

# Wainui's Low Vision Algorithm



```
name = "Wainui";
disability = "Low Vision";
occupation = "Software
Developer";

start_my_day();

if (stay in bed) {
    miss work;
    good for eyes to have a rest;
    good for body to have a rest;
    feel a bit depressed;
} else if (get up and go to work)
{
    good for mental health;
    get fatigued;
    bad for eye strain as eyes
will have to be used a lot;
}

if (put contact lenses in) (
```

```
    can see better;  
    bad for eye health;  
} else if (wear glasses) {  
    can't see very well;  
    get dizzy;  
    good for eye health;  
} else {  
    can't see much at all;  
}
```

```
if (lights are on) {  
    can see better;  
    gives me a headache and eye  
strain;  
} else if (dark) {  
    less eye strain;  
    can't see very well;  
}
```

```
if (someone yells something rude  
at me on the street) {
```

"Don't lie to us, you can see!";

"You've got pretty good eyesight for a blind person";

"You don't need that stick!";

```
if (I say something rude
back) {
    feel bad;
    might put myself in
danger;
} else if (ignore) {
    feel annoyed;
    feel unheard;
    feel bad about myself;
} else if (try to educate
them) {
    if (they respond well) {
        that's great;
        but it's still a lot
of emotional energy for me;
```

```
        } else if (they don't  
respond well) {  
            feel upset;  
            a lot of emotional  
energy;  
            not really in any  
better of a position and should  
have just ignored them;  
        }  
    }  
}
```

```
if (I am walking down the street  
with my cane) {  
    if (people get out of the  
way) {  
        feel thankful;  
    } else if (people don't get  
out of the way) {  
        feel annoyed;  
    }  
}
```

```
    } else if (people jump out of
the way last minute like Michael
Jackson doing his anti gravity
lean) {
        laugh;
    }
}
```

```
if (crossing the street) {
    if (someone asks if I need
help) {
        feel appreciative;
    } else if (someone grabs me
without my permission) {
        feel scared;
        feel anxious;
        feel vulnerable;
    } else if (someone just
ignores me when I appear to be
struggling) {
        feel invisible;
    }
}
```

```
        feel undervalued;
        feel hopeless;
    }
}

if (use white cane) {
    a lot easier to walk around;
    feel a bit embarrassed;
} else {
    don't feel as embarrassed;
    will probably fall over and
hurt myself lol;
    then will be embarrassed;
}

if (go somewhere by myself) {
    if (nothing bad happens) {
        feel anxious;
        feel vulnerable;
        feel independent;
        feel good about myself;
    }
}
```

```
    } else if (something bad
happens) {
        feel anxious;
        feel upset;
        feel vulnerable;
        feel scared;
        feel bad about myself;
    }
}
```

```
if (somebody leaves objects in my
way) {
    if (I don't see them) {
        I might trip over and get
really hurt;
    } else if (I do see them) {
        I will be very frustrated
and anxious;
    }
}
```

```
if (work from home) {  
    less fatiguing;  
    can be in a dark and quiet  
room;  
    lonely;  
    depressed;  
} else if (go to office) {  
    fatiguing;  
    bright lights;  
    noisy;  
    people being distracting;  
    socialise with workmates;  
    collaborate more easily with  
work mates;  
    happier in general;  
}
```

```
if (work full 8 hour day) {  
    feel productive;  
    can earn my full pay;  
    fatigued;
```

```
    drained;
    sore eyes;
} else if (don't work full 8 hour
day) {
    feel unproductive;
    feel slack;
    lose part of pay;
    less fatigued;
    eyes are less sore;
} else if (catch up work on
weekends) {
    cut into personal time;
    hard to maintain work/life
balance;
    don't lose out on any pay;
}

if (go to supermarket) {
    get fatigued from the bright
lights;
```

```
    if (staff ask if I need help)
    {
        can ask them where to
find things;
    } else {
        cannot see many items and
find it difficult to read price
tags;
        get very stressed and
anxious;
        get fatigued;
    }
} else if (shop online and get
delivery) {
    a lot easier than shopping in
store;
    costs money to deliver;
    have to be home during time
slot;
}
```

```
if (go to restaurant or store) {
    if (staff are helpful and
considerate) {
        feel appreciative;
        feel respected;
        want to return;
    } else if (staff are
inconsiderate) {
        feel annoyed;
        feel disrespected;
        feel undervalued;
        feel anxious;
        don't want to return;
    }
}
```

```
if (on airplane) {
    if (already seated and in
aisle seat) {
        feeling anxious about who
needs to sit next to me;
```

```
        if (somebody is sitting
next to me and approaches me) {
            if (they use visual
and hand gestures to point to the
seat) {
                I may not see
them;
            } else if (they
verbally say to me that it's
their seat and the specific seat
number) {
                    I can get myself
up and let them take their seat;
                }
            }
        }
}

if (someone waves or smiles at
me) {
```

```
    if (I don't see and I ignore
them) {
        they may think I'm rude;
    } else if (I do see them and
respond) {
        they will probably forget
I can't always see them;
    }
}
```

```
if (I am in a lift with someone
and we both want to exit) {
    if (someone verbally gestures
for me to go out first) {
        I might not see and we
will be standing there awkwardly;
    } else if (someone goes out
first) {
        I might not see them go
out and might bump into them;
```

```
    } else if (someone verbally  
says for me to go first) {  
        I can comfortably leave  
the lift without any awkwardness  
or pain;  
    }  
}
```

```
if (ask someone where something  
is) {  
    if (they point or use visual  
gestures or hand gestures) {  
        I might not see what or  
where they are referring to;  
    } else if (they verbally  
describe where it is or take me  
to it) {  
        I can clearly understand  
the information;  
    }  
}
```