The motivation of my design is to combine the functions of a cell phone with a standard wristwatch. Because a cell phone already tells time in a convenient fashion (usually on an easy-to-see outer screen) having both devices is somewhat redundant. However, digging around in a pocket or purse every time you wish to know the time is impractical, so many people still use a wristwatch. Given a few more years, battery and cell phone technology will probably be reduced even further in size, making it possible to wear the cell phone on your wrist in place of a watch. The user could wear a small earbud for audio, while the microphone for the device could be imbedded in the strap. This way, users would have to hold their wrist near their mouth in order to speak, perhaps pressing one finger against the earbud, providing a clear visual sign to others that they are on the phone. I think such a visual cue is necessary considering the confusion that can arise from using a Bluetooth hands-free set. People around you can have trouble telling whether or not you are speaking to them. I imagine a user on this sort of phone would look something like this:

Please forgive the brevity of this scenario, I lacked access to a scanner and had to draw this on the computer. Never attempt to use the GIMP for drawing if you value your sanity.
Using the phone should not be significantly different from a normal cell phone, aside from one big design challenge: the need for buttons or other inputs, which watches are notoriously lacking in. I believe, however, that the good people over at Apple may have already solved this problem. By borrowing a touch-based system like the one used in the iPhone, it should be possible to make an interface that is about the same size as the face of a sports watch. Normally, the screen would only display the time, date, and other watch functions, but tapping it would bring up a normal cell phone interface (usually consisting of about 9 items arranged in a 3x3 grid). It could also switch, as the iPhone does, to a number pad when you need to dial. Accepting an incoming call could be as simple as double-tapping the watch face. The user could terminate a call by pressing with two fingers simultaneously.

In addition to combining two commonly used devices, this design has several advantages over current cell phones. For starters, it eliminates the need to rummage around looking for your phone when it rings because the phone is always immediately accessible. If, for example, your phone were to ring during a lecture, you’d probably be able to silence it before it even got to the second ring. Wearing the phone on the wrist would also make the vibration function far more effective because it would be pressed directly against the user’s skin. Even a relatively small amount of vibration (maybe half of what is standard on normal cell phones) would be unmistakable. Having the phone physically strapped on would also make the user far less likely to lose the phone or forget to bring it with them.

The design could also benefit from some more futuristic technology. It would be especially cool if it were possible to detect which fingers were being moved on the hand the watch was strapped to simply by measuring the vibration of the tendons in the wrist. You could then associate certain gestures and finger movements with interface functions, allowing the phone to be used with only one hand. It would also be nice if speakers were even smaller and more directional than they are now, which could allow the earbud to be replaced with a more fashionable earring. Mounting the microphone inside of a nose ring would also be incredibly fun, although its practicality would be questionable (just be very careful not to sneeze).