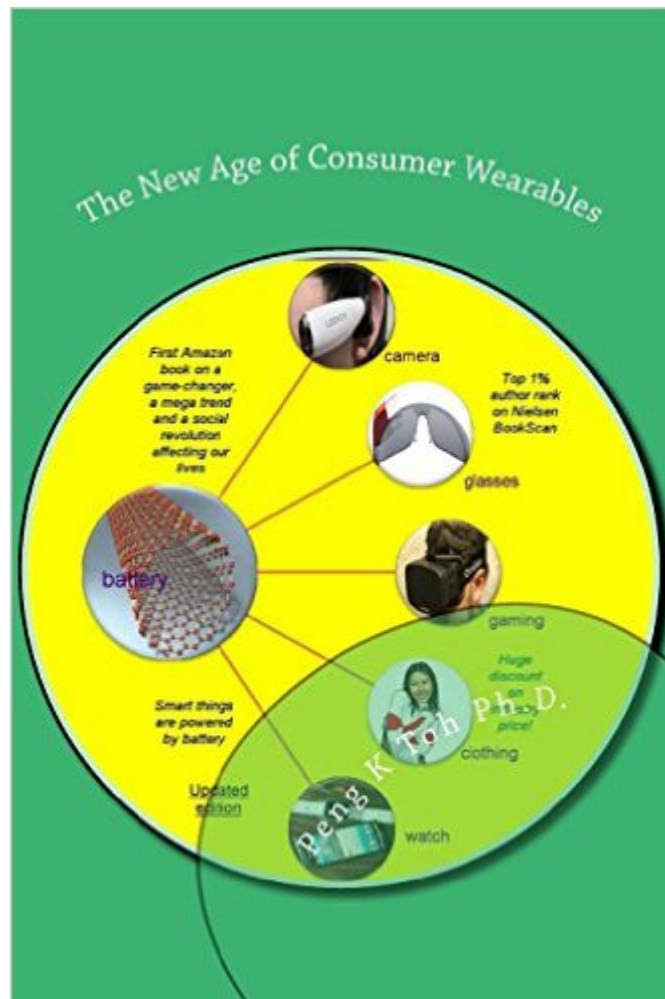


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# The New Age Of Consumer Wearables: Internet Of Smart Things (Wearable Computers)



## Synopsis

Hardly a day passes by without a scoop, or an update or a comment on what we now know as "wearables". Wearable computing devices have been around way back in the 16th century but began to come into the mainstream only in the last 1-2 years. Some analysts see a major movement going on in the post-PC era. Some others hail wearables as the largest technological advancement of the century. The plethora of portable miniscule gadgets can perform many functions of personal computers. This is the first book on the topic. The first of a three-part series, this book (which updates and revises the 2013 edition) addresses, and attempts to forecast, the global consumer wearable market in the next 5 years. For this purpose, the market is segmented into five industry verticals - smart cameras, smart glasses, smart gaming (and entertainment), smart clothing, and smart watches. It contains over 200 pages, 80 charts and pictures, scores of product and company profiles, and a glossary. A similar book like this is typically sold as a research report for thousands of US dollars. To reach out to a wider audience on account of the contemporary topic, this book is being sold for barely 1% of the industry price.

## Book Information

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