

Source: Satellite Applications Catapult





TechKnowledge

Technology Stories

Series 1

Part 4: Devices and Gadgets - Our Companions and Life Savers...



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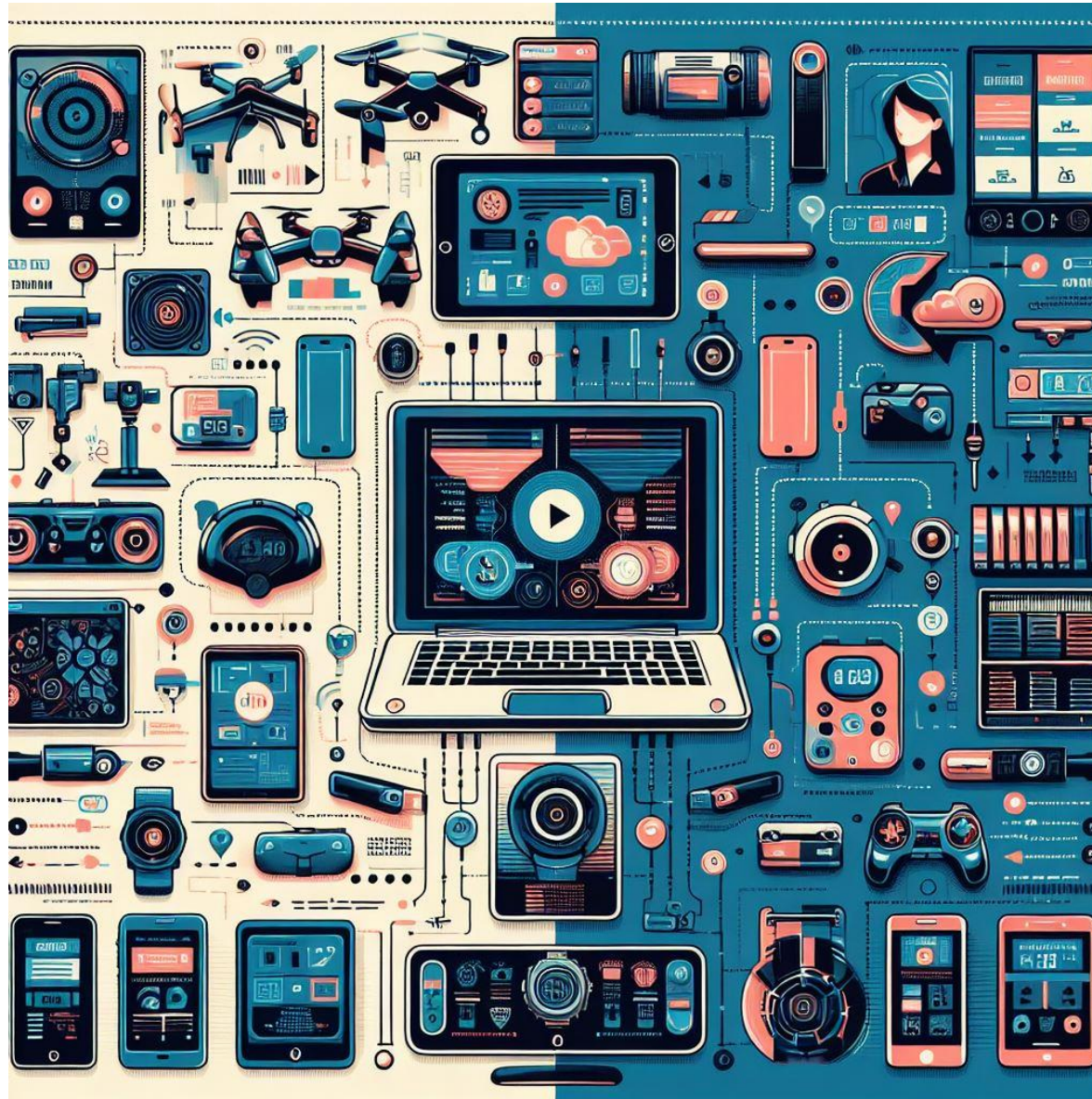
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Student / Intern

TechKnowledge

Technology Stories

A **device** is a piece of mechanical or electronic equipment designed or adapted for a particular purpose.

Devices come in many different forms that we use in our daily lives in different ways, from smartphones and computers to thermostats and lights used in smart homes.



Gadgets are smaller devices, mechanical or electronic, designed with a specific purpose in mind.

Examples of **gadgets** include wireless earbuds, smartwatches, drones, e-book readers, etc.



From Phones to Smartphones and Smart Featurephones



1994

2024



The Evolution of iPhone

2007 - 2023





Samsung Foldable Concepts

← Huawei Mate XT Tri-Fold Phone

Rise of the Companion Devices

Companion Devices are designed to work with a 'main' or 'parent' device which generally needs to accompany them.



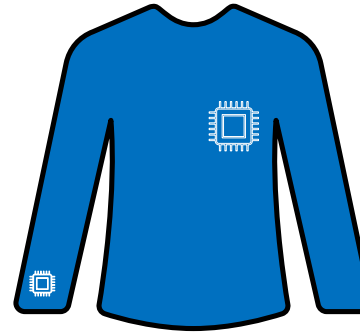
Smaller
Companion
Phones



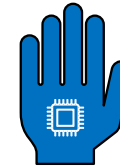
Smart Watches and
Fitness Trackers



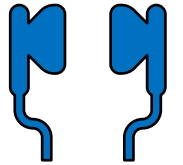
XR Headsets



Smart Clothing



Electronic Skin
Patches



Hearables



Sensors in your Device

Light

Proximity

Microphones (inc. ultrasound receiver)

Camera (front & back)

Gyroscope

Accelerometer

Magnetometer

Barometer

Humidity



Positioning

- GPS / GLONASS / GALILIEO
- Wi-Fi
- Cellular (A-GPS)

NFC

Pressure

Temperature

Gesture

Fingerprint

Heartbeat monitor



Apple Watch Healthcare



Compare Apple Watch Models

| | High Heart Rate Notification | Low Heart Rate Notification | Irregular Rhythm Notification | ECG App | Fall Detection |
|-------------------------------|------------------------------|-----------------------------|-------------------------------|--------------------------------------|---|
| Sensors | Optical heart sensor / PPG | Optical heart sensor / PPG | Optical heart sensor / PPG | Electrical heart sensor / electrodes | Next-generation accelerometer and gyroscope |
| Apple Watch Series 1, 2, 3 | ✓ | ✓ | ✓ | ✗ | ✗ |
| Apple Watch Series 4 or later | ✓ | ✓ | ✓ | ✓ | ✓ |

Note: Original Apple Watch does not support these functions



Source: [Apple](#)



5G
3G4G

Wearable 360° Camera & Usage Example



NEXX360



FITT360



Source: [KT](#)



Augmented reality (AR)

In Augmented Reality (AR), virtual information and objects are overlaid on the real world. This experience enhances the real world with digital images, text, and animation.



LG U+ AR Dance-Off

Virtual Reality (VR)

In a Virtual Reality (VR) experience, users are fully immersed in a simulated digital environment. Users must put on a VR headset or head-mounted display (HMD) to get a 360 -degree view of an artificial world

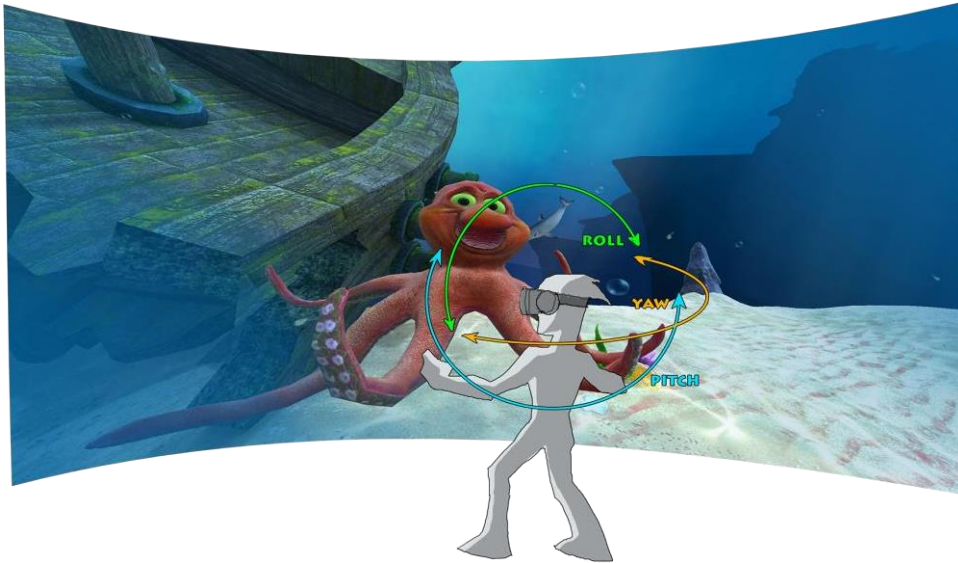


NTT Docomo VR Example

6-DoF allows developers to bring the user into their story

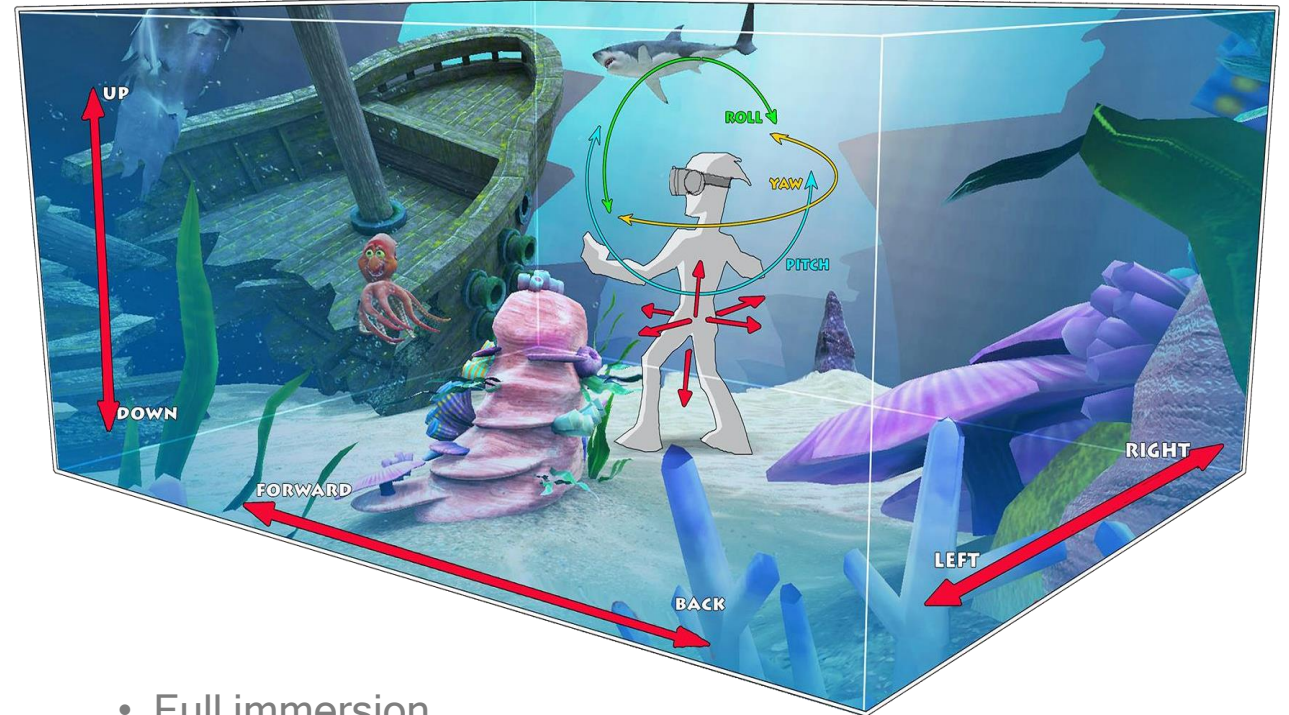
Source: Qualcomm

3 degrees of freedom (3-DoF)



- Can only watch

6 degrees of freedom (6-DoF)



- Full immersion
- Can become part of the story
- Can now interact and change the story

Mixed Reality (MR)

In Mixed Reality (MR), digital and real-world objects co-exist and can interact with one another in real-time. This is the latest immersive technology and is sometimes referred to as hybrid reality.



Microsoft HoloLens MR Example





Apple Vision Pro, 2023



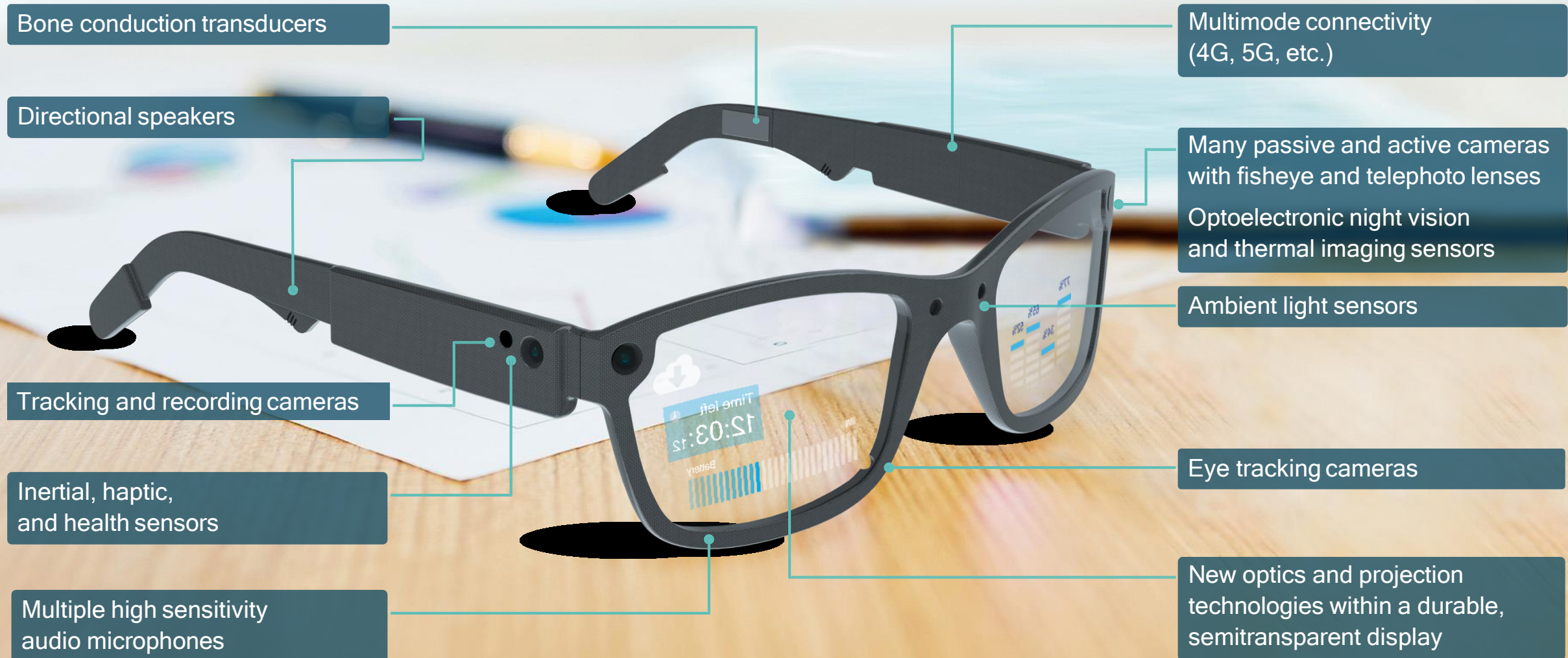
5G
3G4G

Extended Reality (XR)





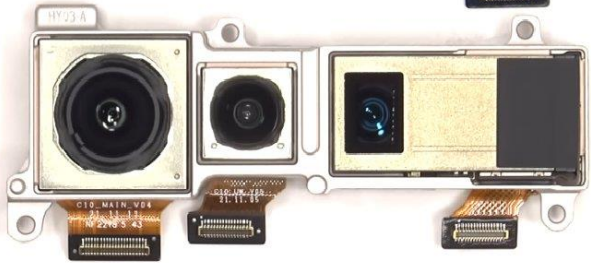
A glimpse into the future — everyday AR/MR glasses



Cameras



Google Pixel 8 Pro



Google Pixel 7 Pro



Google Pixel 6 Pro

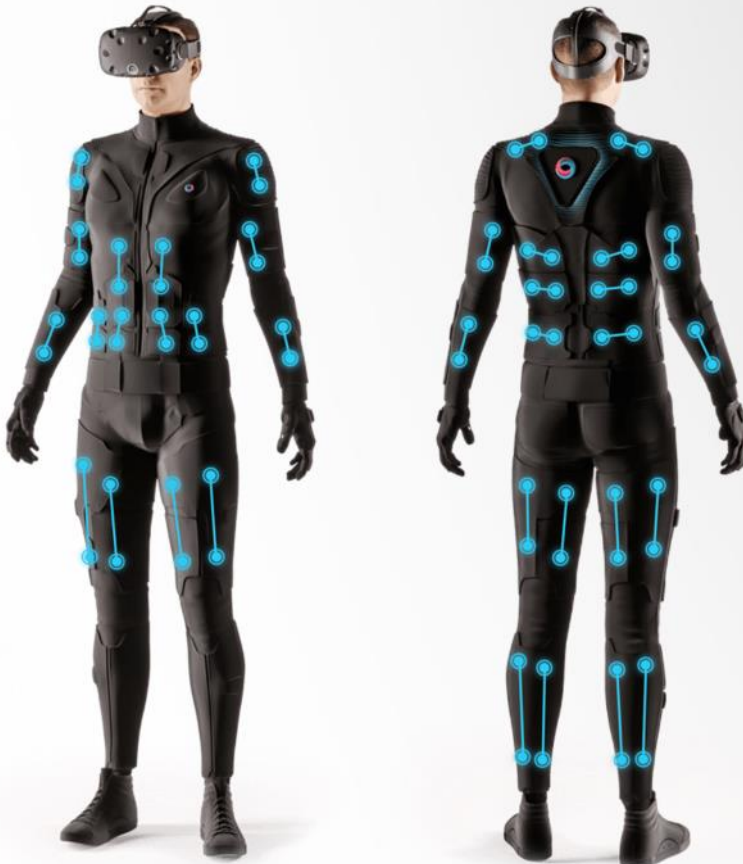


PhoneArena

[Tweet/X Post](#)



Wearables – TESLASUIT



68
Haptic points

Haptic Animations

Real-time
Simulations

Weight Simulation

User calibration
profiles

Capillary system

Haptic Library

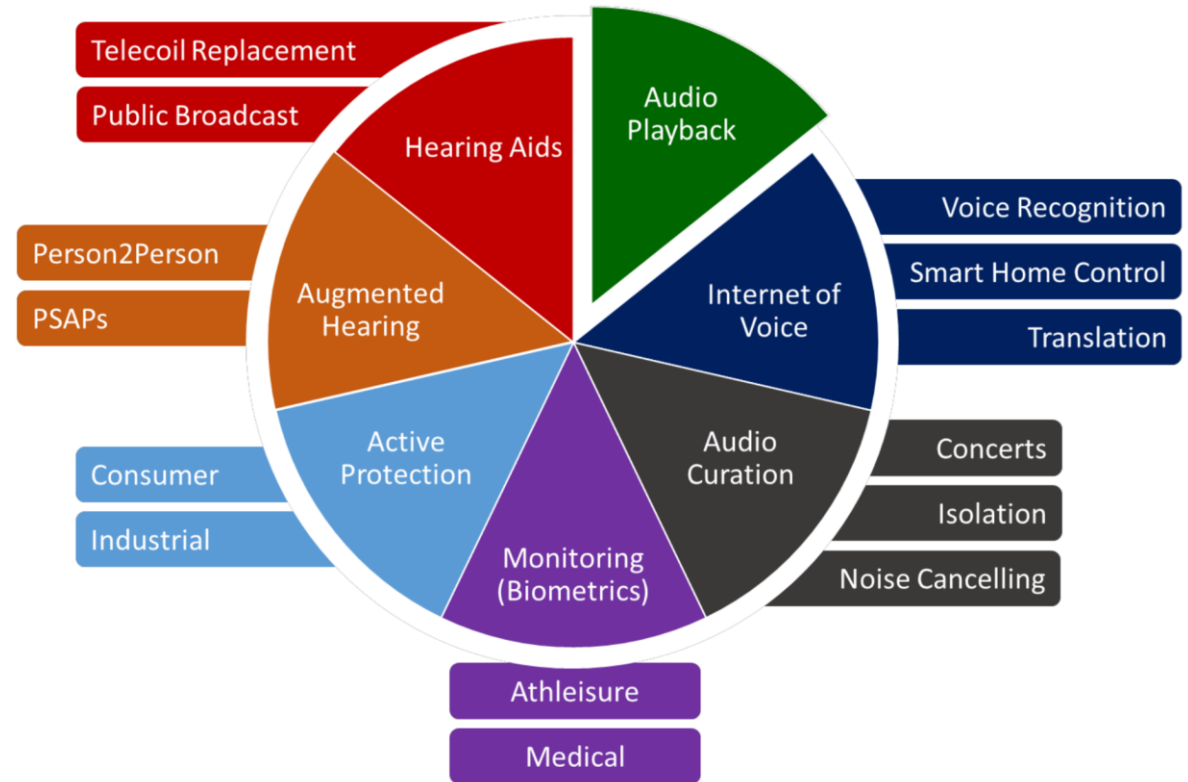
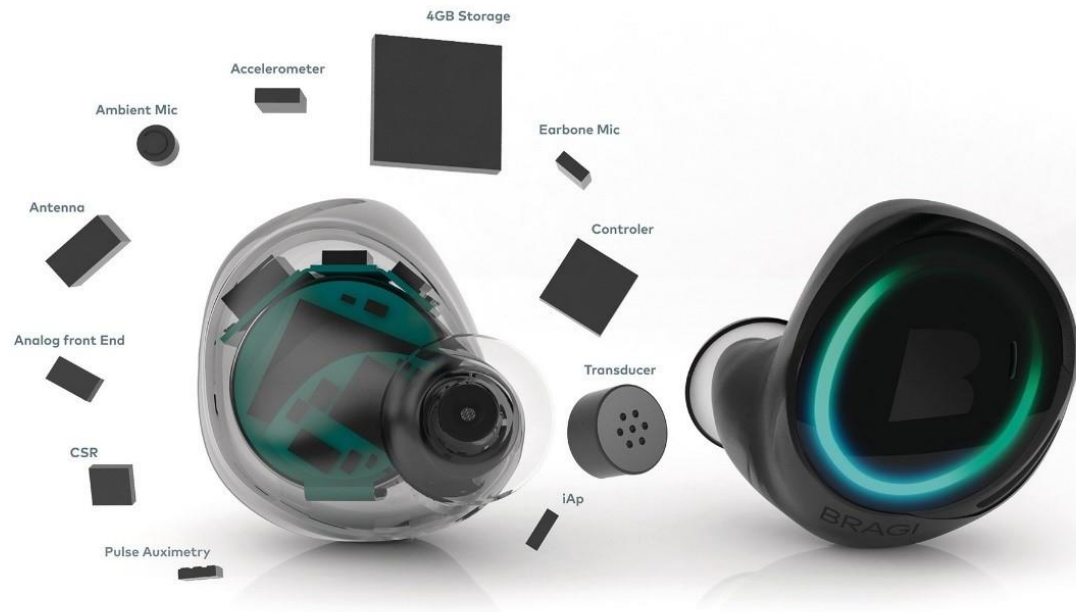
Users can create
custom animations
with Haptic Editor
application

Pic [source](#)

Teslasuit relies on 2.4GHz Wi-Fi for connectivity today. Could it be using 5G/6G in future?



'Hearables' and 'Hearing Wearables'

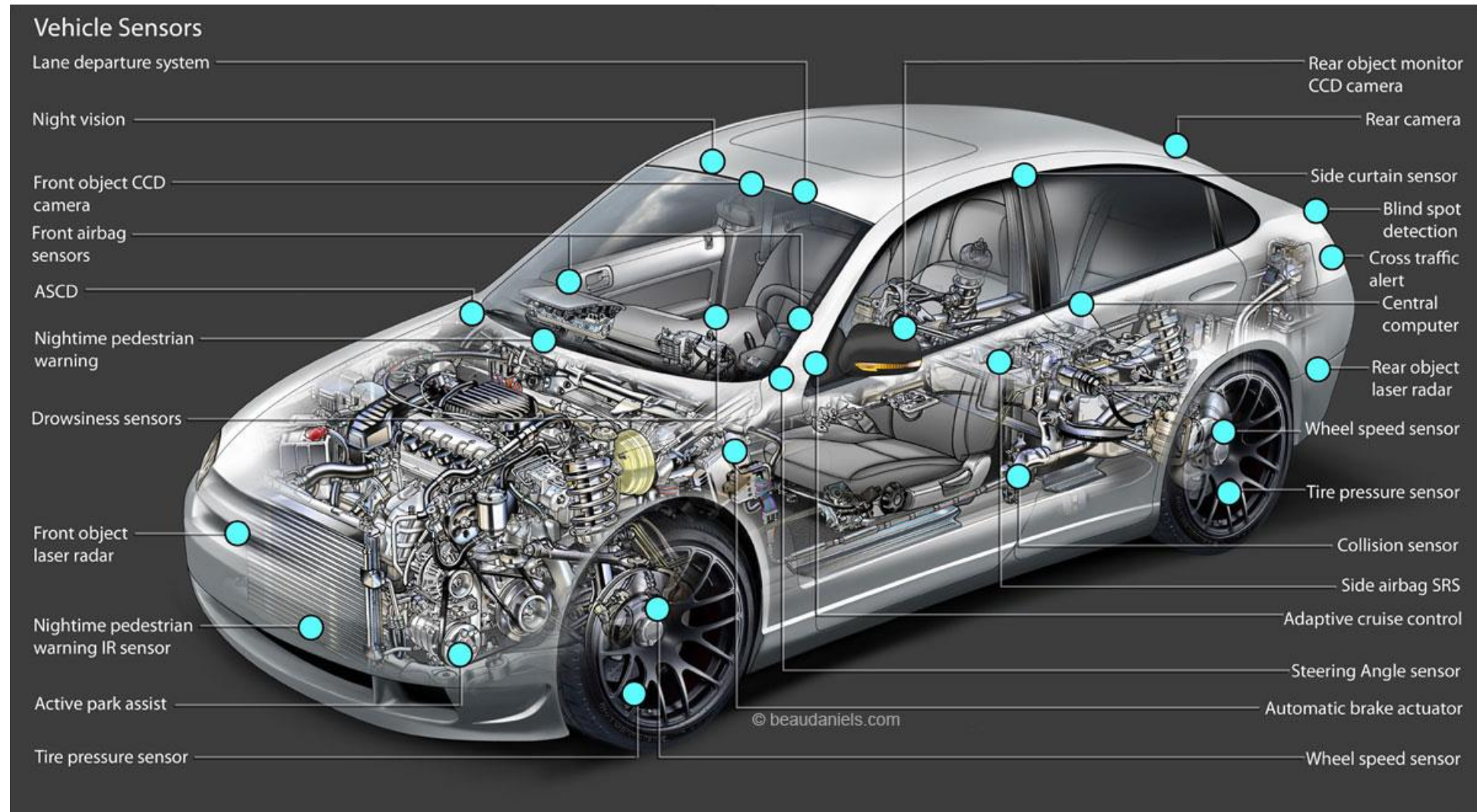


Pictures source: [Fashnerd](#)





Autonomous & Connected Cars



Payments Using NFC (Near Field Communication)

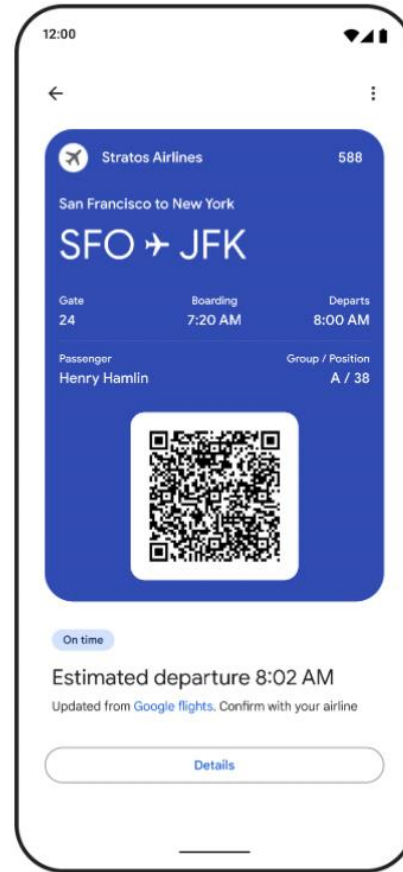


NFC: Key to everything

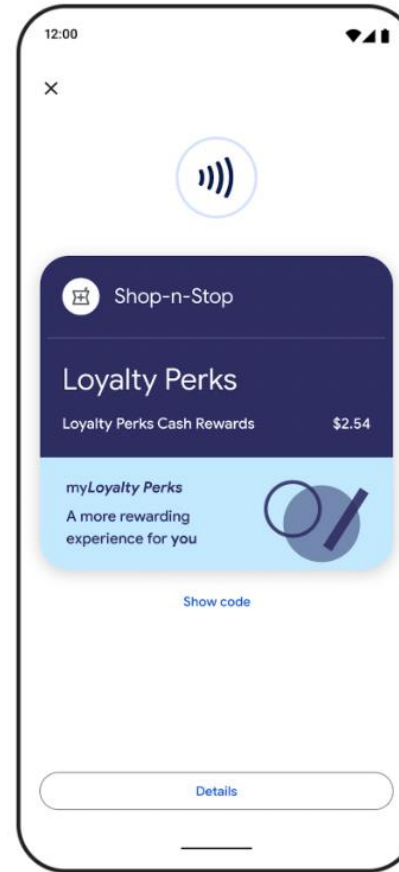
Event ticket



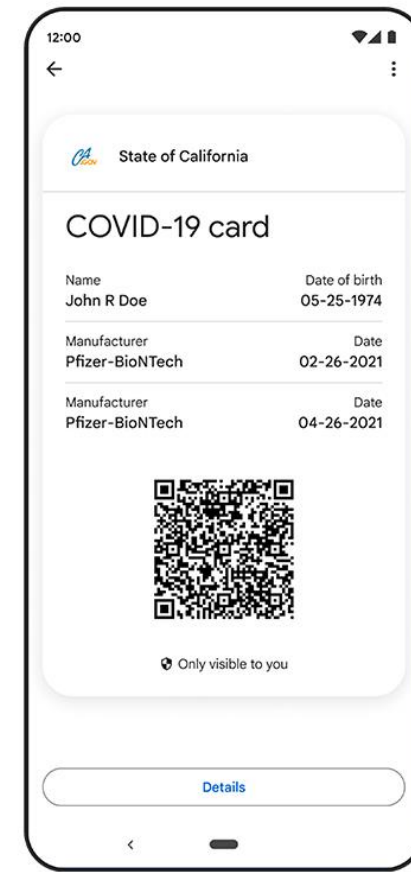
Boarding pass



Loyalty card



Vaccine record



References and Further Reading

- 3G4G: TechKnowledge Technology Stories ([link](#))
- 6G Mobile Wireless Communications - Vision, Roadmap, Technologies & Use Cases: 6G Devices ([link](#))
- Revolution in the Driver's Seat: The Road to Autonomous Vehicles ([link](#))
- 3G4G: Connected and Autonomous Vehicles (CAVs) ([link](#))
- Teslasuit ([link](#))
- Kuldeep Singh on Medium: The Growing List of XR Devices ([link](#))
- 3G4G: 5G and Extended Reality (XR) ([link](#))
- Hearing Tracker: Hearables and Hearing Wearables Technology Guide ([link](#))
- Spiceworks: What Is NFC (Near Field Communication)? Definition, Working, and Examples ([link](#))
- Orange: What is the difference between NFC and RFID? ([link](#))
- Google for Developers: Introducing the Google Wallet API ([link](#))



Thank You

To learn more, visit:

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Operator Watch Blog – <https://www.operatorwatch.com/>

Connectivity Technology Blog – <https://www.connectivity.technology/>

Free 5G Training – <https://www.free5gtraining.com/>

Free 6G Training – <https://www.free6gtraining.com/>

Private Networks – <https://www.privatenetworks.technology/>

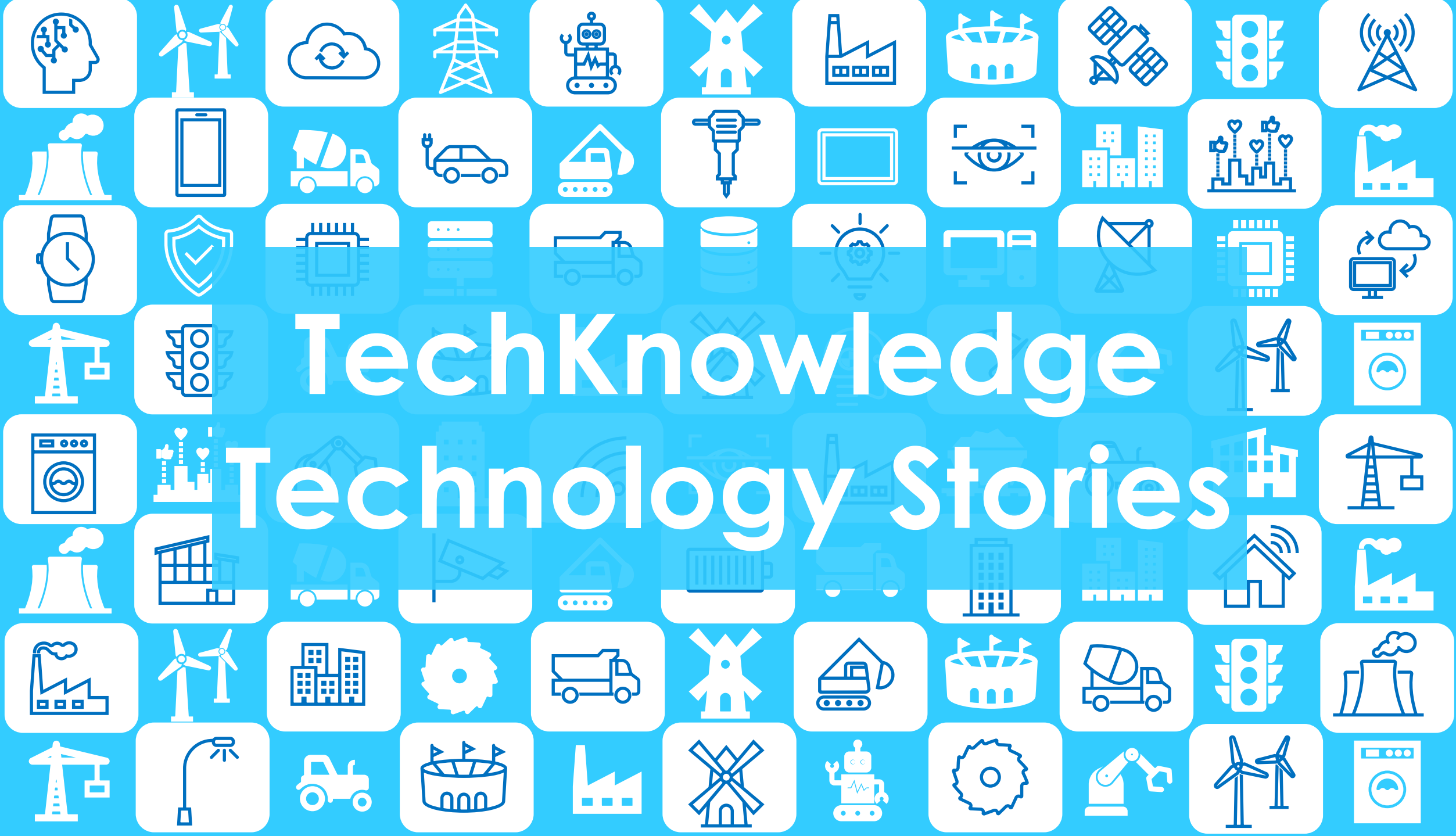
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