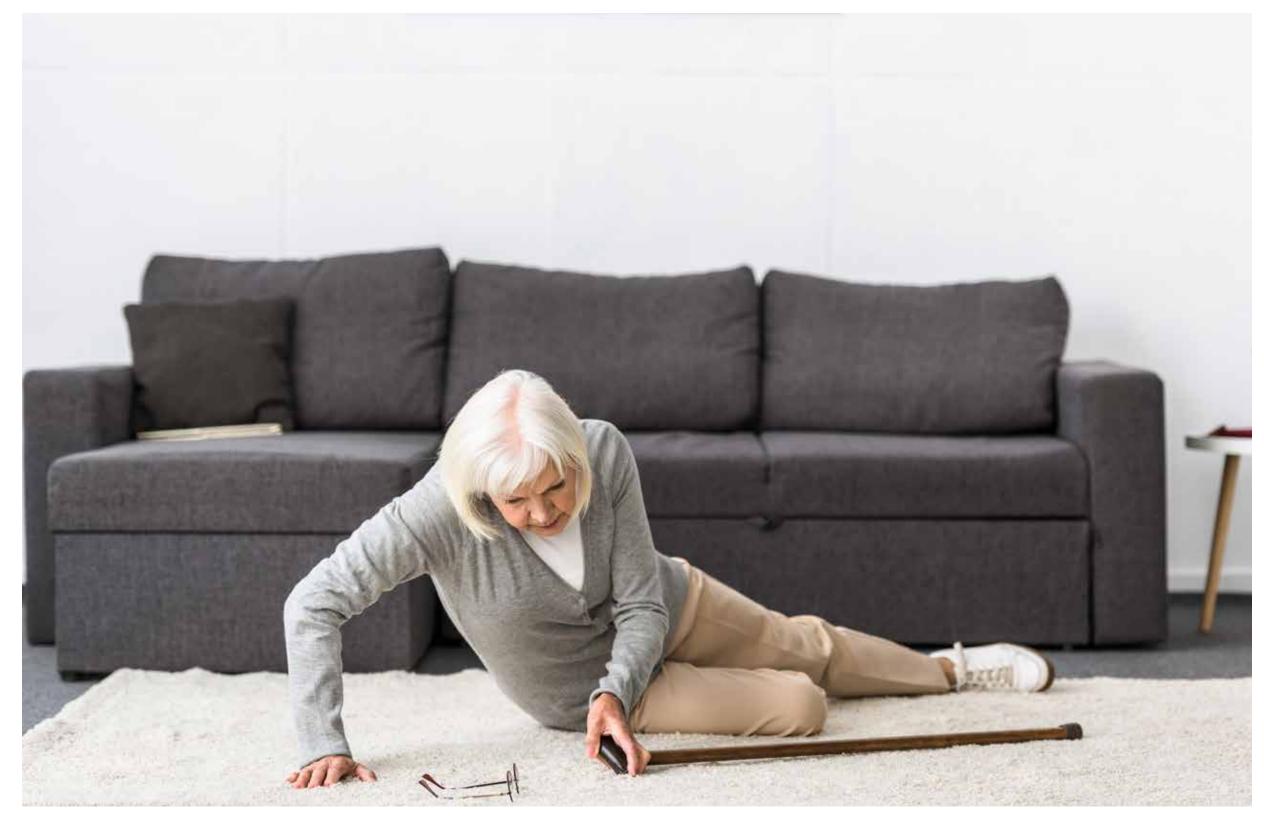
EASE

Cognitively Accessible Walking
Aid for People Living With
Dementia

Ease is a walking aid designed specifically for individuals with cognitive disabilities or dementia, ensuring safer and more intuitive mobility. Traditional walking aids often fail to accommodate the unique cognitive and sensory challenges associated with dementia, inadvertently increasing the risk of falls. Ease addresses this gap by incorporating cognitive accessibility principles such as leveraging colors, shapes, and configurations that enhance ease of use. By doing so, Ease empowers individuals to navigate their environments more independently and confidently.





Design Problem & Opportunity

Walking aids are essential in elderly care, significantly reducing the risk of falls and preventing serious injuries. However, for individuals with dementia and cognitive impairments, these aids can present unintended challenges. Proper use of a walking aid requires learned behavior, correct posture, and gait, placing additional cognitive demands on users. As dementia progresses, these cognitive requirements become increasingly difficult to manage, raising the risk of falls instead of mitigating it.

Designing for cognitive disabilities requires addressing several factors:

Declining sensory function:

Visual impairments make it difficult to distinguish objects from their environment, and depth perception worsens.

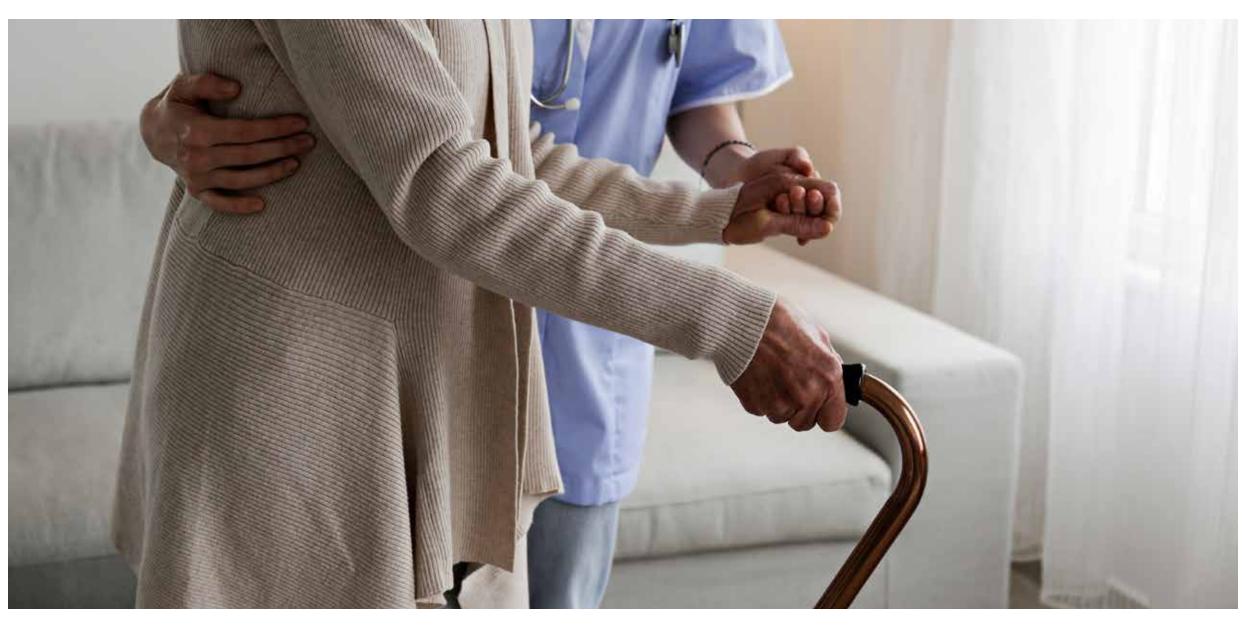
Reduced attention span and memory:

Slower decision-making and impaired thought processes create additional obstacles to using standard walking aids.

Diminished motor function:

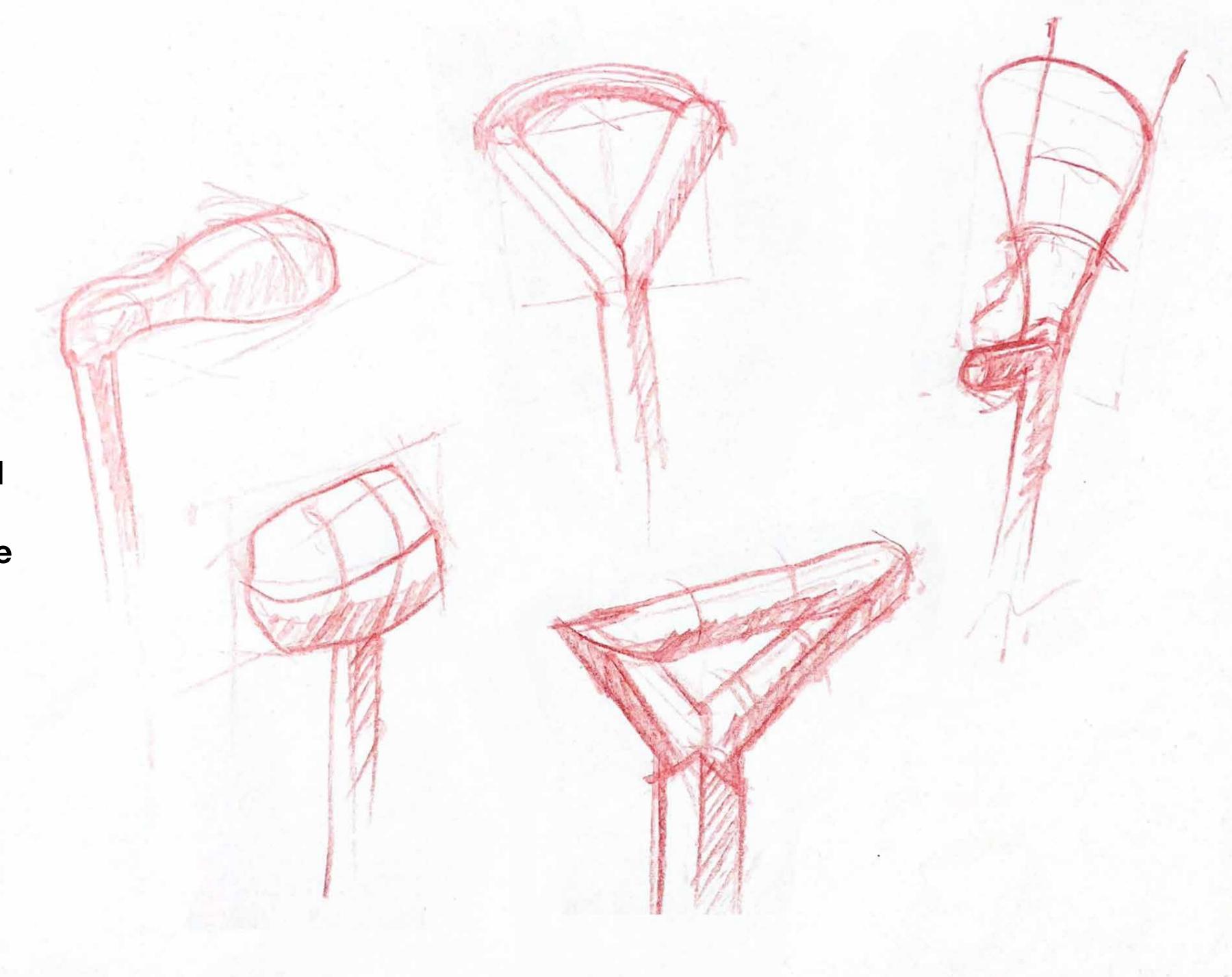
Individuals rely on walking aids for mobility, necessitating designs that support ease of use while maintaining stability.

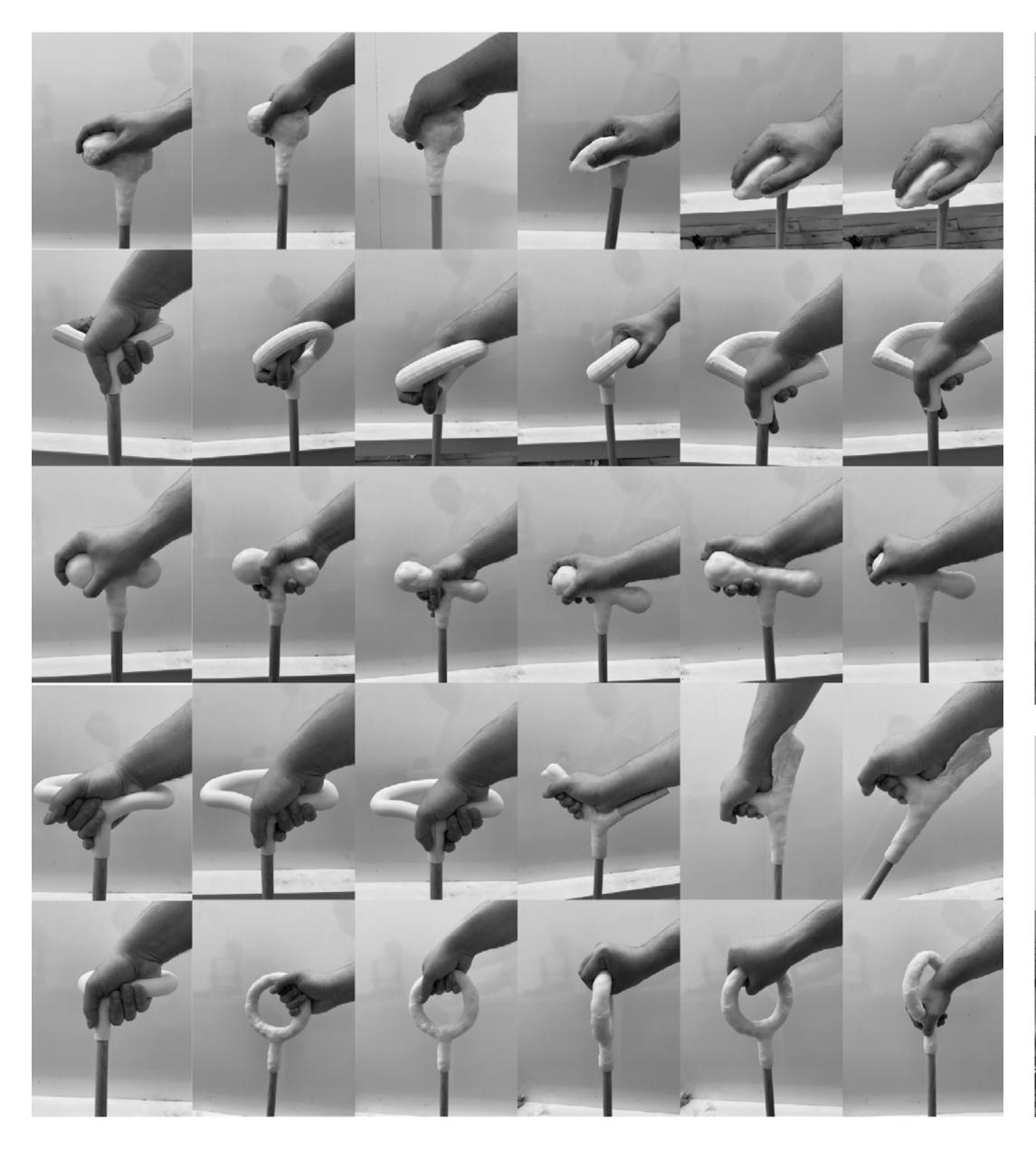
Current walking aids prioritize general ergonomics but **overlook these cognitive factors**, creating an unmet need. Ease is designed to bridge this gap, enhancing user well-being, independence, and self-reliance—key elements in slowing dementia progression.



Design Objective :

"To design a walking aid that makes its users experience less cognitive demand."











Process & Research

The design process began with an in-depth review of research on cognitive impairments and mobility challenges. This research highlighted the increased risk of falls associated with conventional walking aids for individuals with dementia. A market analysis further validated this gap, revealing a lack of walking aids specifically designed for this demographic.



To develop a solution, multiple prototypes were created and tested to evaluate comfort, usability, and cognitive demand. User testing played a crucial role in refining the design, ensuring that Ease minimizes cognitive load while maximizing functionality and accessibility.



Design Solution

Ease integrates cognitive accessibility principles into its design, incorporating:

- **1.Stimulating Color** The cane's color contrasts with its surroundings, making it easier for users to locate. The color also provides subtle cognitive stimulation without overstimulation.
- **2.Modular Design** Customizable attachments such as GPS tracking, LED lighting, a coin pocket, and a wallet allow users to tailor the walking aid to their needs. Adjustable height ensures ergonomic adaptability.
- **3.Standing Base** A stable base enables the cane to stand upright on its own, eliminating the need to lean it against surfaces. This feature makes it easier to retrieve, particularly for users with motor impairments, while also providing a more stable walking experience.
- **4.Ergonomic Grip & Loop Handle** A comfortable grip enhances usability, while a unique loop design prevents accidental drops. This allows users to focus their cognitive energy on navigating their surroundings rather than holding onto the cane.



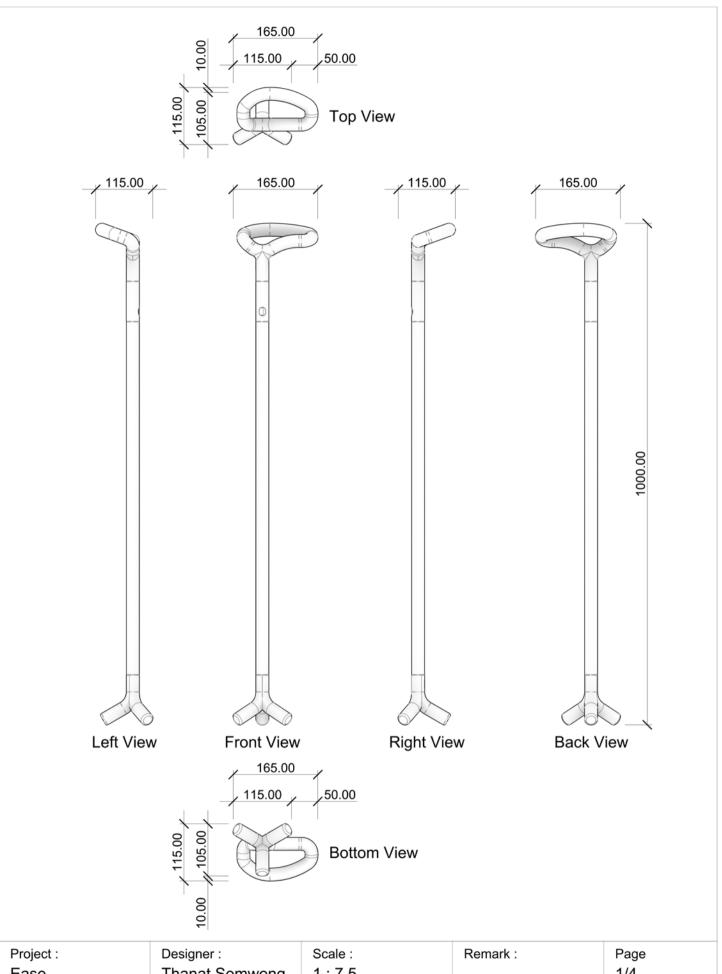




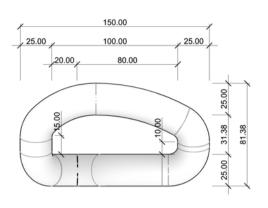
Why This Matters?

A key factor in cognitive decline is reduced sensory and mental stimulation. Ease is designed to lower cognitive demands, enabling individuals with dementia to move more freely and independently. By enhancing mobility, Ease fosters greater engagement with daily life, ultimately improving quality of life and delaying the progression of dementia.

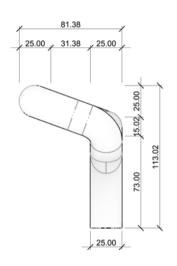
Beyond its practical benefits, Ease supports human dignity, health equity, and social inclusion—helping individuals reconnect with their communities and maintain **a sense** of self-reliance for as long as possible.



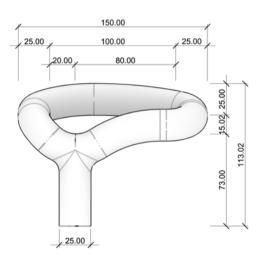
Ease	Thanat Somwong	1:7.5	Nemark .	1/4	
	Drawn by : Thanat Somwong	Unit : Millimeters		Date Mar 9 2025	

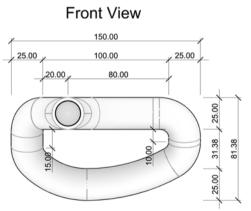


Top View

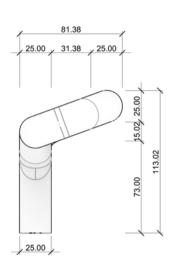








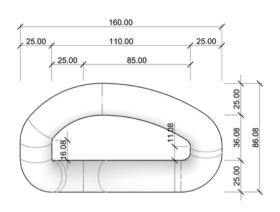
Bottom View

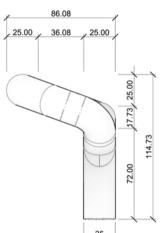


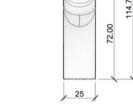
Right View

Handle Small Size

Project : Ease	Designer : Thanat Somwong	Scale : 1 : 3	Remark :	Page 2/4
	Drawn by : Thanat Somwong	Unit : Millimeters		Date Mar 9 2025

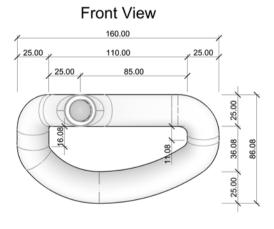


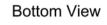




Left View

Top View 160.00 25.00 110.00 25.00 17.73, 25.00 25



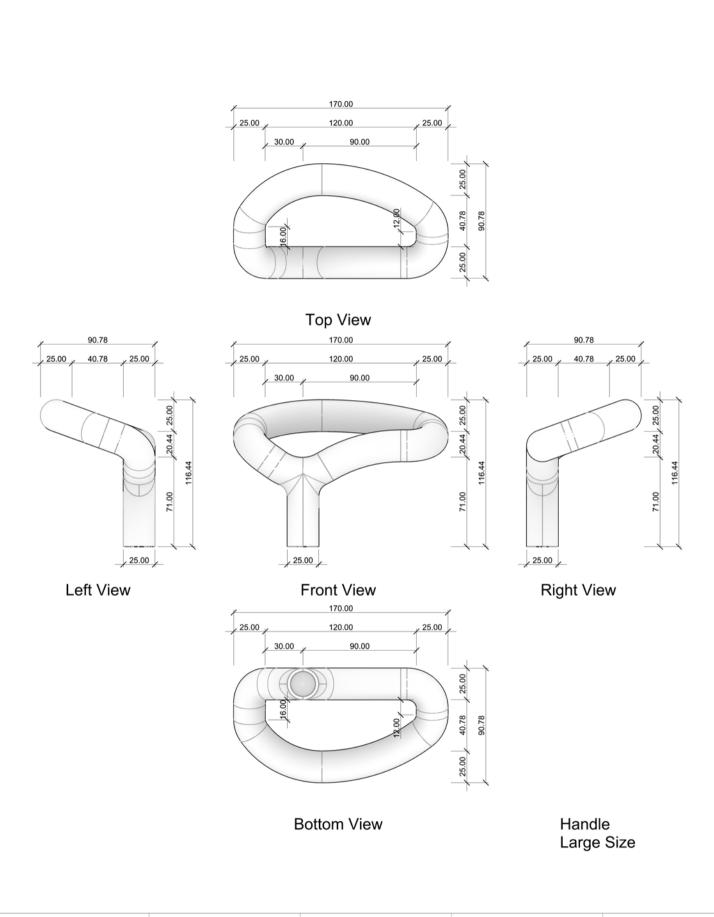


	86.08			
25.00	36.08	25.00		
			72.00 17.73 25.00	114.73
, 25		-		

Right View

Handle Medium Size

Project : Ease	Designer : Thanat Somwong	Scale: 1:3	Remark :	Page 3/4
	Drawn by : Thanat Somwong	Unit : Millimeters		Date Mar 9 2025



Project : Ease	Designer : Thanat Somwong	Scale: 1:3	Remark :	Page 4/4
	Drawn by : Thanat Somwong	Unit : Millimeters		Date Mar 9 2025



Adobe Inc. 345 Park Avenue San Jose, CA 95110-2704 United States

License Record Information

Customer PRATT INSTITUTE

RECEIVING

Date 2/5/25, 12:41 PM - 2/20/25,

5:26 AM

Assets 5

License Record

Thanat Somwong_Stock License_A' Award					
DATE	ASSET	FILE TYPE	LICENSE	REFERENCES	
2/20/25, 5:01 AM	#665809926	Photo jpeg 8256 x 5504 px	Education License		
2/20/25, 3:32 AM	#168209498	Photo jpeg 5760 x 3840 px	Education License		
2/20/25, 5:26 AM	#500009384	Photo jpeg 4928 x 3264 px	Education License		
2/20/25, 5:21 AM	#442862903	Photo jpeg 6000 x 4000 px	Education License		
2/5/25, 12:41 PM	#1024894426	Photo jpeg 5824 x 3264 px	Education License		

General Information.

The license rights to use the Stock Assets listed on this license record were granted by Adobe to the Customer that purchased the Credits pursuant to Customer's written agreement with Adobe that grants Customer the license to the Works listed in this license record ("Agreement"). "Customer" means the entity listed in the "License Record Information" section of this license record.

Subject to compliance with the terms of the Agreement, Customer may transfer all of its license rights and restrictions to a Stock Asset to its client via an enforceable written agreement between Customer and Customer's client that includes terms no less restrictive than their Agreement or the minimum terms listed below.

The license purchased for a Stock Asset may only belong to Customer or its client (not both). For clarity, if a license is transferred by Customer to Customer's client via an enforceable written agreement, (A) the client is only entitled to the specific license that Customer purchased for the specific Work; and (B) the client's agreement is with Customer and not with Adobe. Any terms that are used in this license record that are defined in the Agreement have the meaning stated in the Agreement.

Disclaimer.

This license record is provided for record-keeping purposes only. Prices do not include applicable taxes. Adobe provides the information in the License Record Information section, certain information about the specific Work (Date, Thumbnail, Contributor Name, File Type and Price) and editorial use restrictions (if any). All other information in this license record is provided by Customer (including but not limited to the License Record name, Note section and the "References" column) but any Customer-provided information does not amend, revise or replace any terms or conditions in this license record or the Agreement.

Minimum Terms.

- 1. Works Standard License. A Standard License means a non-exclusive, perpetual, worldwide, non-transferable, non-sublicensable license to use, reproduce, archive, modify, and display a Work in all media, up to 500,000 times as further described in section 5(A) (Standard License Restrictions) for: (A) advertising, marketing, promotional, and decoration purposes; and (B) personal or non-commercial uses.
- 2. Works Extended License. An Extended License means the right to use a Work in any manner permitted under a Standard License, without the 500,000 limitation stated in 5(A) (Standard License Restrictions) and, additionally, the right to distribute the Work as incorporated into any item of merchandise, template file, or other work of authorship.
- 3. Audio Extended License. An Audio Extended License means a non-exclusive, perpetual, worldwide, non-transferable, non-sublicensable license to (A) combine an Audio Work with video, audio, and other materials, to create an unlimited number of Projects; (B) adapt, edit, and modify the Audio Work in Projects; (C) reproduce, copy, transmit, broadcast, display, publicly perform, and otherwise distribute the Audio Work as incorporated into a Project, including in radio, television, paid-access streaming video services, paid-access on-demand video services, theatrical releases, computer software applications (including mobile applications and video games), and physical point of sale locations (such as shopping malls, point of sale systems, in-store displays, and showroom videos); and (D) use Projects for any purpose, including advertising, marketing, promotional, and commercial.
- 4. General Restrictions for all Licenses. Customer must not: (A) use a Stock Asset in a way that allows a third party to use, download, extract or access the Stock Asset as a stand-alone file, or in a way that exceeds the scope of this license to the Stock Asset; (B) take any action in connection with a Stock Asset that infringes the intellectual property or otherwise violates any third party rights, including without limitation the moral rights of the creator of the Stock Asset and the rights of any person who, or any person whose property, appears in the Stock Asset; (C) register, or apply to register a trademark, design mark, service mark, sound mark, or tradename that uses a Stock Asset (in whole or in part), or claim ownership rights in an attempt to prevent a third party from using a Stock Asset; (D) use the Stock Asset in a manner that is pornographic, defamatory, or that violates any applicable laws, rules, or regulations; (E) use a Stock Asset in a manner, or in connection with a subject, that a reasonable person could consider unflattering, immoral, or controversial, taking into account the nature of the Stock Asset, examples of which could include, without limitation, ads for tobacco; adult entertainment clubs or similar venues or services; implied or stated endorsements of political parties or other opinion-based movements; or implying mental or physical impairment; (F) use a Work in an editorial manner without the credit line or attribution, placed in a way that is reasonable to the applicable use, in this format: "Contributor Name / stock.adobe.com", or as designated on the Adobe Stock website for enterprise customers; (G) remove, obscure or alter any proprietary notices associated with a Stock Asset, or give any express or implied misrepresentation that Customer or another third party is the creator or copyright holder of a Stock Asset; or (H) use a Stock Asset or any title, caption information, keywords or other metadata associated with a Stock Asset for any (1) machine learning or artificial intelligence purposes; or (2) technologies designed or intended for the identification of natural persons.
- 5. Additional Restrictions. In addition to the restrictions in section 4 above:
 - **A. Standard License Restrictions.** For Standard Licenses, Customer may not, in the aggregate, (1) cause or allow any Work to appear on more than 500,000 printed materials (including copies); and/or (2) incorporate the Work into a performance, broadcast or digital production if the audience is expected to be greater than 500,000 viewers. This restriction does not apply to Works that are only displayed on websites, social media sites or mobile applications. Unless Customer has an Extended License for a Work, Customer may only distribute the Work as incorporated into an item of merchandise if (1) the Work has been modified to the extent that the new work, as incorporated into such merchandise, is not substantially

similar to the Work and can qualify as an original work of authorship; or (2) the primary value of such merchandise does not lie with the Work itself. For clarification, under the Standard License, producing an unmodified Work on a poster intended for resale or distribution is not permitted, as the primary value would lie in the Work itself.

- **B.** Internal Use License Restrictions. Unless Customer has an Extended License for a Work, Customer may only use, reproduce, archive, modify and display the Work, in all media, for Customer's internal display purposes only. Customer may not use the Work in any way that allows for any non-User, including Customer's clients, to use, download, extract, view, or access the Work.
- **C. Digital Use License Restrictions.** Unless a Customer has an Extended License for a Work, Customer may not (1) cause or allow any Work to appear on any printed materials; or (2) incorporate the Work into merchandise, including but not limited to digital merchandise, intended for sale or distribution, including on-demand products.
- **D.** Social Media Use License Restrictions. Unless a Customer has an Extended License for a Work, Customer may use, reproduce, modify, post and upload the Work only on social media platforms.
- **E. Editorial Use Restrictions.** For Works designated as "editorial use only" in the On-demand Services, Customer may only use those Works (A) in a manner that maintains the editorial context and meaning of the Work; (B) in relation to events or topics that are newsworthy or of general interest to the public; and (C) in compliance with any additional third party licensor restrictions displayed on the Adobe Stock website in the details panel of such Work. Customer must not (1) use these Works for any commercial (i.e., promotional, advertorial or merchandising) purpose; or (2) modify these Works, except for minor adjustments for technical quality or slight cropping or resizing. Customer must include the accompanying credit line or attribution, placed in a way that is reasonable to the applicable use, in this format: "Contributor Name/stock.adobe.com", or as designated on the Adobe Stock website. If Customer wishes to use an editorial Work for a commercial purpose, Customer must (i) obtain a license directly from the copyright owner of the Work; and (ii) secure additional permissions as necessary.
- **F. Audio Works Restrictions.** In addition to the general restrictions in section 4 above, Customer must not (A) use any Audio Work in a way that alters its fundamental character, such as to create remixes or mashups; or make any other alterations for the purpose of creating new music; (B) use any Audio Work as a theme song in a Project type listed in section 3 (C) above; (C) incorporate any Audio Work into any electronic template or design template application (e.g., a web design or presentation template, or templates for electronic greeting cards or business cards); (D) offer any Audio Work on a stand-alone basis or as a listening-only experience, such as a track on an album; or (E) upload or make available any Audio Work as combined solely with a still image or simple one-shot video on a streaming platform (e.g. creating a playlist by using an Audio Work in combination with a visual element, where the visual element adds little to no value).
- **6.** Attribution Requirements. If the Stock Asset is used in (A) a context where any other stock content provider receives attribution, Customer also must include substantially similar attribution for Adobe Stock; and (B) an audiovisual production, Customer must use commercially reasonable efforts to include attribution for Adobe Stock in accordance with industry standards, and where possible in the following format: (1) for Works: "[Contributor Name]/stock.adobe.com"; and (2) for Audio Works: "[Song Title] performed by [Artist's Name]/via Adobe Stock".

7. Special Terms for CC Pro Images.

- **A.** "Pro Images" means only those photographs, illustrations, 3D assets, templates, and vectors designated as "Standard Content" at stock.adobe.com (in the Price filter section) that Customer may license as part of CC Pro or Adobe Stock Pro. For clarity, an asset type is not a "Pro Image" unless expressly listed in this definition.
- **B.** Pro Images are licensed to Customer under an Extended License. The Extended License is perpetual for the specific uses of the Pro Images that Customer has used prior to the end of the License Term, including the Grace Period as applicable. The License Term will be deemed to continue through any seamless extensions or renewals of the applicable Sales Order. Only Users licensed for CC Pro or Adobe Stock Pro may use the Adobe Stock APIs to access Pro Images.
- **c.** Upon the earlier of the termination or expiration of the License Term or Agreement, Customer will have a 30-day grace period ("Grace Period") to use any Pro Image downloaded and paid for prior to such expiration or termination, and any Pro Image used in a project remains subject to the terms of this Agreement. Any Pro Image downloaded and paid for by Customer prior to expiration or termination, but not used before the end of the Grace Period, is not considered licensed. Customer may not download Pro Images during the Grace Period. Other than as permitted during the Grace Period, Customer may not use a Pro Image for the first time, or in a new context (such as on new or different merchandise), after the expiration or termination. Immediately after the Grace Period ends, Customer must delete all unused Pro Images.