# I Dreamwaves

See the world through your ears.

dreamwaves.io

Mar 2022



The Problem

\_ User testing

\_ Potential

\_ Final thoughts

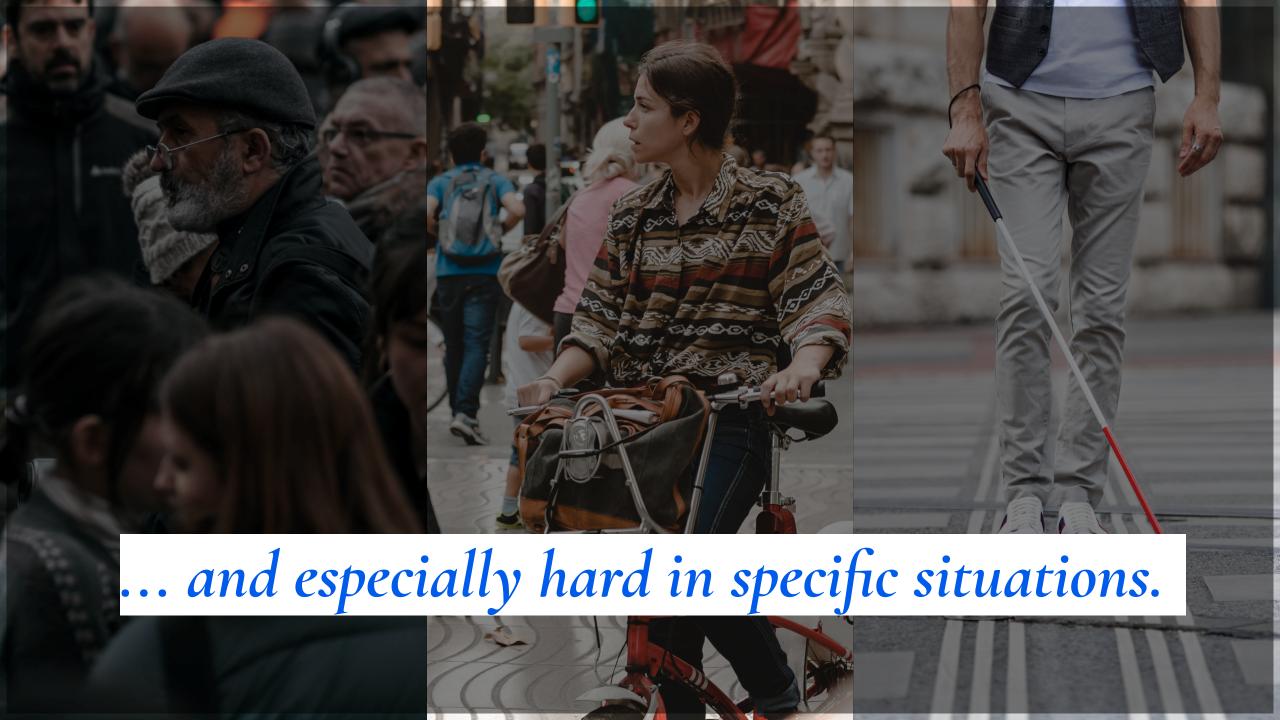
# **Chapter ONE**

### The Problem

Where we see the challenge is actually quite broad

## Orientation

is a fundamental challenge...

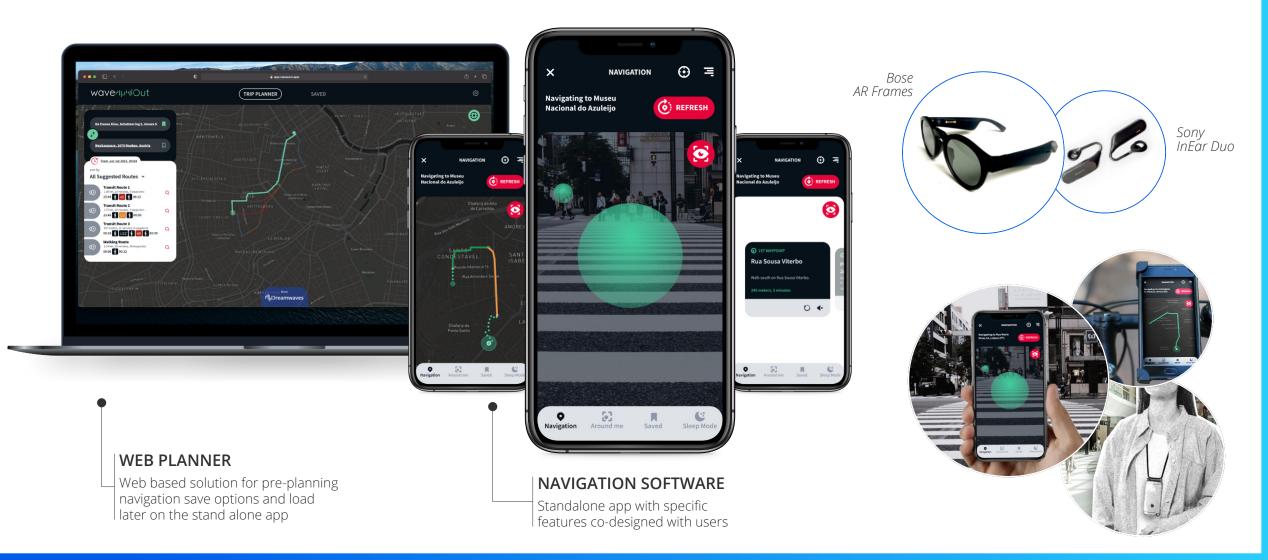




# Chapter TWO

The app What is it that we do

#### waveOut Intuitive hands-free audio augmented reality navigation App



#### **Spatial Audio**

Simulates the way an object sounds in real life

BVA simulates real spatial audio. It renders at each ear the same sound that would be heard with a real world object.

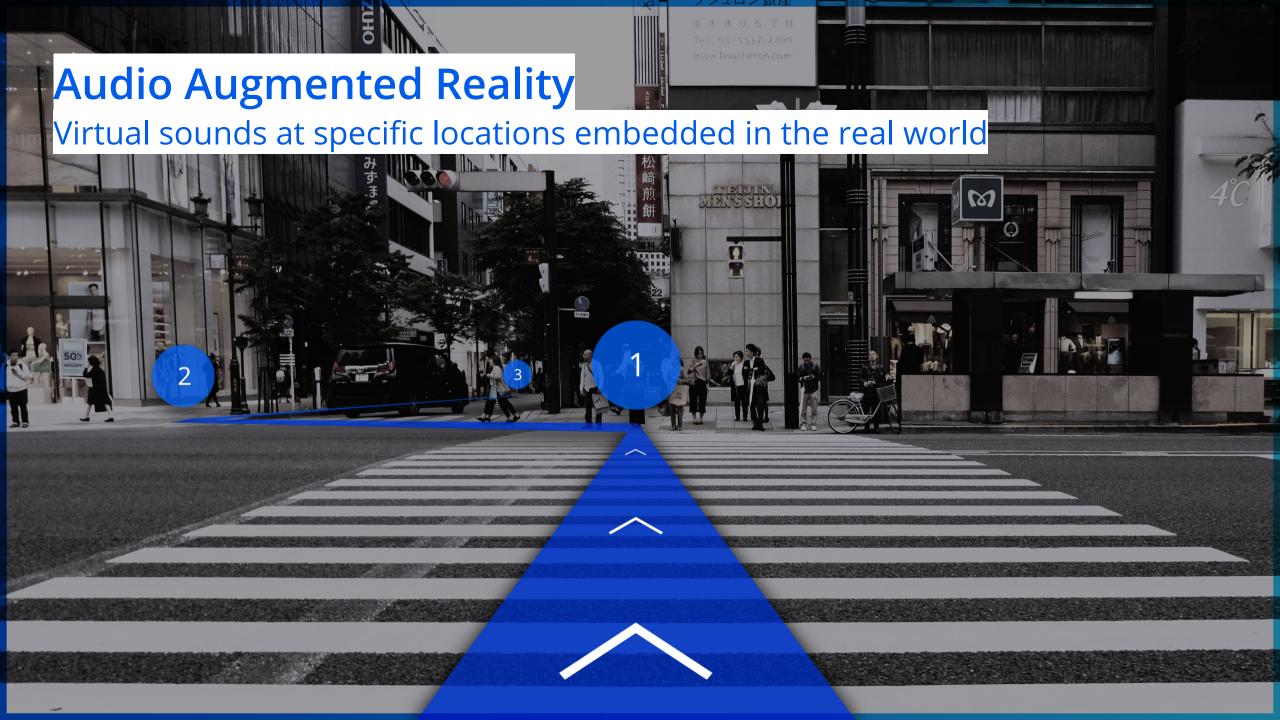
We create the illusion that a virtual object actually exists exactly at the precise location.

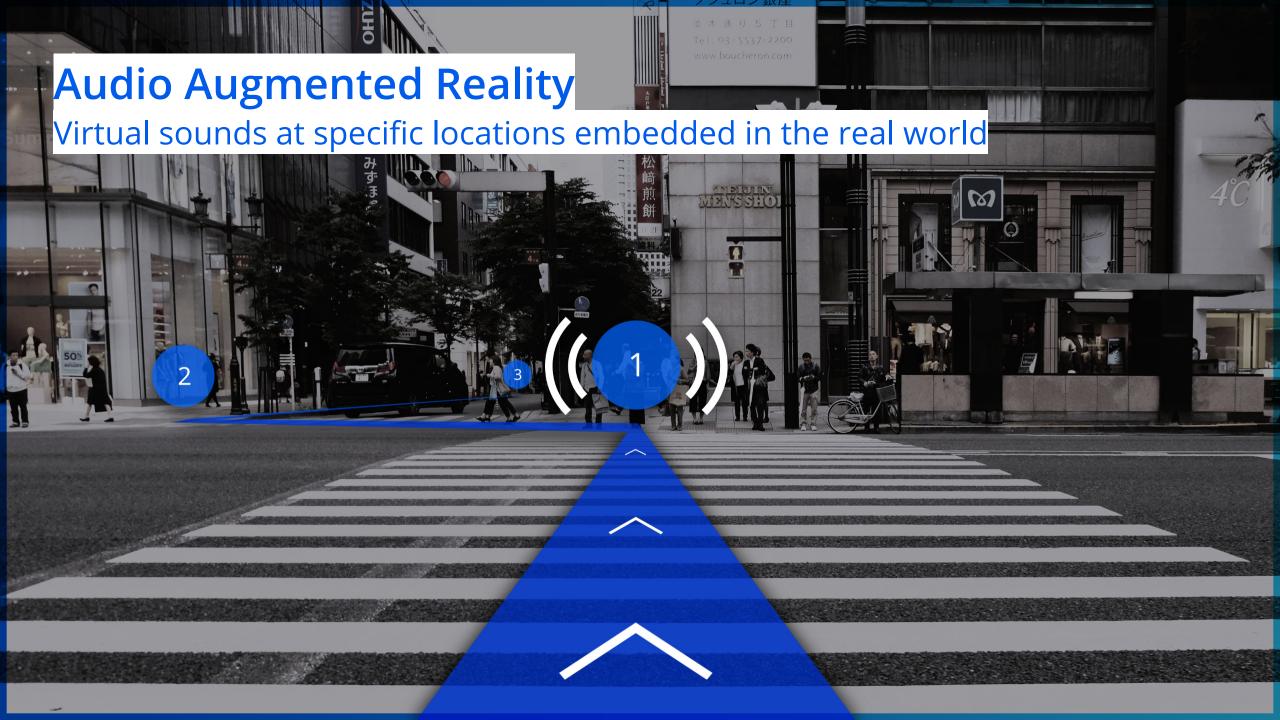
AUDIO IN THE REAL WORLD

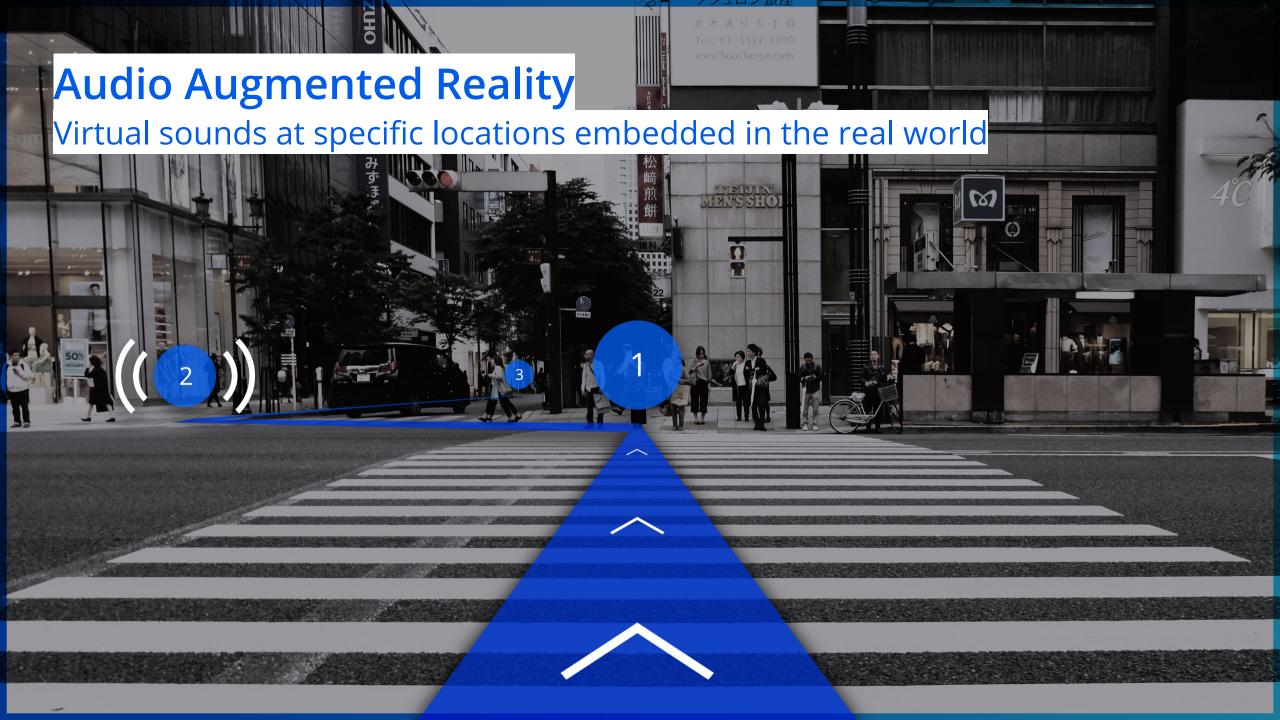
*Identifying locations* of real word sounds is a *skill that everyone (at all ages) has* and which is done *without effort.* 

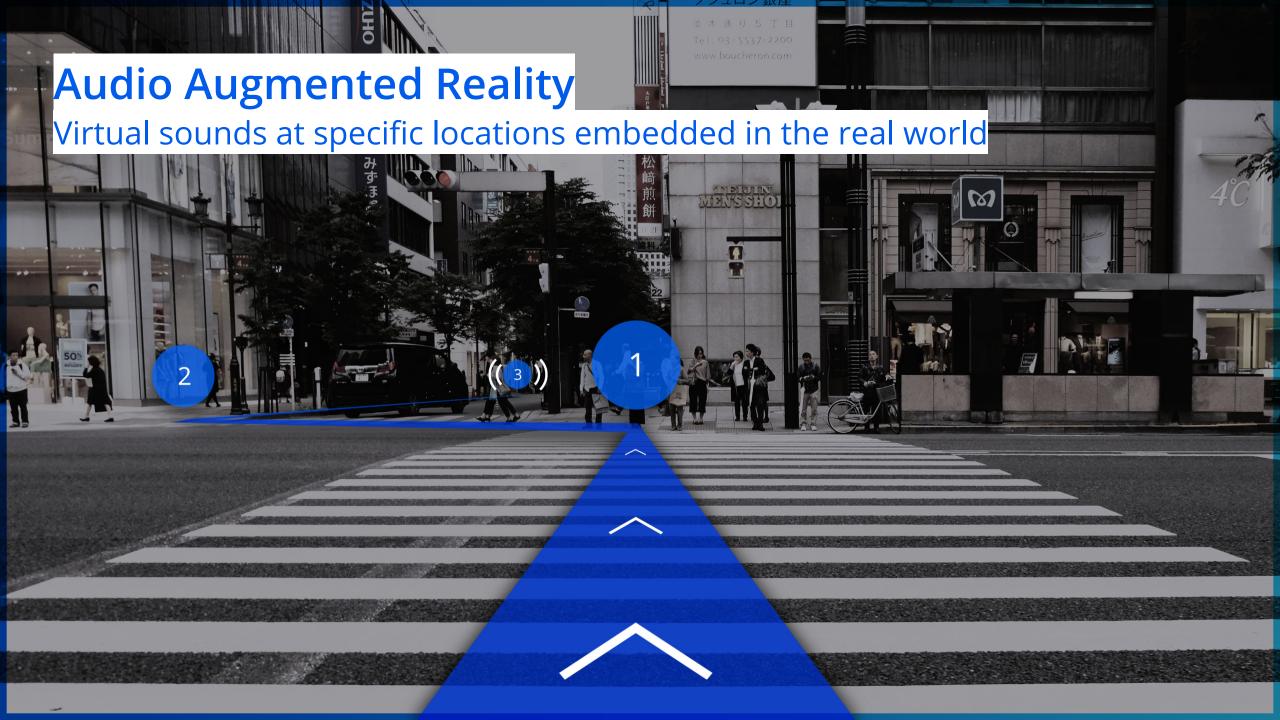
#### BINAURAL VIRTUAL AUDIO (BVA)

With our technology, virtual sounds can be heard like real sounds. The location of these objects can be easily understood.

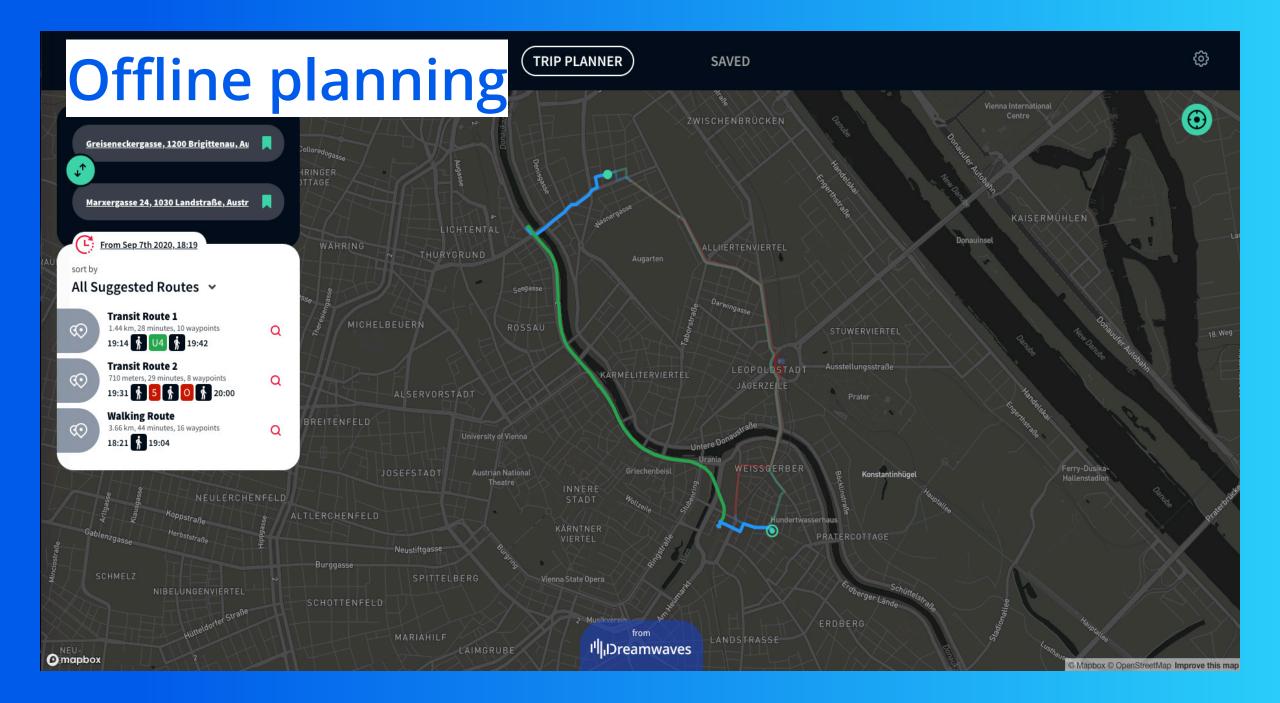


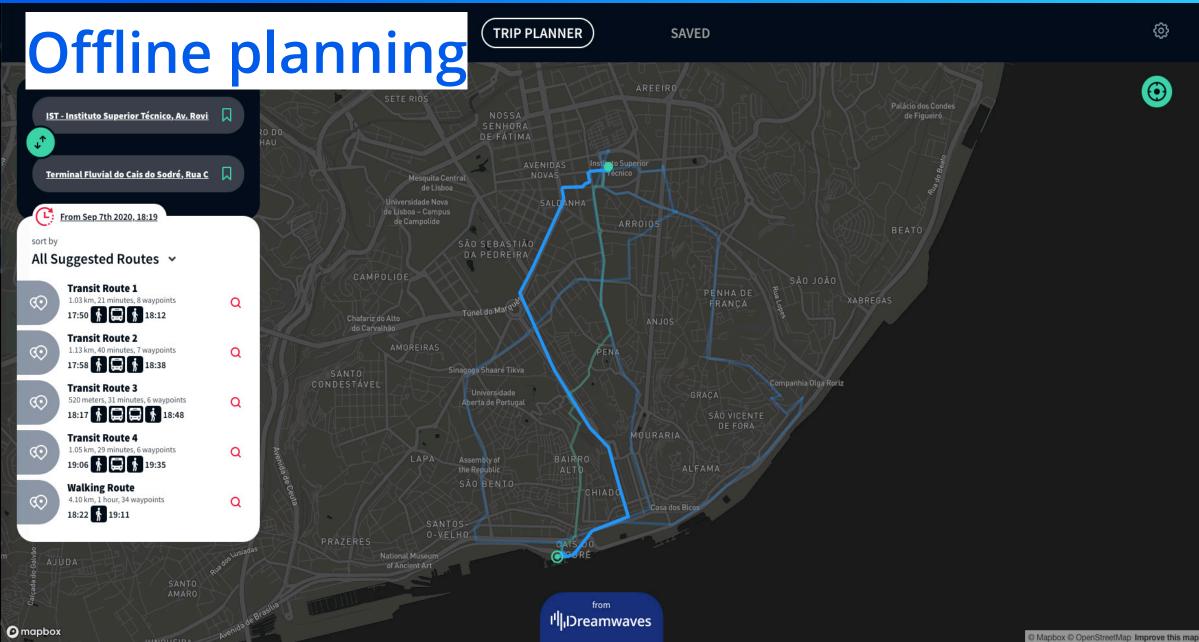


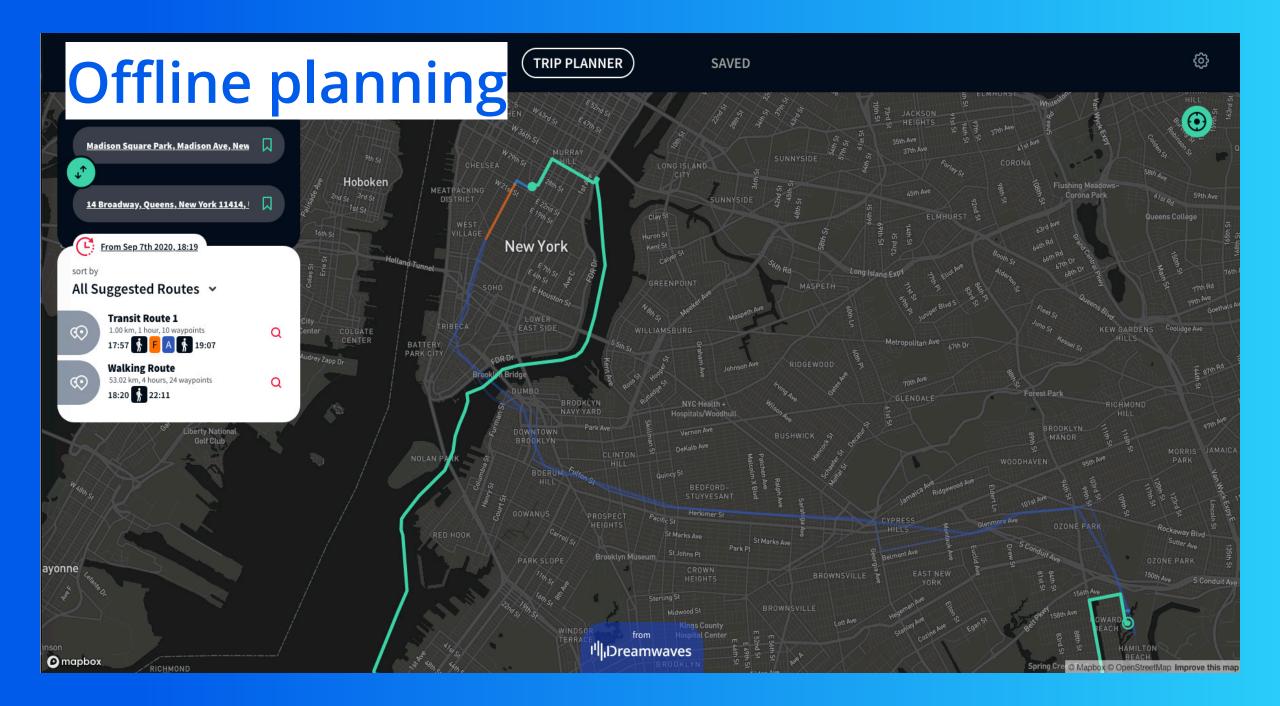




Demo







### **ROLL-OUT AND EVALUATION**

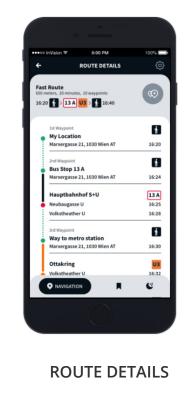
#### MULTI MODAL ROUTING

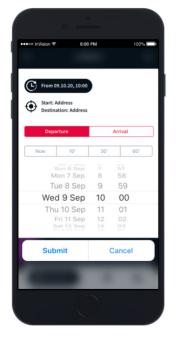
#### **ON/OUT BOARDING ASSISTANCE**



### **Public transport routing** UI Integration









#### SCHEDULE ROUTE

PREPLAN ITINERARY OPTIONS

DISPLAY PEDESTRIAN AND PT ROUTE

NAVIGATION MAP VIEW

FILTER BETWEEN PT AND PEDESTRIAN QUICK OVERVIEW OF ROUTING POSSIBILITIES

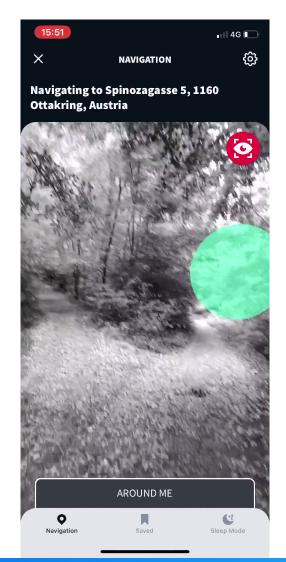
**ITINERARY RESULTS** 

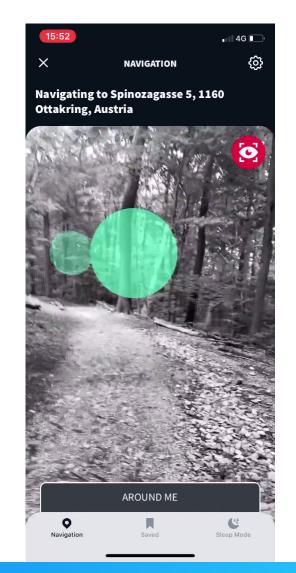
DETAILED OVERVIEW OF ROUTE LEGS SAVE ROUTE OPTION

SECTIONS

### Works in the forest too





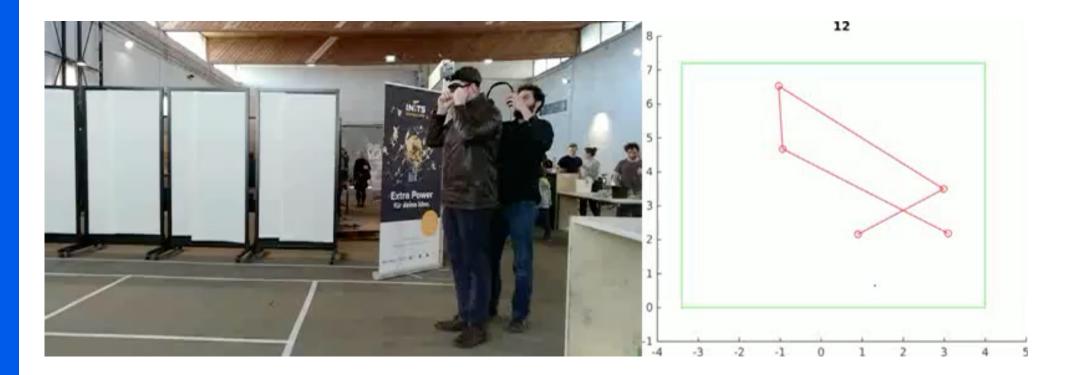


# **Chapter THREE**

### User testing

*"Where we tell the story behind our app (co-)design"* 

### First tests ever - 2018



### First tests with blind people - 2018



6 PEOPLE

TASK: FOLLOW AN UNKNOWN PATH

COMPARE BONE CONDUCTION WITH CLOSED HEADPHONES

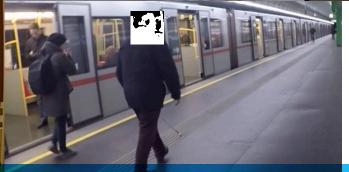
QUESTIONNAIRE FOCUSED ON USABILITY ASSESSMENT

### Workshops - 2019











### Sighted user testing - 2020

.**ULL** 

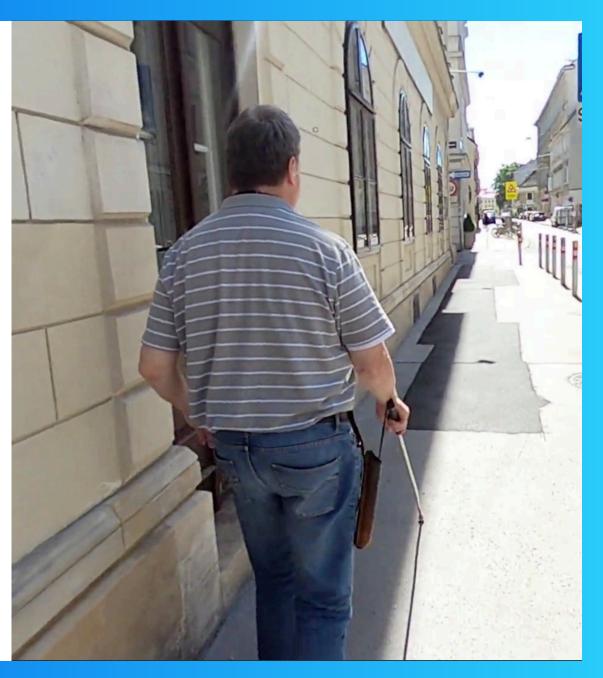


### **MVP evaluation - 2020**

#### ACQUIRED AND PROCESSED IMAGES FOR MACHINE LEARNING

**INVITED SIGHTED BETA TESTERS** 

#### **OBSERVATION WORKSHOPS**



### **Observation workshops**

#### 7 FULLY BLIND, 1 VISUALLY IMPAIRED 1 EASY ROUTE TO UNDERSTAND THE APP

#### **1 COMPLICATED ROUTE FOR ACTUAL TEST**



#### OBSERVING, TAKING NOTES AND FILMED

INTERVENING AS LESS AS POSSIBLE

### Results

# Test example



#### **USP** Extreme intuitiveness



"It's a bit like seeing"

"We get a constant feedback of where to go""It's a completely different paradigm of navigation"

# **Chapter FOUR**

### Potential

A brief discussion about why now is a good time and what's the impact

### Audio Augmented Reality

Why now?

#### THE IDEAL AUDIO AUGMENTED REALITY PLATFORM IS ALREADY AVAILABLE NOW!



SMARTPHONE **MOBILE AR PLATFORM** 



**HEARABLES** AUDIO AR DISPLAY

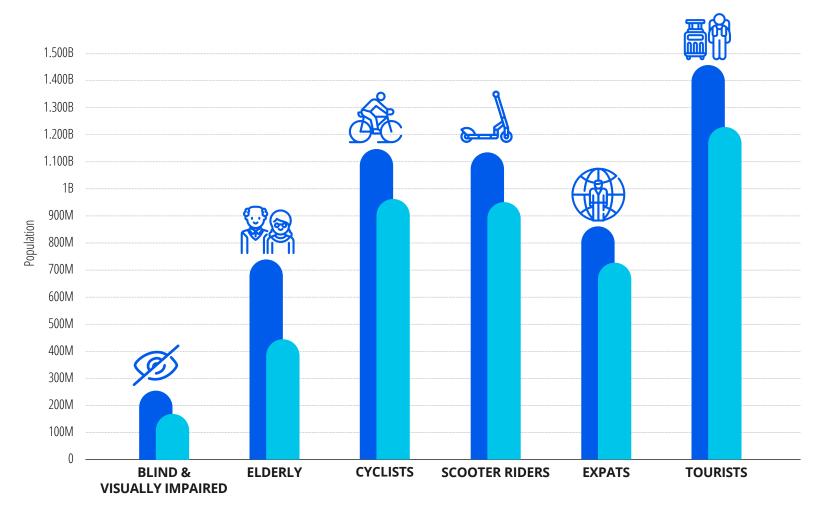
### "The computing platform for audio AR is booming"

#### **Impact Opportunity**





HEARABLES IN THE GENERAL PUBLIC

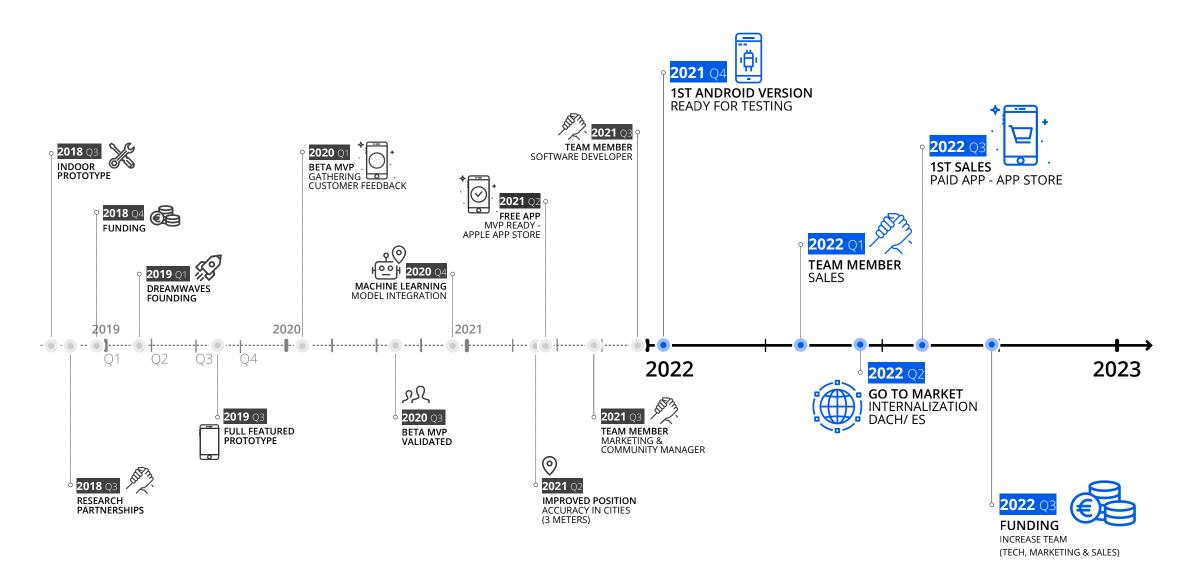




## **Chapter FIVE**

Final thoughts

#### **Our Next Steps**



#### **Meat the Team**



HUGO FURTADO CEO PhD in medical Augmented Reality Software Developer @ Altitude Software (PT) Researcher @ CERN (CH) Marie Curie PhD Research Fellow (SLO)

Post-Doc @ Medical University of Vienna (AT)



LILIANA CALAPEZ **Product Design** Degree in Communication & multimedia design Communication design @ Bookpaper Design (PT) addsolutions (PT) studio novo (AT) Ui & Ux design @ E2 Communications GmbH (AT)



LUKAS ZIMMERMANN **Machine Learning** PhD in Deep-Learning for medical imaging Software Developer @ Medical University of Vienna (AT) Software Developer @ AIT (AT)



ALESSANDRO MULLONI СТО PhD on AR navigation systems PhD @ TUGraz (AT) Senior Engineer @ Qualcomm Research (AT) Freelancer Mobile AR apps



**ELKE MATHEISS Data Science and Analytics** Degree in psychology, BsC Software Design Usability Engineer @ CURE (AT) Usability Scientist @ AIT (AT) Freelancer in Data Science



**BRUNA CATALDI Content Creator** and Community Manager

M.A. Comparative Arts and Media Studies Communications Coordinator @ Road of Hope (NL) Content creator @ The Plum Guide (EN) casa6D (BRA) Anima Mundi International Film Festival (BRA)



**GIL CAMPOS** Software Developer Master's Degree, Computer Science Software Developer @ Collab (PT) Mobile Applications Developer @ Build Up Labs (PT)



SAM PARKE-WOLF **Software Developer** 

**BSc Music Computing** CSoftware Developer @ Miniclip (PT) Junior Software Developer @ Vochlea Music (UK)



MIKEL ECHEGOYEN Advisor, VP Business Development & Strategy at Tieto



MICHAEL BUSBOOM Advisor, Marketing evaluation of product and technology



**Business Partner** 

EUROPEAN UNION AGENCY ACOUSTICS RESEARCH INSTITUTE FOR THE SPACE PROGRAMME Research Scientific Partner Development of Realistic Spacial Audio Engine



AUSTRIAN INSTITUTE OF TECHNOLOGY User Experience Research



HILFSGEMEINSCHAFT

Partner for Technology Providing

Connection with the users



City of Vienna Research partner

Stadtvermessung

# III Dreamwaves

Lets talk

# about how"

Hugo Furtado CEO

hugo@dreamwaves.io +43 660 401 5739

dreamwaves.io

Watch out product video <u>here.</u>

Download the waveOut app here.