Peripheral Vision Tester

Requirements

According to our client, the optometrist, the product we design must:

- Have four dome quadrants to measure the peripheral vision of a child
- Have independently-controlled lights in each quadrant
- Be able to be turned on/off by an observer/tester
- Allow the observer/tester to clearly see the child's eyes through the product
- Allow the parent to hold the child stationary (in lap) while the product is being used

Constraints

The product must meet the above requirements under the following constraints:

- Lights must be one-third of a meter away from the child
- Must have at least one light in each of the four dome quadrants
- A center light must be able to be turned on/off to refocus the child's attention
- Operator/tester able to control the brightness of the lights with a dimmer switch
- Operator/tester able to control the size of the light showing through using an aperture
- Time available: 6 weeks
- Budget and materials: as limited by teacher and school
- People: students in your class contributing to the project

Ready, set, GO!

Definitions

Requirement:

What a particular product or service should do. It is a statement that identifies a necessary attribute, capability, characteristic or quality. In engineering, sets of requirements are inputs into the design stages of product development.

Constraint:

A restriction or limitation on the degree of freedom one has in providing a solution to problem or challenge.

Aperture:

A device controlling the amount of light that passes through an opening by changing the size of the opening. Cameras use apertures to make sure film is correctly exposed.

Watch Out for the Blind Spots Activity - Project Requirements and Constraints