

# INSOMNIAINT

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# PROBLEM DEFENITION

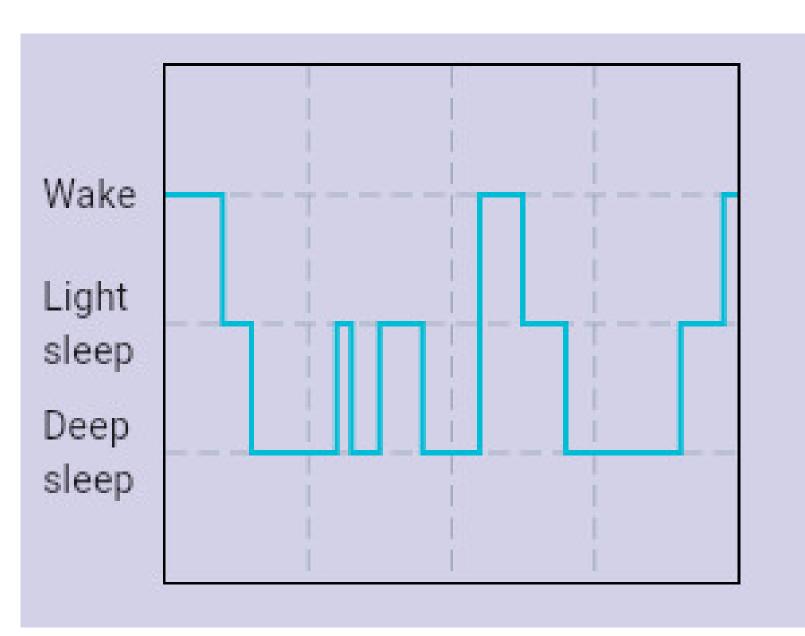
• Sleep is necessary for good physical and mental health, affecting processes like cell reparation, hormonal balance and emotional control. But many people suffer with sleep disorders, such as insomnia, which is frequently caused by internal (stress or anxiety) and external factors (sound pollution or blue light)

## **ACTUATORS**

- Bracelet: using the use of the accelerometer in the, we are able to obtain the heart rate of the person and with that determine in which sleep stage they're in.
- Headphones: with them the user can choose what to hear (music or white noise) and block unwanted external noise that may keep the user awake.
- Lamp: with the lamp we can try to control the rooms light, to do that we slowly increase or decrease the intensity LEDs.

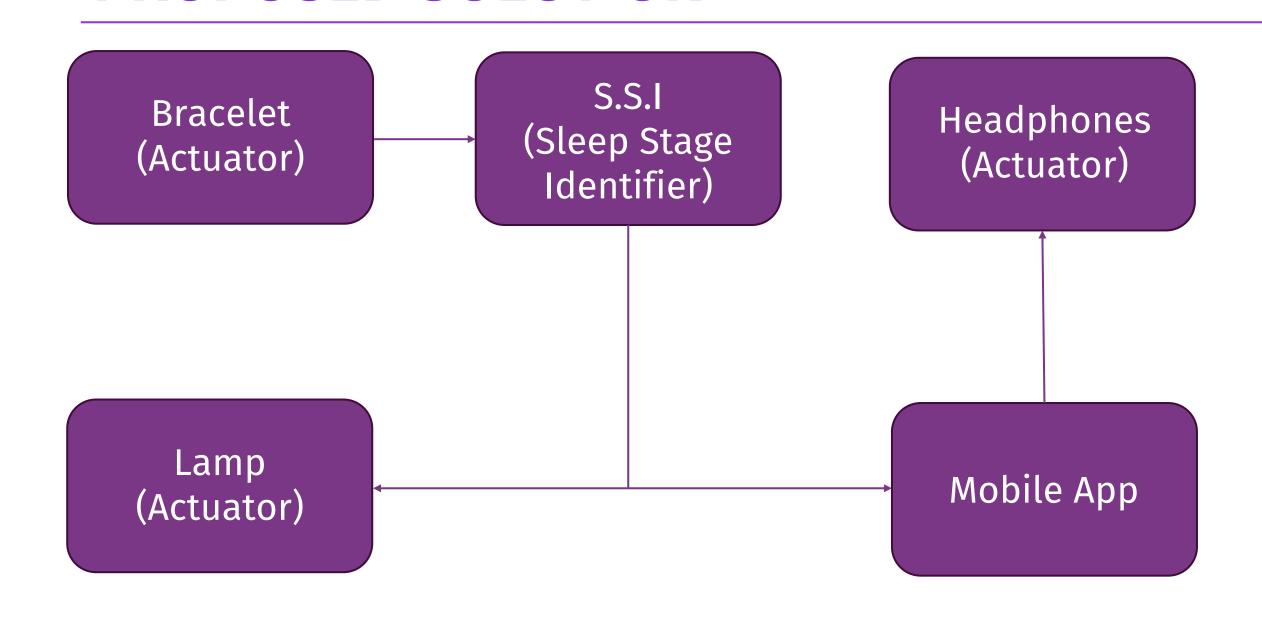
## **SLEEP STAGE IDENTIFIER**

• With the help of the bracelet, we can measure the heart-rate and therefore identify which sleep fase the user is in.



Graph with different sleep stages

# PROPOSED SOLUTION



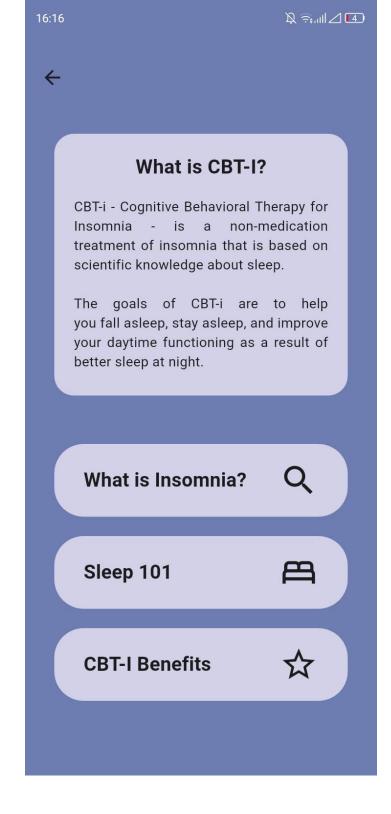
Architecture of the tecnological solution

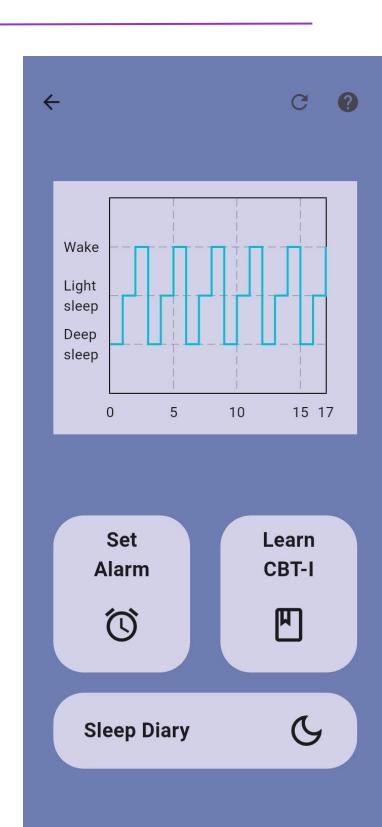
• In this work, we present a technological system that helps to reduce insomnia symptoms and improve the quality of sleep. Using sensors, headphones and a lamp controlled by an S.S.I (Sleep Stage Identifier) and a mobile app. The Insomniaint tries to identify the sleep stages, isolate the external noise and be a comfortable, discreate and customizable solution for night-shift workers, or residents in loud areas.

## **MOBILE APP**

• With the mobile app we store the information recovered during the sleep, and we later use that information and data to develop a customized sleep schedule. With the number of hours required for the user to sleep and the recommended hours for the user to go to sleep and wake up.

# What is Insomnia? inable to fall asleep once you wake up. 曲 Layout of the mobile app - initial screen Treatment





# **ADVATAGES**

- Allows a better user personalization;
- The light and sound are adjusted to the user's sleep stages;
- It acts in the environment's light and sound;
- Can be adjusted to the user's habits and sleep stages;
- The user can learn more about how to prevent insomnia and to improve their sleep.

# FINAL PROTOTYPE

Final prototype with the bracelet, lamp, headphones and mobile app

and educational screens

