

# Requirements

## Research

I summed up a few of my first impressions of the place.



Barriers in the sidewalk



Lots of elder living in there



Bumpy roads

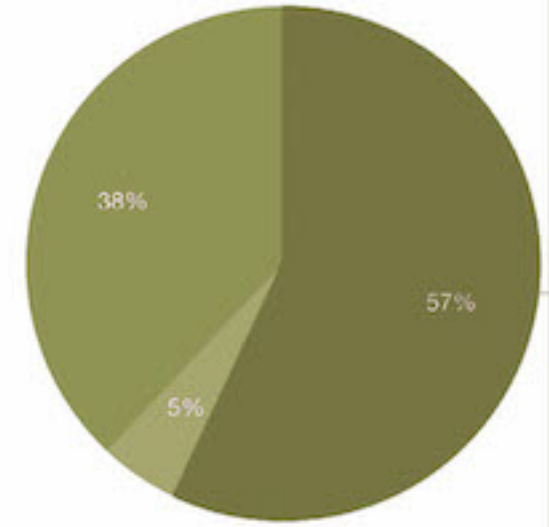


Construction site



Huangbian village

People living



## Interviews for elderly

Some information about elders feelings who living there for a long time and their requirements.



· "When I am free, I would like to take a walk."



· "The streets are very messy and the roads are not flat, it is so dangerous."



· "I want to take more time to stay with my kids."



· "The neighbors were very talkative, we often chatting with each other."

- Living without children
- Like outdoor activity



Feel loneliness

Accident

Accompany

Safeguard

# The source of Loneliness

There are two reasons why elderly feel lonely: Psychological and Physical.



## Psychological

Empty-nest elderly lack the company of people, often leads to depression and the development of the Times so fast, they will feel helpless.



## Physical

Their bodies are getting old, and sometimes they feel like a drag and inferior.



Empty-nest elderly often hang out in garden, sunsets will lead to them feel depression.



The markets is crowded.



When the elderly do not understand or get lost, they will feel helpless and inferior and leads to the sense of loneliness.



Sometimes they will be disliked by their kids cause they walk slowly.



## Pain Points solve

- Sense of belonging
- Healing hearts
- Accompany
- Be safe



## Scenarios

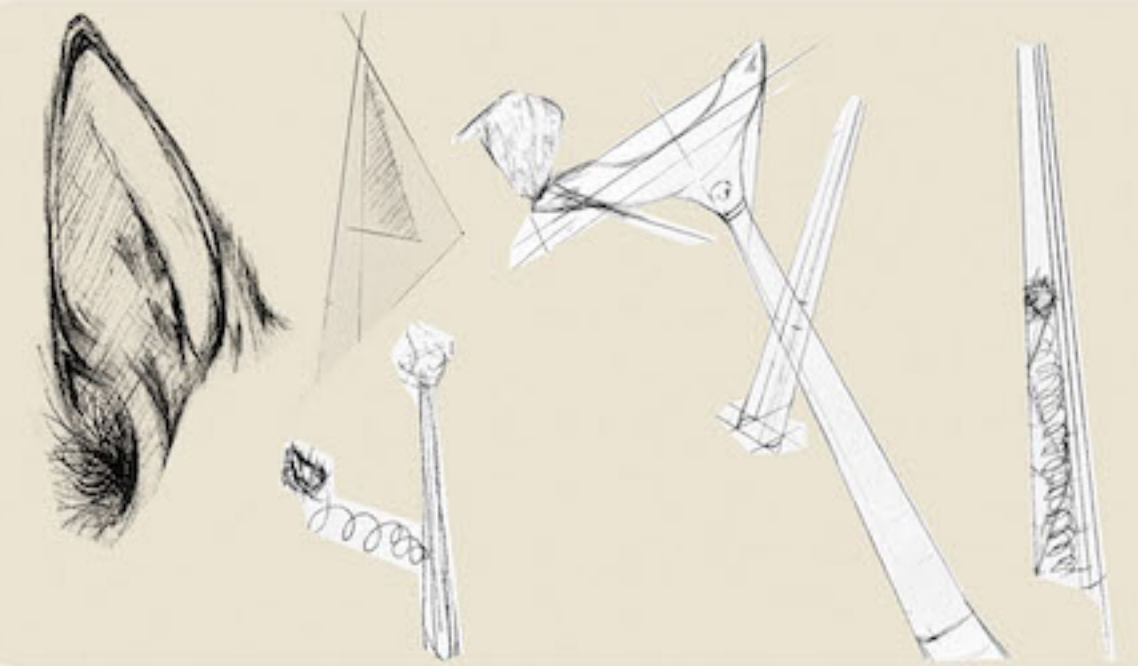
some scenarios that elderly feel lonely, and some products they will use.

# Ideas & Models

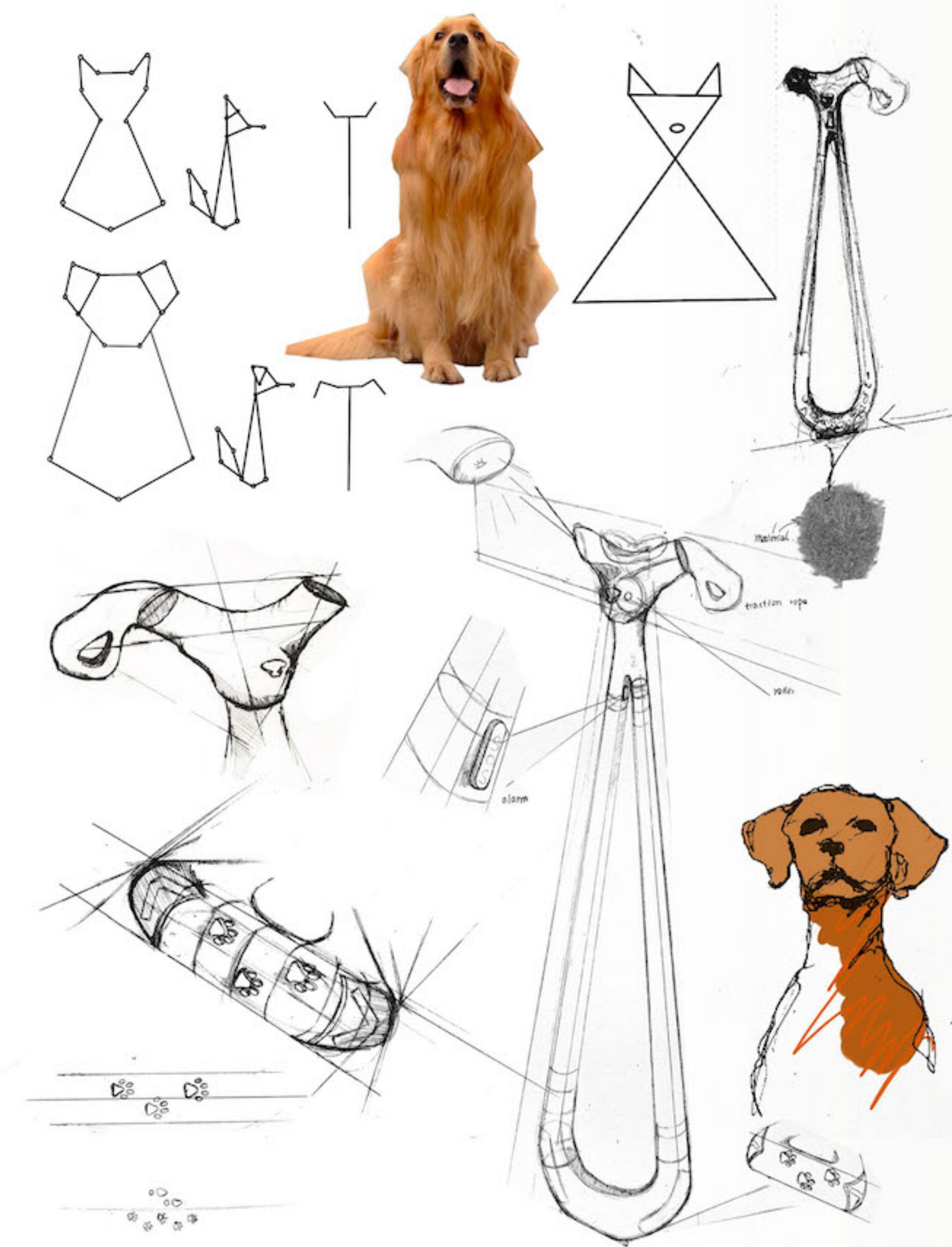
## Elderly with Dog



## Idea 1



## Idea 2



## Models

### Shape experiments



### Roller experiments



### Camber experiments



### Wood model



# Functions of Cane

There are some functions introduction in detail and inspiration source.



The botton can control the length of rope

A 3D rendering of a white cane with a red button on its side. A vertical line connects the text to the button.



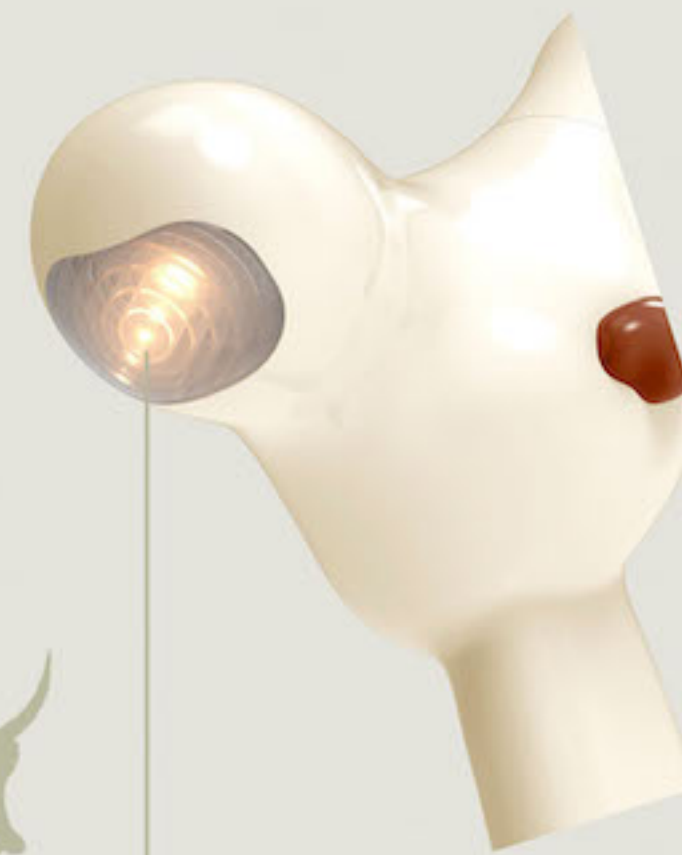
SOS botton when user meet danger it can make a piercing sound

A 3D rendering of a white cane with a red button labeled "SOS" and a speaker icon below it. A vertical line connects the text to the button.

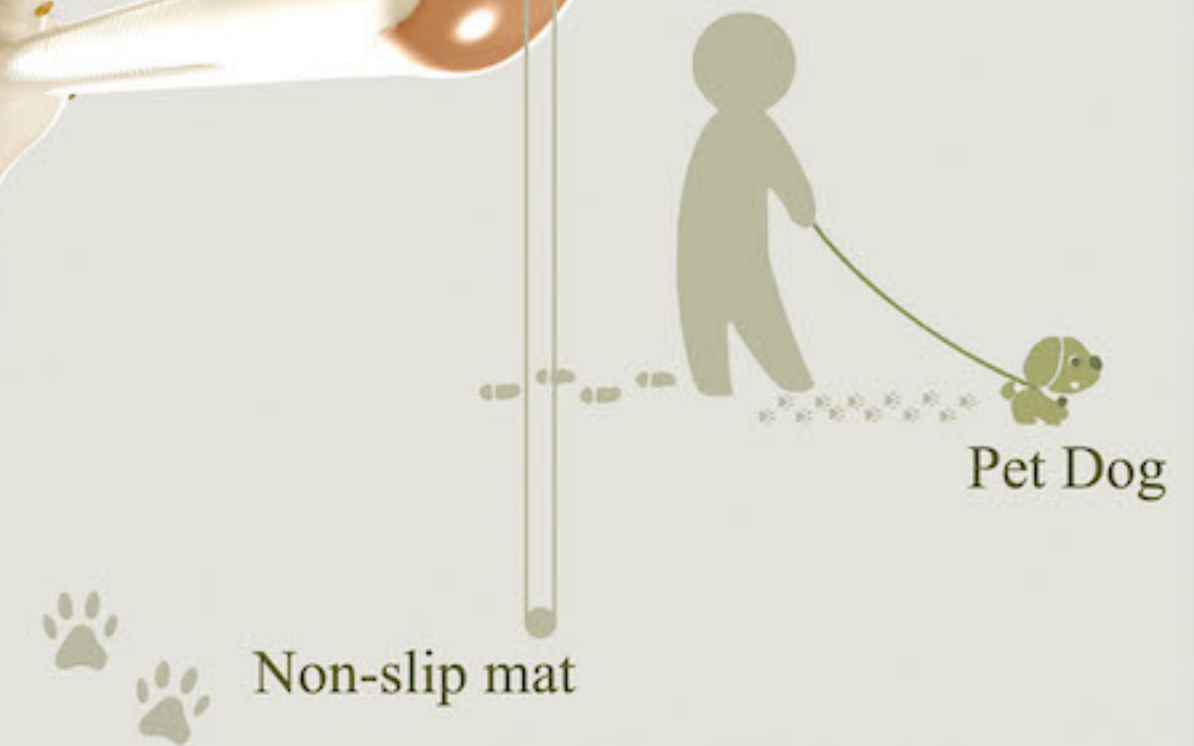
Dog characters characters



it can prevent straying and connect two person



it can help user detect danger



# Accompany Cane

This is a walking cane designed for the loneliness of the elderly. Its features are companionship, safety and contact. Let the empty-nest elderly feel the warm, cheerful mood when they are using.

