

SOURCE: <https://unsplash.com/@nasa>



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VISUALLY IMPAIRED
INTERVIEW



285 million

visually impaired world wide

55,000

legally blind in Taiwan

Sources:

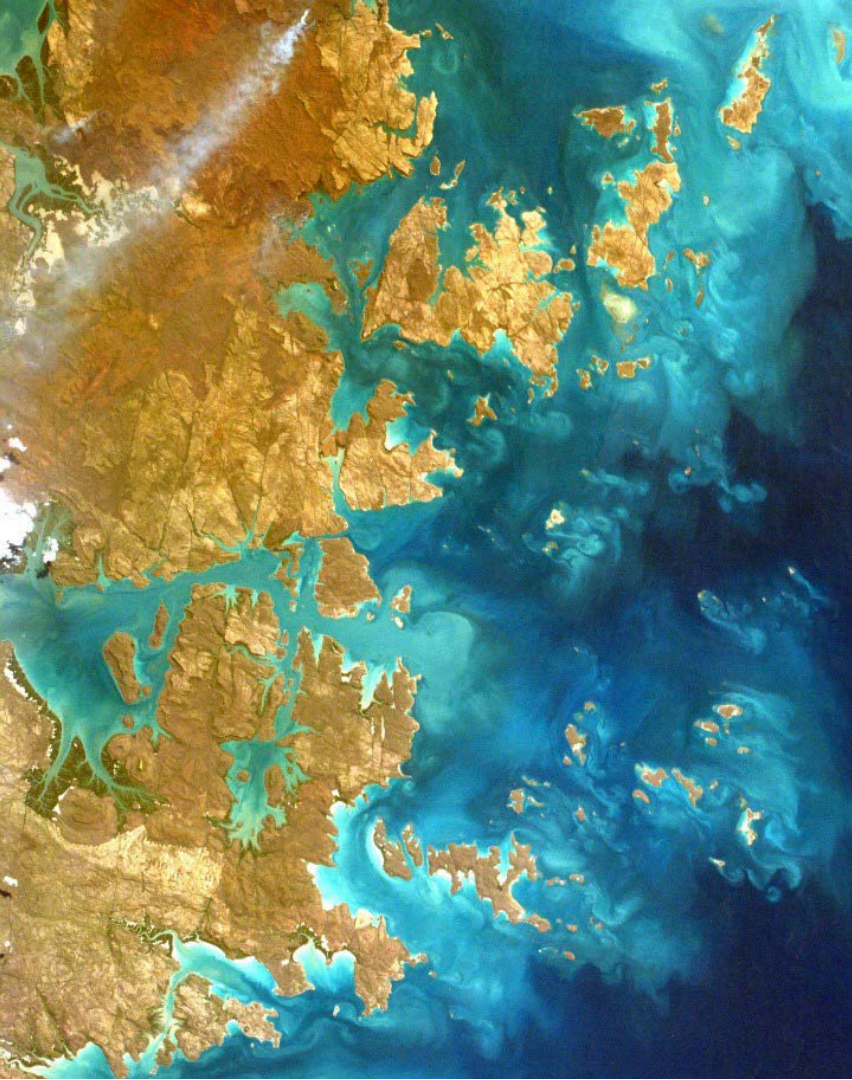
- <http://www.who.int/mediacentre/factsheets/fs282/en/>
- <https://www.globalgiving.org/projects/rehabilitation-for-the-visually-impaired/>
- <http://images.wisegeek.com/blind-man-sitting-on-bench-with-golden-retriever.jpg>



THE PROBLEM (WHY)

NEED FOR ENHANCING THE EXPERIENCE TO
EXPLORE SPACE FOR THE VISUALLY
IMPAIRED

THEME: NASA Space Jockey



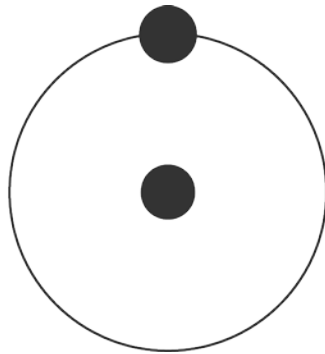
BEST WAY TO STIMULATE? (HOW)

1.GAMIFICATION

2.TANGIBLE

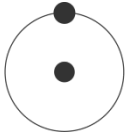
3.SHARE TOGETHER / CROWD SOURCE

S P A C E



R A I L S

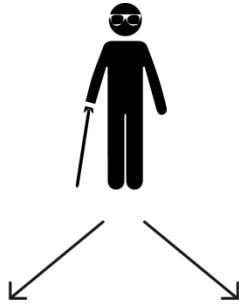
SPACE



RAILS



1. TOUR

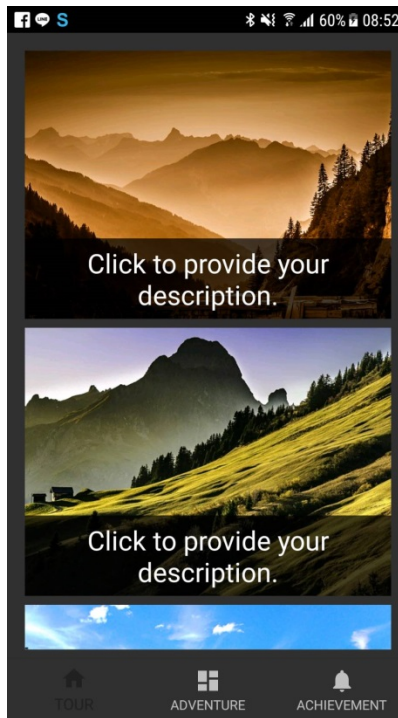


2. MISSION



TRIP

- Crowd Sourcing
- Audio Recordings

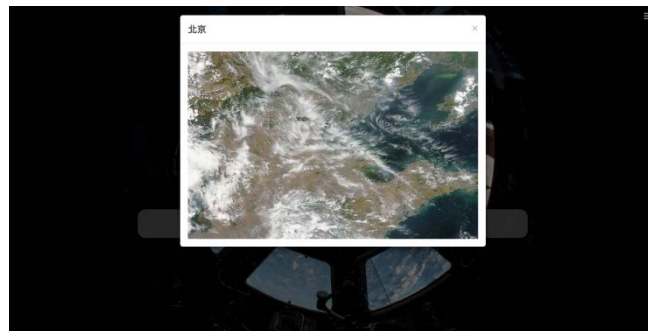


SPACE

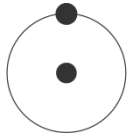


MISSION

- Gamification
- Explore different mission using the satellite data:
 - CO
 - Ozon
 - Vegetation
 - Etc.



SPACE



RAILS

PROTOTYPE

- Interact with the satellite data
- Feel the different maps by hand





DEMO



DeSciNerds

MOTTO

*Explore and Experiment
through Passion*



DeSciNerds

MEET THE TEAM



Lucas Li

Data Engineer



Alf Tang

Data Engineer



Joshua Lin

App Developer



Po-Jung Chen

Web Developer



Vincent Visser

*Industrial
Designer*



SUMMARY

Space [B]Rails is a tool aimed to **visual impaired people** to **experience** and **explore** the **amazing** feels of earth and space according to satellite data through **gamification** and **crowd sourcing**.

2017 NA 黑客松



THANK YOU



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