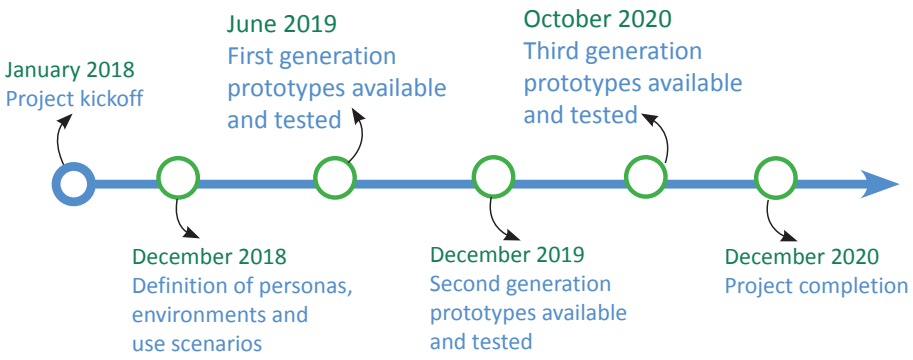
MILESTONES



WANT TO FOLLOW THE PROJECT?

www.suitceyes.eu

WHO WE ARE

The SUITCEYES consortium consists of five European research institutions, a partner from industry producing cutting-edge and flexible solutions for people with disabilities and a non-profit organisation that creates tactile illustrated books for visually impaired children. The respective areas of expertise of this group have been specifically brought together to meet the demands and objectives of this project.

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SUITCEYES

Smart, **U**ser-friendly, **I**nteractive, **T**actual,
Cognition-**E**nhancer, that **Y**ields **E**xtended **S**ensosphere

NEW POSSIBILITIES

FOR THE INCLUSION OF PEOPLE WITH DEAFBLINDNESS

Appropriating sensor technologies, machine learning, gamification and smart haptic interfaces

2.5 Million people with deafblindness in the European Union

3 YEARS 2018 2020

7 COUNTRIES

DEAFBLINDNESS?

Is the combination of both sight and hearing impairments, where the level of impairments in either of these senses is too severe to allow compensation on the other*. It is often said that in the case of deafblindness, one plus one equals three. This implies that the severity of communication problems is greatly increased for this group, preventing access to communication, people, and the environment.

*This formulation is a translation of the definition by Förbundet Sveriges Dövblinda.

By using sensors, face and object recognition, and other Internet of Things technologies, information about the surroundings will be captured and communicated to the user via a haptic interface based on smart textiles.

We call this interface the **HIPI: Haptic Intelligent Personalised Interface!**

OUR MOTIVATION

Communication is the main challenge for persons with deafblindness and there are few intelligent tools to facilitate communication and learning for this population.

OUR OBJECTIVE

The overall objective of SUITCEYES is to improve the level of independence and participation of persons with deafblindness and to enhance their communication, perception of the environment, knowledge acquisition, and conduct of daily routines.

OUR APPROACH : user-centered design

- Perception of the environment
- Haptic communication
- Gamified learning and mediated social interaction

Haptic
Intelligent
Personalised
Interface

Extensive interviews with people with deafblindness, policy analysis and prototype testing will help us to better understand the **needs** and **challenges** of designing **technological solutions**.

PROJECT IMPACTS AT VARIOUS LEVELS

Society at large: Increased participation and social inclusion of all members of society. This may include more active involvement and contribution to education and employment

Educators and care-providers: Less translation efforts and more time to focus on more qualitative engagements

Families of persons with deafblindness: Better communication with their loved ones

Person with deafblindness: Improved perception, communication, life experience, and participation in social life