

GlassOuse headset allows hands-free mouse control

May 4 2016, by Bob Yirka



(Tech Xplore)—A team led by designer Mehmet Nemo Turker has posted an Indiegogo project for a head-mounted device called GlassOuse (Glass Mouse)—it is meant to allow disabled people to use a computer

or handheld device by converting head movements into control mechanisms.

The device is relatively simple, consisting of a frame similar to those used for eyeglasses, but without the lenses, and a waterproof mouth button. As the person wearing the device moves their head, a cursor is moved on a screen—selections can then be made by biting on the mouth button (which is antibacterial and removable for cleaning). Inside the frame is a 9-axis sensor and a battery that lasts approximately 10 days on a charge and a Bluetooth chip for broadcasting to external devices. The GlassOuse can be calibrated, but it requires the use of a second person to press a second button not in the mouth. It works with Windows, OS X and Linux computers and handheld Windows and Android devices.

On the project page, Turker tells the story of a friend of his that was injured in a diving accident, losing the use of his hands—that prompted a study to see if there might be a way to help him use a computer again. GlassOuse is the result. His motivation in creating and selling the device, he continues, is to help people. To that end he has created two different ways people can help fund the project. The first is called the GlassOuse user perk, where \$149 will land a user one of the devices, which will be a special deal—once the device goes into [mass production](#), the price will rise to \$299. The second option is for people who do not want one of the devices, but want to help the project succeed—it is called the Non profit perk, people can donate however much they want.

Also, while it may be intended for people who have lost the ability to use their hands, the GlassOuse might also prove useful to other people who would like to be able to use their hands for something else, while using their computer or smartphone.

The [project](#) is currently at about the halfway point of reaching its goal of

\$10,000—if that mark is met, the [device](#) will be move towards mass production sometime in June of this year.

More information: glassouse.com/
www.indiegogo.com/projects/glassouse-headset-hands-free-mouse#/

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