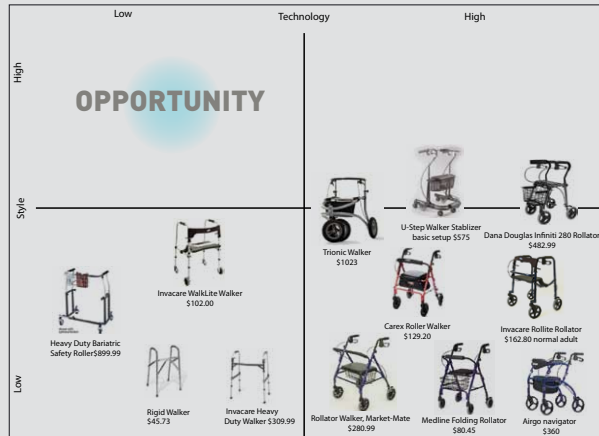## Competitive and ergonomic research
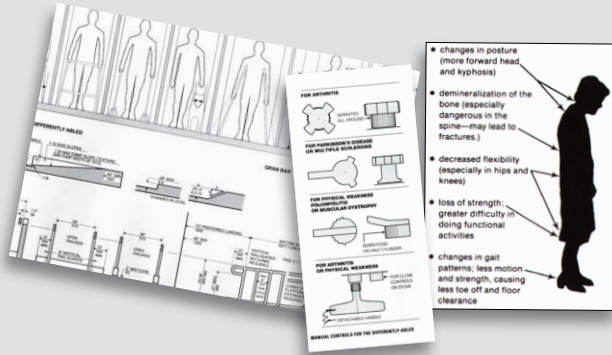
Design Requirements

1. Adapt to the **physical** and **emotional** needs of the consumer

2. Provide **emotional security**

3. Bring **stability** to the user

4. Be able to be easily **stored** especially on-the-go

5. The product must be **adjustable** to all consumers

6. Keep the user **comfortable**

7. The product must be able to be easily **identified** by the owner
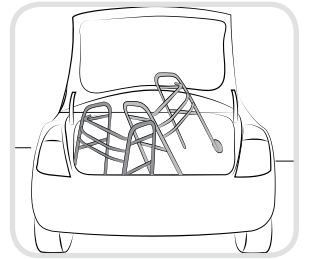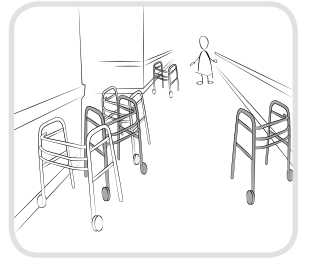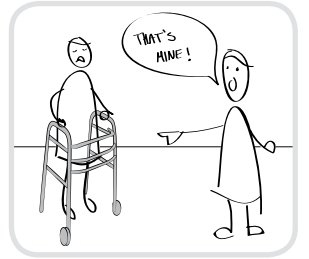
RESEARCH

The first phase was to research the limits and needs of the elderly. This consisted of everything from ergonomics to conducting interviews in order to understand the physical and emotional needs of the consumers.