

Wearable Technology

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Abstract: Wearable computing is the pioneer or leading technology of research describing out of thinking & advance platform for students. This paper describes, as the advances are made in hardware layout this technology get spread more faster & gives very interesting & challenging application. Wearable computing prototype supporting training activities at the SKODA production facilities in Czech Republic. The analysis of the results will give an review which features of wearable technology are developed for innovative tasks like gaming, training, entertainment. We sure that it has the capability to improve the quality of life for people.

Keywords: Wearable computing, leading technology prototype, innovative.

I. INTRODUCTION

The number of students who admitted for engineering course faces different challenges in daily life due to lack of interest in particular technology. In order to hold students interest different innovative methodology applied by teacher. For example, many interactive multimedia-based programming environment. one of the best technology is robotics which getting more more innovative day to day as students research. Same as, Wearable computing is capable of enhancing daily experiences. This new style of technology has the capability to bring about a large-scale revolution in culture. That is, it can be used not just on the battlefield, but in all facets of daily life. wearable technology offers diiferent facility to enhance driving experience by developing different application for car. A Wearable Platform also providing for the Long-Term Monitoring of Parkinson's Patients.

II. LITERATURE SERVEY

Until now, wearable computing was accessible only to experts with the resources and the knowledge to build customized wearable computing constructions. but latterly as the robotics introduced to student it is wide spread. In 1989, the US Army developed a small wearable computer to assist soldiers with battle related tasks. The concept has since grown from preliminary prototypes r into the current Land Warrior program. The Queen of Naples in 1810, developed a close friendship with Swiss clock manufacturer Breguet, who designed an egg-shaped clock face to fit on a bracelet of human hair entwined & which looks very pretty.



As the drawback of wearable computing pursues an a continuously worn, that raise memory, mind, creativity, communication, and physical senses and abilities. So we are waiting for more innovative design from designers.

III. RESEARCH ELABORATION

a. Wearable learning system for history education

We have developed a system that helps users get historical viewpoints using a wearable technology. This is in acted by overlaying incidents from the past and live scenes from the present. The goal of this system is to help history learners to combine past and present data and obtain a significant notion of the continuity of time through viewing part.

b. Unique training/performance support system

Increasingly involving technology is being deployed by the military throughout the world. It is highly impossible to always have well trained technician available to maintain, repair, and operate this technology to address this problem, a unique training support system for technicians that combines a hands-free wearable computer with a multimedia electronic performance support system (EPSS) is presented.

This technique allows the technician to bring or enter information wherever he or she is, even while working in the field. Our software-based EPSS Combines multimedia information, tools their methodologies to help users perform specific tasks. This platform helps to deliver computer based training (CBT) literally anywhere. Users are able to query the system when a question arises,. The system can respond with a suggestion, cohension, a parts list, or even a movie detailing a procedure. Typical applications of this technology include maintenance, inspection, and operational support of aircraft, radar, heavy vehicles, and other complex electronic systems

EPSS elements:

- Intuitive screen design
- Logical menu systems
- Intelligent system feedback
- Multimedia technologies
- Computer-based training modules
- Task and application simulations
- Performance monitoring
- Expert systems
- On-line reference systems and help

Commercial office application software



c) One of the main technology of wearable computing **seeing aids for the blind or visually impaired**, to help persons with special wearable computing.. The paragon shift that the wearable computing will bring; computer working along with you instead of you working at the computer.



IV. CHALLENGES IN WEARABLE COMPUTING 2014

- 1) The Visual Memory Prosthetic (VMP) is thus combined with the new computational seeing aid, which can thusly capture a cyborglog of a person's entire life and hopefully in the future be able to index into it.
- 2) Businesses and other organizations have a legal obligation not to discriminate against persons with special needs, or the like, or to treat persons differently depending on such technologies.
- 3) It introduce alignment problems, as users in organizations may adopt the new technology before organizations are prepared. Another issue is alignment problems posed by the origing trend, "Bring Your Own Device" (BYOD).
- 4) In addition, as in the cloud computing area, needed supportive legal frameworks which not totally addressed the new wearable computing technology.
- 5) Security and privacy concerns must be given careful consideration.
- 6) Different alignment concepts for managing security challenges and legal aspects related to wearable computing, such as cultivation, care, hospitality, and care with hospitality

V. CONCLUSION

We have all the technologies needed to make a workable wearable computer today. Lot of research and experiments for practical & commercial use of wearable computing are going all over the world. We have described a platform for wearable computing that include interactive platform, a hybrid text-graphical user interface, and training & support system for students in wearable computing.. The paragon shift that the wearable computing will bring; computer working along with you instead of you working at the computer.

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- [4] Ripley Wearable Computer, Commercial wearable products currently available on linux
- [5] <http://www.zerospin.com/ripley/index.html>
- [6] MIThril, research project at MIT, hardware platform combines body-worn computation, sensing, and networking in clothing-integrated design. The MIThril software platform is a combination of user interface elements and machine learning tools built on the Linux operating system.