# Lensy

Julija Pettere, Max Ding, Amy Shah

# Design Problem

Meet Sara...

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Overall Problem

# Research Interviews

5 participants with varying:

- Knowledge of digital eye strain (DES)
- Work environments
- Focus levels
- Concern about eye strain symptoms
- Number of devices used

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Design Research

# Key Findings

Participants with digital eye strain (DES) often:

Are unfamiliar with digital eye strain

Forget to take actions that help reduce symptoms

Have no motivation to take action

Participants are looking for a highly customizable solution that fits with varying schedules, environments, and current eye health

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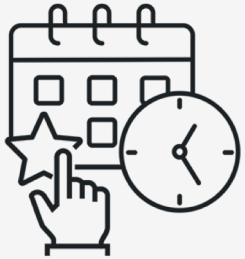
## Design Research

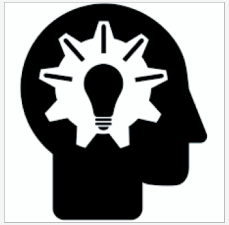
# Design Tasks

Focus on intensive screen tasks

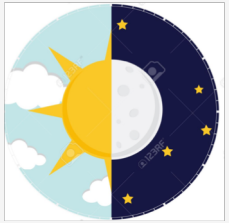


Perform less focus intensive tasks on screens

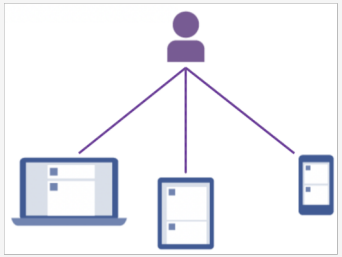
Work at a screen for long periods of time



Learn about digital eye strain



Work at a screen in various lighting conditions



Work across multiple devices

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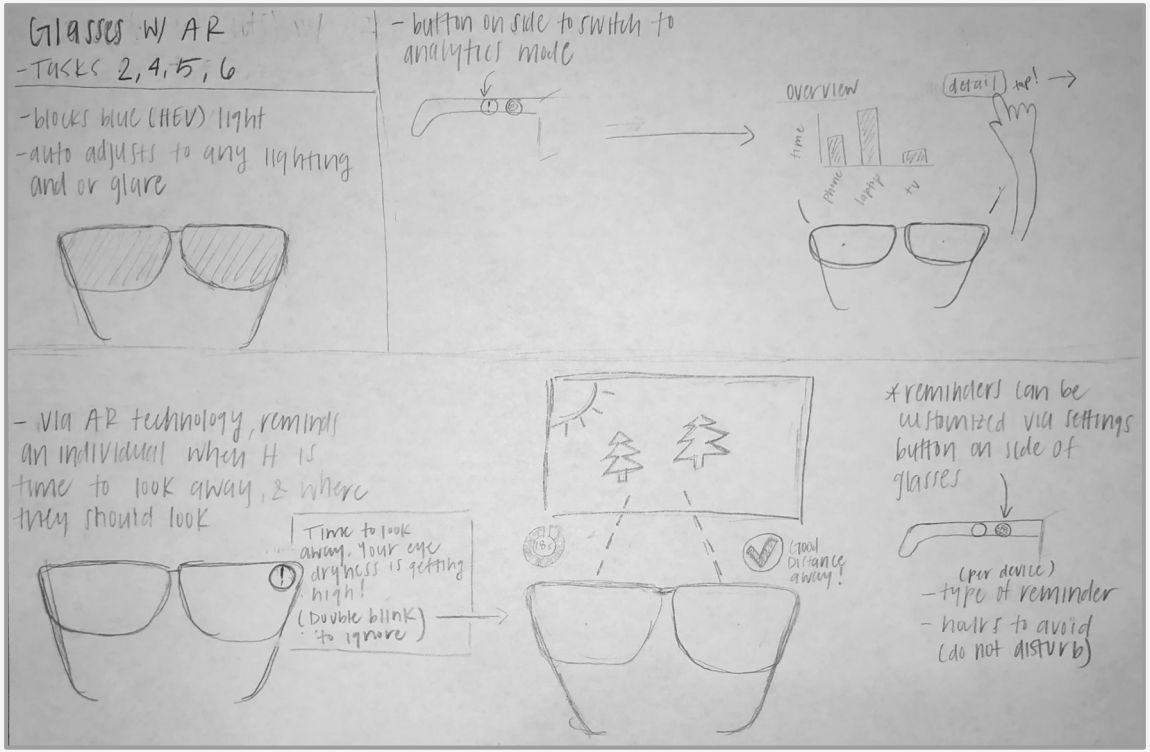
## Six Tasks

# Design 1: Wearable Eyeglasses (AR)

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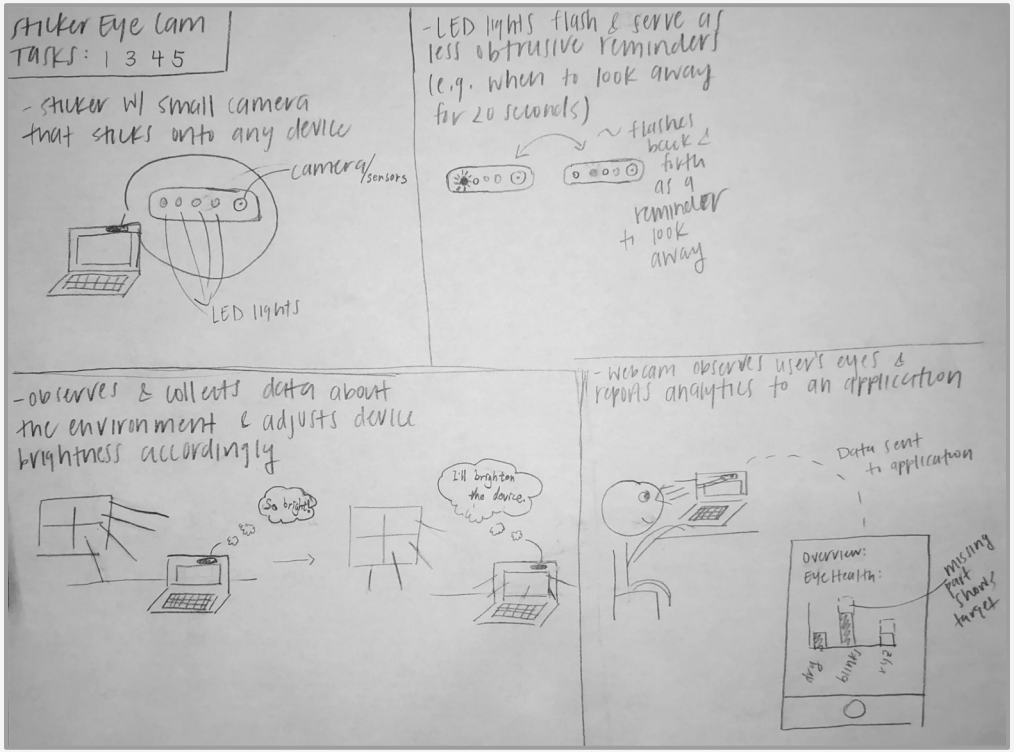
3 Design Sketches

# Design 2: Sticker Eye Tracker

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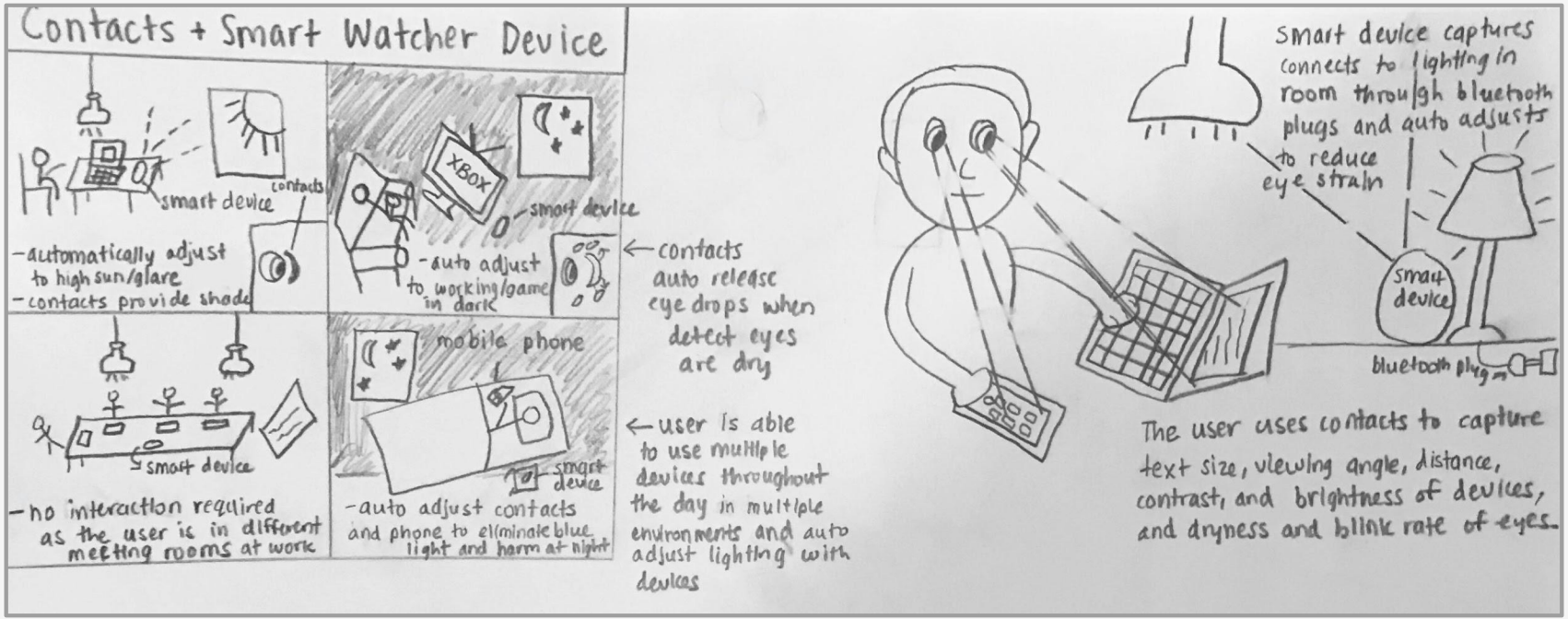
3 Design Sketches

# Design 3: Contacts Paired With Smart Watcher Device

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3 Design Sketches

# Selected Design - Wearable AR Glasses

**Customizable**

For a variety of schedules, focus levels, and current eye health

**Portable**

Easy to transfer between various environments

**Motivational**

Show analytics of eye health and device usage behaviors to motivate better practices

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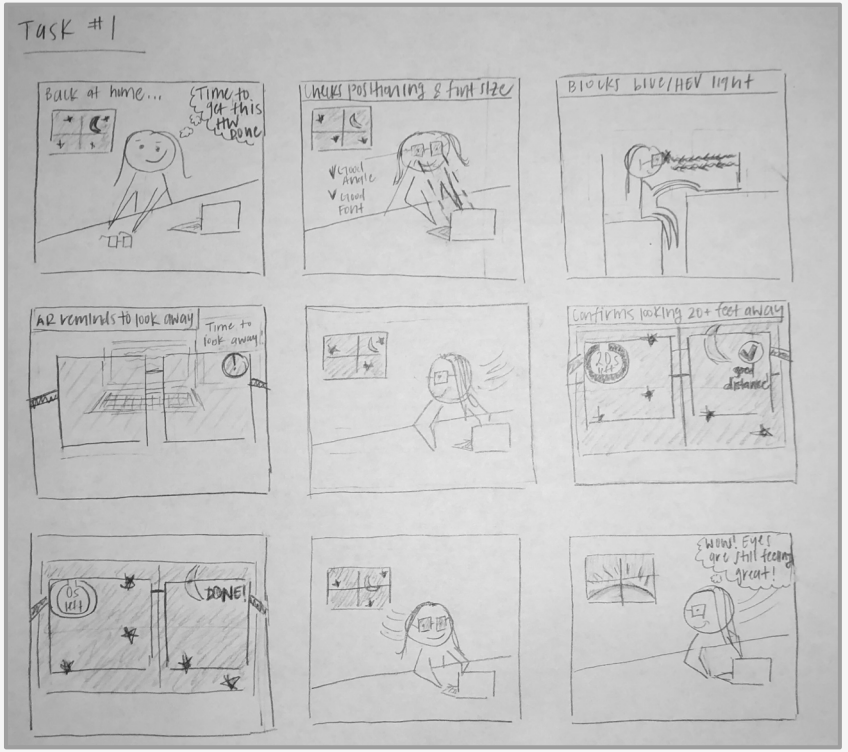
## 3 Design Sketches

# Storyboard #1

Task Description:

- Working on a task in a shared space or home for long durations without experiencing DES
- Handle variable lighting
- Highly customizable

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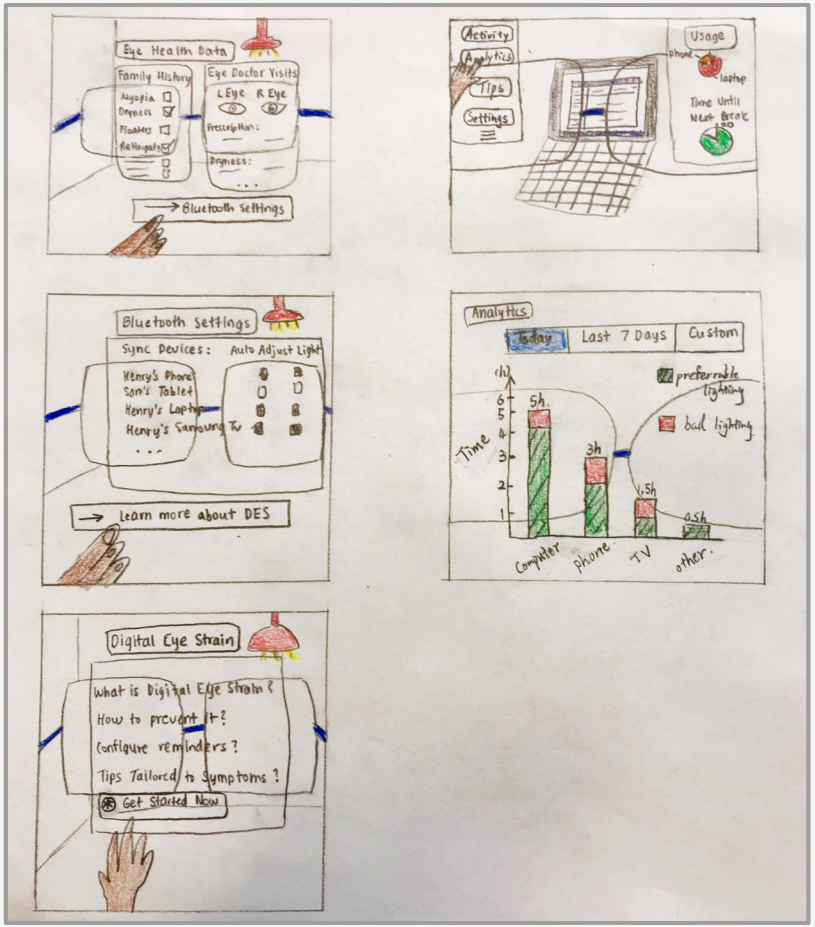
## Selected Design

# Storyboard #2

Task Description

- Educate self about DES
- Understand DES symptoms tailored to user eye health
- See the progress of these symptoms over time
- Monitor Analytics of overall device usage and relative eye health

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Selected Design

# Lessons Learned in Design Process

- Digital eye strain is developed subconsciously
- Consideration of other priorities is important
- Design needs to be highly customizable
- Motivation is needed to incentivize taking action

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Summary

# Thank you

# Contribution Statement

Amy Shah: 40%: Laid out presentation, Summarized key points from final project, added storyboards and design sketches.

Max Ding: 30%; Wrote and redesigned 6 tasks and storyboard #2

Julija Pettere: 30%; Wrote out design problem, storyboard #1 and lessons learned, redesigned a couple slides