MyoFlex
“Just as user-centered design shifted the focus of interactive system design from systems to users, ability-based design attempts to shift the focus of accessible design from disability to ability.

- Jacob Wobbrock
The Unmet Need

Computer interaction for the disabled

Limited modes of input
The opportunity

Existing solutions

Relevant research
Architecture & Design
The team
MYOFLEX
Problem Solver
What we did **right**

- **Myo** new gesture
- Added roll in, roll out gestures

- **System Keyboard**
- Gesture to bring up keyboard

- **System control**
- Not limited to application
What went wrong

Eye Tribe
Jitter from eye tracker

Preset gestures
Double tap to unlock
Project risks

Stress
Prolonged use of devices can be stressful

Calibration
Eye tracker requires user to be still

New gestures
Difficult to find one gesture that suits all
Technical risks

New device addition
Difficult to integrate additional devices

Deprecated APIs
When one device software is updated, ours may need to be updated too
Time machine

Use system keyboard
Time spent on creating our own

Processing software
Instead of Java for UI
People’s Input: Would you use it?

Yes 🔶
- Less desk clutter
- Freedom of Movement
- Faster internet browsing

No ✗
- Strain on eyes
- Mouse cursor in the way
- Preference toward keyboard/mouse
Future work

More gestures
Add new gestures based on survey

Magnification
For visually challenged

More devices
Add support for new devices
Thanks!

ANY QUESTIONS?
Appendix: System architecture