

CIS373 - Pervasive Computing Wearable Computing

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Adapted from materials provided by Xiang Cao

Business

In 2013, investors poured \$458 million into 49 wearable company deal (*CB Insights*)

\$50 Billion Industry by 2017 !! (*Credit Suisse*)

Major tech companies like Apple, Google, Samsung and Intel investing heavily in wearables, with non-tech giants like Nike, Under Armour, Adidas, etc.

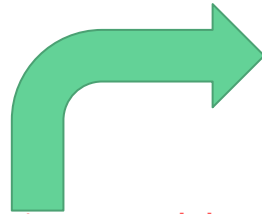
"The global **wearable computing market size** was valued at **USD 59.34 billion in 2022** and is expected to grow at a compound annual growth rate (CAGR) of 20.2% from 2023 to 2030."

<https://www.grandviewresearch.com/industry-analysis/wearable-computing-market-report>

What is wearable computing?

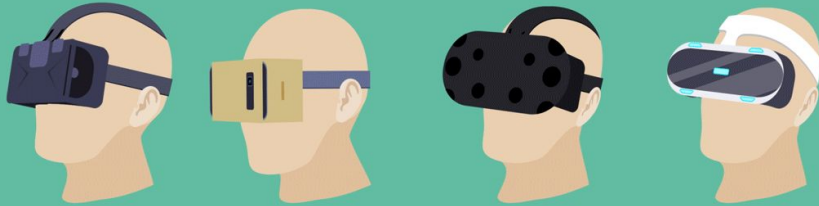
A **distributed**, **multi-sensor** system architecture designed to provide a wearable computer with a wide range of complex context information

What are some examples you can think of?



<https://blog.adafruit.com/2013/11/20/raspberry-pi-wearable-computer-glasses-wearablewednesday/>

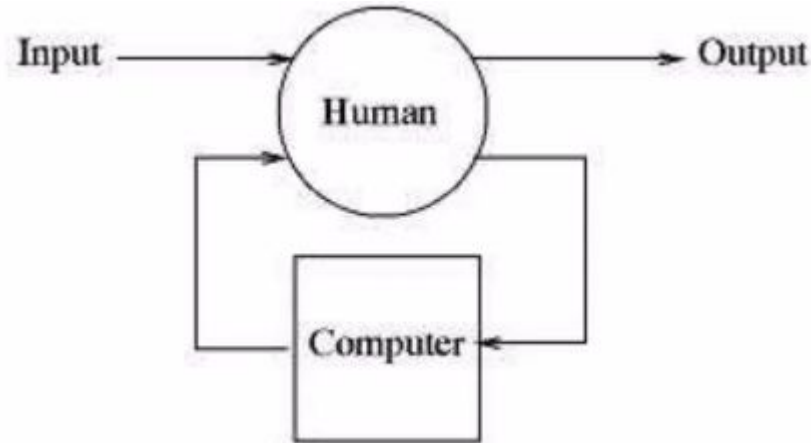
What are some concerns you may have here?



Typical components

Some form of computing device worn by a human *somewhere*

- Powered by battery or some form of regenerative power supply



Inputs / Outputs

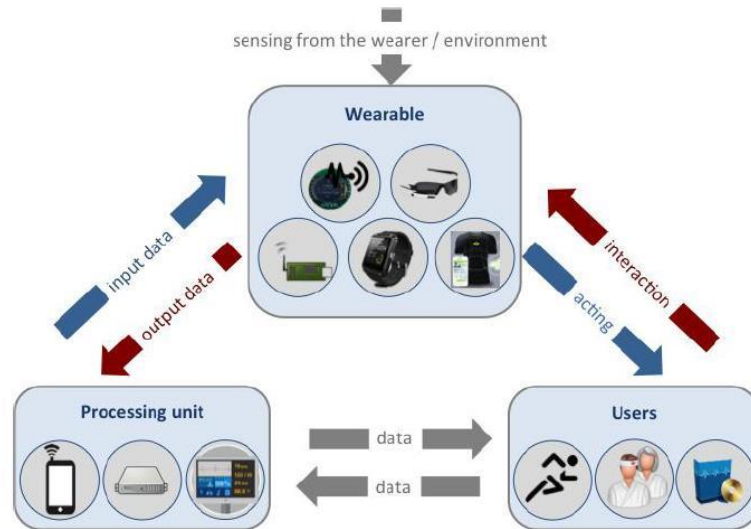
Any form of I/O is feasible!

Input: Touch sensor, IR, buttons, speech recognition, etc.

- Think of your Bluefruits!

Outputs: Sound, light, haptics, etc.

- Same!



Recent!

CES**2024**: Insane Wearable Tech!

<https://www.youtube.com/watch?v=BcZZOldplSw>

The Future of Wearable Technology - CES **2015**

<https://www.youtube.com/watch?v=8WBEEWEhKAc>

Communication

Take advantage of common protocols

- WiFi, Bluetooth, cell...

To us, as long as a path of communication is feasible, no reason not to use it!

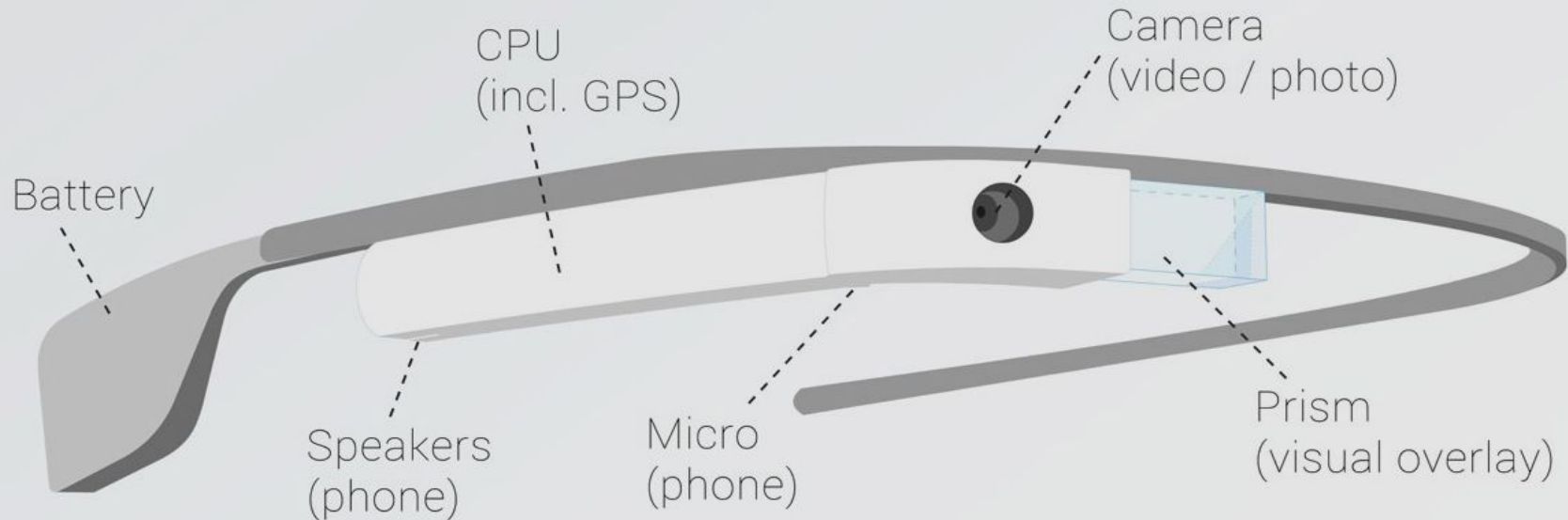
- Though, some are more energy-efficient than others
 - Bluetooth Low Energy, for example

Google Glass (Smart Glasses)

How Google GLASS works

Why can you see a sharp image?

Infographic by M. Missfeldt
www.brille-kaufen.org



Apple watch



APPLE WATCH

Apple Vision Pro (AVP)



Apple Vision Pro

Apple Vision Pro Gestures



Tap



Double tap



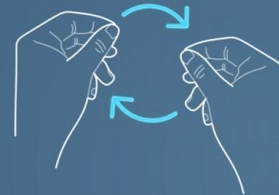
Pinch and hold



Pinch and drag



Zoom



Rotate

Apple Vision Pro (Part 2) - Hardware Issues

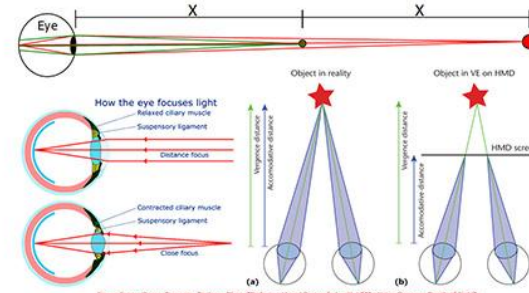
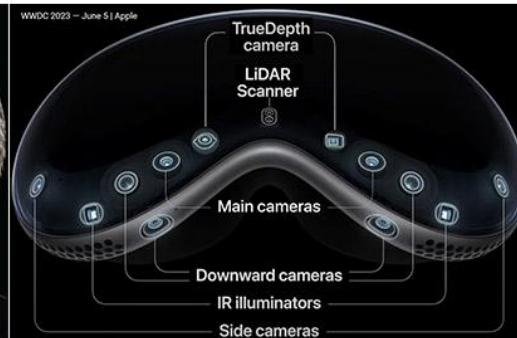


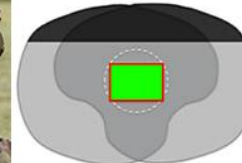
Figure from: Keran Carnegie, Rishabh Khay, "Reducing Visual Discomfort with HMDs Using Dynamic Depth of Field", IEEE Computer Graphics and Applications, vol. 35, no. 3, pp. 34-41, Sept.-Oct. 2015, doi:10.1109/MCG.2015.08



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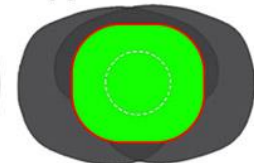


Hololens 2



~52 deg. Display FOV
220 deg see through

Apple Vision Pro



~120 deg. Display FOV
Peripheral Vision Blocked

Adapted from: Digital optical elements and technologies by Bernard Kress

Hololens

Microsoft's mixed-reality headset

How to use the Hololens 2:

https://www.youtube.com/watch?v=4sZY_Daxq1U

HoloLens 2 Synchronized Interaction
Side-by-Side Demo

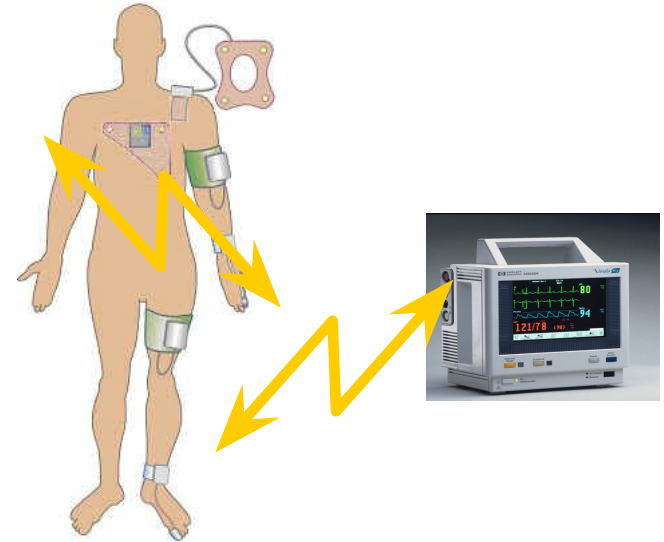
<https://www.youtube.com/watch?v=eiuOeGblh0M>



Body Sensor Network

Medical application

- Vital patient data
- Wireless sensors
- Link with bedside monitor
- Count on 10 – 20 sensors



Wireless Body Sensor Network for Remote Monitoring, Gold 2017

<https://www.youtube.com/watch?v=3OZ1iK80ctA>

Would a BSN be Single-hop or Multi-hop?

Challenges of Wearable Computing

What are some challenges we have?

Challenges

Size vs. processing/storage limit

Security & privacy

Interference (multiple sensors)

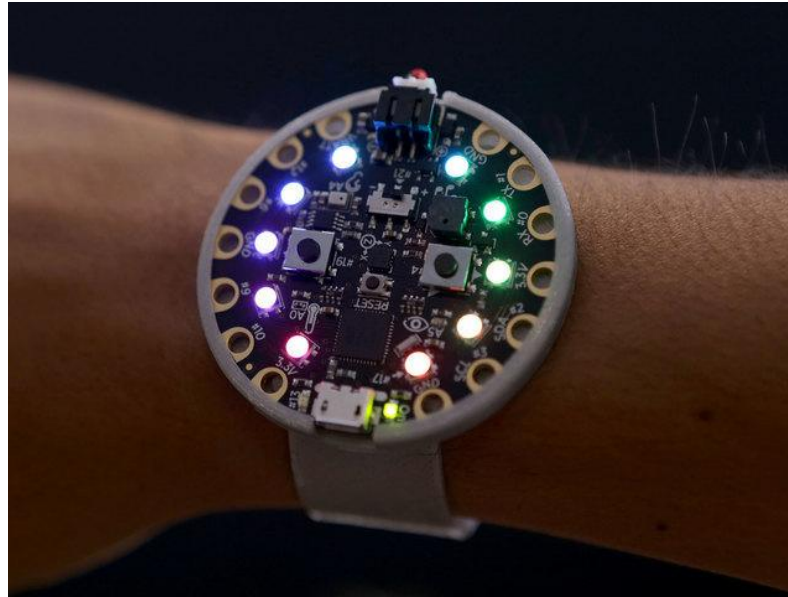
Energy consumption

Wireless communication (unstable)

Cost!!!

What could we do with this?

<https://learn.adafruit.com/circuit-playground-wearable/overview>



(requires specialized flexible 3D filament)