



THE WILL CHAIR

RESEARCH

- 27% from age 10 to 39 out of all wheelchair users
- This age group seek out more on self recognition and self esteem while social life plays a large portion
- Older people seeks more on the functionality of products, and they already have a much more stable social status and social life.

Public services for wheelchair users are popularized and promoted a lot in today's society. But the public spaces and people who are in public are still disconnected with the wheelchair users, they aren't willing to go out because of the awkward situations they are facing in public, either with facilities or people.

OBSERVATIONS & PROBLEMS

Having a wheelchair separate the users from the larger groups in the society, because people recognize the user as someone with disabilities, and it creates distance or barriers between the user and the outside world. The appearance and the way different wheelchairs were set up reinforced this barrier and misunderstanding.

P/A MAP

Self-Actualizing



Interactivity

GOAL

My goal is to minimize the gap between wheelchair users and the society, build up connections among wheelchair users, people and the physical facilities around. By redesigning the physical appearance and improving the efficiency of the function, I want to encourage wheelchair users to socialize and improve their self-esteem and self-confidence..

KEY TRIGGERS

- Ugly physical appearance
- Over complicated
- Not compatible with environment
- Not understandable

KEY ATTRACTORS

- Beautiful
- Comfortable
- Easy to use and understand
- Adjustable height.

PERSONA

Lisa, 27, Married, Lower limb paralysis, mid class income, Works at home, Editor & Writer.

She was afraid to go outside with a wheelchair, because people would look at her peculiarly, and it's not convenient at all no matter where she goes, tables heights don't fit with the wheelchair in order for her to either working or dining. Lisa wants to be in a public space more often, she needs to be connected with what's around her instead of staying in her room all the time in order to come up with thoughts and ideas.

HERO'S JOURNEY

Attract:

- Unusual Appearance
- Pure and clean design

Engage:

- Adjustable height
- Reusable material
- Long lasting

Adopt:

- Self-expression
- Adabt to Surrounding
- Can be taken apart

Moment of truth:

- Find out it fits for more environment
- Find out it's easier to get in and out form the wheel chair
- Find out it's easier to move and turn
- Realize how stiff and durable it is

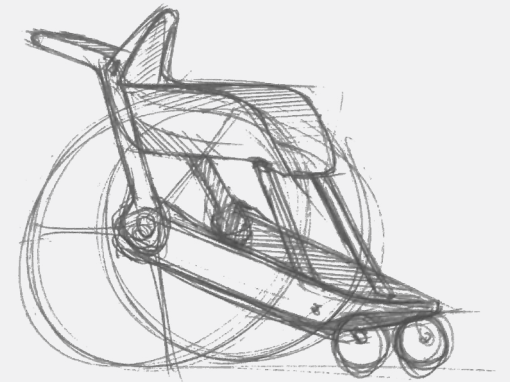
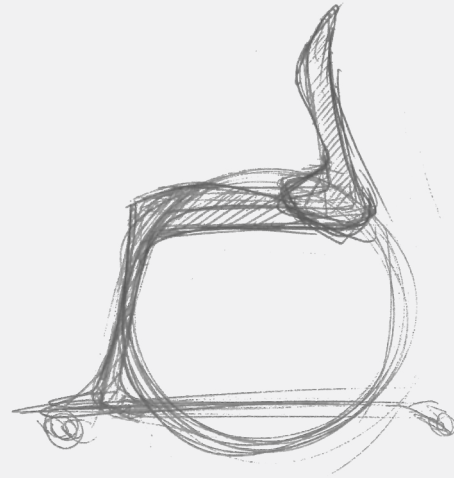
Heroic evangelist:

- Self-esteem
- Feel more accepted by the surrounding
- Feel confident as the minority
- Sense of ownership

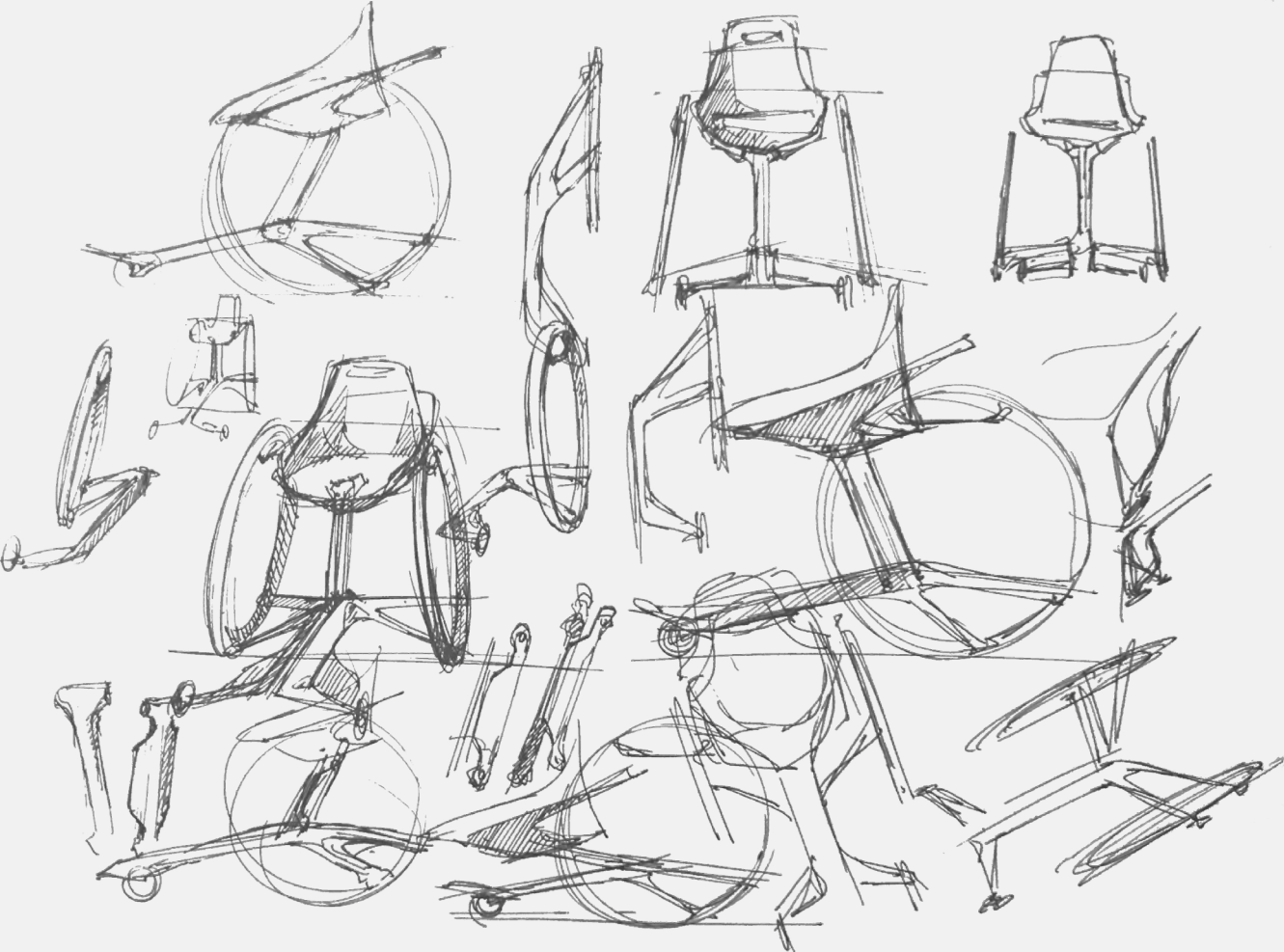
DESIGN



DESIGN DIRECTIONS



FINAL DESIGN SELECTION



EXECUTION



SIZE & RATIO

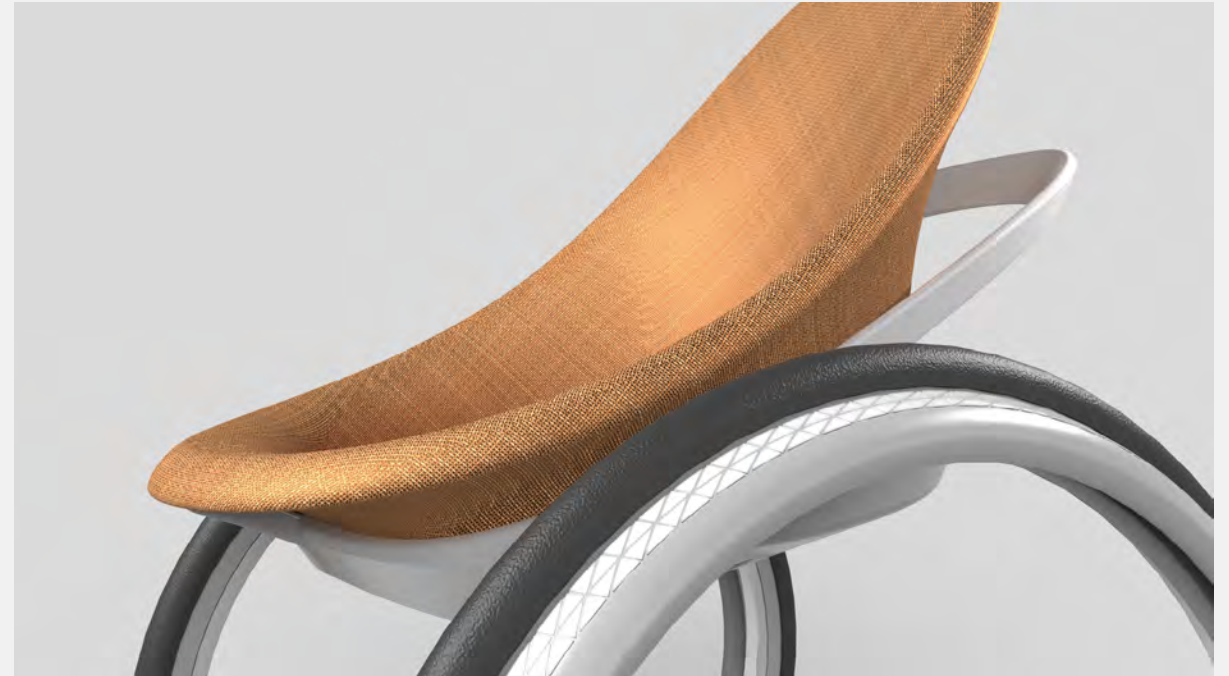
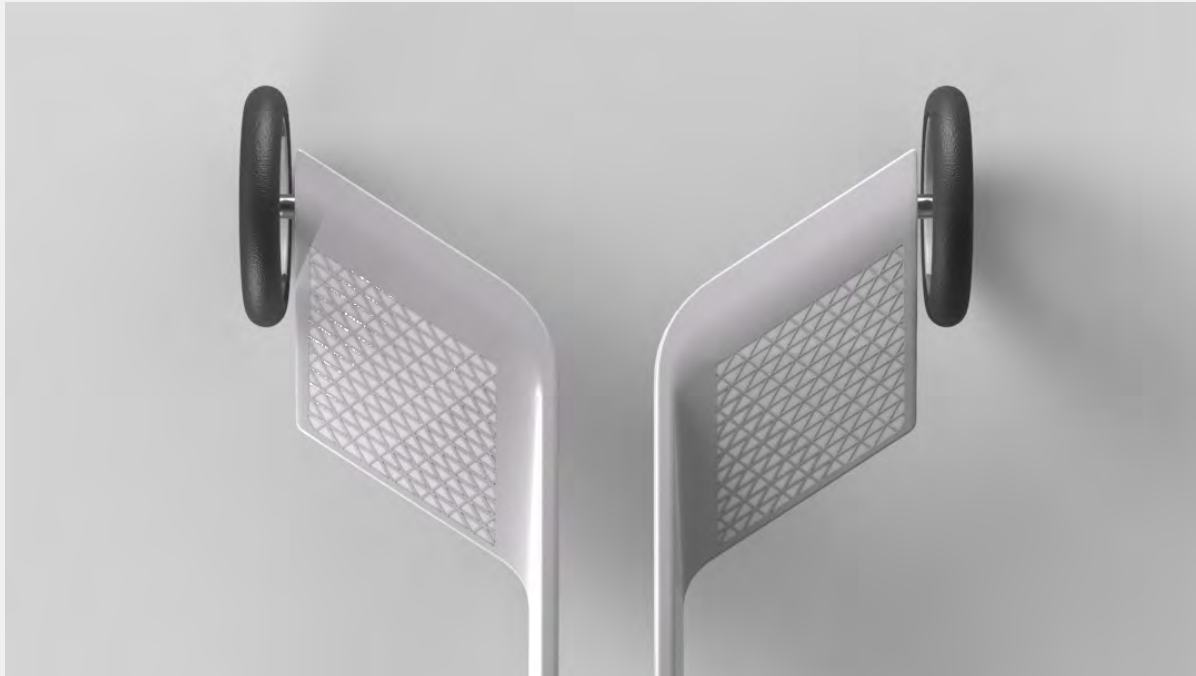


FUNCTION



Reduce the gap between seat and the targeted position

GRIP & PEDAL TEXTURE



Designed texture to increase the friction on pedals and grips to reduce the chance of slip

MOMENT OF TRUTH

- Attractive new design
- Less confusions on operations
- The height fits for more desktops
- Easier to get into the seat from floor
- Easier to transfer from wheelchair to car seats or beds
- More appreciations, compliments and interactions

- Pedals are not movable
- Not steady enough
- Too little operations to adjust to the wheelchair
- Need a hand break

NEW P/A MAP

Self-Actualizing



Interactivity

