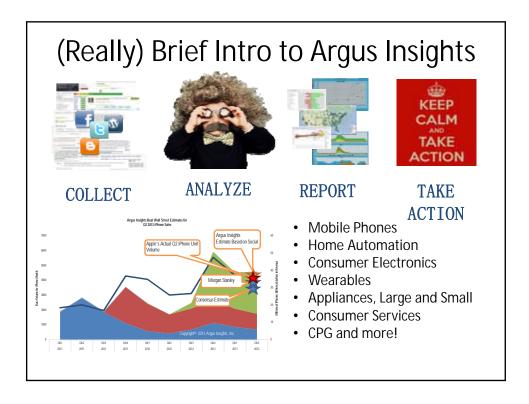
IEEE SCV CPMT: Wearable Technology --Seminar and Tabletop Exposition





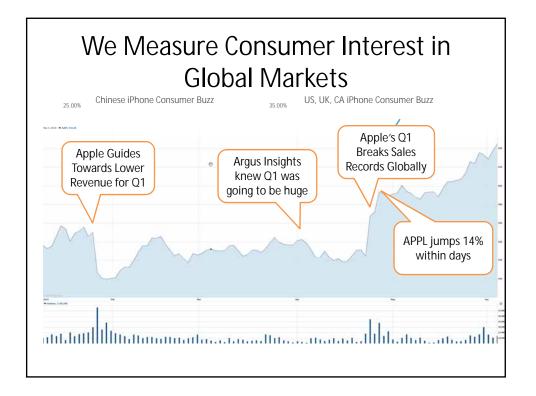
IEEE SCV CPMT: Wearable Technology --Seminar and Tabletop Exposition

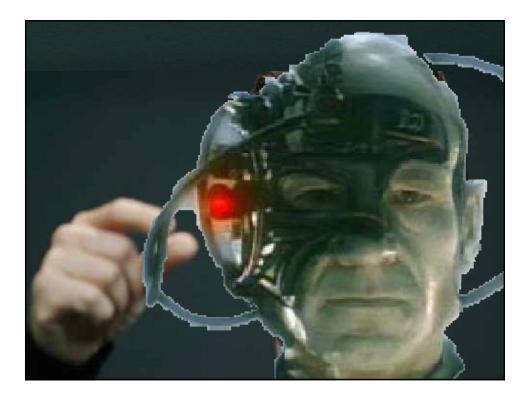


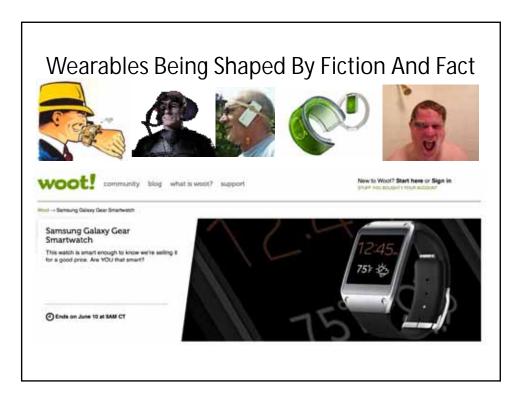


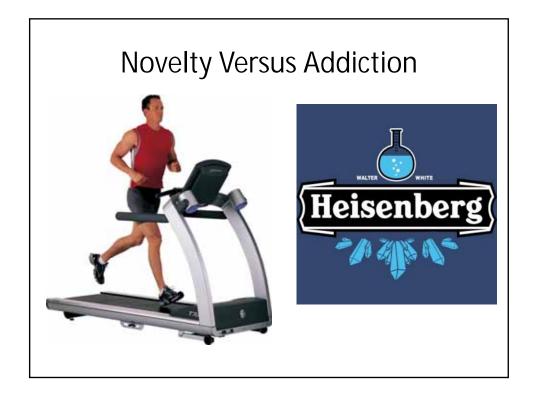




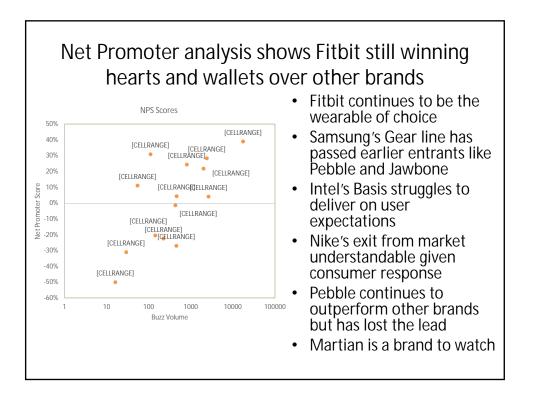


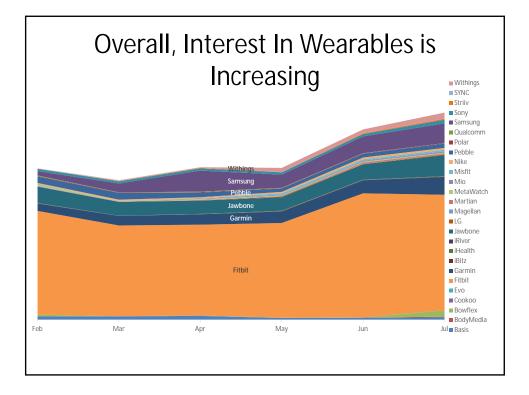


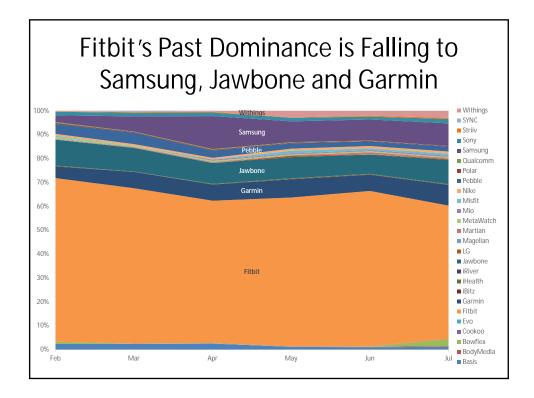


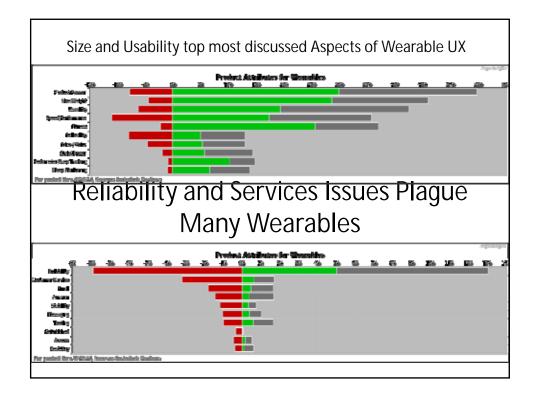


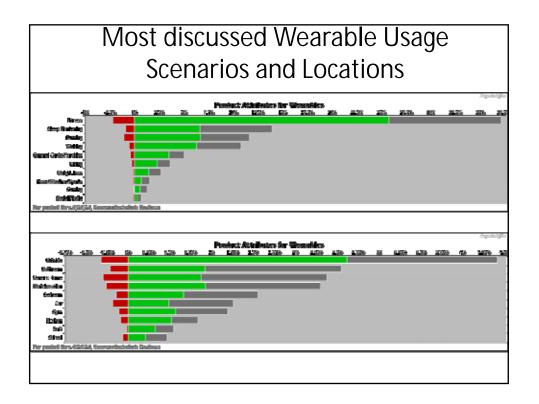


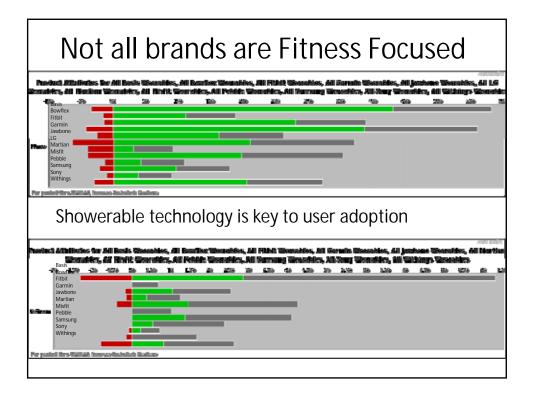


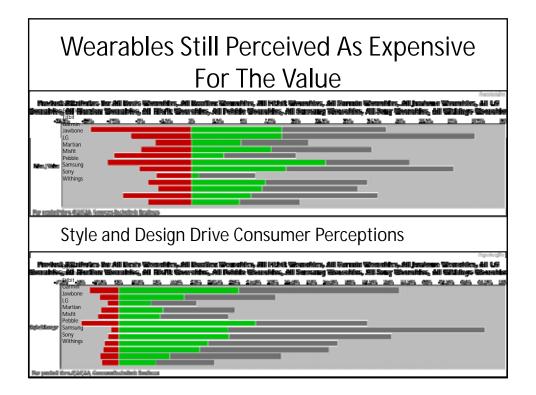


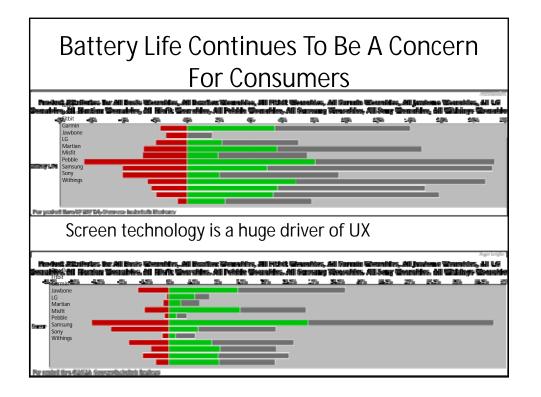


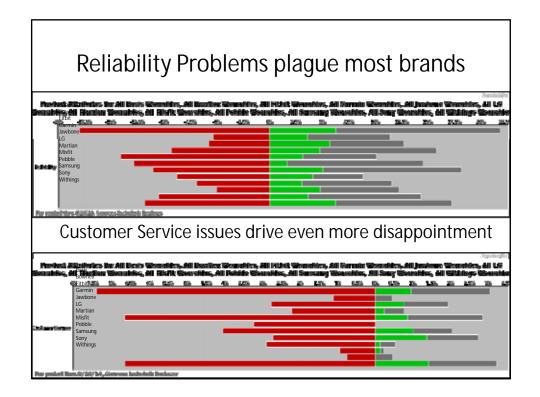




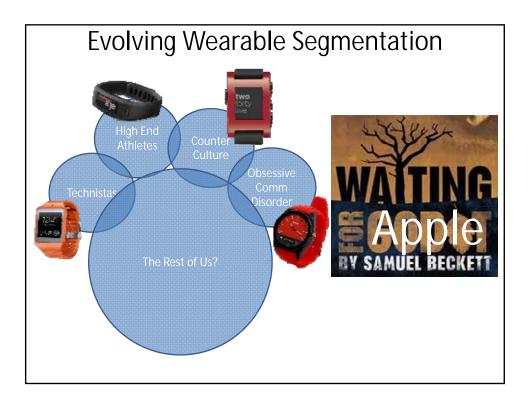












Key Takeaways

- COULD does not equal SHOULD for Wearables
- More Features does not drive more delight
- Battery Life, Cost, and Reliability are key barriers to adoption
- What works for Athletes will not work for Main Street
- Usage must be habit forming with great surprises along the way
- Gammifications fails to keep users from being bored
- Products must live in the real world, not our pockets

