

BEYOND THE SCREEN

The Emerging Shift Toward Physical AI Companions

Industry Trends, Market Convergence and a Consumer Opportunity in Voice-First Personal Technology

A MARKET IN TRANSITION

AI is becoming more conversational, more portable and less dependent on a screen. The open question is no longer whether new interfaces will emerge, but which physical forms consumers will choose to live with.

Prepared by Gail Solivan

Inventor, InterFACE Companion™

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InterFACE Companion™

One Heart™. Many Journeys.

Executive Summary

For nearly two decades, the smartphone screen has served as the primary gateway to digital life. Artificial intelligence is beginning to challenge that model. Across the technology industry, researchers and companies are exploring screen-reducing interfaces, intelligent wearables, conversational agents, physical companions and new hardware forms designed to make digital services available with less visual interruption.

Microsoft Research described current agentic AI as still tethered to high-friction screens and tested a wearable ring as a lower-friction, screenless interface. Qualcomm now describes personal AI as evolving into an always-present companion across the devices people use and wear. Motorola's Project Maxwell explores an AI-native wearable companion intended to provide assistance without requiring a user to pull out a phone. [1][2][3]

THE CENTRAL MARKET SIGNAL

The technology industry is not converging on one replacement for the smartphone. It is experimenting with many ways to make AI more present, conversational and physically integrated into everyday life.

Why this matters now

These developments point toward a new phase of personal technology in which screens remain important but may no longer be required for every interaction. The emerging opportunity is not simply to make AI more capable. It is to make access to that capability feel more natural in the flow of daily life.

InterFACE Companion™ was conceived within this transition. It proposes a physical, voice-first consumer ecosystem designed to reduce unnecessary screen dependence while allowing people to remain connected to digital services. At its center is a reusable Heart™ designed to work across interchangeable physical Companions.

Purpose and scope

This paper examines public technology signals and competitive activity surrounding voice-first interaction, screen-reducing interfaces and physical AI companions. It is intended as a market and technology overview. It is not a legal opinion, patentability determination, infringement analysis or freedom-to-operate opinion.

1. The Screen Is Becoming the Bottleneck

AI systems can increasingly summarize information, communicate, plan, navigate, translate, research and coordinate multi-step tasks. Yet much of that capability is still reached through a rectangular display.

Microsoft Research's 2026 CHI work on a wearable ring explored what happens when task delegation moves away from the screen. Participants valued the efficiency of screenless interaction for simpler tasks, while more complex actions created a need for confirmation and feedback. The finding is important because it suggests that the future may not be 'screen versus no screen.' It may be a layered experience in which voice and physical interfaces handle routine interactions while screens remain available when visual verification is useful. [1]

2. Personal AI Is Moving Into New Forms

Qualcomm's 2026 'Ecosystem of You' vision describes personal AI as becoming an always-present companion and identifies a growing category of intelligent wearables. The broader implication is that AI is being distributed across form factors rather than confined to one device. [2]

Motorola's Project Maxwell provides another signal. The company describes the proof of concept as an AI Perceptive Companion designed to make assistance hands-free, in-the-moment and less disruptive to the activity or conversation already taking place. [3]

A CATEGORY STILL SEARCHING FOR ITS FORM

Rings, glasses, pendants, pins, wearables, desk companions, toys and robots are all being explored. No single physical form has yet become the default personal-AI interface.

3. Physical AI Companions Are Becoming a Category

The language of the market is shifting as well. AI is increasingly described not only as an assistant or application, but as a companion: something intended to remain available across moments and contexts.

PlaiPin describes itself as a social robotics company and a creation engine for physical AI companions. Its public platform supports multiple forms and modular capabilities. At HRI 2026, PlaiPin presented an industry white paper specifically focused on scalable, safe and socially acceptable physical AI companions through modularity. [4][5]

The HRI 2026 ecosystem itself is another signal. The conference's industry program included work on physical AI companions, consumer robots, social interaction, voice, personality, long-term engagement, trust and safety. Its partner materials describe active interest from companies including Google, Meta, PlaiPin and robotics organizations in human-robot interaction and consumer-facing embodied AI. [5]

Current products show that the category is separating into distinct directions. Miko focuses on a child-oriented mobile robot, while KEYi Tech positions Loona as an expressive moving petbot. LivingAI's AIBI is a close category comparison: a pocket-sized wearable AI pet with voice commands, ChatGPT-based online answers, selected offline commands, reminders, camera, face recognition, app and charging accessories. Listed at \$249 and sold through marketplaces, AIBI validates the feasibility and consumer price range of a portable physical AI companion. It remains one fixed electronic character. InterFACE Companion™ instead centers on a camera-free reusable Heart™ transferring among interchangeable physical Companions, broader practical interface functions and an expandable personalized, collectible and licensed-character ecosystem. Casio's Moflin emphasizes simulated emotion and comfort, while KIKO is being developed as a stationary family robot. Together, these products validate interest in physical companionship while leaving room for a portable, multigenerational and interchangeable character ecosystem. [18][19][20][21][22]

The differences matter. Many current products are fixed robots, child-focused devices, furry comfort pets or single-purpose wearables. InterFACE Companion™ is intended to provide a physical, portable voice interface to cloud-based AI, information and supported digital services through one reusable Heart™ and a broad world of interchangeable Companions.

Convergence does not mean sameness

A growing category naturally produces overlap in enabling technologies. Microphones, speakers, wireless connectivity, AI services, compact processors and voice interfaces are not unique to one product. Differentiation increasingly shifts toward the architecture of the product, the user experience, physical form, ecosystem, business model, personalization and brand.

This is particularly important in physical AI because the device is not merely functional. It occupies physical space with the user. Its appearance, portability and identity can become part of the experience.

4. Where InterFACE Companion™ Fits

InterFACE Companion™ is conceived as a consumer-facing physical technology ecosystem built around a reusable technology Heart™ and interchangeable physical Companions.

The concept intentionally separates the reusable technology component from the physical identity of the Companion. Rather than requiring the complete electronic system to be duplicated in every character, one Heart™ can become part of multiple physical experiences.

INTERFACE PROPOSITION

Keep the technology reusable. Let the physical Companion change.

A physical identity layer

A user could select from people, pets, wildlife, professions, seasonal designs, licensed collections or personalized forms while continuing to use the underlying InterFACE platform. This creates a consumer proposition that is different from a fixed smart speaker, a single wearable form factor or a permanently configured companion.

Voice first, not screen hostile

InterFACE is not based on eliminating phones or displays. Its purpose is to reduce the number of ordinary moments in which a person must stop what they are doing, look down and navigate a screen. For interactions that benefit from visual confirmation, the broader digital ecosystem can still provide it.

Designed as an ecosystem

The architecture also creates a commercial model beyond a one-time hardware purchase. Interchangeable Companions can support gifting, collecting, personalization, seasonal releases, licensed properties and culturally relevant or international collections.

Cloud-connected architecture: compact hardware, scalable intelligence

The proposed architecture places the primary intelligence and service integration in the InterFACE cloud platform rather than requiring the removable Heart™ to perform every function locally. When a user speaks, the Heart™ securely sends the request to the cloud system. The cloud interprets the request, accesses the appropriate supported AI capability, information source or connected service, and returns a spoken response through the Companion. This approach allows the physical device to remain compact while cloud capabilities can be improved over time.

The Heart™ can be developed from proven consumer-electronics categories including microphones, a forward-facing miniature speaker, rechargeable battery, wireless connectivity, charging controls and embedded firmware within a waterproof, repairable two-part enclosure. Connectivity may be provided through a smartphone, WiFi or standalone cellular service, depending on the final engineering configuration. A mobile app or online account may support setup, preferences, permissions and compatible service authorization, but the final experience does not depend on users manually naming or selecting an individual app for every request. The commercially valuable engineering work is the integration: secure cloud communication, reliable voice interaction, miniaturization, practical battery life, safe charging and one reusable Heart™ that works across multiple Companions.

5. The Importance of Physical Identity

Most AI personalization today is invisible. People can choose voices, models, agents and settings, but the technology is often experienced through essentially the same phone, computer or speaker.

Physical companions add another layer: the user can choose what the technology looks and feels like in daily life. That physical identity can create opportunities for self-expression, connection, gifting, collecting, fandom, licensing and personalization. InterFACE is not limited to a single robotic, animated or childlike appearance. Its Companions may look like people, realistic pets, wildlife, professions, cultural or historical figures, artistic characters, licensed properties or authorized personalized forms.

Designed to reflect real people

Human-form Companions can represent children, younger and midlife adults, and older adults across a genuine range of ages. They can also reflect varied cultures, skin tones, hair textures, body types, clothing, abilities, professions and personal styles. This breadth is not merely decorative. It allows people to choose a Companion that feels familiar, aspirational, meaningful or simply fun without requiring everyone to identify with the same youthful or robotic character.

The design language should remain warm and relatable without pretending the Companion is human. The goal is a clearly manufactured character with personality and physical presence, not a humanoid robot that feels clinical, mechanical or unsettling.

A NEW CONSUMER QUESTION

The question may expand from “What can my AI do?” to “Who do I want with me today?”

6. The Character Layer Is Becoming Visible

A second form of convergence is becoming visible in public product launches and design experiments: AI agents are increasingly being given names, roles, personalities and recognizable visual identities. This does not make every character-based agent a physical companion, but it shows that the market is moving beyond anonymous chat windows toward technology that feels more distinct, relatable and memorable.

Grok Bots on X provide a prominent example. Users can create and share specialized bots, assign them jobs and avatars, connect supported tools and organize multiple bots around different functions. The significance for InterFACE is not the Grok interface itself. It is the growing expectation that one person may interact with several purpose-built AI personalities rather than one generic assistant. [12]

Other public experiments reinforce the same direction. Berd presents specialized software agents as a cast of small, visually distinct characters. Kindergrimm demonstrates how quickly families of customizable characters can be created. A blue Codex-themed plush displayed publicly by OpenAI team member Tibo shows how even a highly technical coding agent can be represented as a friendly physical character. These examples are best understood as cultural and design signals, not as equivalent products or confirmed physical-AI platforms. [13][14][15]

The movement between digital character and physical object is also becoming more explicit. Doodles announced a Toy Factory concept intended to transform an image or idea into a custom physical toy. Separately, Emotion Machine is developing infrastructure for AI characters that maintain identity across conversations, use memory and support text or voice relationships. One points toward physical character creation; the other toward the personality and memory layer that can make a character feel continuous over time. [16][17]

Taken together, these developments reveal an emerging stack: specialized AI capability, persistent personality and memory, a recognizable visual character, cloud-based intelligence and an increasingly tangible physical form. InterFACE Companion™ proposes to unite those layers in one consumer ecosystem through a voice-first experience, a reusable Heart™, an InterFACE cloud platform and interchangeable physical Companions. The technology can evolve through cloud updates while its role, personality and physical identity evolve with the user.

Selected Competitive and Adjacent Landscape

The comparison below separates direct physical-companion activity from adjacent developments in digital agents, character infrastructure and physical collectibles. The initiatives are not equivalent products; together they show which layers of the emerging category are being developed independently.

Platform / initiative	Physical	Voice / conversation	Multiple identities / forms	Modular / reusable layer	Primary positioning
InterFACE Companion™	Yes	Yes	Yes	Reusable Heart™ + interchangeable Companions	Consumer physical companion ecosystem
PlaiPin	Yes	Yes	Yes	Modular platform / compatible forms	Physical AI creation platform
Grok Bots	Digital	Text / voice	Multiple bots and avatars	Shared tools and specialized roles	Task-based AI bot ecosystem
Berd	Digital	Agent interaction	Multiple character agents	Shared agent workspace	Developer and agent orchestration
Emotion Machine	Digital	Text / voice	Multiple AI characters	Personality, memory and API layer	AI character infrastructure
Doodles Toy Factory	Planned	Not announced	Custom character forms	Custom-toy production concept	Physical character collectibles
Traditional smart speaker	Yes	Yes	Generally fixed	Device-specific	Home voice assistant
AI wearable	Yes	Usually	Usually fixed	Device-specific	Always-available personal AI
Miko	Yes	Yes	Fixed robot models	Device + parent app	Child learning and family robot
KEYi Loona	Yes	Yes	Fixed robotic pet	Device + charging dock	Expressive petbot for kids and families
LivingAI AIBI	Yes	Yes	Fixed wearable pocket pet	Device + app + charging accessories	Close working-concept comparison; ChatGPT, offline commands, camera, reminders; \$249 direct price
Casio Moflin	Yes	Limited companion sounds	Fixed furry pet	Device + charging bed/app	Emotional comfort and simulated attachment
KIKO	Planned	Yes	Fixed home robot	Robot + projected software	Shared family interface for the room

Note: Comparison reflects publicly available positioning as of August 2026. “Digital” means no dedicated physical form was identified in the reviewed materials. “Not announced” means the cited public description did not identify that capability. This is a market-positioning comparison, not a patent analysis or freedom-to-operate opinion.

7. Why Modularity Matters

Modularity is appearing independently across the emerging physical-AI landscape. PlaiPin emphasizes modular hardware and reusable software behaviors across compatible forms, while InterFACE approaches modularity from a consumer ecosystem perspective: a reusable Heart™ moving among interchangeable Companions. [4][5]

For consumers, modularity can reduce unnecessary duplication of the core technology while creating variety at the physical layer. For a commercial partner, it can also create an expandable platform rather than a single fixed product.

8. Designed Across Generations

A successful personal technology platform should not require every user to adapt to the same interface or identify with the same youthful character. InterFACE Companion™ is designed for all ages: everyday adults, children and families, older adults, travelers, collectors and people who benefit from accessible or hands-free interaction. Natural speech, a simple physical presence and user-selected Companions can make the same underlying platform feel appropriate across different ages, cultures, needs and lifestyles.

Older adults and simpler access

Voice interaction can reduce reliance on small touch targets, nested menus and fine-motor input. Research with older adults has found strong learnability and usability for voice assistants, while real-world studies have shown that older users often prefer responding through speech rather than touch. At the same time, research also shows that setup, privacy, error recovery and clear feedback must be designed carefully. InterFACE therefore treats simplicity as a design requirement rather than an assumption. [6][7]

Children and families

For families, a physical voice-first Companion creates the possibility of age-appropriate access to communication, information and assistance without making a smartphone screen the center of every interaction. Child-focused configurations would require parent-managed contacts and permissions, approved capabilities and content, topic controls, usage schedules, quiet hours, privacy protections, age-aware responses and clear activity visibility. AI conversation should be optional rather than assumed, and parents should be able to pause it while leaving approved non-conversational functions available. Research also shows that commercial voice assistants can respond less reliably to children's speech than to adult speech, making careful testing essential. [8][18][23]

Accessibility and hands-free use

Hands-free and eyes-free interaction can also benefit people who find conventional screens, keyboards or touch interfaces difficult to use. The goal is not to present InterFACE as a medical device, but to design an everyday consumer platform that can be easier to approach across a wider range of abilities and circumstances.

9. Safety Through Simplicity and Voice Access

Safety can become an important supporting use case when assistance is reachable through a simple spoken request. A child who is lost, an older adult who has fallen, a traveler who needs help finding a safe route, or a user who cannot easily reach a phone may benefit from being able to ask the Companion to contact an approved person, share permitted location information, or access an appropriate cloud-supported service.

SAFETY-SUPPORTING DESIGN PRINCIPLE

In a stressful moment, the interaction should be as simple as speaking naturally. Safety features should support access to help without claiming that any consumer device can guarantee personal safety.

Any future safety functionality would need appropriate safeguards, including user permissions, parental controls where relevant, secure account design, clear confirmation of high-impact actions, privacy protections and reliable fallback behavior. Emergency-service functionality, if pursued, would require separate engineering, regulatory and service-provider evaluation.

10. Human First Design and Responsible Attachment

A companion-shaped interface can become emotionally meaningful, which makes engagement design part of product safety. Public reporting on character-based AI and recent child-safety research have raised concerns about systems that sexualize interaction, encourage harmful conversation, blur the line between simulation and real relationship, or deliberately create dependency. Common Sense Media's 2026 assessment of AI companion toys also identified concerns involving inappropriate outputs, privacy, reliability and the displacement of traditional play and human interaction. [23][24]

Human First Mode™

InterFACE Companion™ should be designed to support real life rather than compete with it. A proposed Human First Mode™ could offer user-controlled reminders to take a break, go outdoors, move, rest, contact a trusted person or return attention to an offline activity. It could support quiet periods and family routines while avoiding streaks, guilt, possessiveness, artificial neediness or rewards that intensify emotional dependency.

The Companion should identify itself honestly as technology, avoid claiming human feelings or exclusivity, and direct important medical, legal, safety or emotional matters toward an appropriate trusted person or professional. For children, these principles should work together with parental controls and age-appropriate boundaries. For adults and older adults, they should preserve autonomy: prompts are optional, transparent and controlled by the user rather than imposed by the system.

InterFACE DESIGN PRINCIPLE: Support human relationships and real-world experiences. Do not replace them.

11. Thoughtful Wireless and EMF Design

InterFACE is intended to be technologically capable without adding unnecessary electronics simply because they are available. That philosophy can extend to wireless design: use only the radios and transmission power needed for the intended function, favor efficient low-power connectivity where practical, and engineer the product to comply with applicable radiofrequency exposure, electromagnetic compatibility and equipment-authorization requirements.

Wearable devices commonly use low-powered radiofrequency transmitters such as Bluetooth, and consumer wireless devices sold in the United States are subject to FCC radiofrequency exposure

requirements. Current FDA guidance states that the weight of scientific evidence has not linked cell-phone radiofrequency exposure within established limits to health problems. InterFACE should therefore avoid unsupported health claims while still making low-power, standards-compliant and thoughtful wireless engineering part of its product philosophy. [9][10]

For users with implanted electronic medical devices, electromagnetic interference is a separate design and labeling consideration. FDA guidance notes that radiofrequency energy can potentially interact with some implanted devices and recommends precautions for certain products. A future InterFACE implementation should be evaluated for electromagnetic compatibility and appropriate separation guidance before commercialization. [11]

12. Strategic Opportunity

The consumer opportunity spans everyday adults, families and children, older adults, travelers, people who benefit from accessible or hands-free interaction, and consumers drawn to personalization and collecting. For a strategic partner, that breadth creates multiple go-to-market paths from one underlying platform: family collections, senior-friendly offerings, travel companions, accessibility-oriented configurations, licensed characters and mainstream consumer editions.

The market is still early enough that the dominant consumer form has not been established. At the same time, the direction of travel is increasingly visible: more conversational AI, more portable intelligence, more hands-free interaction and more experimentation with embodied or physical interfaces.

This creates an opportunity for companies with strengths in consumer electronics, AI, semiconductors, communications, licensing, entertainment or global distribution to shape how this category develops.

13. Why Now

InterFACE Companion™ is not emerging in isolation. Its underlying premise aligns with several independent industry movements occurring at the same time: screen-reducing interaction, always-available personal AI, voice-first access, compact intelligent hardware, physical embodiment and growing interest in companion-style interfaces.

Competition is evidence that the category is becoming real. The strategic question is therefore becoming less “Will technology move beyond the smartphone screen?” and increasingly:

THE STRATEGIC QUESTION

What form will the next relationship between people and everyday technology take?

InterFACE Companion™ proposes one consumer answer: a reusable technology Heart™ combined with interchangeable physical Companions, allowing the technology to remain consistent while its physical identity can change.

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About InterFACE Companion™

InterFACE Companion™ is a patent-pending consumer product concept centered on a reusable Heart™, an InterFACE cloud platform and interchangeable physical Companions. It is being developed as a voice-first ecosystem intended to make everyday access to AI, information and supported digital services more natural, portable and less screen-dependent.

About the inventor

Gail Solivan is the inventor of InterFACE Companion™ and has developed the concept, product ecosystem, use cases, companion collections and licensing vision.

Business / partnership discussions

InterFACE Companion™ is seeking strategic licensing, development or acquisition partnerships.

Important note: Competitive descriptions are based on publicly available information reviewed through August 2026 and may change. This paper is intended for business and market discussion and does not determine patentability, infringement, validity, ownership or freedom to operate.