



keyglove
freedom in the palm of your hand

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The **Keyglove** is an innovative new way to interact with your technology. A **wearable, wireless, open-source** input device, the Keyglove provides unprecedented **flexibility** and **convenience** for gaming, design, art, music, data entry, device control, 3D object manipulation, and even inexpensive telepresence. The Keyglove uses customizable touch combinations and gestures to enter text data, control the mouse, switch between applications, and perform multiple operations with a single action. The Keyglove can excel in many different areas:

- **Wearable computing:** This technology hasn't taken off yet because the optics aren't economical enough, but it's definitely coming! If your display was a translucent projection in your glasses, and your computer was in your pocket, wouldn't you want a self-contained wireless input device that you didn't have to hold or look at?
- **Gaming:** If you find yourself using a custom keyboard commands to do things in the games you play, the Keyglove is the perfect device to allow the same control with much less effort and much more efficiency. Anything you can do with a keyboard can be done with a Keyglove, and the Keyglove adds motion control and immediate availability—you'll never need to find the right position on the keyboard again, since your keyboard is fitted to your fingers!
- **Mobile devices like smartphones and tablets:** Some people can get by with miniaturized QWERTY hardware or on-screen keyboards—in fact, some people can use them with amazing dexterity and accuracy. Others aren't so devoted to learning the skill. The Keyglove can act as a wireless input device for most smartphones and tablets, negating the need to use the other, sometimes difficult input options.
- **3D spatial or VR interfacing:** Because the Keyglove has motion-sensing capabilities, it can be used where special 3D control is necessary or helpful. This may include CAD software or other modeling, navigation, and basic telepresence remote control.
- **Specialized device control in extreme or industrial situations:** The Keyglove can be a simple, no-eyes-required input device that is easy to keep track of (since you'd be wearing it!) and hard to lose, perfect for high-activity or dangerous areas where a regular keyboard and mouse wouldn't survive intact for long.
- **Unique artistic creativity:** We're used to traditional interfaces for art and music. What if you could use motion and touch for a creative outlet for your artistic side? Much the same way that recent touch-based interfaces have allowed for a new way to create art and music using tablets, the Keyglove can provide a new way to turn your imagination into something tangible.
- **Handicapped, disabled, or limited-mobility users:** Some people only have the use of one of their hands, or they can't manage the motions necessary for typing on a regular keyboard or using a regular mouse. The Keyglove's design is such that it can overcome many of these problems and give some computer control back to people who have lost it.

The Keyglove is currently still in the prototype phase and undergoing rapid development. You can follow the progress of the project or contact the developer using the resources shown at the top of this page. We are hoping to have the first manufactured Keygloves available for purchase before the end of 2011.