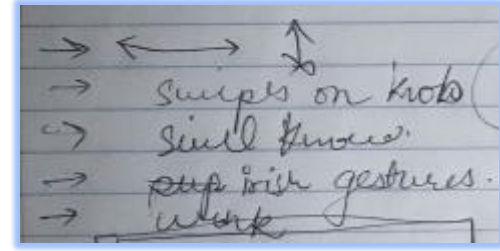


# Brainstorming

## Group Brainstorming



### Solutions

1. Horizontal swipe to cycle option vertical to increase intensity & press to shoot.
2. L & R Rotate to cycle options and intensity & press to shoot.
3. Pupil Gestures to control the interface on the visor.
4. Eye Gestures like wink & blink
5. Dials on hand gloves to cycle and select option on visor display.

### What information did the device provide the user?

1. Intensity bar, Height & Angle, Options for blast mode to select from; sound feedback.
2. Intensity bar, Height & Angle, Options for blast mode to select from; sound feedback.
3. Intensity bar, Height & Angle, Options for blast mode to select from; speech feedback.
4. Intensity bar, Height & Angle, Options for blast mode to select from; speech feedback.
5. Intensity bar, Height & Angle, Options for blast mode to select from; sound feedback.

### How does the device give feedback?

1. Displaying information on inner visor crystal; Sound & voice feedback in ear cup; Click feed on knob.
2. Displaying information on inner visor crystal; Sound & voice feedback in ear cup; Click feed on knob.
3. Displaying information on inner visor crystal; Sound & voice feedback in ear cup; Click feed on knob.
4. Displaying information on inner visor crystal; Sound & voice feedback in ear cup; Click feed on knob.
5. Displaying information on inner visor crystal; Sound & voice feedback in ear cup; Click feed on knob.

### What parts of their body were used to interact with device?

1. Fingers.
2. Fingers.
3. Pupil of eye.
4. Eye Lids.
5. Palm and Fingers.

### Where is the UI / screen be placed on the device?

1. Inner crystal of visor.
2. Inner crystal of visor.
3. Inner crystal of visor.
4. Inner crystal of visor.
5. Inner crystal of visor & Gloves with micro switches.

### What size is the screen?

1. 5.7" x 1" (covers eye-sight view)
2. 5.7" x 1" (covers eye-sight view)
3. 5.7" x 1" (covers eye-sight view)
4. 5.7" x 1" (covers eye-sight view)
5. 5.7" x 1" (covers eye-sight view)

# Individual Brainstorming

## Solutions

1. Holographic projection & Selection.
2. Gauntlet with Visor screen interface.
3. Voice directed with visor screen interface.
4. Brain computer interface with visor screen interface.
5. wrist wrap console

## What information did the device provide the user?

1. Infographics about height, intensity of blast and option to choose from types of blast.
2. Infographics about height, intensity of blast and option to choose from types of blast.
3. Infographics about height, intensity of blast and option to choose from types of blast.
4. Infographics about height, intensity of blast and option to choose from types of blast.
5. Infographics about height, intensity of blast and option to choose from types of blast.

## How does the device give feedback?

1. Display & Voice.
2. Gauntlet Vibration & Buttons, Visor's Display & Voice.
3. Speech from AI, Visor's Display & Voice.
4. Visor's Display & Voice.
5. Wrist-wrap's Vibration & Buttons, Visor's Display & Voice.

## What parts of their body were used to interact with device?

1. Fingers.
2. Fingers.
3. Mouth.
4. Brain.
5. One hand

## Where is the UI / screen be placed on the device?

1. In air in front of his face.
2. Visor's inner crystal.
3. Visor's inner crystal.
4. Visor's inner crystal.
5. Wrist-Wrap's Display.

## What size is the screen?

1. 32" (diagonally)
2. 5.7" x 1" (length x height)
3. 5.7" x 1" (length x height)
4. 5.7" x 1" (length x height)
5. 6" (diagonally)