

Professor working on seeing-eye glove Camera-aided system will help visually impaired

BY THE CANADIAN PRESS
GUELPH, ONT.

Researchers at the University of Guelph are developing a camera-assisted navigation system for the visually impaired.

The technology is "the logical extension of the walking cane," said Prof. John Zelek.

The system provides visually impaired people with tactile feedback about their immediate environment.

Two mini video cameras wired to a portable computer — all of which can be worn on the user's body — feed information into a special glove worn by the user. Vibrating motors sewn into each finger send impulses to the wearer, warning of obstacles and terrain fluctuations ahead.

Traditional navigation systems provide a steep learning curve and overburden the auditory channel, said Zelek. "We want our system to be intuitive for the user."

Images from the cameras are processed in the computer and translated into information about the location of obstacles within the camera's range up to a point in time. Then, the buzzer on the finger corresponds to the direction of that obstacle is activated.

For example, if the glove is worn on the left hand, an obstruction lying straight ahead would trigger the buzzer on the middle finger.

If the obstacle is to the right of centre, the buzzer on the index finger would vibrate.

"The stimulus on the fingers is used to direct the user around obstructions in their path," said Zelek, who is also investigating possible new methods of conveying terrain information through a subset of the buzzers.

Zelek's technique of acquiring information about the environment is unique because of his use of a pair of 3-D glasses. Traditional techniques of information-gathering usually employ sonar or ultrasonic waves which are bounced around objects in the room, similar to a bat's method of navigation.

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Seeing glove will assist visually impaired

The glove has vibrating motors sewn into each finger

The glove has vibrating motors sewn into each finger. The technology is the brainchild of John Zelek, a professor at the University of Waterloo, Ontario, Canada. Zelek's research is in the area of assistive technology for visually impaired people. The system provides a tactile feedback loop about the user's immediate environment. Two mini video cameras are fixed to a portable computer, all of which can be worn on the user's body — lead in hand. The glove has vibrating motors sewn into each finger. The user can feel the location of obstacles and the direction of that obstacle. Images from the camera are processed in the computer and translated into information about the location of obstacles within the camera's range, up to about nine metres. Then, the buzzer will trigger the response to the direction of that obstacle. For example, if the glove is worn on the left hand, an obstruction lying straight ahead would trigger the buzzer on the middle finger. If the obstacle is just to the right of centre, the buzzer on the index finger would vibrate. The stimulus on their fingers is used to direct the user around obstructions in their path, said Zelek. Zelek's technique of acquiring information about the environment is a pair of 3-D glasses. Traditional techniques of information-gathering usually employ sonar or ultrasound waves, which are bounced around objects in the room, similar to a bat's method of navigation.

Seeing-eye glove to aid visually impaired

By
GUY PAT O'NEILL

The University of Guelph researchers are developing a system for the visually impaired.

The technology is the result of a project led by Prof. John Zelek.

The system provides visually impaired people with tactile feedback about their immediate environment.

Two mini video cameras are used to scan the user's path.

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Images translated into information about the location of obstacles within the camera's range up to about nine metres.

Then the buzzer on the finger controller is activated.

For example if the glove is worn on the left hand, an obstruction lying straight ahead would trigger the buzzer on the index finger.

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The stimulus on their fingers is used to direct the environment is Zelek, who is also investigating possible zero methods of conveying terrain information through a subset of the buzzer.

Zelek's technique of acquiring information about the environment is similar to a bar's method of navigation.

Traditional techniques of navigation-gathering usually employ sonar or ultrasonic waves, which are bounced around objects in the room.

But these methods of sensing can be easily fooled by complex surroundings, such as a room full of people.

Zelek's method creates multiple signals and provides little useful information about obstacles. In the case of sonar, busy environments cause multiple signals to be sent back to the user, which can be confusing.

Zelek said.

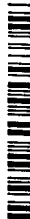
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University professor works on special glove for visually impaired

GUELPH, Ont. (CP) — Researchers at the University of Guelph are developing a camera-assisted navigation system for the visually impaired.

"The technology is 'the logical extension of the walking cane,'" said Prof. John Zelek.

The system provides visually impaired people with tactile feedback about their immediate environment.

Two mini video cameras wired to a portable computer — all of which can be worn on the user's body — feed information into a special glove worn by the user.

The glove has vibrating motors sewn into each finger; they send impulses to the wearer, warning of obstacles and terrain fluctuations ahead.

"Traditional navigation systems provide auditory feedback, and they usually have a steep learning curve and overburden the auditory channel," said Zelek. "We wanted our system to be intuitive for the user."

Images from the cameras are processed in the computer and translated into information about the location of obstacles within the camera's range, up to about nine metres.

Then, the buzzer on the finger corresponding to the direction of that obstacle is activated.

For example, if the glove is worn on the left hand, an obstruction lying straight ahead would trigger the buzzer on the middle finger.

If the obstacle is just to the right of centre, the buzzer on the index finger would vibrate.

"The stimulus on their fingers is used to direct the user around obstructions in their path," said Zelek, who is also investigating possible new methods of conveying terrain information through a subset of the buzzers.

Zelek's technique of acquiring information about the environment is unique because of his use of dual cameras, which perceive depth like a pair of 3-D glasses.

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Guelph prof. working on seeing eye glove for visually impaired

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— Canadian Press



A seeing-eye glove for visually impaired

M2086
GUELPH, Ont. (CP) —

Researchers at the University of Guelph are developing a camera-assisted navigation system for the visually impaired. The system provides visually impaired people with walking cane, said Prof. John Zelek. The system provides visually impaired people with tactile feedback about their immediate environment. Two mini video cameras are wired to a portable computer — all of which can be worn on the user's body. The glove has vibrating motors sewn into each finger; they send impulses to the wearer's wrist. "Traditional navigation systems provide auditory feedback, and they usually have a steep learning curve and overburden the auditory channel," said Zelek. "We wanted our system to be intuitive for the user."

Images from the cameras are processed in the computer and translated into information about the location of obstacles within the camera's range up to about nine metres. Then, the buzzer on the middle finger vibrates. For example, if the glove is worn on the left hand, an obstruction lying straight ahead would trigger the buzzer on the index finger.

If the stimulus on their fingers is used to direct the user around obstacles in their path, said Zelek. "The stimulus is unique because of his use of dual cameras, which perceive depth like a pair of 3-D glasses. Traditional techniques of information-gathering usually employ sonar or ultrasound waves, which are bounced around objects in a room full of people. But these methods of sensing can be easily foiled by complex surroundings, such as a room full of people where movement creates multiple signals and provides little useful information about obstacles."

"In the case of sonar, busy environments cause confusing signals to get back to the user, which can get a lot of energy and need to be recharged every few hours. Zelek and his research team decided their navigation system had to be wearable, comfortable and affordable. "If it isn't comfortable, no one is going to want to use it," he said. "The system can't intrude on the user's daily activities."

(Guelph Mercury)

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Seeing-eye glove in the works

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Researchers test seeing-eye glove to guide the visually impaired

Computer, mini video camera sewn into a jacket
translate images, send vibrating signals to fingertips

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structions in their path," said Mr. Zelek, who is also investigating possible new methods of conveying terrain information through a subset of the buzzers.

Mr. Zelek's technique of acquiring information about the environment is unique because of his use of dual cameras, which perceive depth like a pair of 3-D glasses.

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But these methods of sensing can be easily foiled by complex surroundings, such as a room full of people, where movement creates multiple signals and provides little useful information about obstacles.

"In the case of sonar, busy environments cause multiple signals to get back to the user, which can get confusing," Mr. Zelek said.

As well, sonar and ultrasound sys-

tems consume a lot of energy and need to be recharged every few hours.

Mr. Zelek and his research team decided their navigation system had to be wearable, comfortable and affordable.

"If it isn't comfortable, no one is going to want to use it," he said. "The system can't intrude on the user's daily activities."

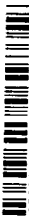
The stereo-vision prototype is built from inexpensive, off-the-shelf components. New technology — mini-cameras, in particular — will allow the navigation system to be very discreet.

Advanced technology allows the computer to be small, about the size of a deck of cards, and consume very little power. The cameras can be mounted on shirt buttons, and the whole unit can be sewn into a jacket.

"The trial stage will determine how useful this system is," Mr. Zelek said. "In the end, it's the user who decides whether or not this system will work."

The Waterloo, Ont., office of the Canadian National Institute for the Blind has a group of people who are eager to try out the prototype device.

The Guelph Mercury



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