Project Identity: Augmentative and Alternative Communication
Week 3: 9/13 - 9/19
Kyle Lotring

Work Completed: Research into possible Patent options...who owns the device and is it patentable.

Flash rooms such as the Kitchen, Bedroom and Bathroom have been completed. Character design has begun. A meeting with student Alon Shur to discuss basics of FLASH programming has been scheduled.

The external display is capable of outputting HD resolution of at least 480p. This was tested by connection through a mini-DVI to video RCA connection which was then plugged in to the external LCD. A movie was streamed from an online film trailer website at 480p resolution and displayed on both the laptop and the 7” LCD. Picture quality was clear on both displays, which means that a FLASH animation can also be output with a clear signal.
A mock set up was performed to see one possible setup of the complete design. The one button USB keyboard was connected to a laptop along with the LCD. FLASH was then loaded up and output to the screen. The input device held the one button keyboard inside of it to mimic what the user would be presented with when attempting to hit the button.
**Future Work:** Now that the rooms in the house are almost complete, the school environment design will begin. That should be finished by next week because it works off of a simple “room” template where key objects are added. A rough concept of an animated character should begin, such as a stick figure walking around the environments. Schematics of the LCD enclosure should be made to work with a power supply and wireless video transmitter.

**Project Review:** The design is moving along as planned. The input device programming should be solved by next week and assembly of the unit can begin. Once the wireless video transmitter and receiver arrive, they can be designed for in the input and output device enclosures. FLASH design will continue on a daily basis.

**Hours Worked:** 12