Digital world: Wearable technology

analyse	Look at something in detail.
annotate	Labels on a drawing which help to explain it.
concept	An idea; in this unit, a drawing with labels.
control	To command something to change, such as lighting up or flashing.
evaluate	To decide if the design is the best it can be.
function	What something does.
initiate	To start a program.
program	A script of code that instructs a device to do something.
simulator	A computer-generated imitation of something.
user	A person who uses something.

product concept

watch style strap to wear on wrist

brightly coloured

space for flashing LEDs

smiley face LED design

possible pattern choice

An image with annotations, explaining ideas for the shape of a product (form) and how it works (function).

computer-aided design (CAD)

POPULAR

Software that enables the user to create digital images.

Digital revolution

Began in the 1980s and is still happening today. Computer-based (digital) technology has become how many products function. Digital products make life easier for us all.

wearable technology

Technology you can wear to help with day-to-day activities. It has developed over time.

Flashing LEDS

```
on button A pressed
  repeat 10 times
  do
    show leds
    [LED grid display]
    pause (ms) 200
    clear screen
    pause (ms) 200
```

Add a flashing pattern

```
on button B pressed
  repeat 10 times
  do
    show icon [icon]
    pause (ms) 200
    clear screen
    pause (ms) 200
```
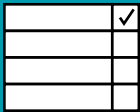
Light sensor

```
forever
  if  light level > 100  then
    show leds
    [LED grid display]
  else
    clear screen
```

Tips for a good evaluation
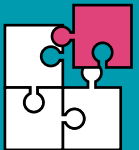
- Check your design against the design criteria.
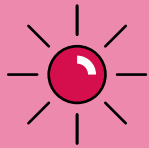- Note down something you have done well.
- Get feedback from someone else.
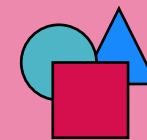- Suggest a change.

- Designed for children.
- Should light up and flash.
- Must be wearable.
- Must use computer technology.
- Must use CAD to sell the technology.
- Use a focus group to evaluate the product.