

**Wearable Technologies for Digital Eye Glass (computerized seeing and memory aid) with health monitor.**

**Faculty advisor:** Prof. Steve Mann

Wearable Technology is set to become the next multi-billion dollar industry, but more importantly, has tremendous potential to help people live longer and more healthy lives. S. Mann, widely regarded as the founder of this field (<http://wearcam.org/nn.htm>), defines Wearable Technologies as embodying Humanistic Intelligence (<http://wearcam.org/hi.htm>), capturing, processing, and presenting sensory data from the body of the wearer as well as from the surroundings. We're building not just the next eyeglasses (soon all eyeglasses will be "Digital Eye Glass") but a complete situational awareness system that provides health, wellness, safety, and longevity: <http://www.eyetap.org>

The ideal student for this project is one who is imaginative and creative at making things and passionate about making and building electrical, computational, and mechanical devices. If you're a "renaissance person" who have been building things for many years, you'll fit right in with the rest of us here who are just like you. To demonstrate your aptitude at "making", please bring something you've built on your own, outside of classroom or lab requirements.

*Research area: Wearable Computing, Human-Computer Interaction; fluid dynamics (e.g. hydraulophonics); energy systems and action/actergy systems; engineering design and education; veillance (surveillance and sousveillance); priveillance (privacy and veillance); health*