Mood Wheelz!

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01.

TREATMENT

Tagline:

Axis your mood on wheelz!

Backstory and Context:

As a person who has gone through his entire life in a wheelchair, I have been fortunate in that I have the ability to easily express myself. However, I have been around many children with disabilities that are different from mine. My disability affects mainly my legs, but for many they can't verbally express their feelings. I thought that I would make an application using Arduino to give children with those kinds of disabilities the ability to express their mood; something they otherwise might not be able to do.

Technology trends have always been to help make someone's life better and with this application I believe that it will be helping make a great number of disabled children's lives better. This application will hopefully help give them a voice where they otherwise wouldn't have one. I was born with Cerebral Palsy which is the most common among all childhood disabilities, affecting about three out of every thousand births in the United States. In the United States there are approximately 764,000 adults and children with this disability (www.cerebralpalsy.org).

Synopsis:

This project will help to provide a service to children who cannot express themselves on their own or need a little bit of help to do so. The service will be to help disabled children make their feelings known through color and the simple manipulation of their wheelchair and a button press on the box. The sensor will be able to be placed on the user's wheels and depending on where the user decides to go with the sensor, they will be able to make their wheels light up. This will happen because of an accelerometer inside the box. The accelerometer movements will give the project a vibrant and exciting experience for the user. The other sensor will be an LED which will change color depending on the button pressed on the box, this will be how the user will express their emotions, one push for anger, two for happy, and three for sadness. This project is mainly for the user to have fun and help take their mind off of their current situation, even if it is just for a short period of time.

The transmedia portion of this project will consist of having to go and "like" our Facebook page or follow us on twitter. After the user does this they will be able to stay up to date with all that is going on with the project.

Another way to make this transmedia is to create a contest for a user to post their best performance with the device. The user would record themselves using the device and post the video to a social media site using the #MoodWheelz and then their recording will be reviewed and the top three performances will be chosen for a prize.

This project will be promoted throughout various Social media sites such as Facebook, Twitter, and YouTube. The user will hopefully see the advertisements and decide to download the application and purchase the sensor and start to enjoy making the colors with their chair.

Plot Points:

- User will see the advertisement.
- User will decide to download the application.
- User will purchase the sensor that goes with the application.
- User will hook everything up.
- The user will click start on the application.
- The user will make the colors change based on the movements of the chair.
- The user will want to challenge themselves to try to get the colors to flash by moving the chair up.
- The user will go and like the social media pages.
- The user will enter the contests to try and win prizes.
- The user will continue to "play" with their ability to change the colors on their chair to show their friends and family what they can do.

Characterization and attitude:

The overall attitude of this application is for people to have fun with it and be able to make something happen that they normally cannot do because of a disability.

Script:

Establishing shot of a children's hospital on a rainy day.

(Nurse enters hospital room with a bored 5 year old kid in it)

Nurse: Hey Billy, check out this cool new game the hospital got.

(Billy looks intrigued but hoping it's not a trick)

Billy: Are you trying to trick me into taking my medicine again?

(Nurse laughs)

Nurse: No Billy, check it out.

(Close up shot of the game and device showing Billy how it works.)

(Close up shot of Billy, excitement and anticipation on his face)

Billy: Wow! That looks cool, can I try?

(Nurse smiling)

Nurse: Of course!

(Wide shot of Billy playing the game)

(SFX: background music)

(Close up of nurse)

Nurse: Did you know your wheels could make all those colors?

(Close up of Billy grinning from ear to ear)

Billy: No, this is awesome!

Fade to black

Title card: The Colors Your Wheelchair Makes.
Located on the app store! Discover the colors you can make today!

User-centric scenarios:

User #1: Any person with a physical disability

This user will hear about this application through a friend, social media advertisement, or family. This user is anybody who has a physical disability and could use this to help themselves make a positive change in their life. A reason they might be called to action is the fact that they might want to have fun and make their wheelchair more exciting and this is a new way that they will be able to do so. Or they might simply want to be able to communicate with friends, family, therapists, or doctors.

User #2: A hospital

This user may hear about this application through an advertisement or possibly through another hospital. A reason a hospital might be called to action to purchase this application would be because they believe it could be a tool for patients to use while they are admitted to the hospital and take their mind off of things going on, or they could communicate with employees to make their experiences in the hospital that much better.

User #3: A physical therapist:

This user may hear about this application through an advertisement or maybe a colleague. A reason a physical therapist might be called to action to purchase this application would be because they believe it could be a tool for patients to use while they are at their therapy appointment, and it could help give the patient a goal to reach and make them work harder during their sessions to help make a positive change in their situation or for

nonverbal patients they could communicate with them better so they know what works and what doesn't.

User #4: Charity Events coordinator:

A charity event coordinator may be interested in using Mood Wheelz for one of their events. For example, the people who run charity events such as KS95 Radio in St. Paul, Minnesota look for children in the Twin Cities area to be representatives at their events. These types of events are always looking for a way to make the time for the kids more enjoyable, and I feel this might be the perfect application that can do that.

02.

Functional Specification:

Multi Platform Form:

This project is a mix between the physical installation, casual game, and social media storytelling platforms. The physical installation platform pertains to the physical interaction part of "Mood Wheelz" using the accelerometer. When the user physically moves the wheelchair the LED lights change color. They can use this as a way to express

their mood or as a way to make being in a wheelchair entertaining for themselves and their friends and family. Using "Mood Wheelz" for fun would be considered the casual game platform. Kids in wheelchairs, particularly non-verbal kids, are not able to easily express their personality. "Mood Wheelz" would be a way for the user to "show off" their skills and make getting the lights to flash as a personal goal by making the chair go up (a "wheelie"). They need to work for this goal and will be excited to show it off to friends and family. When they achieve their goal they will be using the physical installation; that is, utilizing the user's physical interaction to get the accelerometer to read the z-axis. After the user gets the desired colors they want, they can just drop the game and move on to something different or continue to try and have fun. The social media storytelling platform of "Mood Wheelz" comes from promoting the game through a Facebook page, twitter page, and Instagram page. When a user feels confident in their ability to change colors they can share a photo or video on one of these social media pages and have their name entered in a drawing for a prize.

The platforms I will be using are:

Internet:

- Social media accounts
- Website
- Paypal

Non-Internet:

- Print ads (magazines, medical journals, newspapers)

- The physical project
- The television ad

Rules of Engagement:

Users will begin by seeing our product either by an advertisement or by seeing it in the hospital with a therapist. I hope the user will be interested in trying out the product and pick it up, either in the hospital or if they aren't in a hospital then visiting our website to purchase it. They might decide to pick it up because maybe they are tired of the same boring routine at a therapy session and are interested in trying to make it more fun. Once the user has our product a challenge they might face would be reaching the button on the wheel in order to get the different colors.

The user will then experience the immense amount of colorfulness and creative free expression that comes along with the game. The game will then allow users with disabilities the ability to use the game to have fun or take it seriously and use the tool to express themselves in ways they never thought possible in their current situation.

As for connecting this project to social media, this is completely up to the consumer. The user has the option to post about our product on social media, however, they are not forced to sign-in to a social media product in order to access the game. However, the user will have incentives for posting on social media or liking our social

media page. Some of the incentives may include giveaways or getting a message explaining more about the history of the product.

Platforms and Channels:

System Software: Arduino

Hardware: Arduino Leonardo board, RGB LEDs, Accelerometers.

Website: Product, commercials and Paypal.

Social media sites: Facebook, YouTube and Twitter.

Service Build Overview:

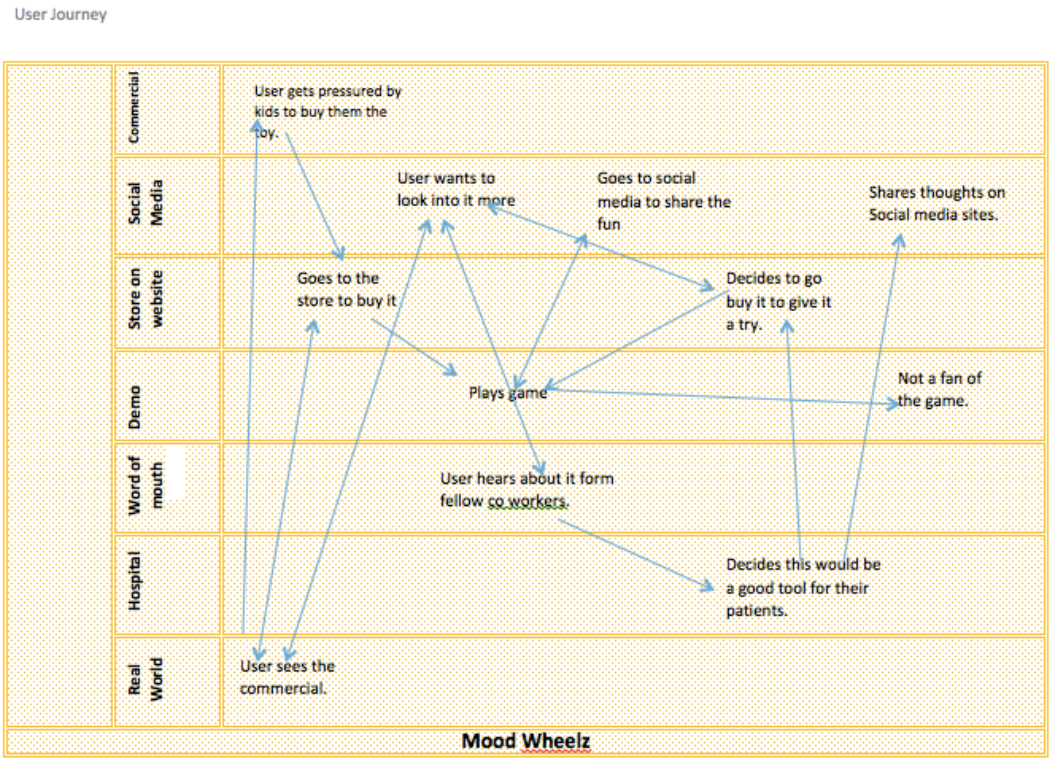
Arduino will be used for the product. It will be the software that will get the product to do what it is supposed to do through coding. It will be accompanied by some hardware which will be there to make the code happen.

The website is where the user can get the product. The website will also have links to the social media pages. It will also have the commercial that will promote the product on the front page. The last thing that will be on the website is a link to how to make the breadboard and maybe inspire some users to try and create their own version of the game.

The social media pages will have links to the websites. They will also have updates from the team explaining how a user can win prizes. The social media will also be filled with posts of videos or photos of our team having fun using the product and hopefully that will make other people want to post videos of themselves using the product and having fun.

Web builds	Existing Resources	Non Web builds
	Facebook	Commercials
	YouTube	Controller
Website	Twitter And Paypal	LED strip
	Arduino	

User Journey



Key Events:

User #1: Any person with a physical disability

For this user the key events would be having the desire to have fun, and be creative, or be interested in being able to communicate easier. This user might see one of our social media pages and be interested because it looks like it would be a fun way to spend their free time with their disability.

User #2: A hospital

This user's key events would be finding it hard to keep the morale of young patients up while they are in the hospital. So they are looking for the next item that could help keep a patient's spirits up and they come across one of our social media advertisements and think that would be something the kids would enjoy. Another CTA might be the kids who write in the suggestion box at a hospital that they want to get these new wheelchair wheels called "Mood Wheelz."

User #3: A physical therapist:

This user might be called to action to get the product because they are always looking for new ways to get their patient active in any way possible and maybe get the best possible feel for how their patients are feeling even if they are nonverbal. The user may hear about our product from others in their field and decide to check it out. Once they check it out they decide they should ask the hospital to purchase it for them; the hospital administration feels it would be a great way to get some of the more severely handicapped kids active or at least understand how they feel and decide to purchase it.

Timelines:

The game needs to be finished, working and tested: Approximately two months.

Creating a website for the product: Three weeks.

After the game is ready and I know exactly what it gives us, we can move on to create the social media pages: Two weeks.

Next I can work on the commercial -- this will be to get the product out there to more people: Approximately one month to shoot.

Project	Website	Commercial
Finish game, two months	Create website approximately three weeks.	Hire team and find location approximately 2 months
Promote through social media. Two weeks.	Check the website over the next couple of weeks make sure it's good and bug free.	One month for shooting the commercial.

Interface and Branding:

This project has the potential to give the user something unique, and that is letting them create their own story with the colors they create or being able to express themselves through simple wheelchair movements. The branding will come from our social media sites where we will promote some businesses (e.g., Amazon) and, in return, they will give us some gift cards for giveaways to those who post. This, in turn, will hopefully make the social media pages more popular.

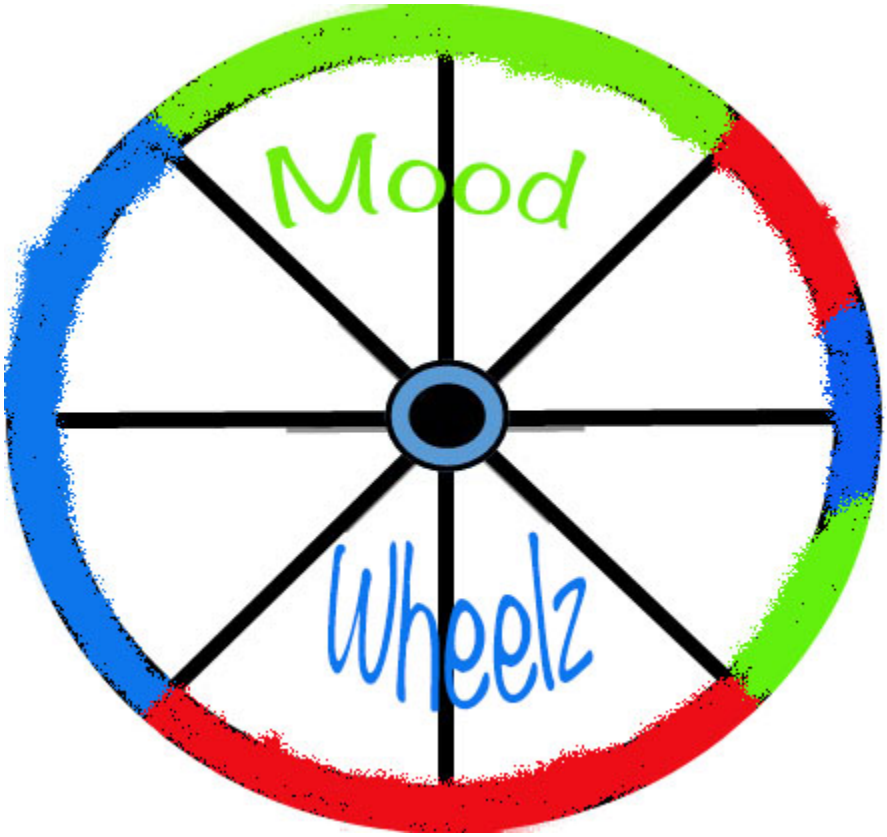
03.

Design Specification:

Design Aesthetic:

With these images I am hoping to tell a quick story about what our project is about. The main picture is a person in a wheelchair to show that our project is geared toward this target audience. The second most notable piece are the colors, which are the colors the wheels will change to based on the number of times the button gets pressed. One press will make the LEDs red for anger, two presses will make the LEDs green for happy, and three presses will make the LEDs blue for sadness.

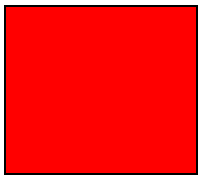
Branding and design guidelines introduction:



Font: Noteworthy - 36pt.

The logo will be put on our website, Facebook page, and it will be on the box that incases the circuit and gets attached to the wheel. The logo will be put on everything that I possibly own, this is so I can get the name Mood Wheelz out there and increase the user flow of the project.

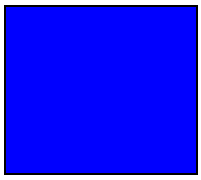
Color Specs:



Red which represents anger.

#ec0d17

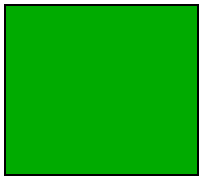
RGB: 236-13-23



Blue which represents sadness.

#0d76ec

13-118-236



Green which represents happy.

#71ec0d

113-236-13

I chose this font because it is something that is easy to read for most people. The logo is a wheel from a wheelchair, which is the group of people I am really trying to reach with this project. I also chose the noteworthy font because it looks childish in a way to go along with the theme of the logo.

The colors being used in the logo are the colors that are used in the LED strip when the wheelchair makes certain movements: red, green, and blue. The colors look a bit messy or chalky because the intention is to try and show that a kid would use or play with this because they are the main target audience. The title “Mood Wheelz” is in the middle of the wheel so it is front and center for everyone to see.

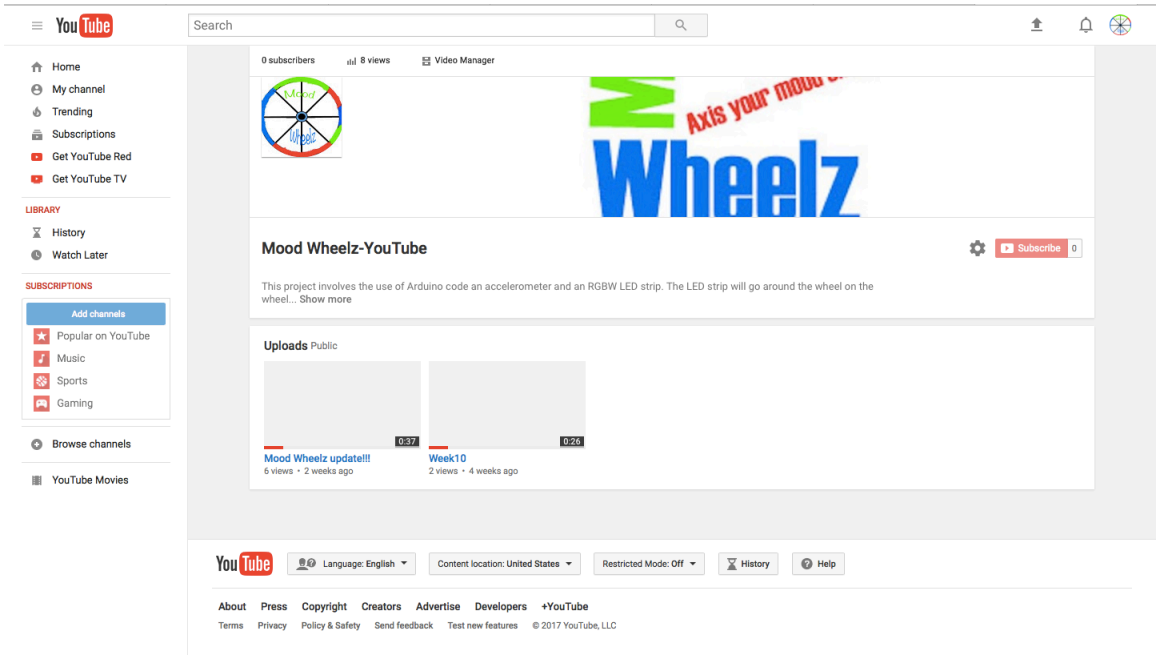
UI storyboard:

Key frame #1:

Description:

The purpose of the Facebook page is to find out what the project is going to be about, you will be able to check out some pictures from the project and get notified if there are any upcoming events involving the project, it is also a place to see where you can see the contest winners and see updates about the project. From Facebook, the user will also be able to visit the website or other forms of social media the project is using.

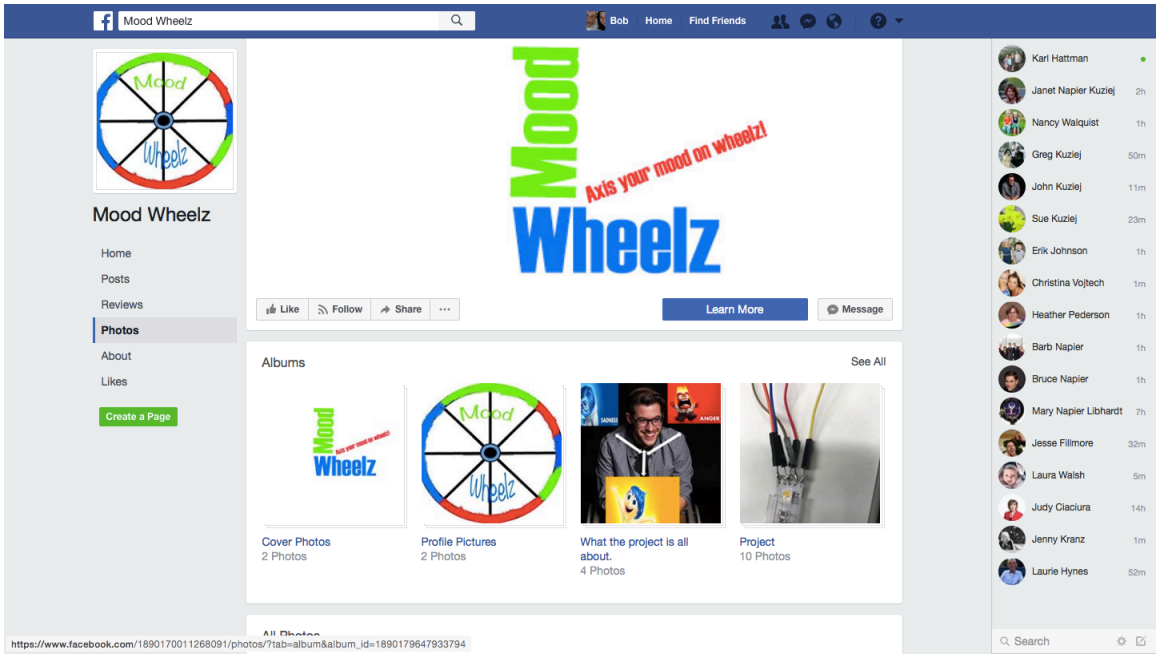
Key frame #2:


YouTube
Search
Home
My channel
Trending
Subscriptions
Get YouTube Red
Get YouTube TV
LIBRARY
History
Watch Later
SUBSCRIPTIONS
Add channels
Popular on YouTube
Music
Sports
Gaming
Browse channels
YouTube Movies
0 subscribers
8 views
Video Manager
Axis your mood
Wheelz
Mood Wheelz-YouTube
Subscribe 0
This project involves the use of Arduino code an accelerometer and an RGBW LED strip. The LED strip will go around the wheel on the wheel... Show more
Uploads Public
0:37
Mood Wheelz update!!!
6 views • 2 weeks ago
0:26
Week10
2 views • 4 weeks ago
YouTube
Language: English
Content location: United States
Restricted Mode: Off
History
Help
About Press Copyright Creators Advertise Developers +YouTube
Terms Privacy Policy & Safety Send feedback Test new features © 2017 YouTube, LLC

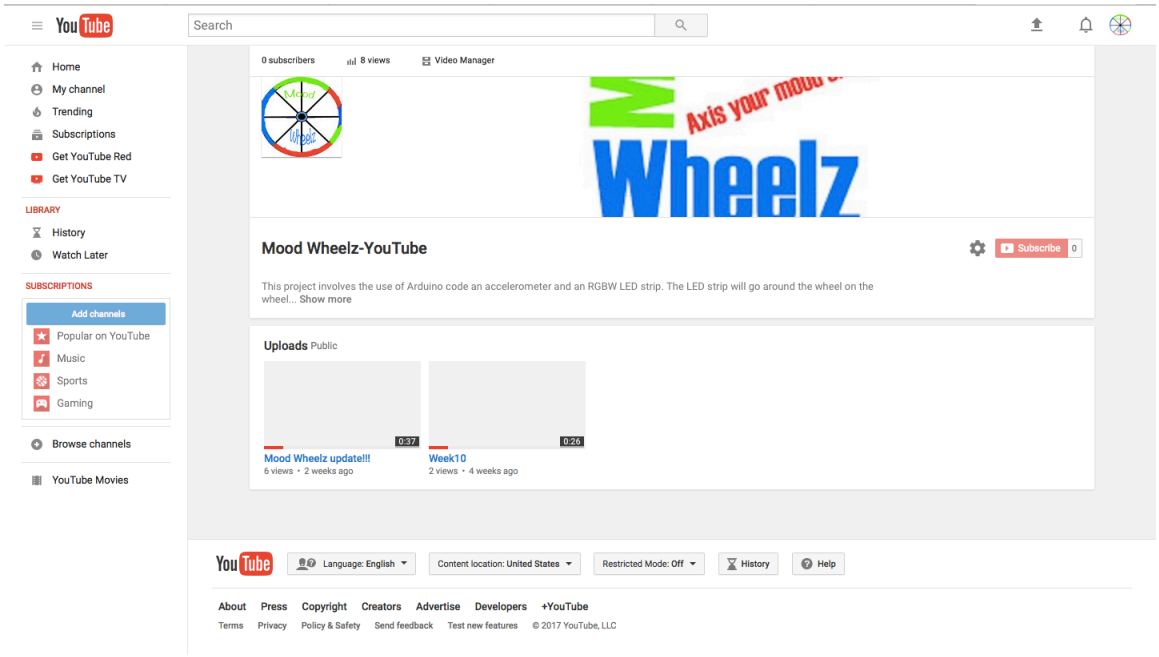
Key frame #3:

Mockups:

Facebook mockups:



YouTube mockups:



Description:

The YouTube page is where people can go visit to see our commercials, along with tutorials on how to hook up or use the product. I will also have videos of our contest winners on the channel, explaining why they enjoy the product and how they heard about it.

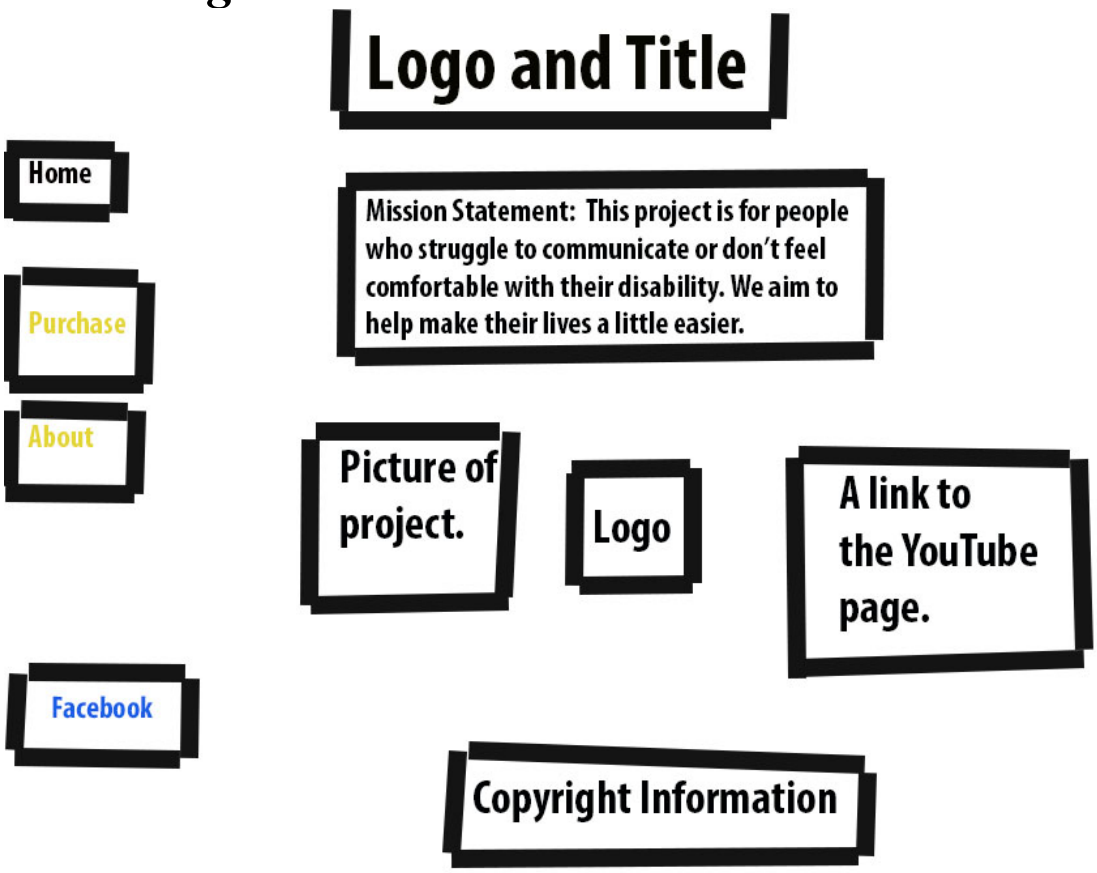
Twitter mockup:

Description:

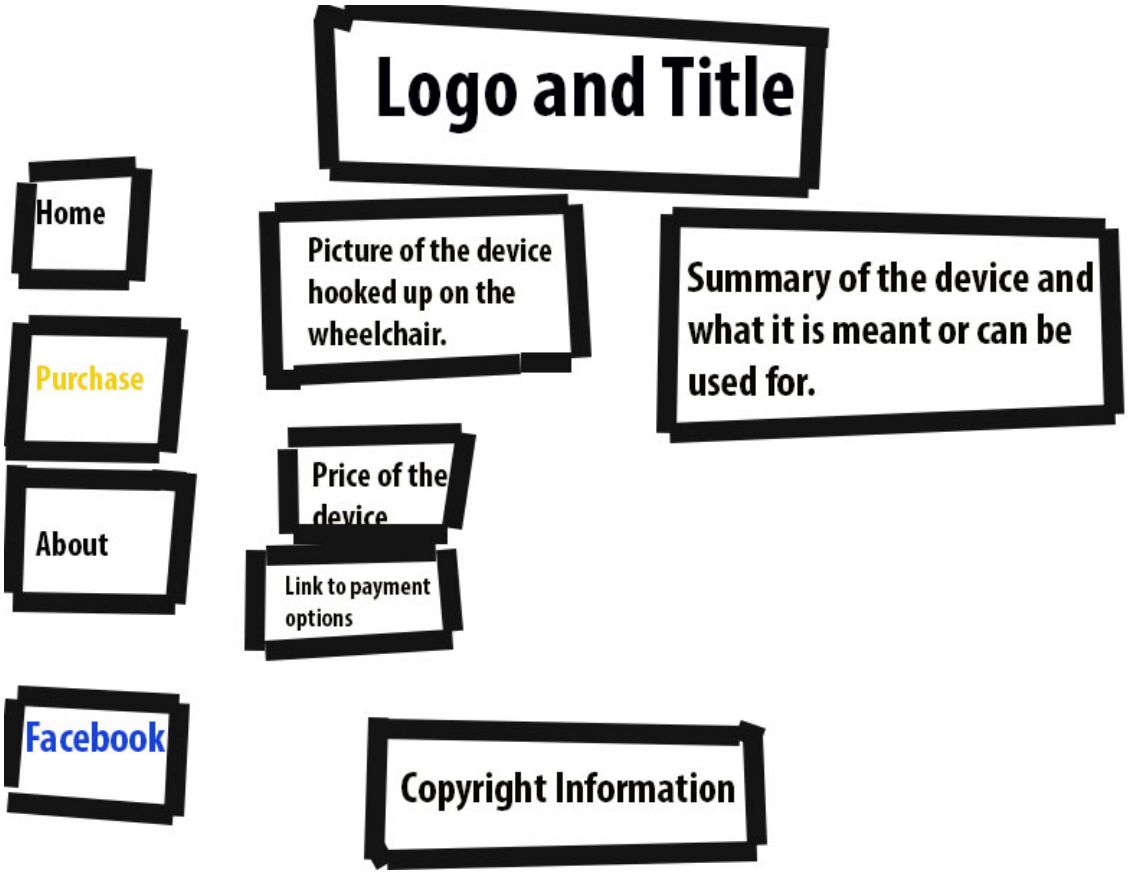
This is the Twitter page. When a user visits the twitter page they will be able to see updates from us about the product. They will also be able to send us videos of themselves having fun with the product using the hashtag MoodWheelz. A winner will be chosen at random and announced on our Facebook page, which can be found in the bio. They can also find a link to our website to purchase the product and learn more about it; that link is also in the bio.

Wire Frames for Website

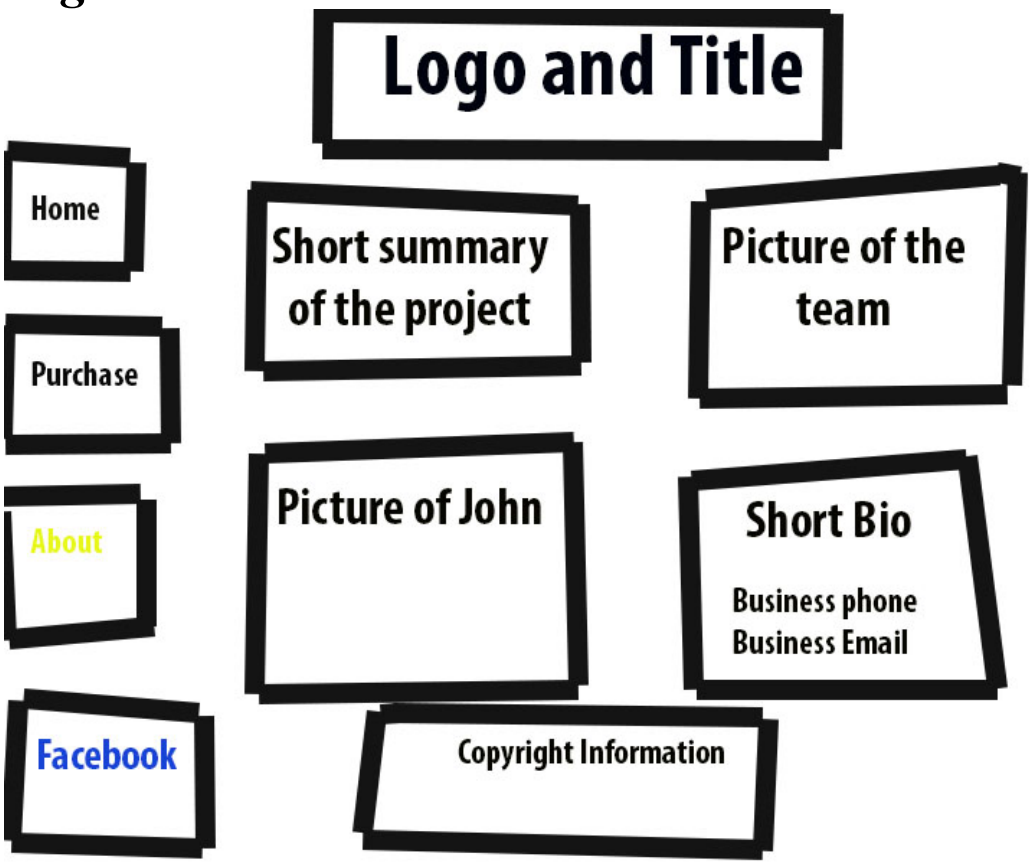
Home Page



Purchase Page



About Page


Logo and Title
Home
Purchase
About
Facebook
Short summary of the project
Picture of the team
Picture of John
Short Bio
Business phone
Business Email
Copyright Information

04.

Technology Specification:

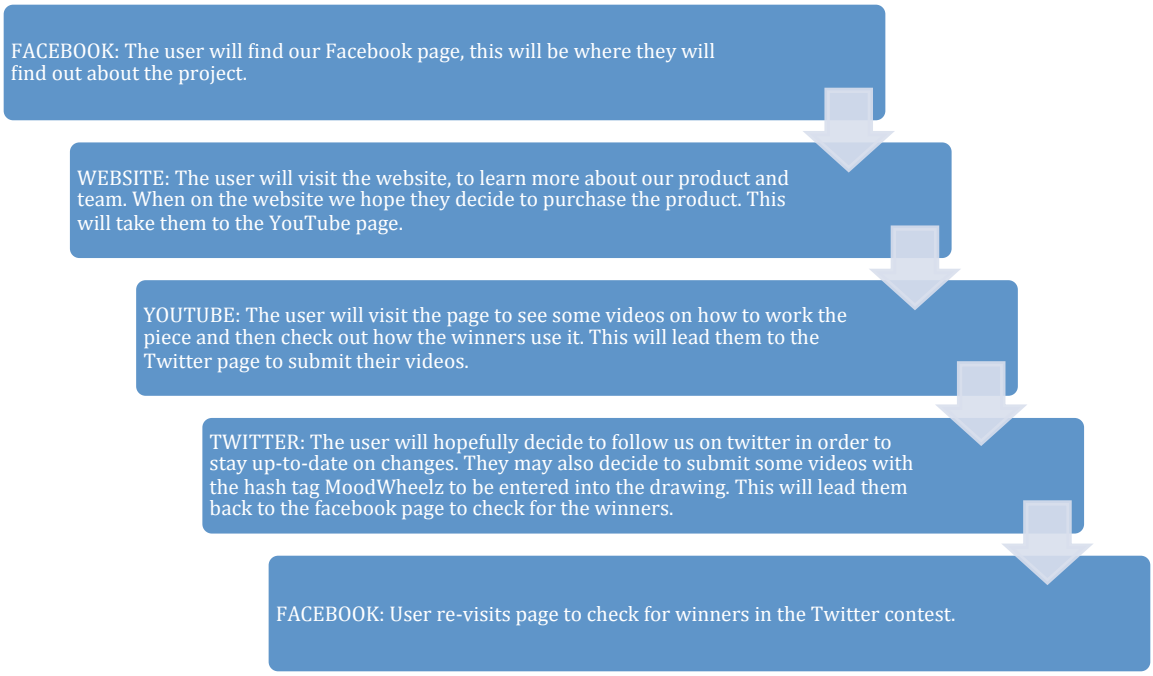
Technology Platform Vision:

This project will use two specific platforms, the first one being 2D PC web: traditional browser-based websites that can include Flash, HTML5, or simple rich media elements. For this I will focus on HTML5 and CSS, this will be what is used to code our website in. I would like to use HTML5 and CSS because it works on everything when it comes to internet browsing, so this will in turn help us reach a larger audience of people due to the fact there won't be any restrictions. It is also a pretty well known language so it will be easier to find web developers and I won't have to pay as much money for them.

The next platform I will use will be the real world: physical space. For our installation all the user would need is a wheelchair, the circuit contained in a box that can be placed on the wheel of the chair and the LED strip. The LED strips will be placed in a

circle around the wheel and will change their color based on the amount of times the button is pushed. The button is placed on the outside of the box, inside the box there will be an accelerometer which will map the wheelchairs movements and make the LED flash colors or chase the color around the wheel depending on how the chair is moved. So, for these items, the user will only need the physical space to be able to hook it up and then start having fun. This will be ideal because it will make it cost effective for the user because they won't need a tablet, smartphone, or TV to use the project, they will just need the specific hardware. This will again help reach a larger audience and hopefully sell more. The project will also be open source because this will reach a larger audience and fun is for everyone, so why make it more difficult to acquire the product?

System Architecture:



Underlying magic:

The underlying magic behind this project is the fact that I am using the Arduino code and LED strip in the way that I am. I am using the code and LED strip to help people in wheelchairs to be able to communicate where they otherwise might not be able to do so. The product will also be available for other users to try and make their disability something that they can show off and be proud of instead of always being invisible and afraid of what others might think.

Service build infrastructure:

The client software I will be using is **Adobe Premiere Pro CS6** to edit the video. I will also be using **Adobe Photoshop** to create the logo. The logo will be on packages, the box, on the wheel, and the website.

I will be using Arduino for the coding environments. Arduino will be used as the code to make the whole project run and, as mentioned above, I will be using HTML5 and CSS for the website. For the HTML5 and CSS coding I will be using the text editor "Text wrangler" the reason for this is it works well and is free to download.

I will be using be using social media platforms such as Facebook, YouTube, and Twitter as the already available web services.

Device Methodology:

This project will have to have the device and hardware working and running perfectly before anything else can be created. After the device is running smoothly the next thing I will need to get working will be the website. On the website there will be links to the social media sites and a place to purchase the hardware needed for the device to work on someone's wheelchair. This project will be run off of Arduino Leonardo boards using a pack of four AA batteries for power. This will be run inside of the box that will be put on the user's wheels.

User Management:

I will be using a Content Management System, with Eloquent WebSuite as the software platform. The benefits of using Eloquent Web Suite for this project are:

--Web Suite supports YouTube, Vimeo, Mp4. Mp3, Jpeg2000 (for large maps or documents).

--It can run on our own server.

--Mobile device friendly.

--Will run on Internet Explorer, Firefox, Chrome, Safari for IPad.

(May have issues with Safari when not used on an IPad.)

As part of our content management system I will create a Bespoke System.

Reasons behind this include:

--Being able to tailor he platform to our needs, allowing the CMS to be kept to a manageable size.

--The code base isn't readily available to download or explore, this helps reduce the security risk.

--Major issues with the CMS can easily be fixed

A drawback to setting up a Bespoke System will be time needed for setup. This is due to the fact that the developer will need to know what features are needed. *(weblator.com)*

Content management and backend server:

-Backend Server:

I will use a self-hosted site for the project. This will give me complete control over the design and features of the website. It will allow our designers to include custom,

advanced features and designs. Adding a PayPal shopping cart will be simple. And if needed I would be able to transfer the website to a different hosting company at any time.

Total cost of hosting and domain registration might be an issue, as it may cost over $100 a month. This high cost is due to the amount of storage and bandwidth I would need. *(mjgcreativedesign.com)*

A Bespoke "control dashboard" will be created that allows the project designer to graph the number of visits to each technology used in the project and what percentage of those visits leads to a visit of a connected technology. This will be custom built to make sure it is compatible with the project as a whole.

Coding and builds:

For our coding I will be using arduino to code the LED strip using an accelerometer sensor, based on the movements made by the individual in the wheelchair the LED will change colors or flash colors. As for the website, I will need to code it from the ground up using HTML5 and CSS. In this code I will use the @media tag in our CSS style sheet, this will allow our website to be compatible and work well with mobile devices such as IPads and smartphones. This will be a wise move because it will allow users to access the website wherever and whenever they want, by doing this I can only believe that it will increase the user traffic flow to our website on a daily basis due to accessibility and convenience.

Website	Project

I will need to code the basics of the website.	I will need to code a more in-depth version of the prototype.
I will need to code the Paypal and make sure it is secure for the users.	I will need to expand on the possibilities of the colors and motions.
I will need to make the style of the website look nice and appeal to the user, this is through CSS.	I will need to make the motion of the chair be more concrete so it won't do the wrong thing and will give the user more options to play with.

Quality:

Week 1	**Week 2**	**Week 3**	**Week 4**
Build the website	Building website continues	Test launch website and fix any bugs/problems	Test launch website again to make sure everything is good to go. Then officially launch the website.
Build social media sites	Continue building social media sites	Test for bugs and any problems	Launch sites
Create Pay pal account	Test account for security	Test the account again for security issues and bugs/problems	Fix whatever needs to be fixed then launch the site.

05.

Business:

Goals:

What do you want to achieve from the perspective of the user?

I would like the user to be able to voice their basic mood such as sad, angry, or happy when they otherwise would not be able to.

What are the goals from the perspective of the creative team?

I would like to continue building and expanding on the project's capabilities. As a team we will try to come up with creative and fun ways to implement new colors that can add more fun and more meaning to the project.

What is the economic goal or model?

The model for the project would fall under "Experimental" model. This idea is expanding on older technology and making it more fun for people with disabilities and also making their lives easier by allowing them to communicate quicker and feel more comfortable around others.

Success Indicators:

I will use the following indicators to measure the project for success. The goal for the first month is to get 20 people to follow us on the social media platforms and to sell 20 products.

1. *Number of businesses, pages, hospitals that reach out to us and want to partner with us.*
2. *Number of people purchasing the product.*
3. *Number of likes on our Facebook page.*
4. *Number of followers on our Twitter page.*
5. *Number of people who use the hash tag MoodWheelz on twitter.*
6. *Number of people who enter our monthly contest.*
7. *Positive feedback from customers.*

User Need:

The user need for this product is that it will be useful for the user to be able to express their emotions or mood to people that they come into contact with, it will also be useful as a new form of expression for people with disabilities. It will make them feel like their wheelchair is something “cool” rather something that is a negative part of their life. Lastly there really isn’t much of this type of product in the marketplace, so the market is pretty much untapped.

Target Audience:

This project's target audience is a way for people who are nonverbal and disabled to be able to communicate with their families, doctors, therapists, or caretakers at a very basic level (i.e., turn left, the wheel turns red for "angry, turn right, the wheel turns blue for "sad" etc.). However, this can also be used for anyone who is in a wheelchair and wants to make their disability more exciting and entertaining and feel more comfortable in their own chair, rather than feel different.

Business Model:

For our business model I will have two main ways of earning revenue for the project. The first is just transaction: direct sales of product, pay per use or premium or extended elements. This will be the paypal account on the website in which people can buy the device for a fee of twenty dollars. This is more for the user who may want this as something to use for fun on their wheelchair and enjoy using the LED lights for positive attention from people as opposed to negative.

The next way I will draw revenue will be from the direct sales of the multi-platform 'format itself' to third parties. This is where the hospitals will come in, this may be a device that they would find useful to have in their hospital for multiple reasons. The hospital I will first look at or attempt to sell this product to will be **Gillette Children's Hospital** in St. Paul, Minnesota. The reason I have chosen this hospital is because I have gone to this hospital my entire life and I have done a lot of charity work and gone to events for them. Through my time at the hospital I have made a lot of friends and connections with some people who are in a position of power and have the ability to make purchasing decisions, so for this reason I feel it would be the perfect place to start.

Projection:

ACTIVITY	START	DURATION	START	DURATION	COMPLETE
Selecting the prod. Team and website builders	5/10/17	5/17/17	1	7	0%
1st prod. Meeting Team works on the product & builds the website	5/18/17	5/25/17	7	7	0%
Test of the code and website for Bugs.	5/26/17	5/27/17	14	1	0%
Continue working on project.	5/27/17	6/8/17	15	12	0%
Start looking For social media Coordinators	6/1/17	6/8/17	20	7	0%
Hire team for commercial	5/26/17	6/11/17	14	16	0%
First commercial team meeting	6/11/17	6/12/17	29	1	0%
Work on commercial Ideas	6/12/17	7/12/17	32	30	0%
Meeting with Commercial Team to pick an idea	7/12/17	7/13/17	62	1	0%
Scout location	7/13/17	7/20/17	63	7	0%
Start production	7/20/17	7/21/17	70	1	0%
Finish shooting	7/28/17	7/29/17	77	7	0%
Post-Production	7/29/17	8/5/17	84	7	0%

First review	8/6/17	8/7/17	85	1	0%
Fix problems	8/8/17	8/15/17	87	7	0%
Second review	8/15/17	8/16/17	94	1	0%
Launch commercial	8/16/17	8/17/17	95	1	0%
Meeting for future	8/18/17	8/19/17	96	1	0%
First check- in Meeting					
Meeting with Production team	6/8/17	6/9/17	27	1	0%
Launch code and website	6/9/17	6/10/17	28	1	0%
Build social media sites	6/10/17	6/17/17	29	7	0%
Launch social media sites	6/18/17	6/19/17	30	1	0%

Budget:

Total budget: $500,000

Web production: $80,000

This will include the web developers and any cost for the domain name on the website.

To start off the domain will cost approximately $50 dollars a month for 12 months which will equal $600 per year. I will want a team of web developers -- about 2 or 3 at about $30,000 each to get the site up and running and come in every 3 months to make sure everything is still good to go.

Software engineers: $100,000

This will include the software engineers who will work to get the code running perfectly. The software being used will be Arduino, which is free. I will want a team of three

software engineers at $33,300 dollars each to get the code up and running and then come in to fix any bugs or update the code ever three to four months.

Social media: $70,000

This will include the people I hire to update and run our social media accounts. This will include a team of one to two people to constantly update our social media accounts for our users and potential users.

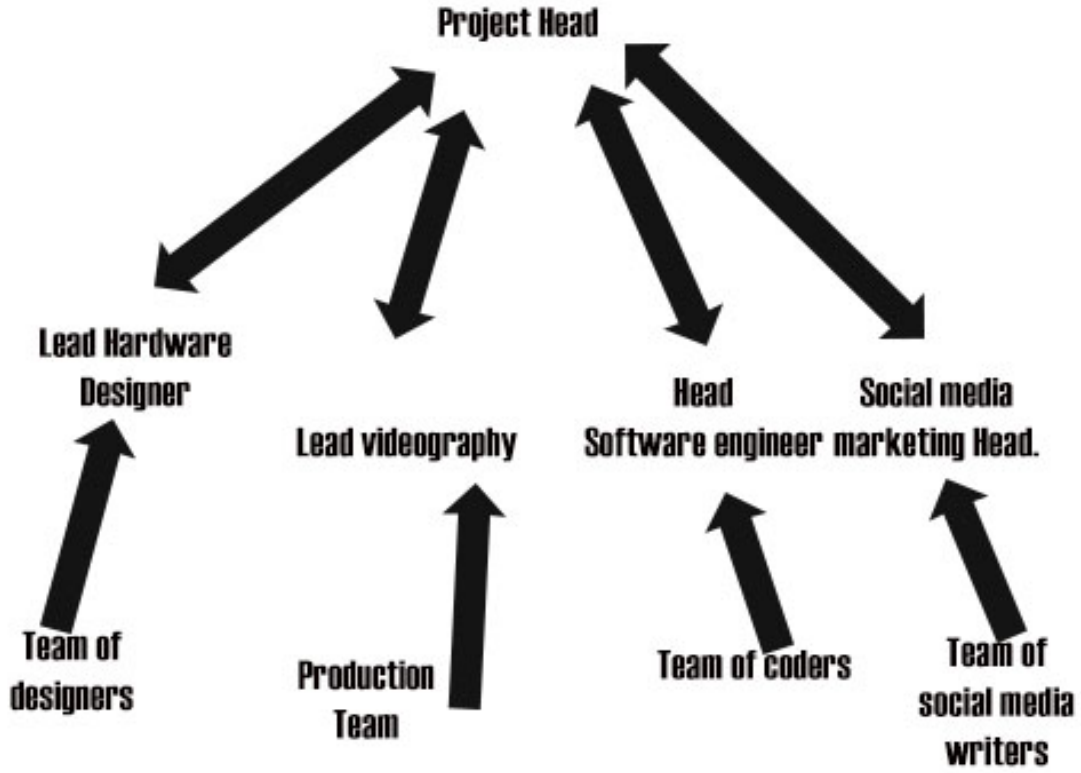
Production team: $200,000

This will include anyone who needs to be hired for the commercial. This will include all the equipment needed and a team of five to six people to make the commercial possible. Along with them, one or two people will be needed to document all of the project's progress.

Electrical engineers: $50,000

This will include the people hired to build the product. This will include a team of two people at $25,000 dollars each to make our product (the box).

Production Team:



Job descriptions:

Project head: The project head will be responsible for overseeing every part of this project and making sure that it all gets done on time and to the best of the team's abilities. The project head will also have a say in who gets hired to work on this project (hardware designer, videography, software engineer and social media marketing).

Lead hardware designer:The lead hardware designer's job will be to design a piece of hardware for the project that will be the most effective and efficient possible and the design will have to look appealing to customers. They will also be responsible for hiring their team of designers.

Lead videography:The lead videography job will be to constantly document the progress with the project, so I can keep our users up-to-date and stay transparent with them. They will also be in charge of putting together the commercial, for example, scouting location, hiring actors and determining the equipment needed. They will also be able to hire their production team.

Head software engineer:The head software engineer's job will be to make sure that the program is running smoothly with no bugs and stays up-to-date. They will be responsible for the website and servers. They will be able to hire their team of coders.

Social media marketing head:The head social media marketing job will be to constantly

promote Mood Wheelz and the brand through social media so users can stay up-to-date with the newest updates to the product. They will also help reach a larger audience. They will also be able to hire their team of social media writers (when needed).

Status and the next steps:

I am currently working on getting a working prototype completed. Currently the code is near completion and I have to determine how to successfully attach the device to the chair and do it wirelessly. Next would include putting a team together to start full on production of this product and coming up with an idea for a commercial.

Copyright, IP, and Licensing:

The Copyright and Licensing of the project will be owned by Kuziej_Vision the company that is the creator of the project.

Summary's and Calls to Action:

I feel that people will decide to purchase this product because it is something that can help change lives for the better. Whether it is a kid who is upset about their disability and being in a wheelchair, now with this product they become the center of attention for a positive reason and not a negative one, or if this is used for nonverbal people in a wheelchair it makes it easier for them to express themselves and be heard through this device.