Design Teams from the 2018 - 2019 school year.

Teams of interdisciplinary University of Washington students meet weekly throughout the year focusing on various design projects. Below is a general description for all of the teams.

**e-NABLE Device**: Designing a wearable sensor to track hand motion with a 3D-printed partial palm prosthetic designed by e-NABLE, a community of volunteer prosthetic makers. This included interviewing individuals with limb loss and prosthetic designers to improve the design and usability of assistive technology.

**Climbing Higher**: Making rock climbing more accessible for people with cognitive disabilities.

**WildThing Mobility**: Adapting the WildThing to enable early powered mobility for children with disabilities.
**Wireless Switch Innovation**: Constructing a universal wireless transmitter and receiver to establish a wireless connection between a switch and an adapted toy.

**Kayak Adaptation**: Creating a device to make kayaking easier and more comfortable for individuals with upper limb differences.

**Oriented Stylus**: Designing an accessible and functional stylus solution that is easily oriented and accessible compared to a traditional stylus.
**Bike Alignment**: Creating attachments for a recumbent bike to improve pedaling biomechanics for individuals with spasticity.

**Elderly Fall Monitoring**: Constructing a system to automatically detect a fall in order to prevent injuries, inform clinicians, and improve care and the future quality of life.

**Accessible Art Installations**: Creating a micro-installation with a multi-sensory experience to make art more accessible to people who are blind or visually impaired by using tactile and auditory elements.