

## Partners:

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Universität Bremen

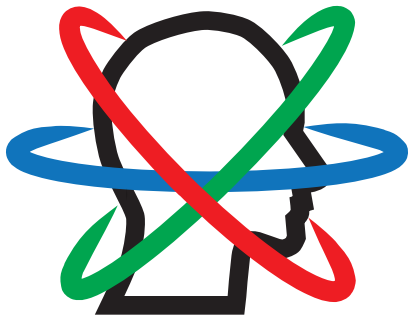


NCBI

Working for People  
with Sight Loss



Changing the world for deaf  
and hard of hearing people



[www.vicon-project.eu](http://www.vicon-project.eu)

## Project Coordinator:

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Prof. Dr. Michael Lawo

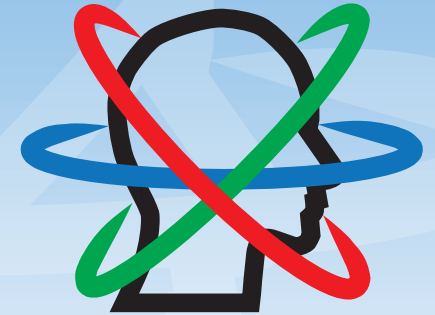
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## Project Manager:

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Virtual User Concept for  
Inclusive Design of  
Consumer Products and User Interfaces



Funded by the EU



## Project Summary



The needs of people with physical or sensory impairments are generally not well considered when designing user interfaces to consumer products. Controls and displays often fail to meet the requirements of users with visual, hearing, mobility or dexterity impairments.

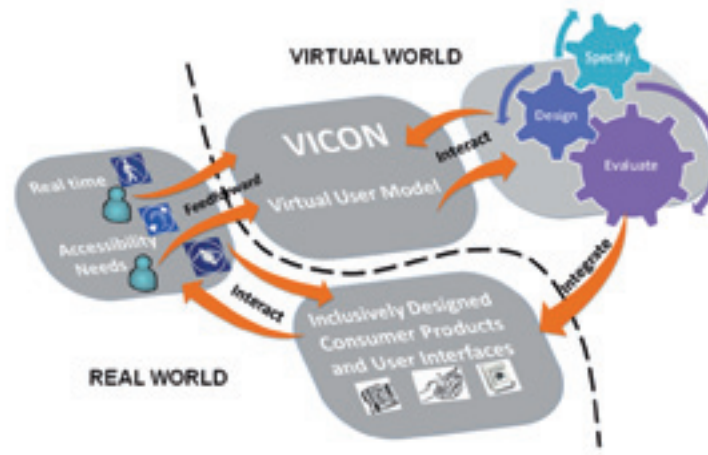
It is difficult for mainstream manufacturers to have a detailed understanding of these needs and how to design for them. Manufacturers would benefit from the support of a third party solution to input the necessary knowledge.

VICON aims to provide this support through the development of an advanced Virtual User Model which will enable virtual testing and feedback throughout the development lifecycle.

## Project Vision



***The VICON vision is to support the development of accessible consumer products by creating Virtual User Models for use in design and manufacturing.***



## Project Approach

VICON focuses on the needs of people with mild to moderate physical and sensory impairments, including those with multiple impairments. These users require products with high usability and accessibility, incorporating multimodal interaction with context sensitivity.

The approach of VICON is to develop an advanced Virtual User Model that can be integrated into the product development process and used for virtual testing by simulating the interactions of real users. Virtual User Profiles (a customizable library of virtual people) will be integrated with existing development tools and used to model real-time interactions with consumer products. This will provide manufacturers with a practical source of usability and accessibility feedback on concepts, design alternatives, hardware and software user interface specifications, prototypes and final products.

