

# Iware

Iware is an information ware provider exploiting thumb and finger movements for improved communication via small 3D Hall effect sensors and magnets.

The thumb and neighboring fingers are the optimal digital communication group. Derfingerwurkintrio. The valley between the first two fingertips is where the thumb likes to operate and moving your thumb in this region quickly leads to your ergonomic sweet spot. Iware converts thumb and finger movements in three dimensions to electrical signals for communication with associated wearables and with external devices via Bluetooth +. Iware can be worn on one or both hands and provides unobtrusive communication while gaming, reclining, eating, queuing, walking, running, dancing, golfing, driving, flying, cycling, +. Attractive Iware apps include gaming, writing, music, art, CAD, TV remote, drone control, wheelchair control, local and remote surgery, and electronic keys. Iware can be used discreetly.

Iware is the ideal companion for gaming and AR/VR.

Iware provides a keyboard, mouse, and joystick alternative that exploits the degrees of freedom and precision associated with the thumb and finger kinematic chain, it's how we write, it's how we paint, it's how we eat, and it's an attractive way to escape the tyranny of the typewriter and its associated 90° body bends. The thumb and fingers do not have to be in contact and can move over a considerable volume.

Iware sensor and magnet placement includes embedment in finger gloves, fingernail art, jewelry, and partial or full hand gloves. Users can optimize magnet and sensor placement. Sensor electrical I/O means include microbatteries and microantennae on thumb, connection to glove, watch, health monitor, bracelet, watchband, or dedicated band. Cameras, microphones, speakers, and accelerometers are possible additions.

Gloves include those for weather, work, sports, glamour, gaming, and driving and offer unhindered and unobvious use. Gloves and wrist bands can contain video displays, phones, computers, heaters, health sensors, flashlights, +.

Improved communication means are an important part of human progress; speech, music, art, writing, paper, printing, typewriting, telegraphy, telephony, radio, television, and more recently PCs, the internet, smartphones, game controllers, and AR/VR. We crave stimuli and we have time on our hands. We like to hold something in our hand; we twirl our keys; we fidget with spinners; we need Iware.

Iware as a learning aid. Babies will use Iware to reduce boredom and learn faster. Babies are desperately in need of entertainment/stimuli and could learn much faster. We are going to have smart babies. Babies can make their own music, they can make their own art, they can project images on the walls or ceilings. Simple games can be created for baby learning and entertainment. Iware can aid those with hearing and speech difficulties.

The opportunity for arts and entertainment is immense. Iware is the wide ranging musical instrument we can easily carry, allowing music making for all, with or without classic structure. Thumb and finger movements can mimic keys, strings, reeds, or personalized instruments. Everyone can have a Theremin in each hand. Modern software and graphic presentation allows a much wider range of music and reduces the need to learn legacy music notation, just as graphical user interfaces did with computers and

coding. Software can create the Iware guitar, the Iware piano, the Iware saxophone, +. We will have Iware bands, local and remote.

The world is changing and the need for unskilled manual labor is diminishing. We must pursue means to develop valuable skills. The future of "Work" is mindwork. We must make problem solving interesting/gainful/attractive/addictive. We like to play video games and we must find ways to incorporate valuable problem solving.

<https://scitechdaily.com/research-shows-video-game-players-have-enhanced-brain-activity-and-superior-decision-making-skills/>

Iware can work hand in glove to enhance linguistic, graphic, mathematical, musical, mechanistic, visual, and acoustic communication.

Iware is the property of John Popovich and has patent pending status. Contact John Popovich @ [johnmpopovich@gmail.com](mailto:johnmpopovich@gmail.com)

Apple is promising to use hand gestures with camera recognition, but this is not for detailed hand motion, requires the hands to be in the view of the specialized camera, needs significant computing resources, and of course you have to be wearing a \$3500,00 pair of glasses and an accompanying battery.

🕒 JUNE 1, 2023

✓ Editors' notes

## Meta unveils new VR headset as Apple eyes market



Credit: Meta

Meta on Thursday ramped up its Quest virtual reality headgear line, just days before Apple is expected to put its spin on the headset market.

**Imagine trading this ▲ for this ▼**



roll over image to zoom in



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Color: **carbon fiber**



- Finger Sleeves for Precision Gaming - ClawSocks remove friction and gaming "drag lag" for ultimate touch control precision and frictionless consistency - compatible with all touchscreen devices.
- Made with Real Carbon Fiber - Delivers highly conductive touch response and sensitivity with great tensile strength.
- Thin & Breathable - Deluxe nylon and durable spandex 18-needle weave delivers long-lasting comfort and premium performance.
- Flawless Touch - Our Gaming Finger Sleeves combat humidity, sweat, dirt, and oil which adversely affect gameplay.
- Endorsed By Pros - ClawSocks are the official mobile gaming finger sleeves of the best entertainers and competitors in mobile esports.