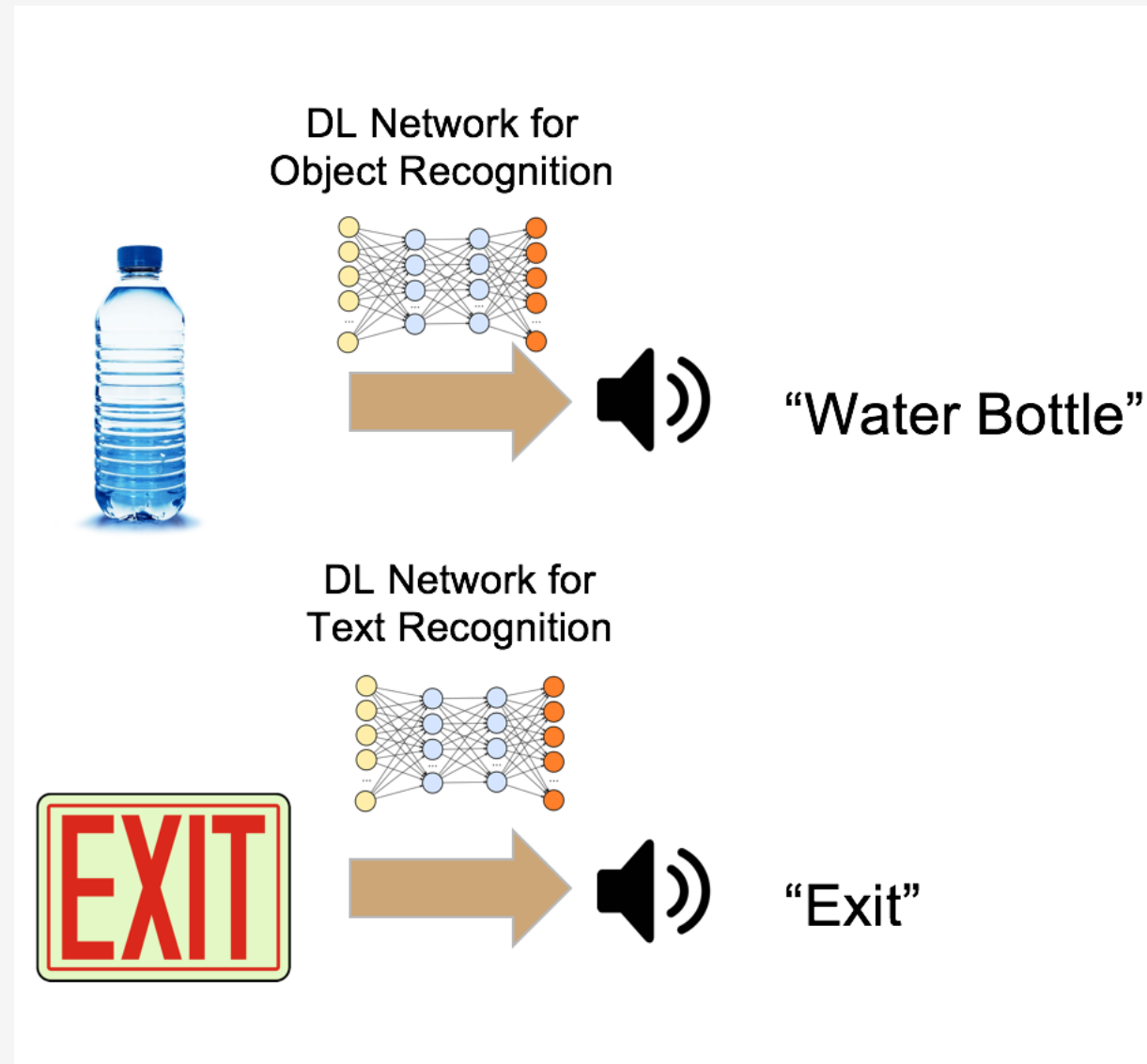
Output Values for Each cm Measured

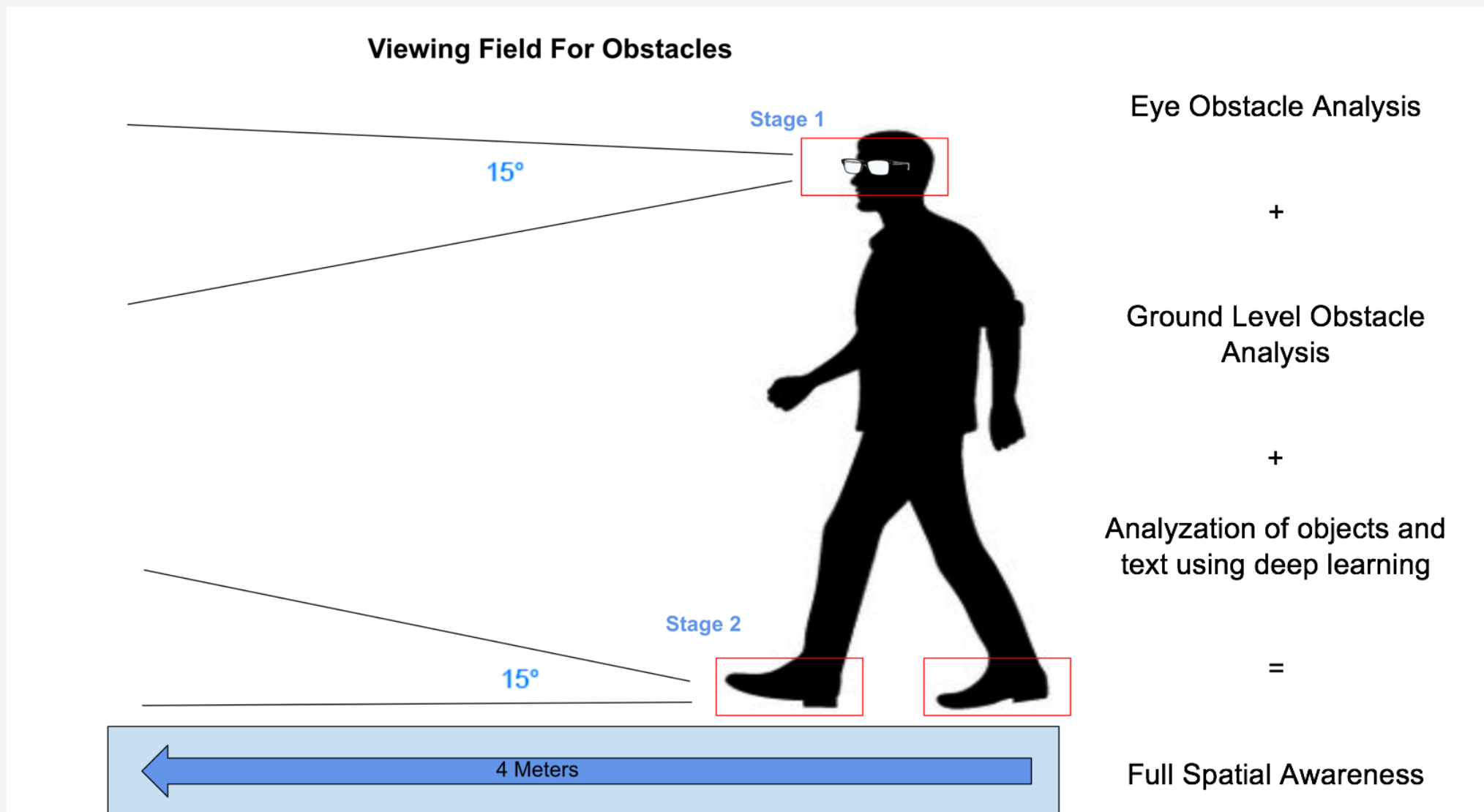


- The echolocation system is placed on both the glasses and feet for **eye level** and **ground level** obstacle analysis
- This allows the blind to understand **where** objects are in relation to them

# THE OBJECT IDENTIFICATION SYSTEM

- An onboard camera takes a photo of the surrounding objects on the user's request
- The image is analyzed in a **deep learning neural network** and the object or text is identified
- The name of the object or text is read out through a speaker





- Users knows **what** objects are around them and **where** they are
- User has a greater sense of surroundings
- User can navigate with ease

## FUTURE GOALS

### Grow

Grow the neural network to recognize more objects and incorporate facial recognition

### Develop

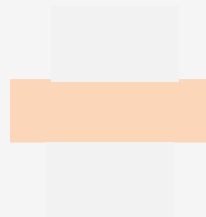
Create a production version of the device that is more compact and versatile

### Distribute

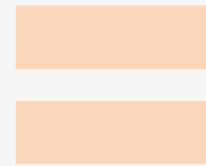
Sell the production model to more users

## REVENUE MODEL

\$195  
Price Per  
Model



\$39.25  
Cost Per  
Model



\$155.75  
Profit Per  
Model



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THE TEAM

QUESTIONS?