

WEARABLE TECHNOLOGY

Feeding our underlying curiosity to know, to be aware!

What is wearable technology

A device is considered wearable if :

- Device is worn for extended period of time
 - User inputs and control possible
 - Enhancement of user's experience
- Attributes Of Wearable

What is wearable technology

Lifestyle

Includes Smart Watches, Smart Glasses and Devices used for Voice and Video calling, Gesture Control, etc.

Industrial

Devices that help in Hands-Free and Remote operation for business and industrial purposes.

Entertainment

Devices used for augmented reality, smart gloves, gesture controlled devices, etc.

Medical

Devices used for Cardiac Monitoring, HearingAid, Bionics, Remote monitoring of Patients, etc.

Fitness

Devices used for measuring heart rate, distance travelled, skin temperature, etc.

Gaming

Devices that use augmented reality for gaming.

Design Principles of Wearables



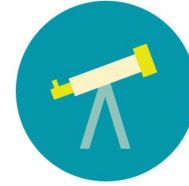
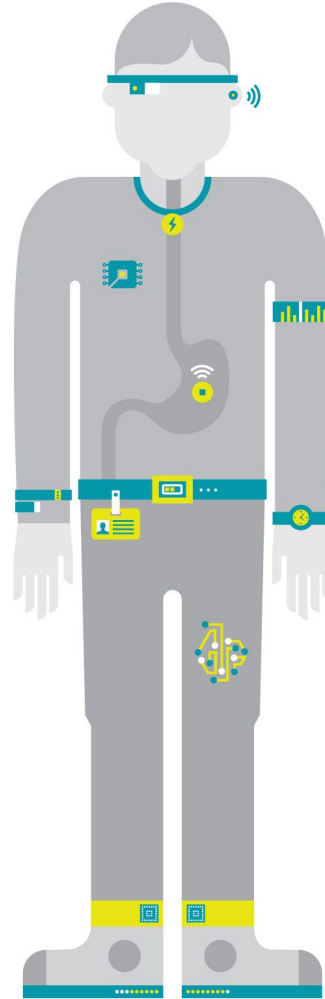
CONTENT

Ascribe to (much) "less is more" for content and its delivery – the design facilitates exceptionally low duration, high frequency use.



COMMUNICATION

Focus on communicating rather than simply displaying data – not necessarily visually, and not necessarily via the device generating the notification.



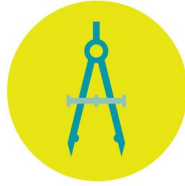
INFLUENCE

Do not force new behaviour, but allow users to adjust their future behaviour by providing new information or capabilities.



INTERACTION

Are careful about requiring response from the user – interaction with the device should be minimal and expedite the user's manual actions.



INTENTION

Use persistent design elements, alerts, just-in-time information, and notifications with discretion.



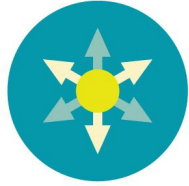
INTELLIGENCE

Are fueled largely by intelligence from analytics, big data, and sensors, which are often embedded in other devices.



ENHANCEMENT

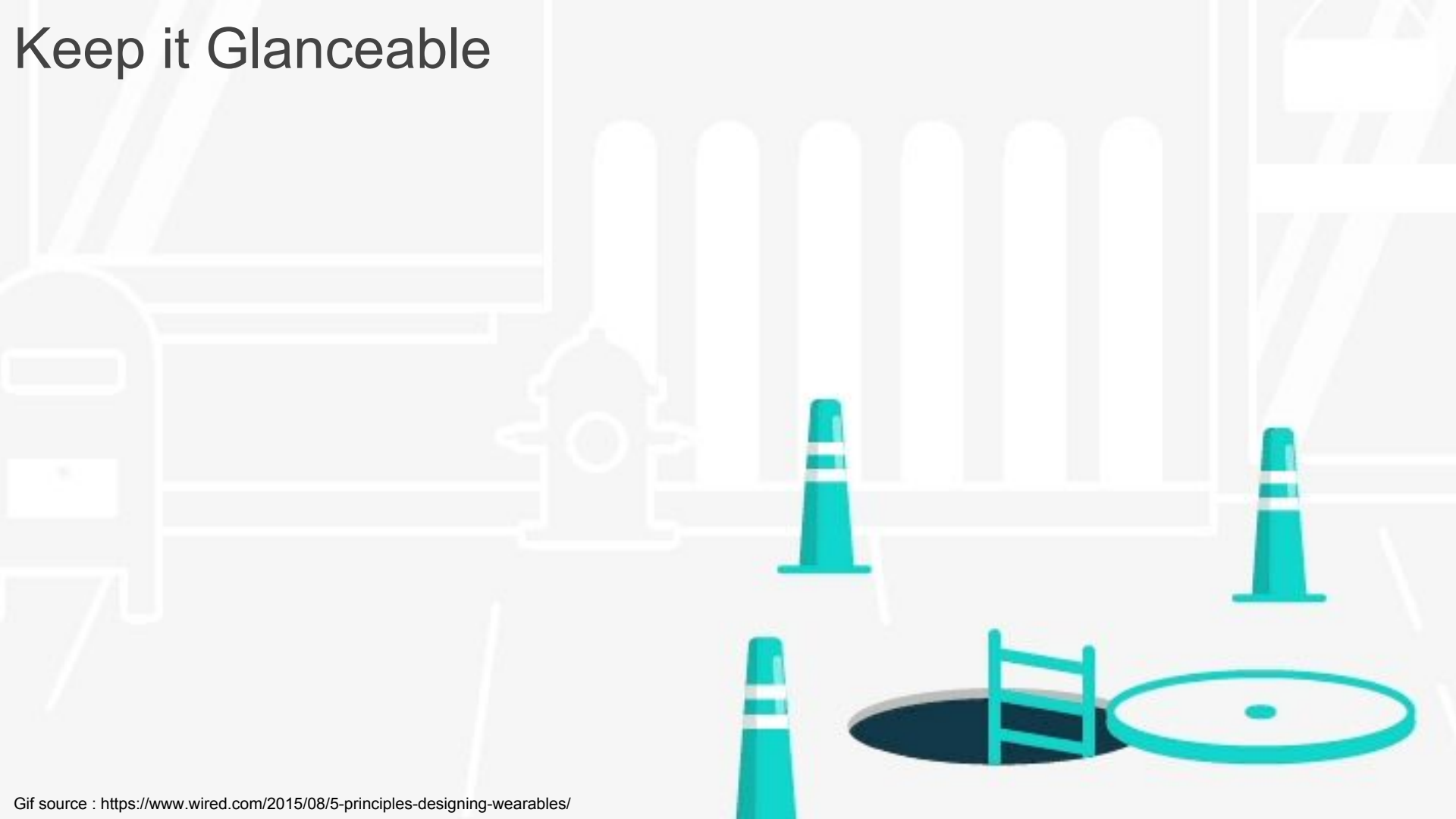
Leverage the digital world to enhance the user's behaviours, actions, and experiences in the real world.



NETWORK

Communicate with an expanding community of wearables, data, devices, systems, platforms, services, and software.

Keep it Glanceable



Mind the Gaps



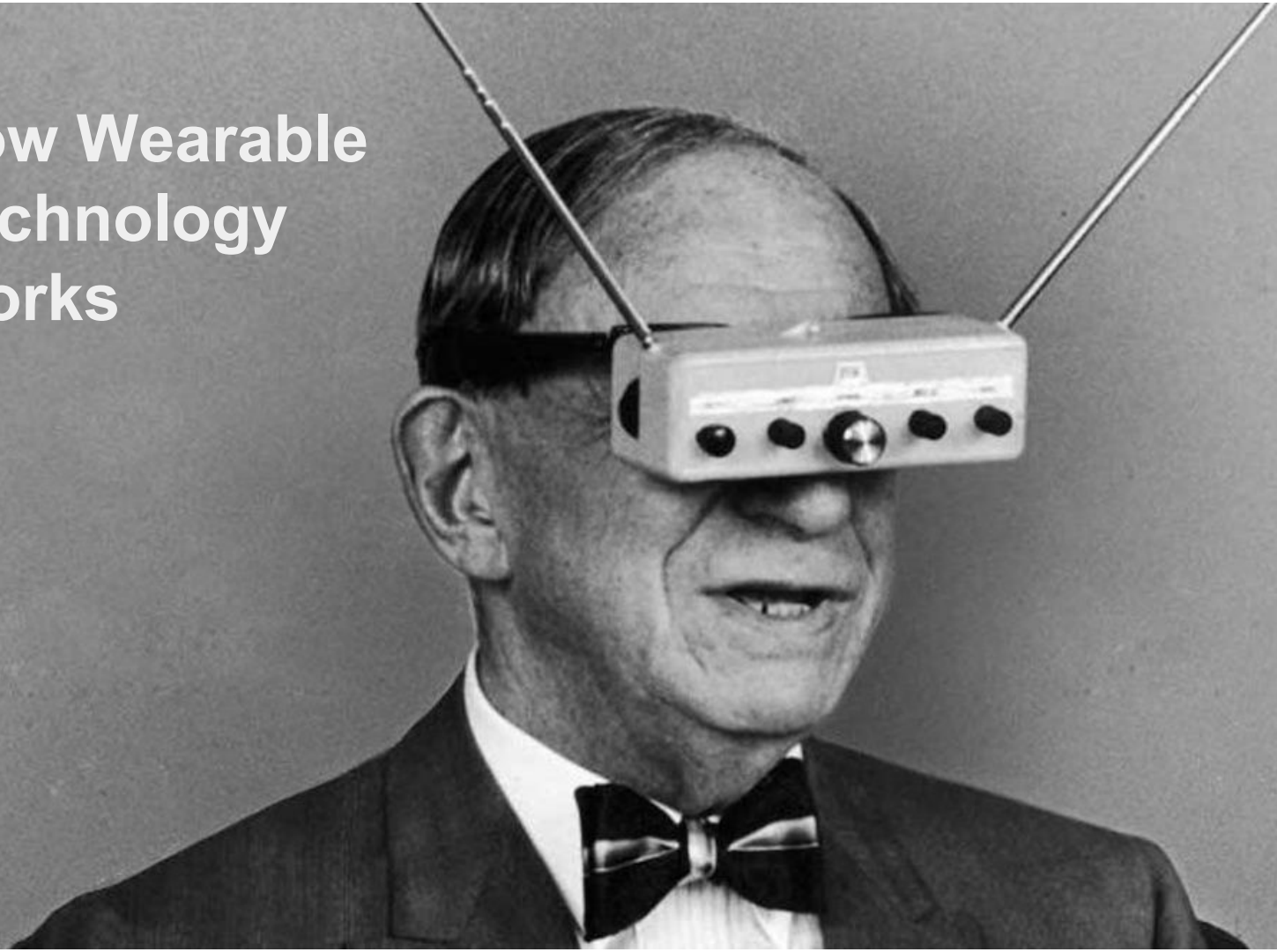
Beware of the Data Avalanche



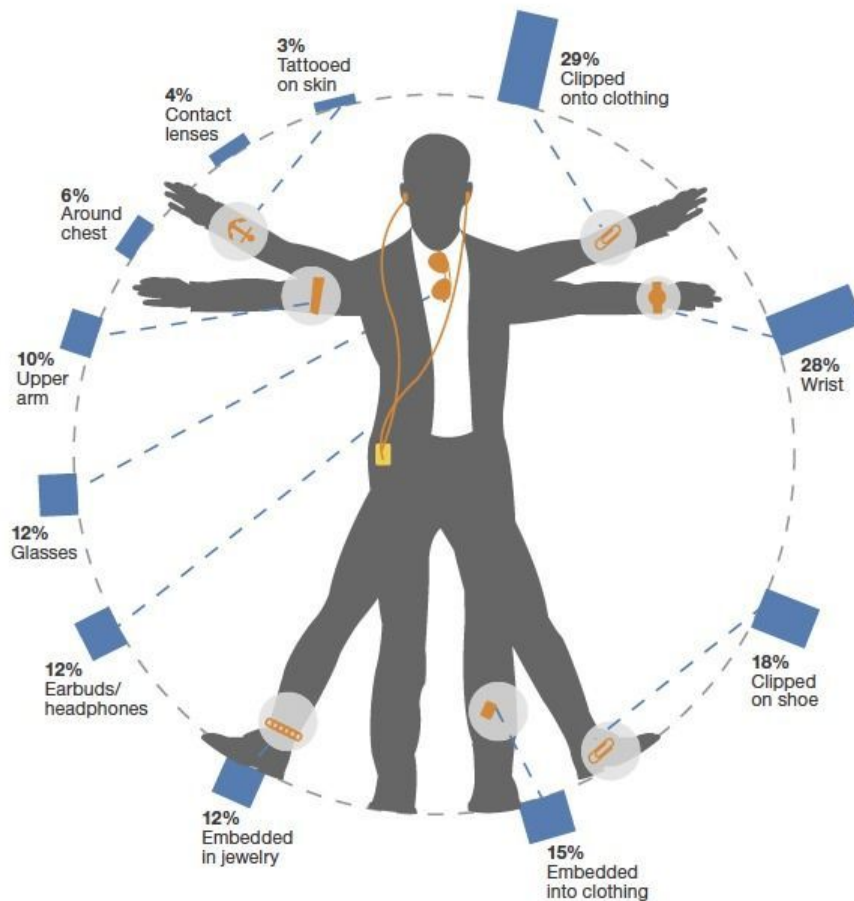
Balance Public and Personal



How Wearable Technology Works



"How would you be interested in wearing/using a sensor device, assuming it was from a brand you trust, offering a service that interests you?"



Base: 4,657 US online adults (18+)
(multiple responses accepted)

Source: North American Technographics® Consumer Technology Survey, 2013

Smart Watches

Advantages:

1. Hands-free user experience
2. Personalized information

Disadvantages:

Battery life



Smart Glass

Hardware's used

1. Video Display
2. Camera
3. Speaker
4. Touch Pad
5. Microphone

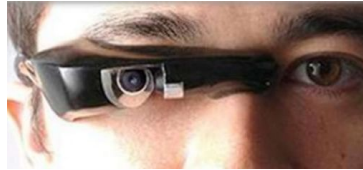


Smart Glass

Technologies Used



Smart
clothing



Eye Tap
technology



Wearable computing



Smart Clothing

[Hexoskin](#)



What it may be like in the future. . .



REFERENCES

- <http://dupress.com/articles/2014-tech-trends-wearables/>
- <http://www.slideshare.net/PSFK/psfk-future-of-wearable-technology-report>
- www.psfk.com/future-of-wearable-tech • iq.intel.com/future-of-wearable-tech
- <http://www.theguardian.com/technology/gallery/2014/mar/20/london-wearable-tech-show-2014-pictures>
- <http://www.crunchwear.com/wearable-tech-festival-fashion-of-the-future/>
- <http://ben-grossman.com/google-glass-brands-wearable-technology-landscape-pt-13> • <http://www.businessinsider.com/bii-mobile-insights-is-wearable-technology-the-future-of-mobile2-2012-11#ixzz2yNNwND67>
- <http://www.statista.com/statistics/259372/wearable-device-market-value/>
- <http://blog.designersofthings.com/post/69693049955/best-wearable-apps-for-2013-selected-in-wearable>