


SKINPUT

If seamless and integrated is what consumers are looking for, isn't skin the ultimate interface?

Consumers continue to seek ways for technology to become more seamless and integrated with their lifestyle. To address this need, consumer electronic companies have entered the wearable device market, and as such we've seen fitness bands, glasses, watches, necklaces, and rings adorning people around the world [e.g. *Nike Fuelband* (discontinued), *Fitbit*, *Misfit*, *Google Glass*, *Samsung Watch*, *Apple Watch* and *Altruïs*]. The wearable device market is slated to grow from over \$14bn in 2014 to a projected \$70bn by 2024.¹

 **Skinput technology turns the body into a usable interface. A wearable device, which harnesses bio-acoustics, sensors,**

Bluetooth, and a pico-projector, projects a graphical interface on your skin that mimics that of a smartphone, capturing gestural movements with long-range sensors. It provides an input system that does not require a user to carry or pick up a device.

Chris Harrison, a PhD candidate from Carnegie Mellon University, in conjunction with Microsoft's research lab, debuted the technology in 2010 as an arm-band with a mounted pico-projector displaying the graphical interface on the forearm. Over the past few years, Microsoft and a host of other companies have been fine-tuning the concept.



“The human body is the ultimate input device.” —Chris Harrison, PhD candidate at

Carnegie Mellon University

PICO-PROJECTOR BRACELET

In 2014, the French company Cicret² launched their prototype bracelet that will project the graphical interface on the user's forearm with the flick of a wrist. The company is currently seeking funding for the device.

¹ Wearable Technology 2014-2024: Technologies, Markets, Forecasts

² Cicret: www.cicret.com