

Problem Area: Tasks that require twisting

User Needs: User needs to be able to perform tasks that require twisting such as opening medicine, water bottles, and removing a tooth paste cap.

Solution Goal: The ability to twist without having to hold the base of an object with one hand and twisting the removable part with the other hand.

(achieve opposing twisting/opposite forces)

Problem Area: Tasks that require grasping objects

User Needs: The user needs to be able to grasp an object while also interacting with it such as using a wallet.

Solution Goal: A solution that will allow the user to grasp an object without their one hand so they are free to interact with it.

Problem Area: Tasks that require bilateral coordination

User Needs: The user needs to be able to complete tasks that require input that would traditionally require two hands such as video games and folding cloths.

Solution Goal: Create a solution that will allow one hand to input enough information to a product that would traditionally require two hands.

Problem Area: Tasks that require precision movements

User Needs: User needs to be able to complete precision movements such as clasping a necklace, putting on belt, and tying shoe laces.

Solution Goal: Create a solution that will simplify complex movements so they can be done with one hand.