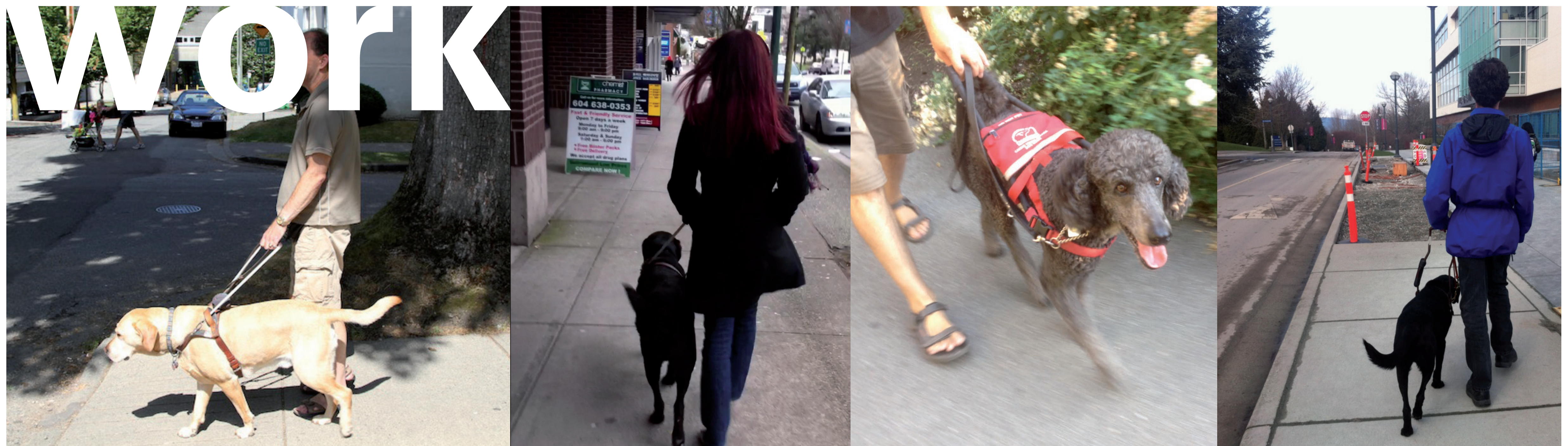


Accessible Dog Toys for Improving Guide Dog Team Play

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To gain a rich understanding of the interactions of guide dog teams, we conducted interviews and observations with 12 participant teams. We encountered two distinct scenarios in guide dog teams, they are either working or off work (play).



Findings: Challenges in Play Interactions of GDT

- » There are no special dog toys for blind dog owners
- » It is often hard to find toys
- » Toys can be potential hazards for the owner.
- » Dogs can become disinterested in playing and owners are unaware of their dogs behaviour
- » Trust, confidence & awareness present in work scenarios appeared to be largely absent in play

Research Agenda: Supporting Guide Dog Team Play

1. Prototype Accessible Dog Toys
2. Test Prototypes: Study Form, Material & Feedback
3. Design Iterations
4. Long-term test with participant

Constraints/ Challenges: Form Factor, Safety & Ethical Issues

Research Contribution

- » Advances the understanding of guide dog teams as an important user group.
- » Details opportunities for HCI and design research by pointing out ways technology could positively enhance the everyday lives and interactions of guide dog teams.