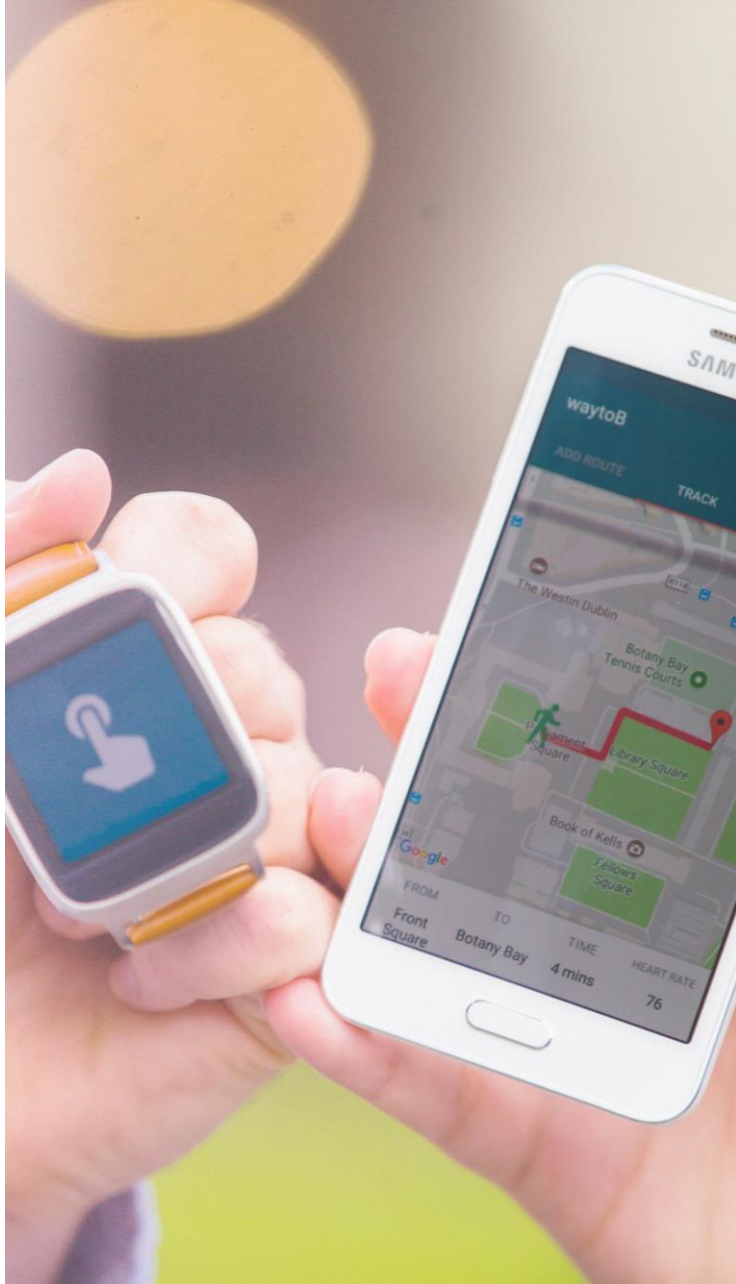




INDEPENDENT NAVIGATION FOR EVERYONE.

Next Steps – Tech Steps





CONTENTS

- What is waytoB?
- What made the difference
- How we got here

WHAT IS WAYTOB?



GOAL

To make the world accessible to everyone, no matter their level of ability.



PROBLEM

Lack of universally designed navigating solutions, which take everyone's needs into consideration.

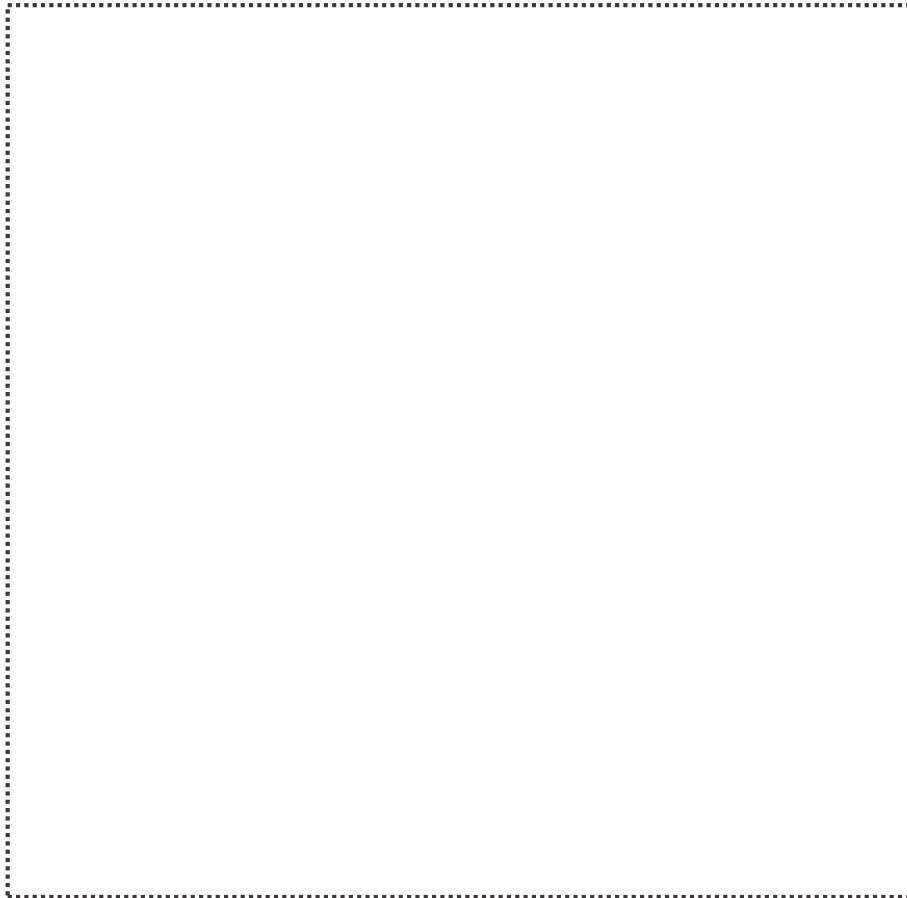


SOLUTION

A smartphone and smartwatch platform to help its users navigate independently.

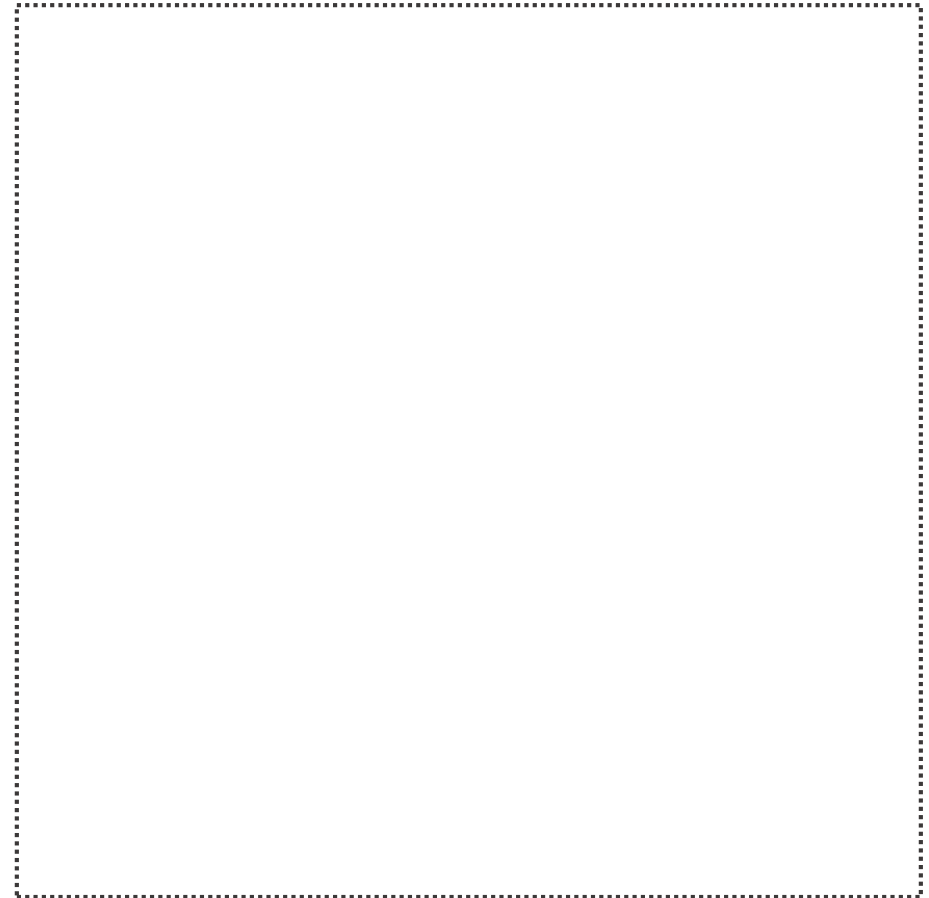
PROBLEM

ON THE WAY IT'S DONE



SOLUTION

ON THE WAYTOB APP



PROBLEM

ON THE WAY IT'S DONE

Hard to remember and search for
addresses;

SOLUTION

ON THE WAYTOB APP

Divided in two sides: the **partner** adds
the routes;

PROBLEM

ON THE WAY IT'S DONE

Hard to remember and search for **addresses**;

Difficulty **reading** and **seeing**;

SOLUTION

ON THE WAYTOB APP

Divided in two sides: the **partner** adds the routes;

Option to use **pictures** and/or **audio**;

PROBLEM

ON THE WAY IT'S DONE

Hard to remember and search for **addresses**;

Difficulty **reading** and **seeing**;

Hard to **follow instructions** such as 'walk 10m and turn left on Thomas St.';

SOLUTION

ON THE WAYTOB APP

Divided in two sides: the **partner** adds the routes;

Option to use **pictures** and/or **audio**;

Icon-based language co-developed with users;

PROBLEM

ON THE WAY IT'S DONE

Hard to remember and search for **addresses**;

Difficulty **reading** and **seeing**;

Hard to **follow instructions** such as 'walk 10m and turn left on Thomas St.';

Difficulty **orientating** self on map;

SOLUTION

ON THE WAYTOB APP

Divided in two sides: the **partner** adds the routes;

Option to use **pictures** and/or **audio**;

Icon-based language co-developed with users;

Instruction based on user's **orientation**;

PROBLEM

ON THE WAY IT'S DONE

Hard to remember and search for **addresses**;

Difficulty **reading** and **seeing**;

Hard to **follow instructions** such as 'walk 10m and turn left on Thomas St.';

Difficulty **orientating** self on map;

Family and friends **worry** too much about getting lost or getting anxious;

SOLUTION

ON THE WAYTOB APP

Divided in two sides: the **partner** adds the routes;

Option to use **pictures** and/or **audio**;

Icon-based language co-developed with users;

Instruction based on user's **orientation**;

Partner can **track** the user's location and heart rate and get notifications;

PROBLEM

ON THE WAY IT'S DONE

Hard to remember and search for **addresses**;

Difficulty **reading** and **seeing**;

Hard to **follow instructions** such as 'walk 10m and turn left on Thomas St.';

Difficulty **orientating** self on map;

Family and friends **worry** too much about getting lost or getting anxious;

Vulnerable to **theft** and getting into **accidents**;

SOLUTION

ON THE WAYTOB APP

Divided in two sides: the **partner** adds the routes;

Option to use **pictures** and/or **audio**;

Icon-based language co-developed with users;

Instruction based on user's **orientation**;

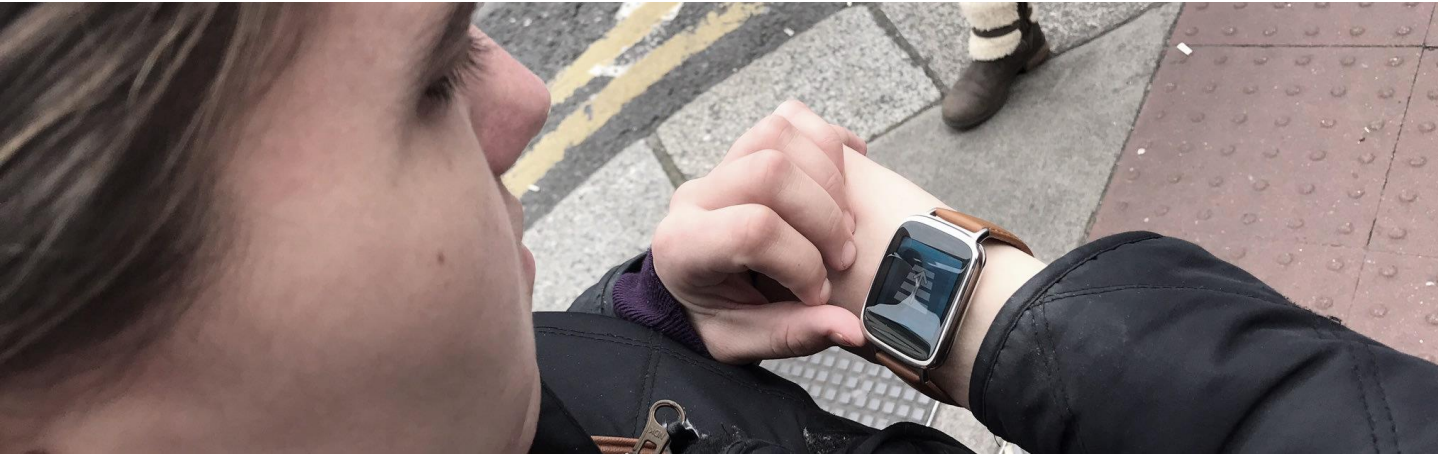
Partner can **track** the user's location and heart rate and get notifications;

Use of the **smartwatch** means the user doesn't need to check their phone;

HOW DOES IT

WORK?

WHAT MADE THE DIFFERENCE



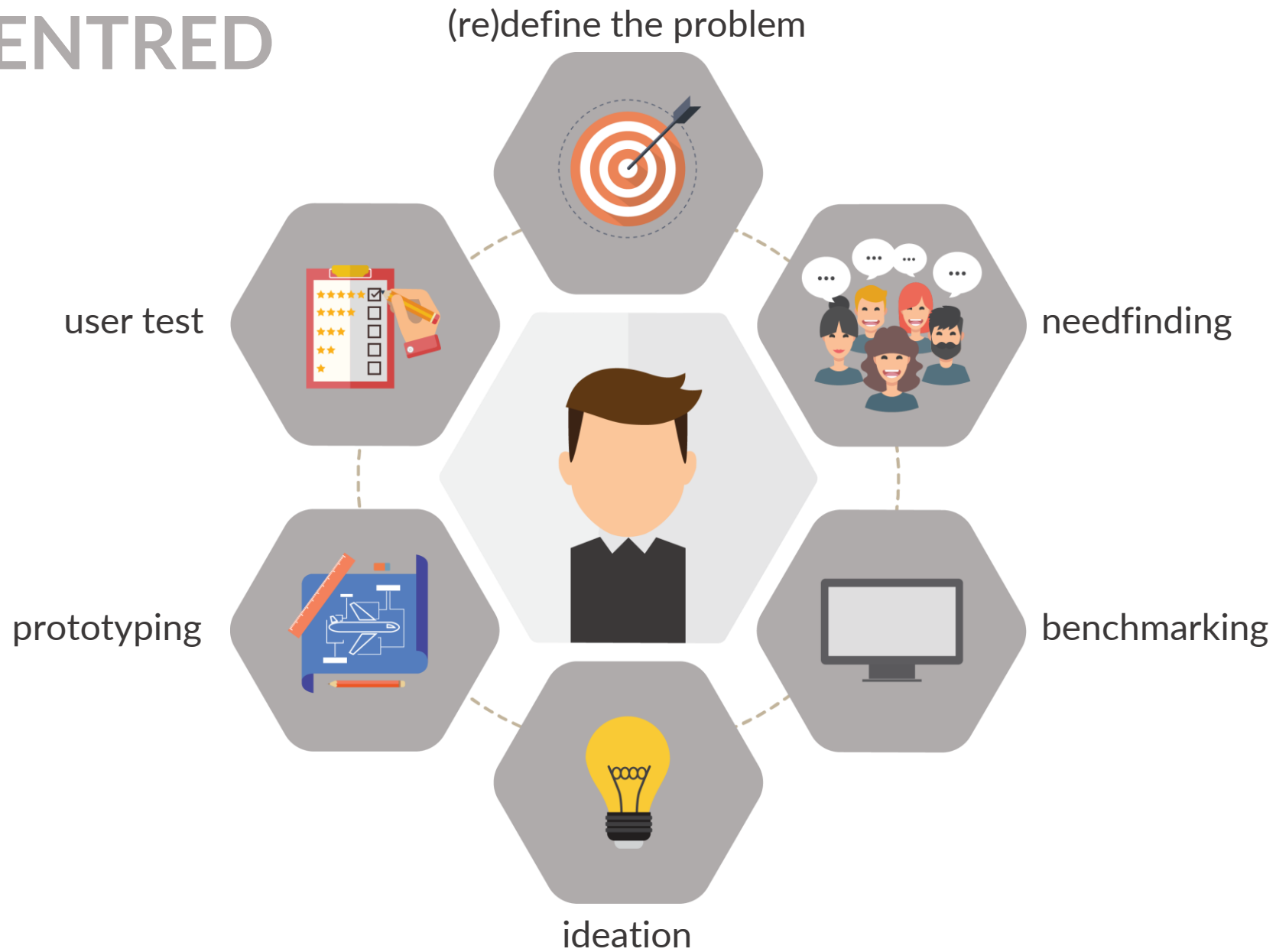
USER-CENTRED

Finding the needs and designing around them.

CO-DESIGN
Involving the users in
the design process



USER-CENTRED DESIGN



WE DESIGN FOR EVERYONE



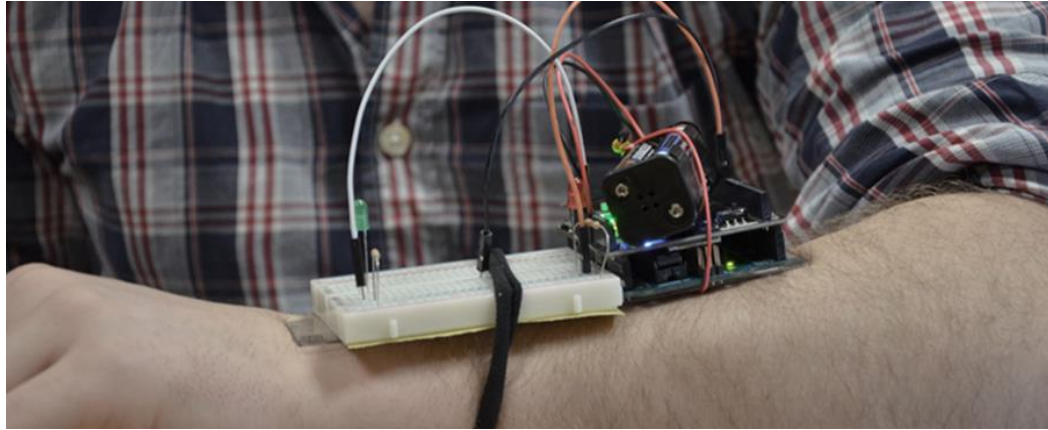
- Design takes into account people of all abilities.
- Involvement of as many stakeholders as possible.
- Development guided by users' feedback.

HOW WE GOT HERE



TRINITY COLLEGE DUBLIN

waytoB started as a student project as part of the Innovation in Product Development module



May 2015

Showcase

The team showcased their findings and developed prototypes in the EXPE 2015.

Sep. 2014

Project kick-off

Brief: to help integrate people with intellectual disabilities into society.

Summer 2015

Pre-trial with Blossom Ireland

Parents and staff members tried the prototype and gave feedback.

Jan. 2016

Health Sciences Dean's Award

The team won a €20k grant to continue the project as Researchers in Trinity College.

May 2016

Universal Design Grand Challenge Award

The project was awarded the People's Choice Award for its design by the National Disability Authority.

Sep. 2016

Research project begins

What is the impact the solution can have on its users' independence?



May 2017

The Academy for Social Entrepreneurs

The team was selected to take part in the programme provided by Social Entrepreneurs Ireland.

Feb. 2017

Trial begins

Five people with an intellectual disability and their carers took part in the trial.

Sep. 2017

James Dyson Award

The James Dyson Foundation provided a prize of €2.5k for effectively solving a problem.

Dec. 2017

Enterprise Ireland funding

The project was approved for the Commercialisation Fund scheme by Enterprise Ireland.



Dec. 2017

RTÉ News

The project was covered by RTÉ News, which helped get more people involved.

2018

Commercialisation programme

Expanding the trial and working on the development of the tool to be in the market by the end of the year.

CONTACT

AND MORE INFORMATION



admin@waytob.com



www.waytob.com



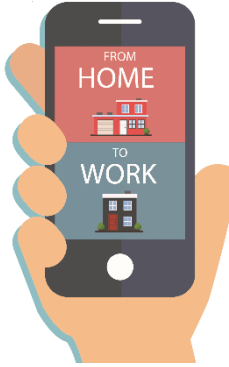
[/waytoBsolution](https://www.facebook.com/waytoBsolution)



[@waytoBsolution](https://twitter.com/waytoBsolution)

THE SOLUTION

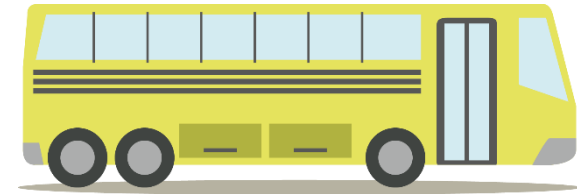
NAVIGATOR



simple and intuitive
interface



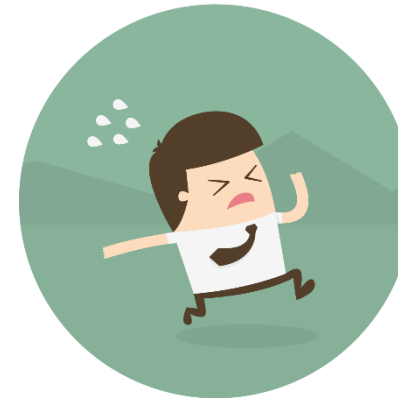
turn by turn directions
on a smartwatch



get on/get off the
vehicle notifications



shows where to
cross the street



easy to access
panic button

THE SOLUTION

PARTNER



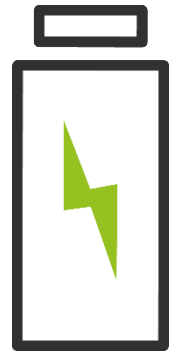
inputs safe and intuitive routes



live tracking of the user's location



live tracking of the user's heart rate



live tracking of the user's battery life



information sharing



progress reports



automatic notifications