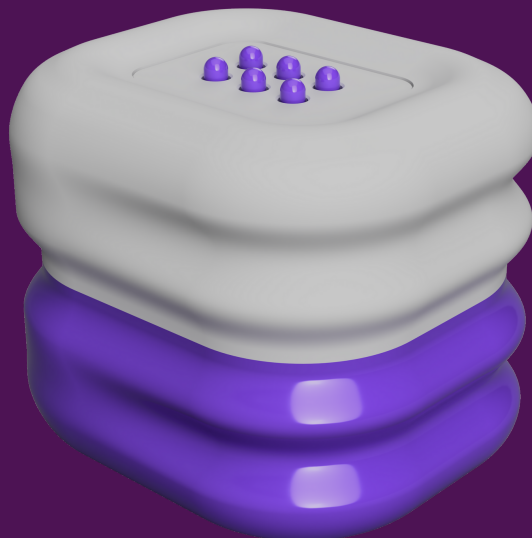
The background is a dark purple gradient. It features several 3D-rendered Braille blocks in shades of purple and lavender. In the top left, a block shows the Braille character 'V'. In the top right, a stack of three blocks is shown, with the top one having a Braille character. In the bottom left, another stack of three blocks is visible. In the bottom right, a block shows the Braille character 'O'. The word 'VITO' is written in large, white, sans-serif capital letters across the center. The letter 'I' is replaced by a Braille character consisting of six dots. The letter 'O' is a large, hollow circle.

# VITO

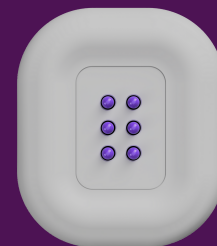
PLAY WITH BRAILLE



# BREAKING THE BARRIER BETWEEN SIGHTED AND BLIND PEOPLE THROUGH PLAY



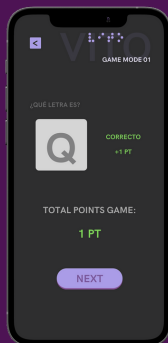
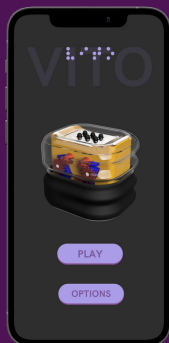
VITO



UI 01



UI 02



VITO is a toy that promotes interaction between sighted and blind people. Using a cube with two interfaces and a companion APP, three different game modes can be played: learning, practice, and multiplayer. The variable interface plays with a cam mechanism that raises and lowers different Braille dots, while the fixed interface serves as input via buttons.