

This month in Tech

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Decide Faster with Interactive Minds

Wearables have been an emerging story for some time and we appear to be entering the wearables 2.0 era. Here's some you may have heard of. [Google Glass](#), an experiment which appears to have run its course is nearly 3 years old. The [Pebble](#) watch is now more than 2 years old. Just recently Apple have announced a future product called the [iWatch](#) which we probably won't see until sometime next year. Wearables offer potential solutions to real world problems that smart phones and tablets do not. Here's just a few of the more interesting.

Microsoft, in partnership with Guide Dogs and Future Cities, is looking to create a [3D soundscape](#) using a headset for the visually impaired. [Jawbone](#) and [Nike](#) are seeing good takeup of their fitness bands. The [Sesame Ring](#) eliminates the need to search through your handbag looking for your wallet or public transport card. The [NFC Ring](#) acts like a key and much like the Sesame Ring eliminates the need to search for your keys in the dark. Unlike smart phones and tablets which just seem to offer more of the same wearables offer benefits that are actually useful. At DeZolve we call this real [innovation](#). It's radically better and radically different.

Wearables manufacturers are still very much focused on early adopters in 2014. Many of the designs are clunky and buggy but like any new sector they will improve over time. Events like the [Wearable Technologies Innovation World Cup](#), which is the leading worldwide innovation competition in the field of Wearable Technologies, are helping make wearables mainstream products. It was Launched in 2009 and more than 2,500 contestants have sought prizes worth \$200,000.

Are using wearables today? What future applications do you see for wearables? Let us know your thoughts. You can find us on twitter [@dezolvedecisions](#) or on Facebook. Just search for DeZolve Inc