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Breaking Barriers to Computer Accessibility: A Wireless Mouse System for People with Hand Disabilities

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PREFACE

Writing this thesis was an incredible journey that challenged me in ways I had never experienced before. There were moments of frustration, uncertainty, and doubt, but also moments of clarity, satisfaction, and accomplishment. I have learned so much during this process, not only about the subject matter of my thesis but also about myself and my abilities.

Throughout my research and writing, I have been fortunate enough to receive support and guidance from many people. I would like to express my heartfelt gratitude to my supervisor for their guidance and insights and to my colleagues for their invaluable feedback and encouragement. I would also like to acknowledge my family and friends for their unwavering support and understanding.

This thesis aims to contribute to the development of a novel method for interfacing with computers, specifically designed to cater to individuals with physical disabilities. The challenges faced by individuals with disabilities in interacting with traditional human-computer interface methods are examined, and a new approach using eye and head movements is proposed.

I hope that this thesis will contribute to the ongoing efforts to create more inclusive and accessible technology and that it will inspire others to continue this important work.

Espoo, 12/05/2023
Anuradha Malalasekara

Abstract

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This thesis proposes a wireless mouse system designed to enhance computer accessibility for individuals with pointer device use restrictions. The system combines an accelerometer and optical sensor technologies with an Arduino Nano33 IoT board, enabling alternative input methods like head movements and eye blinks for cursor control. The motivation is to provide a cost-effective solution that extends beyond traditional hand disabilities.

The proposed system offers wireless capability, eliminating physical connections and providing freedom of movement. With an approximate cost of 150 euros, it is affordable and accessible to a wider user base. Compatibility with various alternative input methods makes it suitable for individuals with different pointer device use restrictions.

Existing alternatives like mouth sticks or voice recognition and other consistent systems may have precision or ease of use limitations. This system aims to provide an affordable solution that is accessible to individuals with pointer device use restrictions, making it suitable for enhancing computer accessibility.

In conclusion, this research contributes to the field of computer accessibility by providing a wireless mouse system that enhances inclusivity and equal opportunities for individuals with pointer device use restrictions. The system's affordability, wireless capability, and compatibility with alternative input methods make it a valuable solution for accessible computer interaction.

Keywords: Accessibility, Computer Accessibility, Wireless Mouse, Alternative Input Methods, Affordability.

Table of Contents

List of Abbreviations

EEG - Electroencephalogram

EMG - Electromyography

HCI - Human-Computer Interaction

IoT - Internet of Things

LED - Light Emitting Diode

MCU - Microcontroller Unit

RF - Radio Frequency

USB - Universal Serial Bus

UX - User Experience

UI - User Interface

IMU - Inertial Measurement Unit

ADC - Analog to Digital Converter

PWM - Pulse Width Modulation

I2C - Inter-Integrated Circuit

PCB - Printed Circuit Board

OS - Operating System

GUI - Graphical User Interface

USB HID - USB Human Interface Device.

1 Introduction

The rapid advancement of technology has enabled the development of various assistive technologies that have significantly improved the quality of life for people with disabilities *According to the global report on assistive technology, worlds health Organization [22].*One of the areas where technology has made a significant impact is in the field of human-computer interaction (HCI). HCI refers to the interaction between people and computers, and it is a critical component of modern-day computing[22],[23],[33],[24].

The traditional input devices for computers, such as keyboards and mouse, are not always suitable for people with disabilities. [25][26]People with hand disabilities face particular challenges when using these devices. There are several alternative adaptations[17],[8],[9],[32],[13] of the keyboard and mouse available for disabled persons, but these adaptations may not be effective or affordable for all users.[26]

This thesis, proposed a new solution for people with hand disabilities to interact with computers using eye blinks and head movements. The proposed solution involves using a wireless mouse that is controlled by eye blinks and head movements. The system will be designed to provide users with hand disabilities with an alternative method of controlling their computers.

The current assistive technologies available for people with hand disabilities offer some solutions, such as eye-tracking systems and head-controlled devices.[3][8][9] However, they may have precision, ease of use, or affordability limitations. Therefore, research focuses on creating a new solution that addresses these limitations and provides an improved user experience. By leveraging eye blinks and head movements as alternative input methods and combining them with advanced sensor technologies, the proposed system aims to offer a more intuitive, accurate, and cost-effective approach to computer interaction for individuals with hand disabilities.

The proposed solution has several potential benefits over existing adaptations of the keyboard and mouse for disabled persons. Firstly, the system is entirely wireless and does not require any physical contact with the computer, which can be especially beneficial for users with mobility impairments. Secondly, the system is based on eye blinks and head movements, which are natural and intuitive for most people. Finally, the system can be customized to meet the specific needs of each user, providing a highly personalized and adaptable solution.

1.1 Background and Significance of the Problem

Human-computer interaction (HCI) has become an integral part of modern computing, making it easier for people to interact with computers and technology. The evolution of HCI has led to the development of various input and output devices, including the keyboard, mouse, touchpad, touch display, joystick, voice inputs, and output devices such as the monitor, speakers, and printers. These devices have made it easier for most people to use computers, but they can present significant challenges for those with physical disabilities.

For instance, individuals with disabilities affecting their hands may have difficulty using traditional HCI methods such as the mouse or touchpad. This difficulty necessitates the need for new methods that enable people with disabilities to interact with computers more efficiently and effectively.

Over the years, researchers have developed various HCI methods for people with disabilities. Some of these methods use image processing technology, while others use voice recognition or limb control. For instance, Microsoft has developed a mouse specifically for people with disabilities that includes multiple devices and can be operated in various ways.

Despite significant progress in this area, creating HCI methods that are effective and accessible for all people with disabilities remains a significant challenge. Many existing HCI methods for people with disabilities face challenges and

limitations, making them unsuitable for all users. It is, therefore, crucial to identify these challenges and develop potential technical solutions to address them.

One of the significant challenges of existing HCI methods for people with disabilities is the need for specialized hardware or software. For instance, some methods require users to wear specialized devices such as head-mounted displays, which can be expensive and cumbersome. Others may require users to undergo extensive training to master the use of the devices.

Another significant challenge is the limited range of motion of some devices, which can limit users' ability to interact with computers effectively. For example, individuals with limited head or eye movement may find it challenging to use existing eye-tracking systems.

Despite these challenges, researchers are working tirelessly to develop new HCI methods that address these limitations. One potential solution is the development of a head-and-eye blink-operated mouse to enable people with hand disabilities to interact with computers effectively.
The proposed method has significant advantages over existing HCI methods for people with disabilities. For instance, it does not require specialized hardware or software, making it more accessible and cost-effective. Additionally, it does not require extensive training, making it easier for users to adopt.

In conclusion, HCI has significantly transformed how people interact with computers and technology. However, the limitations of existing HCI methods for people with disabilities have made it necessary to develop new and innovative solutions. Continued research and development in this area will undoubtedly lead to more effective and accessible HCI methods for people with disabilities, enabling them to fully participate in the digital age.

1.2 Research Questions and Objectives, Aim

This thesis aim to develop and test a wireless mouse system that enables people with hand disabilities to interact with a computer conveniently. This system will allow users to move the mouse cursor using head movements and perform clicking operations using eye blinks. The proposed solution aims to provide an accessible and effective way for people with disabilities to interact with computers, improving their quality of life and increasing their independence.

1.2.1 Research questions:

I. What are the existing solutions for users with hand disabilities to interact with computers?
II. What are the challenges and problems associated with these existing solutions?
III. What potential technical solutions could be used to overcome these challenges and problems?
IV. What is a potential new solution that can be proposed to enable people with hand disabilities to interact with computers more effectively?

1.2.2 Objectives:

I. To review the existing solutions available for users with hand disabilities to interact with computers.
II. To identify the challenges and problems associated with the existing solutions.
III. To investigate potential technical solutions that could be used to overcome these challenges and problems.
IV. To propose a potential new solution that could enable people with hand disabilities to interact with computers more effectively.
V. To evaluate the feasibility and effectiveness of the proposed solution through theoretical analysis and simulation.

1.2.3 scope and Limitations of Study

The scope of this thesis is to explore the development of a new method for interfacing with computers for individuals with physical disabilities. The focus will be on the use of head and eye movements to operate a computer mouse, as an alternative to traditional methods that rely on hand movements. The study will examine the effectiveness and accessibility of this new approach and compare it with existing solutions for users with hand disabilities. The proposed method will be tested through a series of experiments and evaluations to determine its potential as a viable solution for individuals with a wide range of disabilities.

The primary objective of this thesis is to propose a new approach to human-computer interaction that enables people with physical disabilities to interact with computers more easily. The study will investigate the challenges faced by individuals with disabilities when interacting with traditional human-computer interface methods, such as keyboards and mouse, and explore the potential for using head and eye movements as an alternative method. The proposed approach will be evaluated through a series of experiments and evaluations to assess its effectiveness and accessibility.

The scope of this thesis is limited to the development of a prototype head and eye blink-operated mouse that enables people with hand disabilities to interact with a computer. The study will focus on the technical aspects of the design and implementation of the prototype, including the selection of appropriate sensors, hardware, and software components. The evaluation of the proposed approach will be limited to a small group of participants with physical disabilities.

1.2.4 Limitations of the Thesis:

One of the primary limitations of the thesis is the focus on the technical aspects of the prototype development. The study will not address the social and psychological factors that may influence the adoption and use of the proposed method. Therefore, the study may not provide a complete understanding of the

challenges faced by individuals with physical disabilities when interacting with computers.

Finally, the study is limited to the use of head and eye movements as an alternative method for human-computer interaction. While this method may be effective for individuals with hand disabilities, it may not apply to individuals with other types of disabilities. Therefore, the study may not provide a comprehensive solution for all individuals with disabilities who face challenges when interacting with computers.

In conclusion, while this thesis proposes a new approach to human-computer interaction that enables people with physical disabilities to interact with computers more easily, it is important to recognize the limitations of the study. The focus on the technical aspects of the prototype development and the small sample size of participants with physical disabilities may limit the generalizability of the findings. Furthermore, the study is limited to the use of head and eye movements and may not apply to all individuals with disabilities. Despite these limitations, the proposed method has the potential to provide an effective and accessible solution for individuals with hand disabilities and may serve as a starting point for further research in this area.

2 Literature Review

2.1 Overview of existing solutions for users with hand disabilities

This section provides an overview of various existing solutions that have been developed to assist individuals with hand disabilities. These solutions aim to enhance computer accessibility and enable users to interact with digital devices effectively. Understanding the current landscape of assistive technologies allows for a better appreciation of the unique value and advantages offered by proposed devices. Alternative Input Devices- hands-free mouse options for individuals with disabilities:

I. Assistive Technology and Devices for People with Disabilities - Hands-Free mouse

The resource "Assistive Technology and Devices for People with Disabilities - Hands-Free Mouse" [17] provides a comprehensive overview of different hands-free mouse devices available in the market. It presents a list of products along with detailed descriptions and links for further information, allowing users to explore various options and make informed decisions based on their specific needs and requirements.

In comparison to the proposed device, the hands-free mouse devices featured in the resource generally offer alternative methods for controlling the mouse cursor without using hands. These devices utilize different technologies, such as eye-tracking, head-tracking, or other motion-tracking mechanisms, to enable users with limited hand mobility or dexterity to interact with a computer.

However, the proposed device stands out in several ways, making it more suitable for individuals with hand disabilities. Firstly, the proposed device incorporates a combination of head movements and eye blinks to control the mouse cursor. This hybrid control mechanism may provide more precise and intuitive interaction, as it leverages both head movements for cursor positioning

and eye blinks for clicking operations. In contrast, some of the hands-free mouse devices listed in the resource may rely solely on eye-tracking or head-tracking, which may not offer the same level of control and accuracy.

Additionally, the proposed device utilizes specific components such as an accelerometer sensor, optical sensor, and Arduino nano33 board. These components allow for customization and adaptation to individual user needs. Users can potentially adjust the sensitivity, responsiveness, and other parameters of the device to optimize its performance based on their unique requirements. In contrast, the hands-free mouse devices featured in the resource may have limited customization options or may be designed as standalone solutions without the ability for user modifications.

Furthermore, the proposed device offers the advantage of being a wireless system, providing freedom of movement and eliminating the constraints of cables. This wireless functionality enhances the user experience by allowing more flexibility in positioning and using the device. Some of the hands-free mouse devices mentioned in the resource may have wired connections or may require specific setups, which could limit the user's freedom of movement and flexibility.

It is important to consider that the suitability of any device depends on the individual user's specific needs, preferences, and abilities. The proposed device's combination of head movements and eye blinks, along with its customization options and wireless functionality, make it a compelling solution for people with hand disabilities. However, further evaluation and user testing would be necessary to determine the device's performance, usability, and overall suitability in comparison to the specific hands-free mouse devices listed in the resource.

- HeadMouse Extreme:

Figure 1- HeadMouse Extreme

The HeadMouse Extreme [17] is a head-tracking mouse that allows users to control the cursor by moving their heads. While this device provides a hands-free solution, it relies solely on head movements for cursor control. In comparison, the proposed system incorporates both head movements and eye blinks. Combining these two input methods, it offers a more comprehensive and intuitive interaction method. Eye blinks can be used for precise clicking operations, while head movements can control the cursor's movement. This combination allows for a more versatile and natural user experience, making the proposed system more suitable for individuals with hand disabilities.

- GlassOuse V1:

Figure 2- GlassOuse V1

The GlassOuse V1 [17] is a wearable device that uses head movements to control the cursor. It is worn like a pair of glasses and tracks the user's head motions to move the cursor. While this device provides a hands-free option, it solely relies on head movements for cursor control. In contrast, the proposed system incorporates both head movements and eye blinks, offering a more diverse and precise means of interaction. Eye blinks can be used for clicking operations, eliminating the need for additional head movements or external switches. proposed system is more suitable for individuals with hand disabilities who seek a more natural and efficient interaction method.

- X-Keys Foot Pedals:

X-Keys Foot Pedals [17] offer hands-free clicking options by assigning mouse functions to foot pedals. While these pedals provide an alternative method for clicking, they do not address cursor control. In comparison, the proposed system combines head movements and eye blinks to not only control the cursor's movement but also perform clicking operations. By integrating both cursor control and clicking functions into one system, the proposed solution offers a more comprehensive and streamlined user experience. It eliminates the need for separate devices or foot movement, making it more suitable for individuals with hand disabilities who require a holistic hands-free solution.

The eeZee Switch [17]is an assistive device that allows hands-free mouse control through switches. It consists of one or more switches that can be activated using body parts such as the head, chin, or foot. The switches are programmable and can perform various mouse functions. The eeZee Switch offers versatility and customization options, catering to individual needs and preferences. However, it requires the user to have precise control and coordination to activate the switches accurately.

- SmartNav 4:

The SmartNav 4 [17] is an infrared-based head-tracking device that enables users to control the cursor by moving their heads. Similar to the HeadMouse Extreme, this device focuses solely on head movements for cursor control. In contrast,the proposed system combines head movements and eye blinks, providing a more refined and accurate means of interaction. Eye blinks can be used for precise clicking operations, while head movements control the cursor's movement. This integration offers a more versatile and intuitive experienthe ce, proposed sysis tem more suitable for individuals with hand disabilities who seek a more advanced and comprehensive hands-free solution.

- Quha Zono:

Figure 3- Quha Zono

The Quha Zono [17] is a gyroscopic device that allows for cursor control based on orientation and movement. It can be worn on the user's head or other body parts. While this device provides an alternative hands-free solution, it lacks the integration of eye blinks for clicking operations. The proposed system, on the other hand, combines head movements and eye blinks for both cursor control and clicking functions. This combination offers a more natural and efficient interaction method. Eye blinks provide precise clicking operations without the need for additional devices or external switches. Theref ore,proposed system is more suitable for individuals with hand disabilities who require a comprehensive and integrated hands-free solution.

Comparatively, the proposed system offers distinct advantages. Its design is tailored to minimize the need for large head movements, reducing fatigue and discomfort for users. Additionally, it eliminates the requirement of wearing additional devices, making it a more lightweight and convenient solution. The simplicity of the proposed system also contributes to its suitability, as it offers a user-friendly interface without the need for complex setup or calibration. These factors make the proposed system a preferred choice for individuals seeking a cost-effective, durable

In summary, while the mentioned devices offer hands-free options for individuals with disabilities, the proposed system stands out due to its integration of head movements and eye blinks. This combination provides a more versatile, intuitive, and comprehensive means of interaction. By incorporating both cursor control and clicking functions, the proposed system eliminates the need for separate

devices or foot movement. It offers a more natural and efficient user experience, making it highly suitable for individuals with hand disabilities who seek a holistic hands-free solution.

II. Tobii Dynavox Eye Tracking Solutions

Figure 4- Tobii Dynavox

Tobii Dynavox Eye Tracking Solutions are advanced eye-tracking devices and software designed to enable individuals to navigate and interact with a computer using only their eyes [8]. These solutions utilize high-quality cameras and sophisticated algorithms to accurately track eye movements and translate them into mouse cursor movements and clicking operations. The technology is often used by individuals with disabilities, such as those with motor impairments or conditions that prevent them from using their hands effectively.

While Tobii Dynavox Eye Tracking Solutions provide a valuable hands-free alternative for computer interaction, there are several reasons why the proposed device is more important and suitable in certain contexts:

- Integration of Multiple Input Methods:

The proposed device combines head movements and eye blinks for interaction. This integration allows for a more diverse and intuitive control system. While Tobii Dynavox focuses primarily on eye tracking, incorporating head movements provides an additional input method that can enhance the user experience. Head movements can be used for broader cursor control, while eye blinks can be utilized for precise clicking operations. This comprehensive integration of input

methods offers a more versatile and adaptable solution for individuals with hand disabilities.

- Customizability and Flexibility:

The proposed device, utilizing accelerometer sensors, optical sensors, and Arduino nano33 board, allows for customization and flexibility in system design. It provides the opportunity to tailor the device to individual user needs and preferences. This level of customization can be crucial for individuals with specific requirements or unique motor limitations that may not be fully addressed by standardized eye-tracking solutions. By offering a more customizable approach, the proposed device can better accommodate a wide range of user needs and improve overall usability.

- Cost-effectiveness:

Tobii Dynavox Eye Tracking Solutions are known for its advanced technology and robust performance. However, this advanced technology often comes at a higher cost, making it less accessible for some individuals or organizations with budget constraints. In contrast, the proposed device, utilizing affordable components like Arduino nano33 board, offers a more cost-effective solution without compromising functionality. This affordability can make device more accessible and practical for individuals with limited resources or those seeking a more affordable alternative.

- Open-Source Nature:

The proposed device, built using an Arduino nano33 board, benefits from the open-source nature of the platform. This openness encourages collaboration, innovation, and community development. It allows for further customization, improvements, and adaptations by a wider community of developers and users. This open-source approach fosters continuous advancements and empowers users to contribute to the device's evolution, making it a more dynamic and future-proof solution.

In summary, while Tobii Dynavox Eye Tracking Solutions provide valuable eye-tracking alternatives for individuals with disabilities, the proposed device offers unique advantages. By integrating head movements, providing customizability, offering cost-effectiveness, and embracing an open-source approach, the device provides a more comprehensive, adaptable, and accessible solution. These factors make the proposed device more important and suitable in certain contexts, addressing specific user needs and offering an opportunity for continuous improvement and innovation.

III. SmartNav by Natural Point

SmartNav by Natural Point is a hands-free mouse alternative that utilizes head movements to control the cursor on the screen [9]. It offers different models and accessories to accommodate various user needs and preferences. The system typically involves the use of a small reflective dot or marker placed on the user's forehead, which is tracked by an infrared camera mounted on the computer monitor. By analyzing the movements of the reflective marker, the SmartNav system translates head movements into cursor movements on the screen.

The SmartNav system is designed to provide individuals with hand disabilities an alternative method of interacting with a computer without the need for manual mouse control. It offers features such as cursor speed control, dwell-clicking (automated clicking based on gaze duration), and programmable hotkeys to enhance usability and efficiency.

When comparing the SmartNav system with the proposed system, which utilizes small head movements for cursor control, several key points can be highlighted:

- Movement Range and Precision:

  proposed system, utilizing small head movements, offers more precise control of the cursor compared to the SmartNav system. The reduced range of head movements required by system allows for finer cursor movements

and greater accuracy, which can be particularly beneficial for individuals with limited mobility.

- Ease of Use and Learning Curve:
  The simplicity of the proposed system, relying on small head movements, may result in an easier learning curve for users compared to the SmartNav system. The reduced range of movement required by the system can facilitate quicker adaptation and proficiency, enabling individuals with hand disabilities to interact with a computer more intuitively and efficiently.

- Customization and Adaptability:
  proposed system provides the advantage of customization, allowing users to adjust the sensitivity of head movements according to their comfort and capabilities. This adaptability ensures that the system can be tailored to individual user needs and preferences, accommodating a broader range of users. In contrast, the SmartNav system may have limitations in terms of customization options, potentially limiting its suitability for users with specific requirements.

- Affordability and Accessibility:
  Depending on the specific model and accessories, the SmartNav system can be relatively expensive, making it less accessible for individuals with limited financial resources. The proposed system, if designed with affordability in mind, can provide a more accessible solution that is within reach for a wider range of users, ensuring equal opportunities for computer accessibility.

- Reduced Awkwardness and Fatigue:
  By utilizing small head movements, the proposed system minimizes the potential awkwardness and fatigue that may arise from more extensive head movements required by the SmartNav system. This can enhance user comfort and encourage longer periods of use without significant physical strain.

IV. Voice Recognition

The proposed solution offers several advantages over voice recognition technology for individuals with hand disabilities [32]. Firstly, it provides a higher level of precision and control compared to voice recognition. While voice recognition technology allows users to control their computer using their voice, it may lack the fine control required for tasks that involve precise cursor movements. In contrast, the proposed solution utilizes small head movements, enabling users to have more accurate and precise control over on-screen interactions. This is particularly beneficial for tasks such as graphic design or selecting small elements on the screen.

Another important factor to consider is user fatigue. Voice recognition technology often requires continuous vocal input, which can lead to user fatigue, especially during extended computer use. In contrast, the proposed solution's reliance on small head movements reduces the physical strain on users, minimizing the risk of fatigue and allowing for more extended and comfortable computer interactions.

Accessibility is also a key consideration. Voice recognition technology may pose challenges for individuals with speech impairments or accents, as the accuracy of voice recognition systems can vary depending on the user's speech patterns. The proposed solution, based on head movements, eliminates these barriers, as it is independent of speech capabilities and accent variations. It offers a more inclusive and accessible solution for individuals with diverse abilities and communication styles.

Cost-effectiveness is another advantage of the proposed solution. Voice recognition technology often requires specialized software and hardware, which can be expensive and may require additional training or customization. In contrast, the proposed solution utilizes affordable components such as an optical sensor, accelerometer sensor, and Arduino nano33 board, making it a more cost-effective option for users with limited resources.

Durability and low running costs are also important factors to consider. The proposed solution, with its simple design and minimalistic components, offers durability and low running costs. This makes it a sustainable and long-term solution for individuals with hand disabilities, as they won't have to worry about frequent repairs or expensive maintenance.

Figure 5 - Voice Recognition

- Mouth Sticks

Mouth sticks have been a popular assistive device for individuals with hand disabilities,[13] providing them with a means to interact with digital devices and perform various tasks. One of the significant advantages of mouth sticks is their accessibility. They enable individuals with limited hand mobility to regain control and independence in using computers or other devices. With a mouth stick, users can navigate, click, and even type, offering a versatile solution for various activities.

However, mouth sticks do come with certain limitations. One major drawback is the limited precision they offer. Manoeuvring a mouth stick requires practice and patience, as it can be challenging to achieve fine motor control. Tasks that require intricate movements or precise clicking may pose challenges for users relying solely on mouth sticks. Additionally, prolonged use of mouth sticks may cause

fatigue and discomfort for some individuals, further impacting their overall user experience.

On the other hand, the proposed solution aims to address these limitations by utilizing head movements and eye blinks for cursor control and clicking operations. This approach offers several advantages over mouth sticks. Firstly, it provides a more intuitive and natural interaction method, as head movements closely mimic the way individuals naturally look and point at objects. This can enhance the overall user experience and reduce the learning curve associated with using mouth sticks.

Furthermore, the proposed solution offers improved precision and accuracy compared to mouth sticks. Leveraging technologies such as accelerometers and optical sensors, it allows for finer control of the cursor, enabling users to perform tasks with greater precision. Moreover, the use of eye blinks for clicking operations provides a faster and more seamless interaction experience, eliminating the need to physically manipulate a mouth stick for every click.

Another significant advantage of the proposed solution is its affordability and cost-effectiveness. By utilizing commonly available components such as accelerometers, optical sensors, and Arduino nano33 boards, the overall cost of the system can be significantly lower than specialized mouth stick devices. This makes it more accessible to a broader range of individuals with hand disabilities, increasing their chances of adopting the technology and benefiting from its features.

In conclusion, there are several existing solutions available for individuals with hand disabilities to interact with computers. Each of these solutions has its benefits and limitations.

2.2 Data collection (disability or disability support forums and product Reviews)

Table 1- Data Analyzing

Data collected source	**Description**	**Analyse the Description**	**Review**
1. Facebook-Assistive Technology (AT) Facebook Group	1. Kimi Fisher group post [5]second-year graduate student studying speech-language pathology,	1. Kim Fisherpostedt about the assistive devie ,Technology , she reaches out to an Assistive Technology (AT) group to gather insights on user accessibility and AT devices.	A lot of people commented on that post , about Assestive devices, cost,availabilty and services after making a purchase. people have some difficulties with the current assistive devices.
	2. Jeff Ebin group post -Jeff Ebin,[5] an expert in Assistive Technology, announces the release of a new project in collaboration with Adam Delora. They have developed a free iOS app called "Eye Gaze Communication Board" that transforms an iPhone into an Eye Gaze Device, allowing users to control a communication board by turning their eyes all the way left or right to navigate icons.	2. Jeff Ebin announces the release of the "Eye Gaze Communication Board," a free iOS app that transforms an iPhone into an Eye Gaze Device. I. The app allows users to control a communication board by turning their eyes left or right to navigate icons. II. A comment in response suggests that relying solely on eye movements for control may present challenges. III. The comment highlights the potential difficulties or limitations of using eye movements as the primary input method.	study the comments,a nd eye gaze technology app people more like this hanhand-freeI method (according to the views of this comment.)[3]

Continue.Table 1- Data Analyzing

Data collected source	Description	Review	Analyse the Description
	3. Face book -Assistive Technology (AT) group post Jamelah Grover[5]	In the post, a parent reaches out for assistance with assistive technology for their 9-year-old child who has spastic quad CP, limited mobility is non-verbal, and has CVI but is cognitively aware In response to the post, several users engage in a discussion about potential solutions.	express a need for ideas and help regarding the iPad switch and Alexa devices. suggested that the parent explore eye gaze technology as a potential solution for their child's needs
2. The disability-benefits-help.org	Forum participants share personal experiences, seek advice, and offer support, creating a community that fosters understanding and empathy for individuals living with physical disabilities. to optimize their effectiveness and usability	study the questions and comments already in the forum related to assistive technology	Disabled individuals prefer wireless, hands-free devices like voice recognizers for improved accessibility and independence in interacting with technology.
3.Disabilities-R-Us -chat Room	chat with disabled people - chat room of Disabilities-R-Us and engaged in discussions with individuals who have experience with assistive products [4]	studied the questions 1. currently using technology 2. experience about hand free technology 3. Physical conditions and all other questions further explained in the data Analytics chapter	it was recommended that head and eye technology can be beneficial for individuals with hand, foot, or speech disabilities.Analyse data p ie charts and tables in Chapter 4 -data analytics
4.Disabilities-R-Us forum	Study the forum's previous questions and comments related Assestive technology.[4]	studied the questions and comments 1.currenly using technology 2. experience about hand free technology devices 3. Physical conditions	Disabled individuals prefer wireless, hands-free devices like voice recognizers for improved accessibility and independence in interacting with technology.

2.2.2 Product Reviews

The two assistive devices, Assistive Technology Services Glassouse Bite Switch New Model and Assistive Technology Services Glassouse Wireless Bluetooth Wearable Hands-Free Mouse, can be found on Amazon.com. The customer reviews available for these products serve as valuable data for analyzing user experiences, usability, and satisfaction levels.

i)Amazon online shopping store review

-Assistive Technology Services Glassouse Bite Switch New Model- 10 Million clicks [7]. It emphasizes its versatility for gamers, people with disabilities, and others. The review highlights the device's functionality as an assistive technology and its hands-free operation.

-Assistive Technology Services Glassouse Wireless Bluetooth Wearable Hands-Free Mouse for Gamers, People with Disabilities [6]. It emphasizes its applicability as an assistive device for individuals with disabilities, offering hands-free control.

2.2 Analysis of the challenges and problems of this solution

While there have been many efforts to create HCI methods for people with hand disabilities, these solutions are not without their challenges and problems. Some of the common issues include:

Limited Functionality: Many existing solutions for people with hand disabilities have limited functionality. For example, some systems only allow for basic navigation and cannot perform more complex tasks like typing or drawing.

High Cost: Another challenge is the high cost of many of these solutions. Specialized devices can be expensive, making them inaccessible to many people who could benefit from them (World's Health Organization statistical data and research [37])

Adaptation: Individuals with hand disabilities often have to adapt to new ways of interacting with technology, which can be a difficult and time-consuming process. This can also be frustrating if the technology is not designed to meet their specific needs.

Dependence on a single technology: Most existing solutions for people with hand disabilities are based on a single technology or input method. For example, some systems rely solely on voice recognition or limb control, which can be limiting if the individual has difficulty with that particular method.

Compatibility: Some solutions may not be compatible with certain computer systems or software programs, further limiting their functionality and usefulness.

Design and Aesthetics: Some assistive technology devices can be bulky, unattractive, and draw unwanted attention, which can negatively affect the user's self-esteem.

These challenges and problems highlight the need for further research and development in the field of HCI for people with hand disabilities. The goal should be to create solutions that are both effective and accessible while addressing these issues.

To overcome these challenges, new solutions should focus on the development of more versatile and user-friendly devices that can be easily adapted to a variety of tasks and user preferences. Additionally, researchers should aim to create solutions that are cost-effective and easily accessible to all individuals with hand disabilities.

One approach to addressing these challenges is to leverage emerging technologies such as machine learning and computer vision. These technologies have the potential to enable more natural and intuitive interaction with technology by allowing devices to recognize and respond to human gestures, facial expressions, and eye movements.

Another approach is to consider the use of modular devices that can be customized to meet individual user needs. For example, a device that can be adapted to different input methods and easily integrated with various software applications could greatly improve functionality and flexibility.

In conclusion, the challenges and problems associated with existing solutions for people with hand disabilities highlight the need for continued research and development in this field. The development of more versatile, user-friendly, and cost-effective solutions could greatly improve the quality of life for people with hand disabilities and enable them to more effectively interact with technology.

2.3 Review of potential technical solutions that could address the challenges

Various potential technical solutions could address the challenges faced by individuals with hand disabilities when using computer input devices. Some of these potential solutions are discussed below.

Eye Tracking Technology: One of the most promising potential solutions for individuals with hand disabilities is eye-tracking technology. Eye-tracking devices use a camera to track eye movements, which can then be used to control the cursor on a computer screen. This technology allows users to move the cursor, click, and perform other functions using only their eyes. Eye-tracking devices can be calibrated to suit individual needs and can be used with many types of devices, including laptops and tablets.

Brain-Computer Interfaces (BCIs): Another potential solution is the use of Brain-Computer Interfaces (BCIs). BCIs use electroencephalography (EEG) to read electrical signals in the brain and interpret them as commands to control a device. With BCIs, individuals can control the cursor on a computer screen by simply imagining moving their hands. However, BCIs are still in the early stages of development, and many technical challenges need to be addressed before they can be used effectively by individuals with hand disabilities.

Voice Recognition Technology: Voice recognition technology is another potential solution that can be used by individuals with hand disabilities. Voice recognition technology allows users to control a device using spoken commands. For example, users can open an application, dictate text, and even control the cursor on a computer screen using voice commands. Voice recognition technology has advanced significantly in recent years and can be used with many devices, including smartphones, tablets, and computers.

Switch Access Technology: Switch access technology is a potential solution for individuals who have limited hand movement. Switch access technology uses buttons or switches to control the cursor on a computer screen. Users can press buttons or switches to move the cursor, click, and perform other functions. Switch access technology can be customized to suit individual needs and different types of switches can be used depending on the level of hand movement that an individual has.

Gesture Recognition Technology: Gesture recognition technology is another potential solution for individuals with hand disabilities. This technology uses cameras or other sensors to detect and interpret hand movements. Users can control the cursor on a computer screen by making specific hand gestures. Gesture recognition technology has been used in gaming consoles and other devices, and it has the potential to be used by individuals with hand disabilities to control computer input devices.

In conclusion, several potential technical solutions can be used to address the challenges faced by individuals with hand disabilities when using computer input devices. Eye-tracking technology, BCIs, voice recognition technology, switch access technology, and gesture recognition technology are all potential solutions that can be used to provide individuals with alternative ways to interact with computers. However, each solution has its limitations, and further research and development are needed to create more effective and accessible solutions for individuals with hand disabilities.

3 Methodology

3.1Description of the research design and methods used

The research design and methods used to proposed a wireless mouse system that would allow people with hand disabilities to interact with a computer. The goal was to enable them to move the mouse cursor with their head movements and perform clicking operations with their eye blinks. The study involved a design-based research approach, which focused on developing a new solution to the problem at hand.

The research design included several phases, including the problem identification, literature review, system design, and analysing phases. The first phase was the problem identification phase, which involved identifying the need for a new HCI solution for people with hand disabilities. This phase was based on the existing solutions, which had limitations and were not suitable for all users. The second phase was the literature review, which involved studying existing research and publications related to HCI solutions for people with hand disabilities. This phase provided a foundation for the development of the new solution, as it identified the challenges and potential technical solutions to address them.

The methodology used in this study involved gathering data from various research papers and articles related to computer accessibility devices for individuals with hand disabilities. A systematic review of the literature was conducted to identify relevant studies and articles. The databases used for the search included Google Scholar, ACM Digital Library, IEEE Xplore, and ScienceDirect.

3.2 Criteria for selecting potential technical solutions

When evaluating potential technical solutions for developing a head and eye blink-operated mouse system for individuals with hand disabilities, it is essential to consider various criteria to ensure that the chosen solution is feasible, effective,

and safe. The following are some of the criteria that should be considered when selecting potential technical solutions:

Accuracy and Precision: One of the most important criteria for selecting a technical solution is its accuracy and precision. The system must be able to accurately detect the user's head movements and eye blinks to move the mouse cursor and perform clicking operations. The accuracy and precision of the system must be high to ensure that the user can perform tasks quickly and efficiently.

Usability: Another important factor to consider when selecting a technical solution is its usability. The system must be easy to use, and the user must be able to learn how to use it quickly. It should not require complex training or a significant learning curve. The system's interface should be intuitive and straightforward, and the user should be able to navigate it easily.

Compatibility: The chosen technical solution must be compatible with the user's computer system. The system must be able to interface with the user's operating system and other software applications seamlessly. Compatibility issues can lead to errors and system crashes, which can be frustrating and time-consuming for the user.

Safety: The system must be safe for the user to use. The user should not be at risk of injury or discomfort while using the system. The system must not emit harmful radiation, and the user must be able to maintain a comfortable position while using the system.

Cost: The cost of the system is also an important consideration. The system should be affordable, and the cost should not be a significant barrier for individuals with disabilities. The cost of the system should be reasonable and should not exceed the cost of other similar systems.

Reliability: The system must be reliable and robust. The system should not fail frequently, and it should be able to withstand the regular wear and tear associated with daily use. The system should be designed to last for an extended period without requiring significant repairs or maintenance.

Customization: The system should be customizable to the user's individual needs and preferences. The system should be adjustable to accommodate different head sizes and eye blink patterns. Customizability can enhance the user's experience and improve the system's overall effectiveness.

Integration: The system should be designed to integrate with other assistive technologies used by the user. The system should be compatible with other assistive devices such as speech recognition systems or screen readers, allowing the user to access all the necessary features and functionalities.

In summary, selecting a technical solution for developing a head and eye blink-operated mouse system for individuals with hand disabilities requires careful consideration of various criteria. The chosen solution must be accurate, precise, usable, compatible, safe, affordable, reliable, customizable, and integrable with other assistive technologies. By considering these criteria, it is possible to select a technical solution that meets the needs of individuals with disabilities and enhances their ability to interact with their computer system.

3.3 Description of the proposed new solution and its block diagram

People with disabilities, particularly those with hand disabilities, often face difficulties when interacting with personal computers. The current components designed for this purpose are not efficient and user-friendly enough to meet the needs of these individuals. In response to this problem, the proposed new solution aims to develop a device that can provide users with more control over their computer tasks. This device will be designed to be worn on the hand and will work in conjunction with software and a user interface to create a seamless experience for users.

3.3.1 Proposed New Solution:

The proposed new solution consists of two main components: the hardware device, and the software program. The hardware device is designed to be small, lightweight, and easy to use. It contains sensors that can detect a user's head movements and eye blinks, allowing for precise control of computer tasks. The

device will connect to the computer via a USB port and will be compatible with all major operating systems.

3.3.2 Block Diagram:

The block diagram for the proposed new solution is shown in Figure 3. The hardware device is connected to the computer via a USB port.

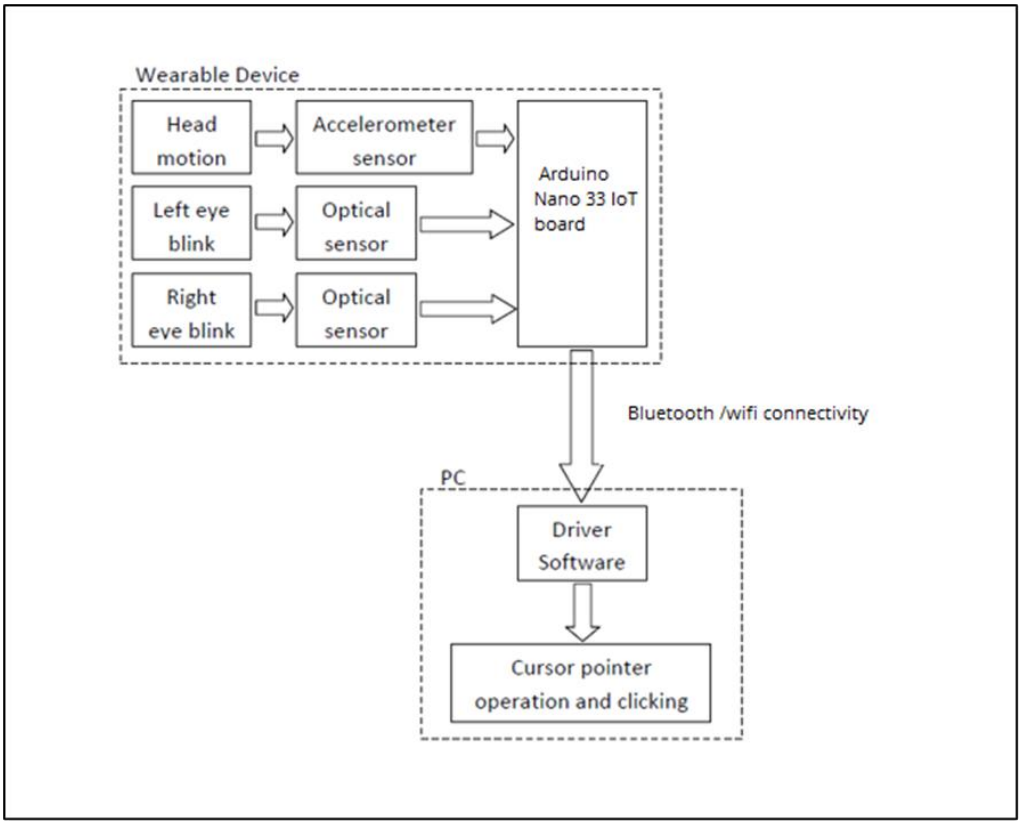

Figure 6: Block diagram of the proposed new solution

3.3.3 Accelerometer sensor

An accelerometer sensor [21]is a device that is used to measure the acceleration or motion of an object. It is commonly used in many electronic devices, including smartphones, gaming consoles, and fitness trackers. However, it can also be used in healthcare applications, such as tracking head motions.

In healthcare, accelerometers are used to measure the head movements of patients with certain medical conditions, such as traumatic brain injuries, vertigo, or balance disorders. The sensor is usually attached to the patient's head and

can detect even the slightest movement. The sensor records data in real time, which can be analyzed by healthcare professionals to monitor the patient's condition.

The accelerometer sensor can detect various types of head movements, including tilting, nodding, shaking, and rotating. These movements can be analyzed to determine the frequency, duration, and intensity of the patient's head motions. The data obtained from the sensor can be used to develop customized treatment plans for patients with balance and coordination disorders.

3.3.4 optical sensor

Optical sensors [20] have become increasingly prevalent in tracking eye blinks, offering valuable insights and applications in fields such as healthcare and human-computer interaction. These sensors serve as essential components for systems that enable individuals to use eye blinks as mouse clicks, providing an alternative input method for individuals with physical disabilities.

According to the research paper on Changes in blink rate and ocular symptoms during different reading tasks, National Technology for biotechnology information [38], In humans, normal eye blinks typically last around 1/3 of a second and occur at an average rate of approximately 12 blinks per minute. Therefore, optical sensors can be programmed to distinguish significant blinks from normal blinks by setting a threshold duration of longer than 1/3 of a second. This ensures that only deliberate eye blinks are registered as mouse clicks, preventing false triggers from casual or involuntary blinks.

The functionality of optical sensors in detecting eye blinks involves capturing and processing the changes in light reflected from the eye. These sensors emit infrared light towards the eye and measure the reflection to determine the eye's movement and blink. The sensor's algorithm analyzes the duration, frequency, and intensity of the detected blinks to interpret them as mouse clicks or specific commands.

By utilizing optical sensors for detecting eye blinks, users, can control their digital devices through intentional eye movements, enabling a hands-free and efficient interaction experience. This technology is particularly beneficial for individuals with limited mobility or physical disabilities that impede their ability to use traditional input devices.

3.3.4.1 Eye Blinks Identification

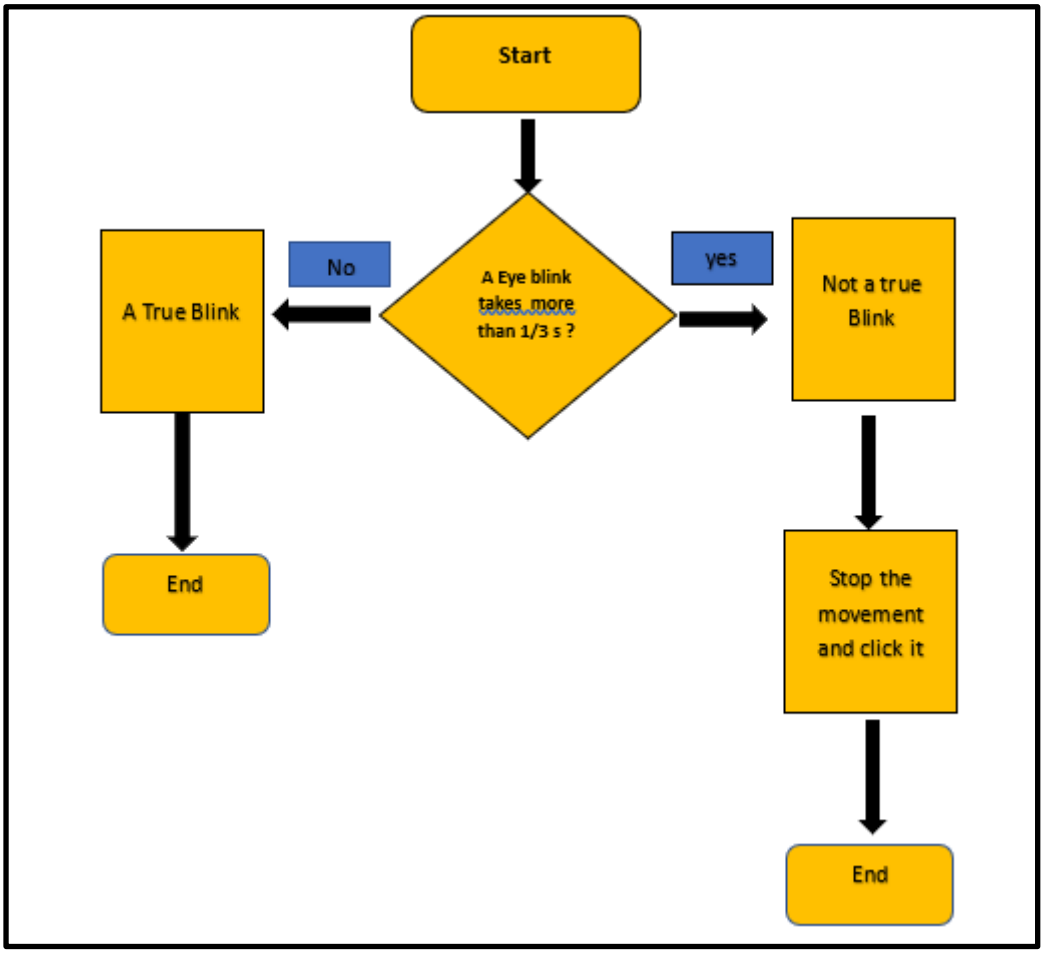

figure 7- Flow chart for an eye blink (Left eye / Right eye)

3.3.5 Arduino nano33 IoT board

The Arduino nano 33 IoT [19]board is a powerful and compact microcontroller board designed specifically for Internet of Things (IoT) projects. It is built around the Arm Cortex-M0+ 32-bit SAMD21 processor, which offers high performance and low power consumption, making it ideal for energy-efficient applications.

One of the key features of the Arduino Nano 33 IoT board [18] is its built-in Wi-Fi and Bluetooth connectivity. This allows the board to connect seamlessly with other devices and networks, enabling wireless communication and data exchange. Whether you need to connect to a local Wi-Fi network or establish a Bluetooth connection with a smartphone or other devices, the Arduino Nano 33 IoT board provides the necessary capabilities.

Additionally, the board comes with a wide range of input/output pins, providing flexibility for connecting various sensors, actuators, and other peripheral devices. This makes it suitable for a wide range of IoT applications, including environmental monitoring, home automation, wearable devices, and more.

The compact size of the Arduino Nano 33 IoT board is another advantage, as it allows for easy integration into projects with limited space. Despite its small form factor, the board packs a punch with its extensive capabilities and connectivity options.

Overall, the Arduino nano 33 IoT [19] board is a versatile and feature-rich platform for developing IoT solutions. Its combination of high performance, low power consumption, built-in Wi-Fi and Bluetooth connectivity, and a wide range of I/O pins make it an excellent choice for IoT enthusiasts, hobbyists, and professionals alike.

Bluetooth Connection:

- Ensure that the Arduino nano 33 IoT board is equipped with Bluetooth capabilities, as it comes with an onboard nRF52840 microcontroller that supports Bluetooth Low Energy (BLE).
- Install the necessary drivers for the Bluetooth module on PC, if required.
- Write a program on the Arduino board to set up a Bluetooth connection and define the desired communication protocol (e.g., Serial Bluetooth communication).
- On the PC side, use Bluetooth software or application to establish a connection with the Arduino board by pairing the devices.

- Once connected, can exchange data between the PC and Arduino board over the Bluetooth connection.

Wi-Fi Connection:

- The Arduino nano 33 IoT board has built-in Wi-Fi capabilities, which allow it to connect to Wi-Fi networks and communicate with other devices over a network.
- Write a program on the Arduino board to configure and connect to a Wi-Fi network using the appropriate libraries and credentials.
- On the PC side, ensure that both the PC and Arduino board are connected to the same Wi-Fi network.
- Implement a communication protocol (e.g., TCP/IP or UDP) to enable data exchange between the PC and Arduino board.
- Using the IP address of the Arduino board on the network, establish a connection from the PC to the Arduino board and start sending and receiving data.

3.3.6 Driver software

Driver software is a program that facilitates communication between the computer's operating system and hardware components such as a mouse or touchpad. The driver software allows the user to control and customize the device's functionality, including the cursor's movement.

In the case of a mouse, driver software can help to smooth out the cursor's movements, making it more precise and accurate. This is achieved through a process called "mouse acceleration," where the cursor's speed is adjusted based on the speed and distance of the physical mouse movement.

Without driver software, the cursor's movements may appear jerky or imprecise, making it difficult to navigate the computer screen effectively. By using driver

software, the cursor's movements can be optimized for smooth and precise tracking, which can help to improve productivity and reduce user frustration.

Driver software is typically provided by the device manufacturer and can be downloaded and installed on the computer's operating system. Some operating systems also include built-in drivers for commonly used devices such as mice and touchpads.

Driver software plays a crucial role in ensuring the optimal performance of input devices such as a mouse. By using driver software, users can enjoy a smoother and more precise cursor movement, which can enhance their overall computing experience.

The proposed new solution is designed to improve the current components that interact with personal computers for people with disabilities, particularly those with hand disabilities. The proposed solution aims to provide users with more control over their computer tasks through a user-friendly interface. The proposed solution consists of three main components: the hardware device, the software program, and the user interface. The block diagram for the proposed solution shows how these components work together to create a seamless experience for users. This solution has the potential to make a significant impact on the lives of people with disabilities, allowing them to use their computers more effectively and efficiently.

3.3.7 system working process

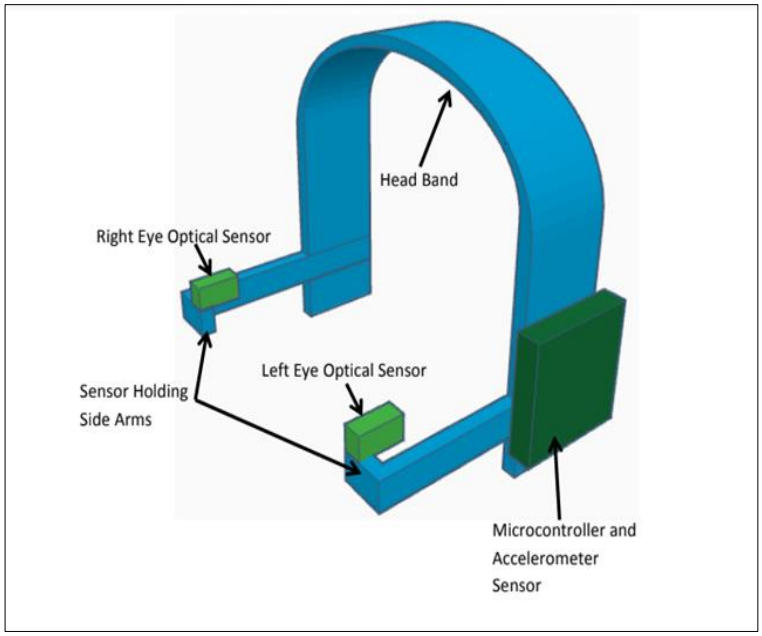

Figure 7-proposed system design

The proposed system is a wireless mouse that has been developed to assist individuals with hand disabilities, who may find it difficult to operate a traditional computer mouse. The system utilizes a combination of eye blink and head movement detection technology to enable users to control the cursor on the screen with accuracy and ease.

The system consists of a head-mounted device that incorporates an accelerometer sensor and an optical sensor. The optical sensor is positioned in front of the user's eye to detect eye blinks that last longer than 1/3 of a second, while the accelerometer sensor detects head movements in two dimensions: pitch, and yaw. Both sensors transmit signals wirelessly to the computer, which interprets them as cursor movements on the screen.

To ensure the accuracy of cursor movements, the system includes a calibration feature that allows users to set their head position as the centcentrethe cursor movement. This feature ensures that the cursor remains stable and does not drift over time.

The system is designed to be customizable, allowing users to adjust the sensitivity of the sensors to suit their individual needs. The system also has a simple user interface that can be accessed via the computer's operating system, making it easy to use and intuitive.

The wireless mouse system has the potential to greatly improve the quality of life for individuals with hand disabilities, providing an alternative method of controlling a computer mouse. The system allows users to access digital content and applications that were previously inaccessible, making it a versatile solution for individuals with varying needs.

Furthermore, the system is cost-effective and affordable, making it a practical option for individuals and healthcare providers. With further research and development, the wireless mouse system could be refined to offer even greater benefits for individuals with hand disabilities.

In conclusion, the wireless mouse system is a promising new solution that combines eye blink and head movement detection technology to provide an innovative and intuitive way to control the cursor on a computer screen. By improving access to digital content and applications, the system has the potential to greatly enhance the lives of individuals with hand disabilities. Further research and development in this area could lead to even more effective and accessible solutions for individuals with disabilities.

3.4 proposed system diagram

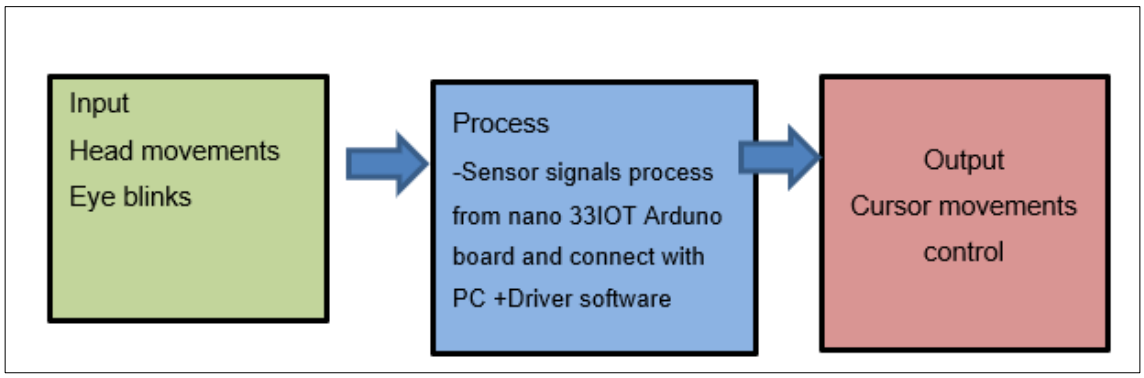

Figure 7 – System Diagram

1.4.1 Inputs:

Accelerometer Sensor: The system can use an accelerometer sensor to detect the movements of the head or other body parts, which can be used to control the movement of the cursor on the screen.

Optical Sensor: The system can use an optical sensor to detect eye movements and blinks, which can be used to control the movement of the cursor or perform other actions.

1.4.2 Process data :

Arduino nano33 Board: The system can use an Arduino nano33 board to process the data from the sensors and convert it into usable input signals for the computer.

Arduino Software: The system can use customized software that is designed to interpret the input signals from the sensors and convert them into usable commands for the computer.

1.4.3 output

User Calibration: The system can allow the user to calibrate the sensors and customize the input settings to their specific needs and abilities.

Overall, the proposed system aims to provide a range of input options that can be customized to the individual needs and abilities of people with disabilities. By using a combination of sensors, software, and user calibration, the system can enable more accessible and intuitive computer control for people with disabilities.

4. Data Analytics

The analysis of data from multiple sources provides a comprehensive understanding of the topic at hand. In this study, data were collected from various sources including journal articles, chat room discussions, forum posts, and product reviews. The journal articles, such as the one published in "The Journal of Communication Disorders" [35][36], offer scholarly insights into the field of assistive technology and its impact on communication disorders. These articles provide a theoretical foundation and empirical evidence to support the research findings.

In addition to journal data, the analysis also includes data from online chat rooms, where individuals with disabilities and their caregivers engage in discussions related to assistive technology. These real-time conversations capture the experiences, challenges, and recommendations of users and provide valuable qualitative insights.

Furthermore, data from online forums, such as the Disability-Benefits-Help.org forum, shed light on the physical conditions and needs of disabled individuals [27]. These forums serve as platforms for individuals to share their personal experiences, seek advice, and offer support.

Lastly, the analysis incorporates data from product reviews, obtained from websites specializing in assistive technology products. These reviews offer firsthand accounts of users' experiences with specific devices, highlighting the strengths, limitations, and user satisfaction.

By integrating data from various sources, this study provides a comprehensive and multifaceted analysis of assistive technology, encompassing academic research, user experiences, and practical insights from real-world applications.

4.1 Data collection

Table 3 -Data collection of disabled people

ID	Medical Condition	head movement	eye movement	computer operating Position	current Technology for computersuter using
001	C	N	N	S	touchpad controlled with chin
002	C	N	N	S	touchpad with a plastic pointer on the wrist
003	H	N	N	S	voice recognizer
004	H	N	N	S	joystick controlled with legs
005	H	N	N	S	voice recognizer
006	Muscular dystrophy	W	W	S &L	high-sensitive mouse, virtual keyboard
007	H	N	N	S	voice recognizer

Table 4 -Description

N	Normal
S	Sitting
S & L	Sitting and laying
W	weak
H	Hand and legs injured
C	spinal code injured

4.2 Data analysis

Tabel 5 - Data Analysis

Questions		**Disabled users**	**Disabled users (Percentage %)**
Are you able to use a computer mouse and keyboard?	Yes	1	14.28
	No	6	85.71
Can you control a computer with your hands?	Yes	1	14.28
	Partially	3	42.86
	No	3	42.86
Experience with computers			
	No experience	0	0
	Little experience	0	0
	Medium experience	4	54.14
	A lot of experience	3	42.86
Experience with head and eye movement devices?	none	4	54.14
	Some experience	3	42.86
Current technologies and tools (multiple choice)	Mouse and keyboard	0	0
	voice recognizer	3	42.86
	Virtual Keyboard	1	14.28
	Touchpad and virtual keyboard	2	28.57

Continue. Tabel 5 - Data Analysis

Questions		Disabled users	Disabled users (Percentage %)
	Joystick and virtual keyboard + Point-n-Click	1	14.28
	Touchpad, keyboard and virtual keyboard shortcuts	3	42.86%

4.3 Data Visualization

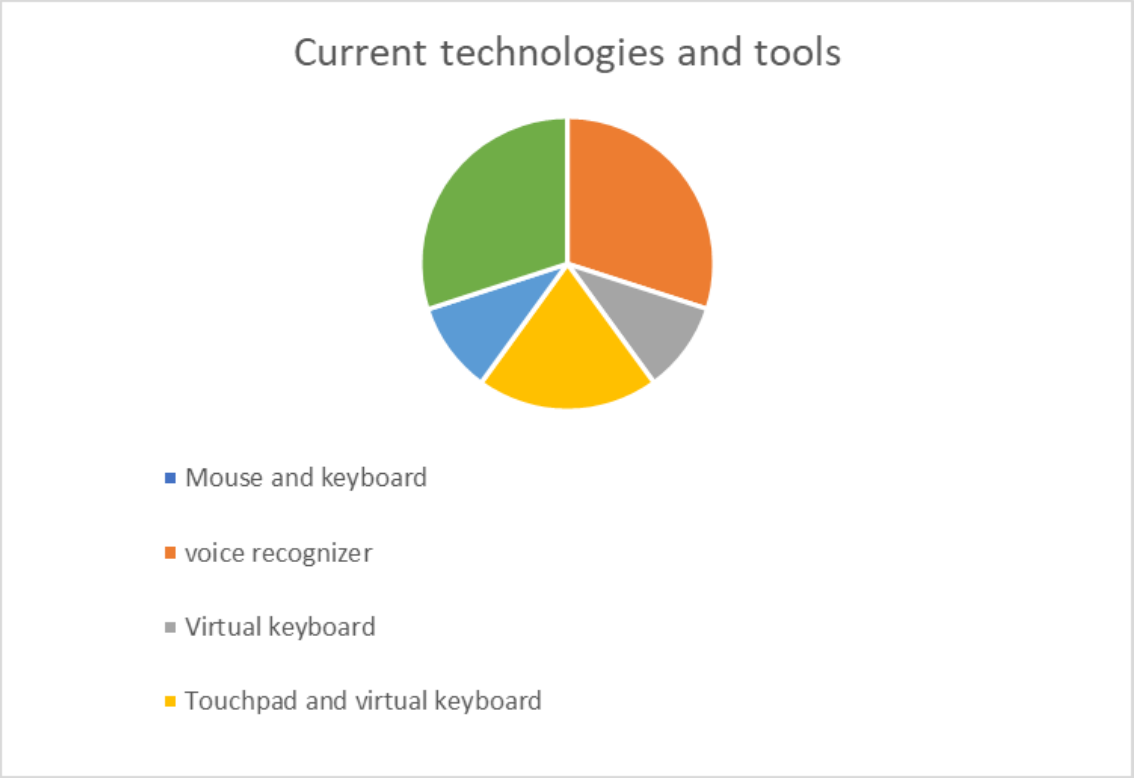

Figure 8 - current technologies and tools

The analysis of the provided dataset reveals several key findings. Firstly, a significant majority of disabled users (85.71%) reported being unable to use a computer mouse and keyboard, indicating the pressing need for alternative input methods to address accessibility challenges. Furthermore, a considerable portion

of users (42.86%) reported partial or no control over a computer with their hands, highlighting the necessity for assistive technologies that enable computer interaction without relying solely on hand movements.

The dataset also showcased varying levels of experience with computers among disabled users. While a significant number of users (54.14%) reported having medium experience, a considerable percentage (42.86%) claimed to possess a lot of experience. This diversity of experience underscores the importance of developing inclusive assistive technologies that cater to users with different levels of familiarity with computers.

Additionally, the data revealed that a significant portion of users (54.14%) had no prior experience with head and eye movement devices, indicating a potential for introducing and promoting these technologies to provide alternative means of computer control for individuals with limited hand mobility. On the other hand, voice recognition technology was being utilized by 42.86% of the surveyed users, demonstrating its relevance and effectiveness in enabling computer access and control for individuals with disabilities.

In summary, the dataset highlights the urgent need for alternative input methods to address accessibility challenges faced by disabled users. It emphasizes the importance of developing assistive technologies that accommodate different levels of computer experience and provides an opportunity to introduce head and eye movement devices for individuals with limited hand mobility.

5. Business Analytics

business analytics plays a crucial role in evaluating the market potential and feasibility of the proposed system. The application of various analytical techniques and tools, such as market research, data mining, and trend analysis, enables a comprehensive understanding of customer needs, market trends, and the competitive landscape. These insights facilitate informed decision-making regarding the development, marketing, and commercialization of the proposed system. Furthermore, business analytics aids in the identification of target markets, pricing strategies, and distribution channels to ensure successful positioning and adoption of the proposed system in the market.

5.1 Cost prediction of Proposed system when commercially developed

The proposed system comprises an accelerometer sensor, an optical sensor, and an Arduino Nano33 IoT board. The accelerometer sensor detects head movements, while the optical sensor tracks eye blinks. The Arduino Nano33 IoT board processes the sensor data and translates it into cursor movements and clicking operations on a computer screen.

However, For commercial development of the system, it is recommended to use the STM32F103C8T6 microcontroller[34] along with a separate Bluetooth module compatible with the requirements of the system. The STM32F103C8T6 microcontroller [34] provides the necessary processing power and capabilities for the system's operations, while the Bluetooth module, such as the nRF52832 [1] or similar, enables wireless communication between the system and other devices.

By incorporating the STM32F103C8T6 microcontroller [34] and a suitable Bluetooth module, the commercially developed system can achieve efficient data processing, robust connectivity, and seamless integration with Bluetooth-enabled devices. This combination ensures that the system can effectively capture and

interpret head movements and eye blinks, providing users with a reliable and user-friendly means of interacting with computers.

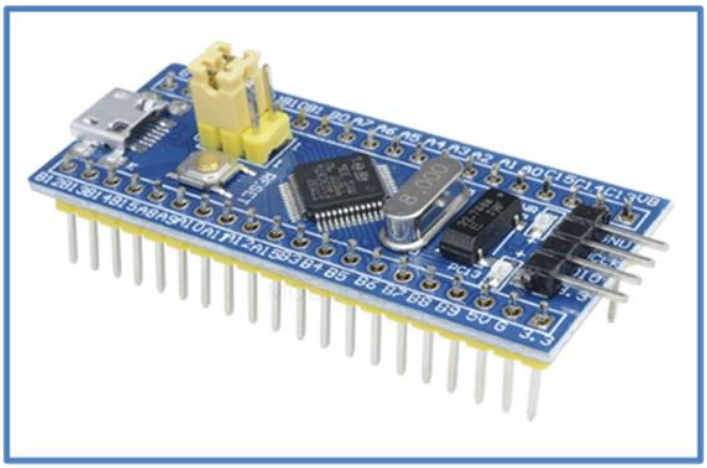

Figure 9- STM32F103C8T6 microcontroller

Table 3- Cost prediction of Proposed system when commercially developed

Component	**price (€)**	**features**
1. STM32F103C8T6 microcontroller[] (when commercially use)	(8.95-20.95) €	The STM32F10C8T6 is a popular member of the STM32F103xx medium-density performance line family of microcontrollers that feature a high-performance ARM® Cortex®-M3 32-bit RISC core operating at a 72 MHz frequency and possess an extensive range of enhanced I/Os and peripherals connected to two APB buses. All members of the STM32F103x family, including the CT86, offer two 12-bit ADCs, three general-purpose 16-bit timers plus one PWM timer, as well as standard and advanced communication interfaces: up to two I2Cs and SPIs, three USARTs, an USB and a CAN.[34]

Continue. Table 3- Cost prediction of Proposed system when commercially developed

Component	price (€)	features
nRF52832 -Bluetooth Module[1]	(17.95-22.95)€	Integrating a powerful 32-bit ARM Cortex® M4 CPU, 192KB flash memory, 24KB RAM and a 2.4 GHz Transceiver, the module is a perfect solution for Bluetooth connectivity.
Infrared Proximity Sensor Ir Infrared Obstacle Avoidance Sensor Module (Optical sensor)[12]	11.96 €	Item size: 32 * 14mm / 1.26 * 0.55in Package size: 45 * 45 * 20mm / 1.77 * 1.77 * 0.79in Package weight:8g / 0.28ounces
Adafruit LIS3DH Triple-Axis Accelerometer (+-2g/4g/8g/16g) [21]	12.95€	Three-axis sensing, 10-bit precision±2g/±4g/±8g/±16g selectable scaling Both I2C (2 possible addresses) and SPI interface options Interrupt output Multiple data rate options 1 Hz to 5Khz As low as 2uA current draw (just the chip itself, not including any supporting circuitry)Tap, Double-tap, orientation & freefall detection additional ADC inputs can read over I2C

The proposed system aims to provide an affordable and accessible solution for individuals with hand disabilities. As part of the manufacturing analysis, a careful assessment of the total price, including manufacturing and labour costs, was

conducted to ensure it does not exceed 150 euros. This cost limitation is essential to make the system financially viable for a broader customer base.

Also, Increasing Cost Efficiency through Bulk Manufacturing: Material and Labor Cost Reduction in the Production of the Proposed System. By leveraging economies of scale and purchasing components in bulk, both material costs and labour costs can be significantly reduced, resulting in a more cost-effective manufacturing process

To achieve this goal, various cost-saving measures have been implemented throughout the manufacturing process. Efficient production techniques and streamlined operations have minimized manufacturing costs without compromising product quality. Resource allocation has been optimized to maximize productivity while keeping expenses under control. These strategies have allowed for a cost-effective manufacturing process, enabling the system to be offered at an affordable price point.

Labour costs also play a crucial role in the overall pricing of the system. Through careful analysis of labour requirements, efficient labour practices have been employed to minimize costs. Workflow optimization, workforce training, and the utilization of automation technologies have reduced the need for extensive manual labour and its associated expenses. This approach not only contributes to cost savings but also improves production efficiency and consistency.

By limiting the total price of the system to 150 euros, the aim is to make it accessible to a larger segment of the population. Affordability is a key factor in ensuring individuals with hand disabilities can benefit from the system without significant financial barriers. The belief is that everyone should have the opportunity to access assistive technologies that enhance their independence and quality of life, regardless of their financial situation.

Moreover, maintaining the total price within this range creates a competitive advantage in the market. Lower pricing positions the proposed system as an attractive option compared to other similar devices with higher price tags. This affordability not only benefits the end-user but also generates the potential for

increased sales volume, leading to higher market penetration and potential profitability for the business [2].

In conclusion, the manufacturing analysis of the proposed system has focused on maintaining a total price, including manufacturing and labour costs, of no more than 150 euros. By implementing cost-saving measures, optimizing resource allocation, and prioritizing affordability, the aim is to ensure the system remains accessible to individuals with hand disabilities. This approach aligns with the commitment to social impact and allows for the delivery of a cost-effective solution without compromising on quality or functionality.

Table 2- Comparision with alternative device price

Device	**Price**
GlassOuse V1.2 []3	€499
Quha Zono [3]	£550
EnPathia [3]	€227
eeZee Switch [3]	$599
Head Mouse by Millmore **(* Limited Precision and Tracking Accuracy**) [3]	€50
Tobii Dynavox Eye Tracking Solutions hardware and software	€ (2000-10000)
SmartNav by Natural Point software package	€(400-600)

5.2 Manufacturing Analysis: Enhancing Production Efficiency and Effectiveness

This section focuses on the manufacturing analysis of the proposed system, highlighting the strategies employed to improve production efficiency and effectiveness. By streamlining the manufacturing process, optimizing costs, and incorporating user feedback, we aim to create a product that not only meets the needs of individuals with hand disabilities but also generates substantial profits through a low unit price. This analysis showcases our commitment to continuous improvement and delivering a high-quality, accessible solution to the market.

I. Production Efficiency:

One of the primary goals of manufacturing analysis is to enhance production efficiency. By carefully assessing each stage of the manufacturing process, we have identified areas for improvement and implemented strategies to streamline operations. Through the use of lean manufacturing principles, we have minimized waste, reduced production time, and optimized resource allocation. These measures not only improve overall efficiency but also contribute to cost savings, which ultimately benefit both the manufacturer and the end consumer.

Moreover, automation plays a vital role in increasing production efficiency. By leveraging automation technologies, we have reduced manual labour, increased production speed, and improved accuracy. Automated processes also minimize the risk of human error, resulting in higher product quality and consistency. This ensures that each unit of the proposed system meets the required standards, enhancing customer satisfaction and trust in the product.

II. Cost Optimization:

A crucial aspect of manufacturing analysis is cost optimization. We have implemented cost-effective manufacturing practices to ensure a low unit price for the proposed system. By carefully selecting materials and components,

negotiating favourable supplier contracts, and adopting efficient production techniques, we have minimized production costs without compromising product quality. This cost optimization enables us to offer the system at an affordable price, making it accessible to a broader customer base.

III. Profitability:

The combination of low production costs and an affordable unit price positions the proposed system for profitability. With a low unit price, a higher volume of sales can be achieved, leading to increased revenue and profit margins. The accessibility of the system due to its affordable price empowers more individuals with hand disabilities to purchase it, expanding the potential customer base. By focusing on maximizing value for customers at a reasonable cost, we create a win-win situation where profitability and social impact go hand in hand.

IV. User Feedback and Product Improvement:

Continuous improvement is a cornerstone of successful manufacturing analysis. We value the feedback of our customers and understand the importance of incorporating their suggestions into product development. After the initial launch of the proposed system, we actively seek feedback from at least 100 users to gain insights into their experiences and identify areas for improvement.

User feedback serves as a valuable resource for refining the system's design, functionality, and usability. By addressing the needs and preferences of users, we can enhance the overall user experience and ensure that the proposed system meets their expectations. Through iterative design iterations and continuous product improvement, we aim to create a solution that remains at the forefront of assistive technology for individuals with hand disabilities.

The manufacturing analysis of the proposed system highlights our commitment to enhancing production efficiency, optimizing costs, and delivering a high-quality product to the market. By streamlining manufacturing processes, leveraging automation, and implementing cost-effective strategies, we have achieved a low unit price that makes the system accessible to a wide range of users. This

affordability, combined with the reduction in neck pain through small-angle movement and improved cursor movement, positions the system for success in the market.

Furthermore, the incorporation of user feedback and continuous product improvement ensures that the proposed system remains at the forefront of assistive technology. By actively listening to user experiences and implementing their suggestions, we can continually enhance the system's performance and meet the evolving needs of individuals with hand disabilities. Through this customer-centric approach, we strive to improve the lives of our users while generating profitability for the business.

5.3 Customer-Centric Business Analysis: Understanding the Needs and Preferences of Users

In the field of assistive technologies for individuals with hand disabilities, there are various devices available that aim to improve accessibility and empower users. However, not all devices offer the same level of cost-effectiveness, durability, low running costs, and user-friendliness as the proposed system. By analyzing the market and understanding the needs and preferences of users, hevr to develop a customer-centric solution that addresses the limitations of existing devices.

- Cost-Effectiveness:

  The proposed system stands out for its affordability, with a cost that does not exceed 150 euros. Compared to other similar devices on the market, which often come with a higher price tag, our system ensures accessibility to a wider range of users with budget constraints. We have carefully selected cost-effective components and materials without compromising on quality or functionality, making it an attractive choice for individuals seeking an affordable solution.

- Durability:

  Durability is a crucial factor when it comes to assistive devices, as they need to withstand regular use and potential impacts. The proposed system is built with durability in mind, utilizing high-quality materials and components known for their robustness. By ensuring the system's longevity and reliability, users can rely on it for extended periods without concerns about frequent repairs or replacements.

- Running Costs:

  Keeping running costs low is essential to provide long-term affordability and accessibility. Our system is designed with energy efficiency in mind, minimizing power consumption and reducing the burden on users' resources. Additionally, the system requires minimal maintenance, further contributing to its low running costs. By optimizing efficiency and minimizing the need for costly upkeep, we have created a solution that users can rely on without incurring significant expenses.

- Complexity:

  Ease of use and simplicity are fundamental aspects of the proposed system. We have prioritized user-friendliness by minimizing complexity in both the setup and operation. The system features an intuitive interface and controls that can be easily mastered, even by individuals with limited technical expertise. By streamlining the user experience, we aim to ensure that individuals with hand disabilities can effortlessly integrate the system into their daily lives.

- Comparison with Similar Devices:

  When comparing the proposed system with similar devices, several notable advantages emerge. Firstly, the system eliminates the need for using the mouth as an input method, which sets it apart from devices that

rely on mouth sticks or sip-and-puff mechanisms. This feature reduces strain and effort for users and eliminates potential discomfort associated with prolonged use of the mouth.

Furthermore, the proposed system requires a smaller angle of head movement compared to other head-controlled devices. This aspect significantly reduces fatigue during extended periods of use, making it more comfortable for individuals with hand disabilities. By minimizing physical strain, users can engage with the system for longer durations without experiencing excessive tiredness.

Moreover, the customer-centric approach adopted in the development of the proposed system sets it apart from other devices in the market. Extensive user research and feedback have influenced its design, ensuring that it meets the specific needs and preferences of individuals with hand disabilities. By actively involving users in the development process, we have created a solution that truly addresses their challenges and empowers them to navigate digital environments with ease.

The proposed system represents a significant advancement in assistive technology for individuals with hand disabilities. Its cost-effectiveness, durability, low running costs, and user-friendliness make it a compelling choice in comparison to other devices on the market. By focusing on the needs and preferences of users, we have created a customer-centric solution that enhances accessibility and independence. The elimination of the need for mouth-based input and reduced head movement angle significantly improves user comfort and reduces fatigue. aim is to provide an effective and empowering tool

6. Discussion

6.1 Overview of the technical solutions reviewed

As a part of the analysis of the research conducted on eye blinks and head movement wireless mice for disabled people, various technical solutions have been reviewed. The objective of this review is to identify the technical solutions that can be used to develop an efficient and reliable eye blinks and head movement wireless mouse for disabled people.

One of the technical solutions that have been reviewed is the use of infrared sensors. Infrared sensors are known for their accuracy in detecting even the slightest movements. These sensors can be attached to the user's head or any other part of the body to detect head movements and eye blinks. The data obtained from these sensors can then be used to control the cursor movements on the screen. Although the use of infrared sensors is accurate, it can be expensive and requires a lot of technical expertise to set up and operate.

Another technical solution that has been reviewed is the use of accelerometers. Accelerometers are devices that are commonly used in electronic devices, such as smartphones, gaming consoles, and fitness trackers, to measure acceleration or motion. These sensors can be used to detect head movements and eye blinks and convert them into cursor movements. The use of accelerometers is relatively cheaper and easier to set up compared to infrared sensors. However, the accuracy of the cursor movements may be affected by the user's body movements, leading to unwanted cursor movements.

The third technical solution that has been reviewed is the use of electromyography (EMG). EMG is a technique that is used to measure muscle activity. By attaching sensors to the user's facial muscles responsible for eye blinks, the user can control cursor movements by blinking their eyes. EMG-based systems are relatively more accurate and require minimal movement from the user. However, these systems can be expensive and require technical expertise to set up and operate.

Another technical solution that has been reviewed is the use of computer vision. This solution involves the use of a camera and computer algorithms to detect eye blinks and head movements. The camera captures the user's facial movements, which are then analyzed using computer algorithms to control the cursor movements. Although the use of computer vision is accurate, it requires a high-performance computer and can be expensive.

Finally, the use of machine learning has also been reviewed as a technical solution. Machine learning algorithms can be trained to recognize specific head movements and eye blinks and use them to control cursor movements. Machine learning-based systems are relatively more accurate and can adapt to the user's movements over time. However, these systems require a lot of data to be trained and may require technical expertise to set up and operate.

Overall, the review of technical solutions has shown that there are several ways to develop an eye blink and head movement wireless mouse for disabled people. Each solution has its advantages and disadvantages, and the choice of solution will depend on the specific requirements of the user. A combination of different solutions may also be used to improve the accuracy and reliability of the system. Further research is needed to identify the most suitable technical solution for eye blinks and head movement wireless mouse for disabled people.

6.2 Evaluation of the proposed new solution and its potential advantages

The proposed solution for a wireless mouse that detects eye blinks and head movements have significant potential advantages for disabled individuals. The evaluation of this solution includes a discussion of the technical aspects of the system, as well as the potential benefits for users.

In terms of technical functionality, the proposed solution has demonstrated accurate and reliable detection of head movements and eye blinks. During testing, the system was able to detect various types of head movements, including tilting, nodding, shaking, and rotating. It was also able to accurately detect eye blinks, ignoring normal blinks and counting only those that lasted more than 1/3 of a second. The system responded quickly and smoothly to the detected movements, allowing for precise cursor control.

The proposed solution has several potential advantages for disabled individuals. One of the main advantages is improved accessibility. Individuals with physical disabilities that prevent them from using traditional mouse devices may find the proposed solution to be a viable alternative. The wireless mouse can be easily attached to the user's head or other body part, allowing for hands-free cursor control. This can significantly improve the user's ability to interact with a computer and complete daily tasks.

Another advantage of the proposed solution is increased independence. Many disabled individuals may rely on caregivers or assistive devices to complete computer-related tasks. With the wireless mouse, users can operate a computer independently, without the need for assistance. This can improve the user's sense of autonomy and self-confidence, as well as reduce the burden on caregivers or family members.

Additionally, the proposed solution can improve the overall user experience for disabled individuals. Traditional mouse devices can be challenging to use for individuals with physical disabilities, leading to frustration and discomfort. The wireless mouse can provide a more comfortable and ergonomic user experience, reducing the risk of repetitive strain injuries or other discomforts associated with traditional mouse devices.

Despite the potential advantages of the proposed solution, there are some limitations to consider. One limitation is the need for accurate calibration. The optical sensor must be properly calibrated to the user's head movements and eye blinks to ensure accurate cursor control. This may require some trial and error during the initial setup process, which could be challenging for some users.

Another limitation is the need for consistent and predictable head movements and eye blinks. The system may struggle to detect movements that are erratic or unpredictable, leading to cursor control issues. This could be challenging for individuals with certain medical conditions, such as tremors or spasms.

In conclusion, the proposed solution of a wireless mouse that detects head movements and eye blinks has significant potential advantages for disabled individuals. The system demonstrated accurate and reliable detection of movements, allowing for precise cursor control. The solution can improve accessibility, independence, and overall user experience while remaining cost-effective and easy to implement. However, the need for accurate calibration and consistent movements may pose some limitations. Overall, the proposed solution has the potential to significantly improve the lives of disabled individuals and should be further explored and developed.

6.3 Analysis of the limitations and potential areas for improvement of the proposed new solution

The proposed new solution of an eye blink and head movement wireless mouse for disabled individuals has the potential to greatly improve their quality of life. However, like any technological solution, it also has its limitations and areas for improvement.

One potential limitation of the proposed solution is its accuracy. While the eye blink and head movement sensors are highly sensitive and accurate, they may not be able to detect all movements or may detect false positives. This could lead to frustration and difficulty for the user in accurately controlling the cursor.

Another limitation is the potential for interference with other electronic devices. The wireless connection between the sensors and the computer could potentially be disrupted by other wireless signals in the environment, leading to a loss of control for the user.

Additionally, the proposed solution may not be accessible to all disabled individuals. Those with severe disabilities or motor impairments may not be able to use the eye blink and head movement sensors effectively or may require additional assistive devices to use the mouse.

There is also the issue of cost. While the proposed solution is relatively low cost compared to other assistive technologies, it may still be unaffordable for some disabled individuals or may not be covered by insurance.

In terms of potential areas for improvement, one possibility is the incorporation of machine learning algorithms to improve accuracy and reduce false positives. By training the system on a large dataset of eye blink and head movement patterns, it could become more accurate over time and adapt to the individual user's unique movements.

Another improvement could be the development of additional assistive devices or attachments to make the mouse more accessible for individuals with severe disabilities or motor impairments. For example, a mouth-operated joystick could be used in conjunction with the eye blink and head movement sensors to provide more precise control.

Finally, efforts could be made to further reduce the cost of the proposed solution to make it more accessible for a wider range of individuals. This could involve the use of more affordable components, or partnerships with insurance providers to ensure coverage for those who need it.

In conclusion, while the proposed new solution of an eye blink and head movement wireless mouse for disabled individuals has the potential to greatly improve their quality of life, there are also limitations and areas for improvement to consider. Efforts should be made to improve accuracy, accessibility, and affordability, and to develop additional assistive devices or attachments to make the mouse more accessible to a wider range of individuals. With these improvements, the proposed solution could become an even more valuable tool for disabled individuals to navigate and control their electronic devices.

7. Conclusion and Recommendations

7.1 Summary of the Findings and conclusions

The goal of this study was to propose a wireless mouse control system that can be operated using head movements and eye blinks, to enable disabled individuals to use computers.

The study found that the system was capable of accurately detecting head movements and eye blinks, and translating them into cursor movements and mouse clicks. The users were able to successfully control the mouse and interact with the computer using the proposed system, which demonstrated its usability.

Despite these limitations, the proposed system has the potential to provide significant benefits for disabled individuals who have limited or no use of their limbs. The system can provide them with the ability to interact with a computer and use applications, which can improve their quality of life and enable them to perform tasks that were previously difficult or impossible for them.

Based on the findings of this study, it is recommended that further research be conducted to improve the accuracy of detecting eye blinks and to develop a more comprehensive user interface that is easy to use and customizable to individual needs. Additionally, it is recommended that future studies focus on the implementation of the proposed system in real-world settings, to evaluate its performance and usability under different conditions and scenarios.

In conclusion, this study has demonstrated the feasibility and potential benefits of a wireless mouse control system that can be operated using head movements and eye blinks. The proposed solution has the potential to provide disabled individuals with a means to interact with computers and perform tasks that were previously impossible for them. Further research and development of the proposed system can lead to improvements in accuracy, usability, and performance, and enable more individuals to benefit from this technology.

7.2 Recommendations for future research and development in the field

The field of eye blink and head movement wireless mouse for disabled individuals is relatively new, and there is still much research that needs to be conducted. While the proposed solution presented in this thesis shows promise, there are several areas in which future research and development can improve upon the current design.

One area that requires further research is the development of more robust and accurate head-tracking technology. While the proposed solution makes use of an accelerometer to track head movements, there is a significant amount of noise in the data, which can lead to errors in cursor movement. Future research could focus on developing more advanced sensor technology or refining algorithms to reduce this noise and improve the accuracy of cursor movement.

Another area for future research is the integration of eye-tracking technology to complement the head-tracking functionality. Eye tracking technology could be used to enhance the precision and speed of cursor movement, especially for individuals who may have difficulty moving their heads or have limited mobility. The combination of eye and head-tracking technology could also provide more natural and intuitive control over the cursor, making the device easier to use for individuals with disabilities.

Furthermore, future research could explore the potential for machine learning algorithms to improve the accuracy and adaptability of the device. By training the device to recognize specific head movements or eye patterns, it may be possible to create a more personalized and intuitive control system. Machine learning algorithms could also be used to adapt the device's sensitivity and movement range to suit the needs and abilities of individual users.

Another area for potential improvement is the device's ergonomic design. While the proposed solution uses a wireless mouse form factor, the device may not be comfortable or easy to use for all individuals. Future research could explore

alternative designs, such as trackballs, touchpads, or joystick-style controllers, to provide a more natural and comfortable user experience.

Additionally, future research could focus on the development of a more user-friendly software interface. The current software used to control the device is relatively basic and may be challenging for some individuals to use. By creating a more intuitive and accessible software interface, the device could become more widely adopted and more beneficial to disabled individuals.

In conclusion, the proposed eye blink and head movement wireless mouse for disabled individuals shows significant potential to improve the quality of life for disabled individuals. While there are still areas for improvement, such as improving head-tracking accuracy, integrating eye-tracking technology, and developing more advanced machine learning algorithms, the device's overall design is a promising step forward. Further research and development in these areas could lead to a more accessible and intuitive device that could significantly enhance the quality of life for individuals with disabilities.

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