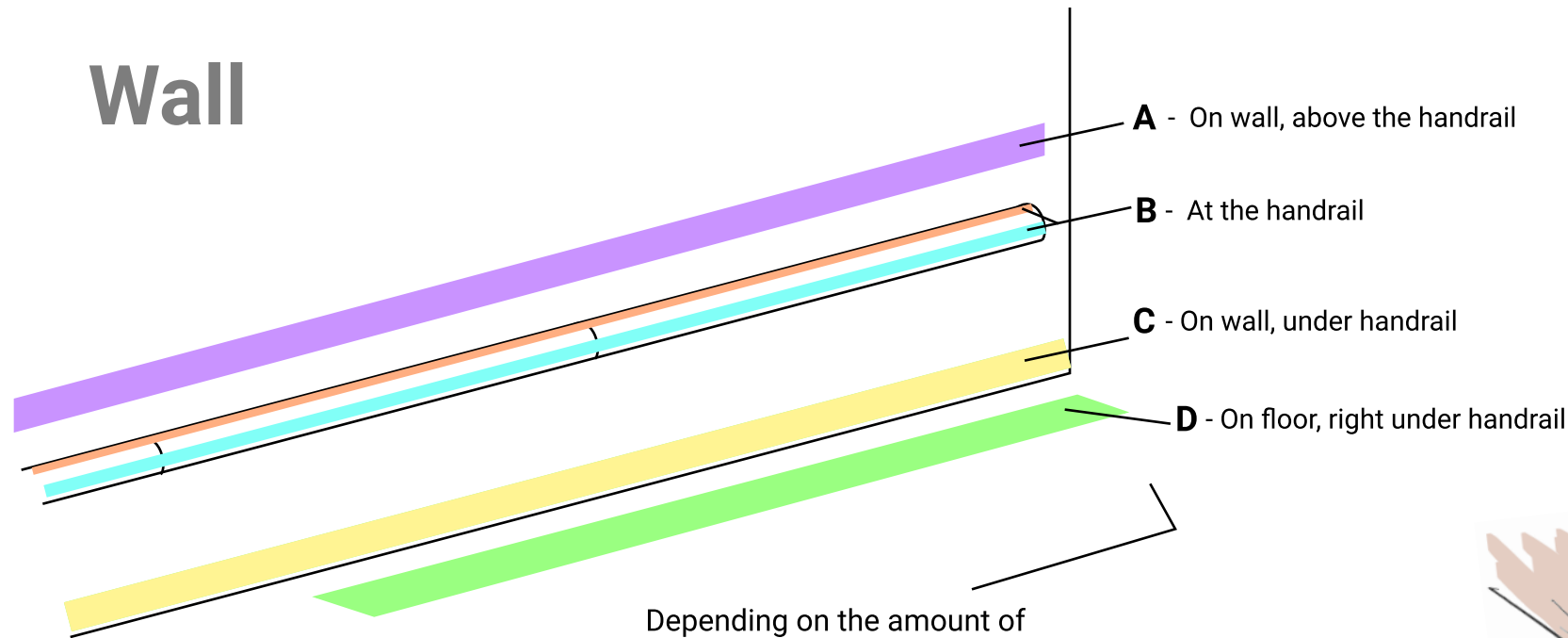


Wall



Floor

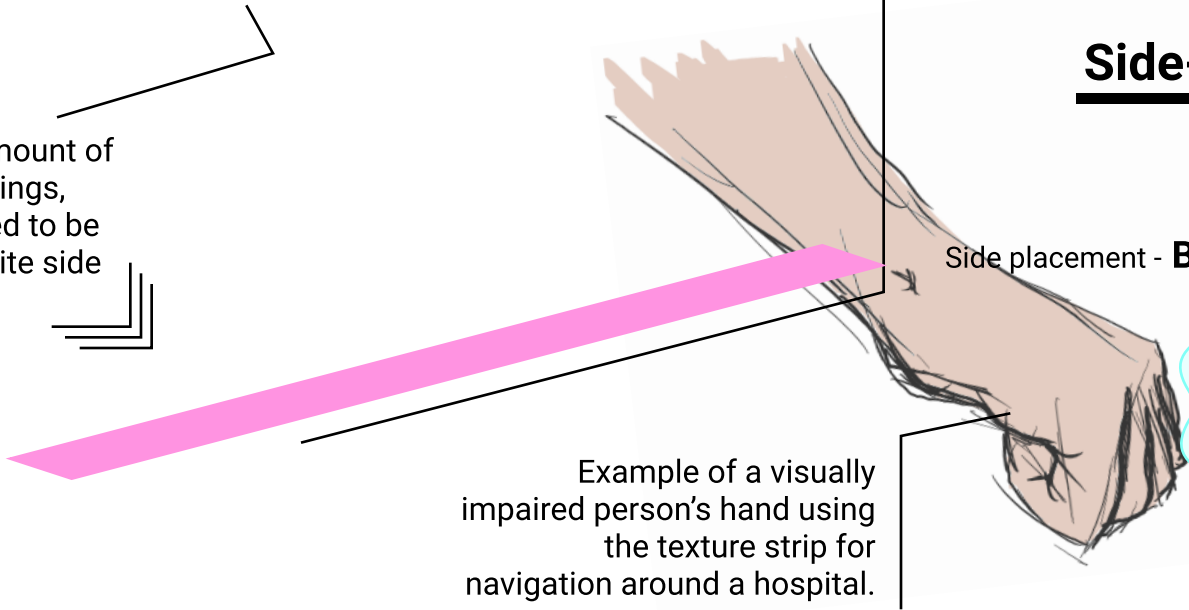
Depending on the amount of exits and different wings, these can be mirrored to be placed on the opposite side of the hall.

Hospital Hallway:

There's a couple different areas that the textured strips could be placed that could be out of the way from busy traffic. That said, this doesn't discount the necessity there would need to be for testign the viability for the usage of these strips.

The differences in placement will connotate to a different route. Therefore there wouldn't be a need to change up the raised pattern of the strips on the floor and wall. However this will be different for the strips on the railing.

Side-View of Handrail and Texture Strip



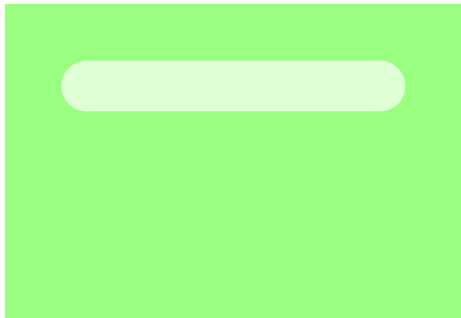
Possible placement for the texture strips on the **hand railing** involves being on the top (B.2) or on the side (B.1).

- the textures for both hand rail and floor/wall placements will be raised 6-6.5 mm
- Texture symbols for texture strip on the handrails will be no smaller than 2.5 cm.
- Texture bars for texture strip on the handrails, floor and wal will be no smaller than 2cm
- High congtrast colours will be used for those with low vision.

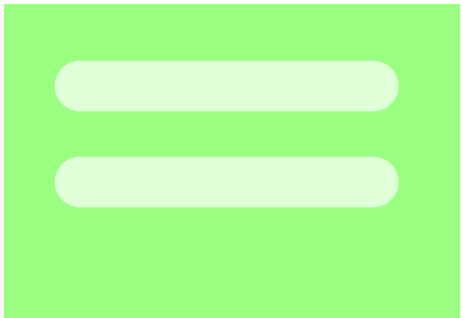
Handrailing isn't to scale

Texture Strip Symbols

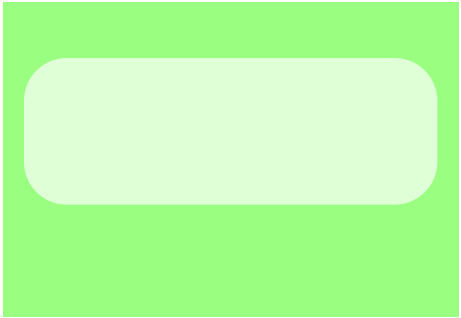
Raised symbol elevator
For the floor, wall, handrail



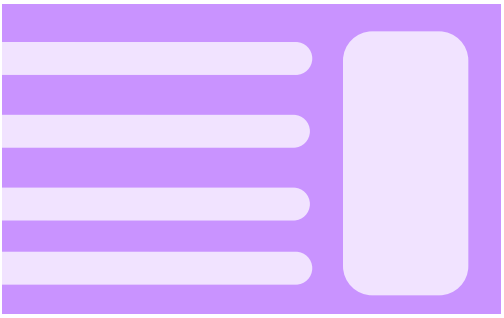
Raised symbol for stairs
For the floor, wall and handrail



Raised symbol for door in front
For the floor, wall and handrail



An example of what the texture strip involving a break before a door would look like on the wall.



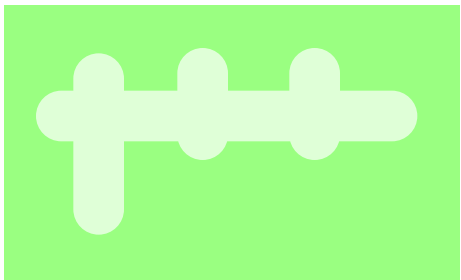
This example is not to scale.



Raised symbol for turn right
For the floor and wall



Raised symbol for turn left
For the floor and wall



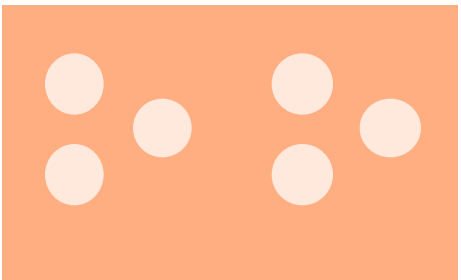
Raised texture for head straight
For the floor and wall



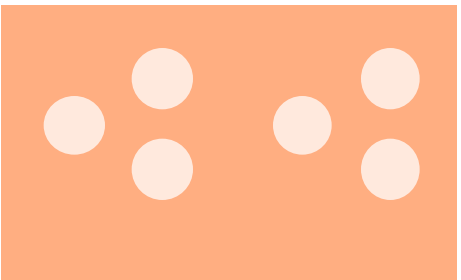
Raised texture for head straight
For the hand rail



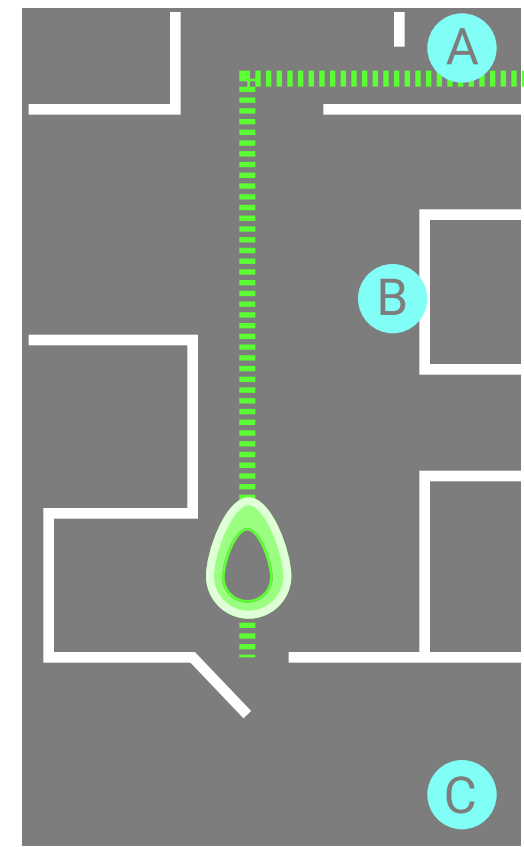
Raised symbol for turn right
For the hand rail



Raised symbol for turn left
For the hand rail



Navigation Main Screen

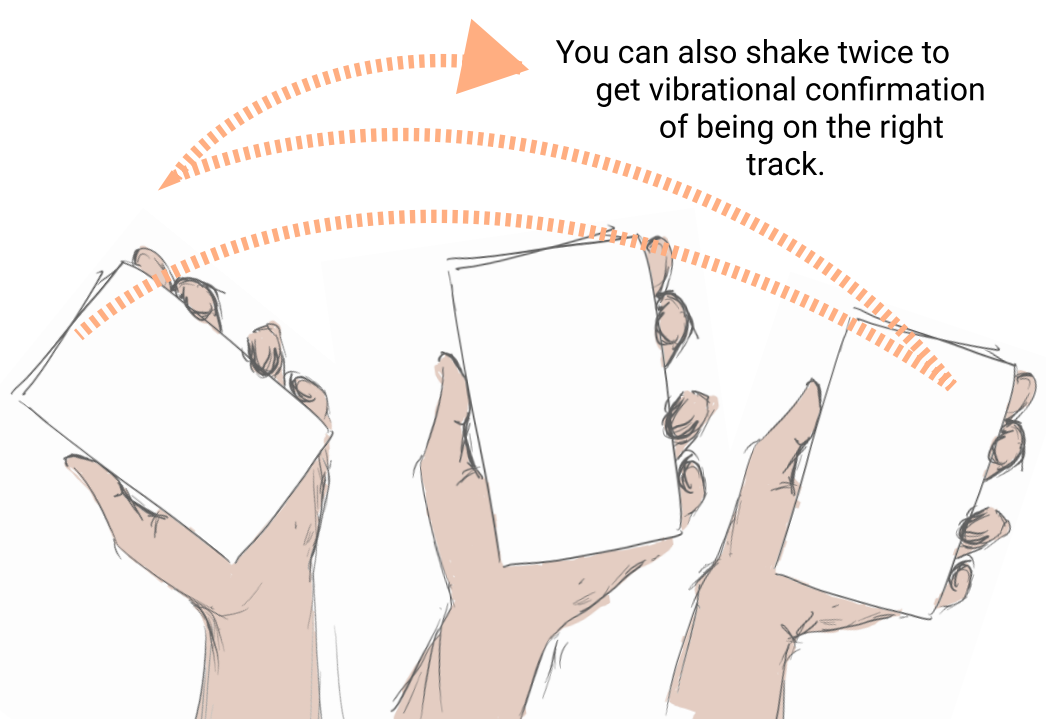


- A** navigation line on main screen that will take user to their destination.
- B** the walls of the hospital building on the display screen
- C** An example of navigating from the ground floor into the hospital.
- E** Swipe up to exit from the search function

two long taps to screen twice to get voice directions for next step in navigation

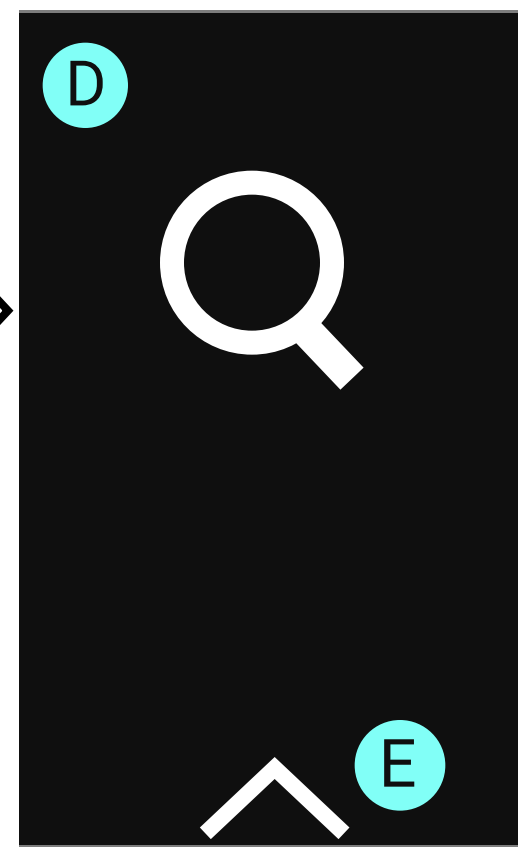
two long taps also enables a vibrational confirmation of being on the right track.

High contrast colours used for easy navigation.



You can also shake twice to get vibrational confirmation of being on the right track.

Search Screen



Search Screen when 1 tap



D.1



slide down screen from top to bottom for the search function

D.3



double tap screen to activate high contrast keyboard in order to type in preferred destination in the hospital.

D.2



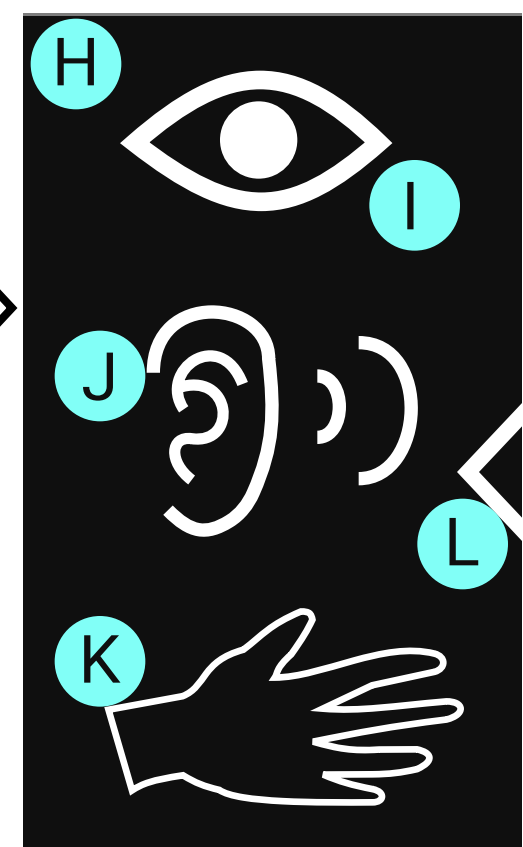
single tap to activate voice search where the user just has to say outloud where they would like to go in the hospital

G

Icons for the screens here are large enough with high contrast so that they can be easily distinguishable for those with low sight.

Text is large in order to be easily distinguishable for people who are visually impaired but have low sight

Settings



H



Swipe to the left to access settings function.

L

Swipe to the right to exit the settings.

I

This houses all the settings that has to do with vision (changing colours, screen contrast etc.)

J

This houses all the settings that has to do with hearing (changing volume settings, voice speed and tone settings etc.)

K

This houses all the settings that has to do with haptics (changing vibration patterns, vibration intensity, special gestures etc.)