**Motivation**

The design of this phone is meant to make use of concepts from ubiquitous computing. Technology has continually been moving towards a time that there will be technology all around us. Now, an MP3 player syncs with a person’s personal computer which can be connected to a video game console and then be used on one’s television.

In the 22nd century, everything will be connected, without having to go through ridiculous setup processes to do so. Right now, when a user connects a new piece of hardware to a computer, the computer can automatically search for and install the drivers for that device. That is just a start to this technology. The Microsoft Surface can read RFIDs in cameras and cell phones to figure out what device is sitting on it. They envision paying for a meal at a restaurant by placing a credit card on the Surface. My cell phone will take all of this to the next level.

**Audience**

The audience of this phone is intended for use by adults who work in an office setting of some sort. Working in a cubicle setting is also acceptable. Also, it is expected that the phone will do better in an American setting than European or Asian. The reasons for this is because, the cultural intricacies of these cultures are not understood well enough by myself to design a product well enough for these users.

That is not to say people in Europe or Asia, other age groups, or people with other jobs may not use the phone, I am simply stating that these groups may not find a need for this product.

**The Product**

**What it does -**

The phone itself is mainly made of nanotechnology. The device itself is a glove shape. It is extremely light and flexible. It is made so that the user barely notices it. It does not interfere with daily activities. The nanotechnology makes the glove virtually indestructible. When the device is not in use, the glove is see-through. When it is in use, the glove glows, to let other around the user know that the phone is in use.

The nano-bots of the 22nd century are extremely advanced. When a call is coming in, the nano-bots create a direct link from the glove to the user’s brain. The glove also is connected to satellites that send the signal to another user’s phone. The link to the brain, allows users to not have to speak out loud to talk on the phone. This way, when the user is in public, the user won’t disturb others. The nano-bots will know the difference between thoughts and what the user wants to say on the phone, so the personal thoughts of the user will still be private.

The other side of the conversation will also be sent to the user’s brain through the nano-bots. This ability to send sound to the user’s brain also makes it so the user can listen to music without headphones. Glove will have a flash-like memory. Technology will have improved enough such that the memory will be tiny and light enough to fit in the glove.
In the 22\textsuperscript{nd} century, the device will be able to wireless sync with one’s office space, home, etc. I do not want to say computer because computers may have changed so much in the next 100 years that they will be unrecognizable from what we have today. In the office the glove can be taken off and placed in a holder on one’s desk. This will activate the room to work as part of the phone. The same goes for the home situation. The glove will become part of the house.

**Scenarios** -
Cody enters his office at work. He takes his glove/phone off and places it inside its container. The room wakes up. Cody then decides to get a cup of coffee. The room knows Cody has left the room and sets to phone to his “Away” preferences. While he is away, he misses a call. When Cody gets back, he notices that the lights in the room are slowly dimming and then brightening again. He goes to check his messages.

![Figure 1. Container for glove. It connects the glove to the office or home. It was designed to blend with the interior design concepts of the 22\textsuperscript{nd} century.](image1)

Abbey is on the train going to work. Since there are a lot of people on the monorail, it’s loud and cramped. Abbey’s hand starts to tickle a little. She is getting a call. Abbey looks at her glove. The nano-bots have reformed on her hand to create a little display. It says that Cody (from work) is calling. Simply by touching her glove to her ear, she answers her phone. Without making a noise to disturb others on the train, she talks to Cody about their presentation due this afternoon. The volume is set such that it is loud enough for Abbey to hear it over the noise on the monorail. Even though the signal is being sent directly into Abbey’s head, the nano-bots tell Abbey’s brain that she is “hearing” the signal through her ears. The nano-bots adjust the volume automatically based on the decibel level of the area around Abbey.

![Figure 2. A call coming in and displaying on the palm display created by the nano-bots.](image2)
When Abbey gets to work, she too places her glove in its container. As she is gathering her part of the presentation together, she gets a call. Since her phone settings are completely customizable, she set her phone to connect directly to her holographic conferencing display. A hologram – representing her phone, appears and tells her a call is coming in from her boss. This holographic display is connected to her office which is connected to her phone. She asks the phone to put her boss through. Abbey then talks with her boss.

Cody is really excited after the great presentation he and Abbey gave at work. To expend some of this extra energy, he decides to go for a run after work. With his glove on, he sets the phone to a music setting simply by using his index finger on his free hand and writing the word music on his palm. The nano-bots reform in the glove to create a display on his palm. Cody uses his free hand to explore his music collection. He picks a playlist and it plays. Cody goes for his run.

Abbey needs to stop by the grocery store after work. At the store, she is trying to decide which type of coffee she should get. She picks up a bag; using her glove she scans over the RFID-like chip in the bag. The nano-bots reform into a display on her palm. The display tells her that this bag of coffee is on sale. It also says that she may want to try a new flavored coffee that has just come out from the same coffee company. Intrigued, Abbey gets the new flavor.

Figure 3. The phone glove being used to browse music.

Figure 4. The phone telling the user about products in the store.
While at the store, Abbey decides to call her husband, Tim, to see if there anything he needs from the store. She simply touches her glove to her ear again, to turn on the phone mode and talking to her hand, she says “Call Tim”. The phone creates the connection to Tim and they speak. (In the case Abbey would need her phonebook, all she would do is touch her ear, and the nano-bot display is created.)

At home, Cody places his glove in a compartment similar to the one at work. From there, since his phone is now connected to the house, he can be alerted of calls and answer calls from anywhere in the house, if he so chooses. While in this compartment at home, the nana-bots recharge. (The glove can also recharge by wireless electricity if the user wishes to not use the compartments.)