Sight Keeper
An application that develops good habit for using smart phone for young children

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Overview / Abstract:
A research found that Hong Kong people spend an average of more than 30 hours a week on using mobile phones. These long hours of looking at the screen may easily cause eye fatigue or other eye problems. Therefore, users must be aware of their phone-using habit which is essential for maintaining good eyesight. The app SightKeeper was invented to prevent eye problems, particularly for young children, by cultivating a good phone-using habit. This app has a time controlling function with the automatic screen saver and ‘look at faraway objects’ reminder every 20 minutes, which counts down for 20 seconds before exiting. Moreover, SightKeeper has a record and parent notification function which allows parents to keep track of their kids’ phone usage so that parents could help develop a good habit for their children as well.

Discovery-enriched Curriculum (DEC) journey for the student:
The student did research on the problem and came up with the detailed design and prototype of the app. The prototype was field-tested and the feedback received was used to further improve the app. This process improved the student’s ability to identify meaningful problems whose solutions are important to society – and to start from a problem/society rather than technology perspective. It also enriched the student’s understanding of using appropriate technology, not necessarily the most high-tech, to solve problems. Also, since this project resulted in an app that can be downloaded by the public, it can give useful feedback to the student on his ideas and designs. An android app version was also developed for smart phone.