Open Bachelor/Master Thesis

Background

The most common danger for elderly people is falling. Despite there is already a lot of research, very effective and accepted solutions for older patients are still missing. With new technologies like Augmented Reality (AR) and EyeTracking we could think about new ways to help elderly people to walk safer and in best case prevent falling.

Research Goal

Grounded in literature, the goal is to develop and implement a tool that uses EyeTracking and/or video data for interventions. The tool should prevent elderly people from falling by giving them feedback. Subsequently the implementation should be investigated by a usability and acceptance study.

Based on bachelor/master level the scope is adapted.