Overview
Vladimir “Vlad” Elliott was born in Serbia with SOX2 anophthalmia, a syndrome that includes blindness, developmental delays, and low muscle tone. Vlad required a table that could help him to further his physical and developmental progress at home.

Objectives
To design a play table that will promote physical and cognitive development and meet the following needs: developmentally appropriate, provide multi-sensory stimulation, enables self-entertainment, facilitates socialization, durable, safe, assimilates into the Elliot family home environment, adjustable, portable, aesthetically appealing, and easy to manufacture.

Approach
• Discussed Vlad’s need with his parents and specialists to gather customer needs
• Consulted with a mentor who has experience designing for people with disabilities throughout the semester to ensure that the team was on track to successfully meet all sponsor needs
• Brainstormed five different table set-ups and eliminated based on design criteria analysis
• Constructed four prototypes of the table throughout the semester and received sponsor feedback
• Constructed final design
• Conducted finite element analysis, weight testing, and repetitive cycle testing to ensure the product would withstand the designated weight and force criteria
• Conducted a survey of Vlad’s parents, Vlad’s specialists and student peers to ensure that all qualitative customer needs were met

Outcomes
• Vlad will be able to play at his table at home independently and also interact with his family members.
• Vlad will be able to interact with learning tools he previously only had access to at school.
• The Elliott family is thrilled with the final product and excited to see how it will improve Vlad’s quality of life at home.

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