

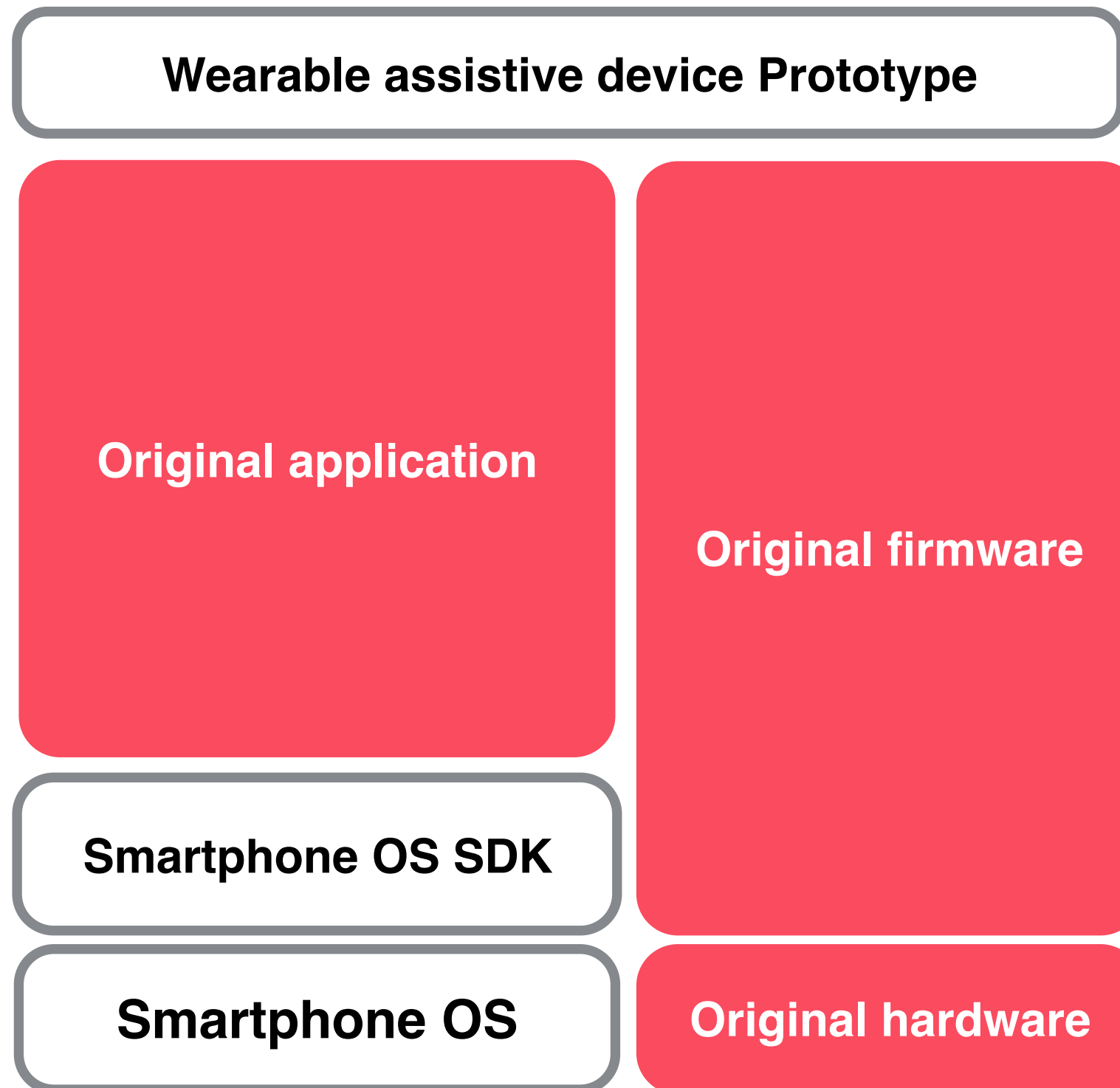
# AeonKit : Wearable Device Prototyping Toolkit

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**Akira Matsuda** (The University of Tokyo)

# Architecture of the toolkit

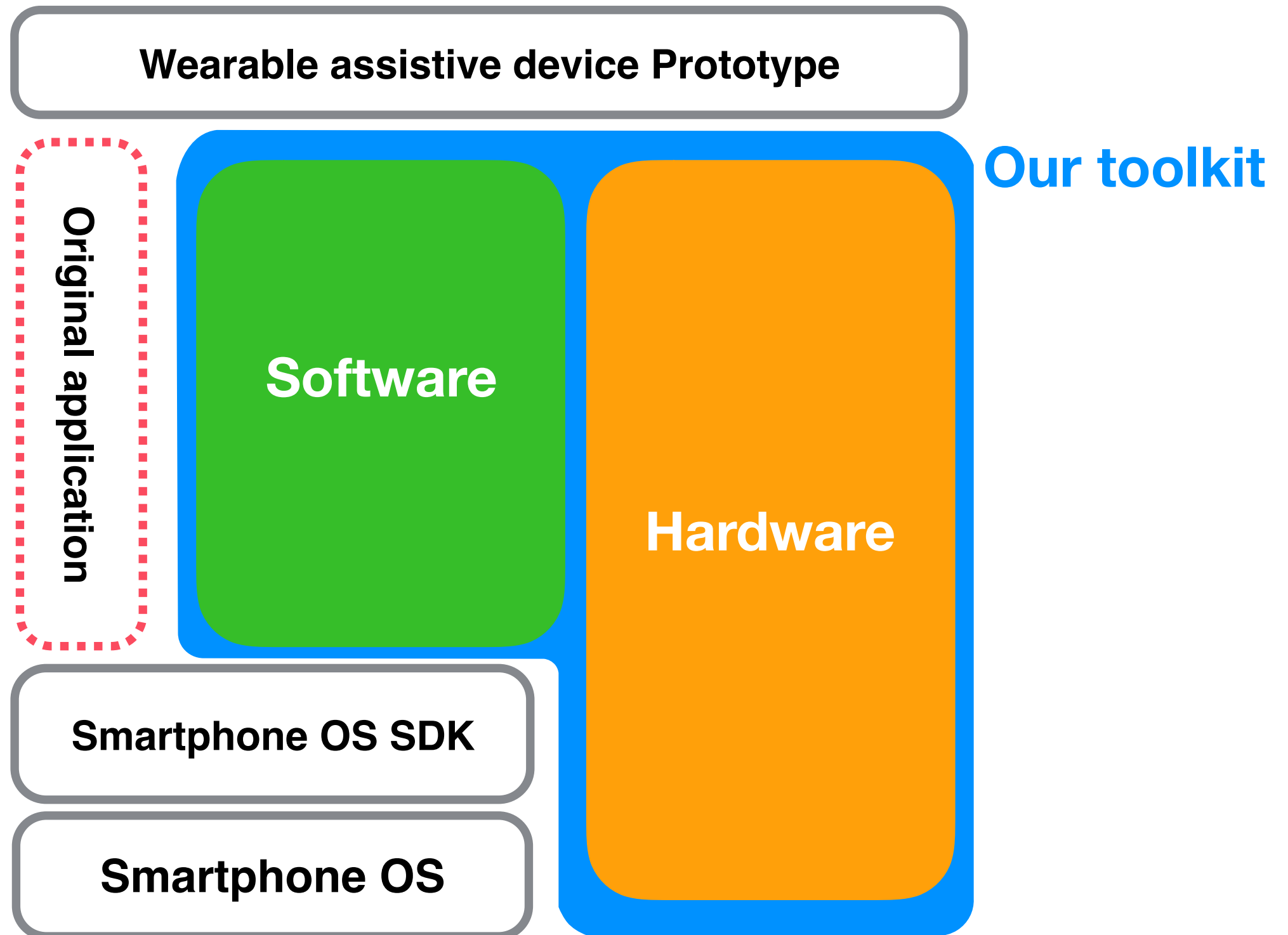
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**Your task**

# Architecture of the toolkit

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# Overview of the toolkit

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- **Composed of 3 part of things.**
  - Hardware Module
  - Toolkit Software Development Kit
  - Graphical Module Editor

# Hardware Module

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- **Hardware Module manages sensor or display.**
  - Very small, light weight and low cost.
- **It's wirelessly connected to the smartphone.**
  - Connected by Bluetooth Low Energy (BLE) .
  - A software on the smartphone controls all modules.

**Module :** ●

**Wireless  
Connection**

**Attatch modules  
on your body.**

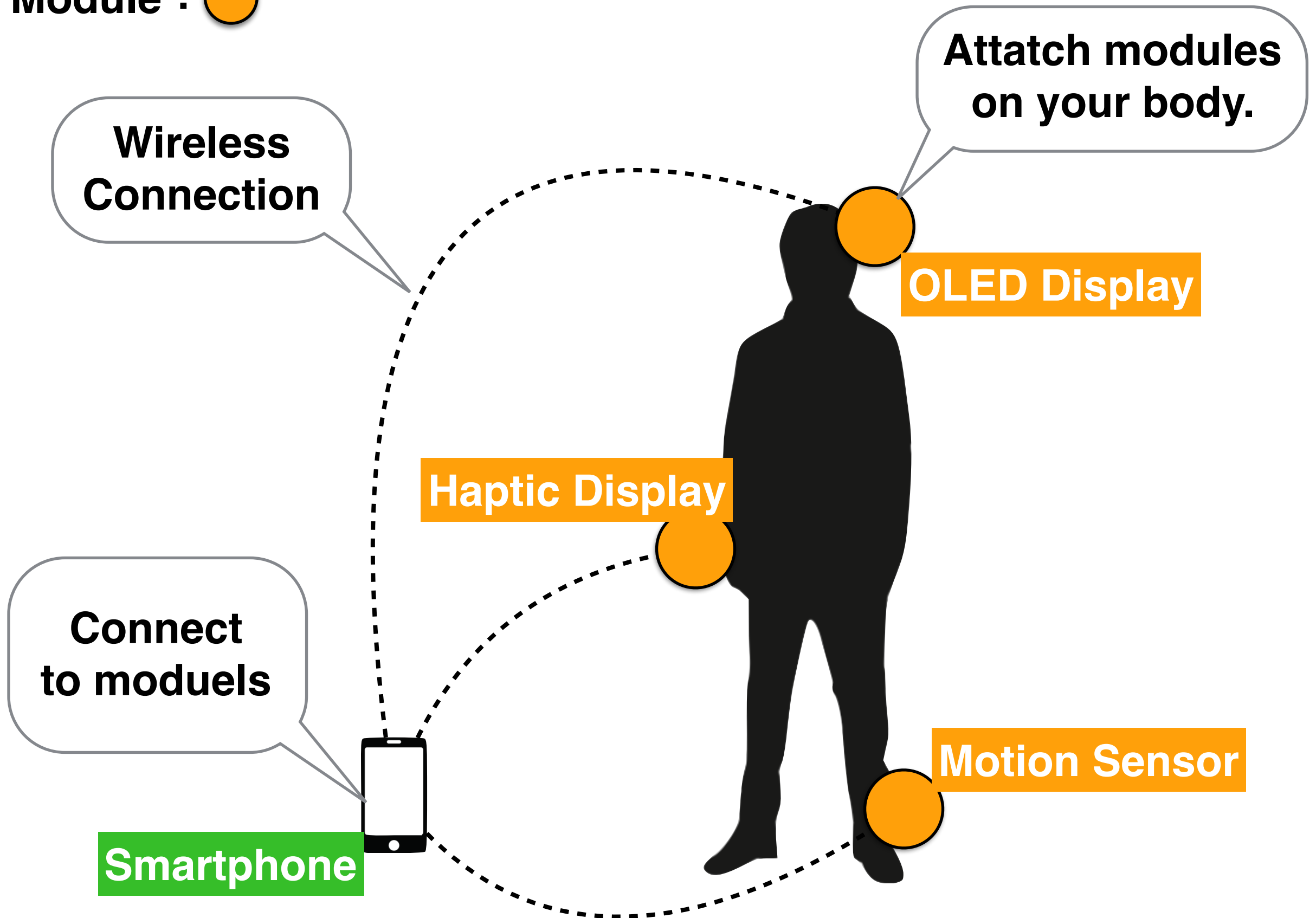
**OLED Display**

**Haptic Display**

**Connect  
to moduels**

**Motion Sensor**

**Smartphone**



Module : ●

Attatch modules  
on your body.

Wireless  
Connection

OLED Display

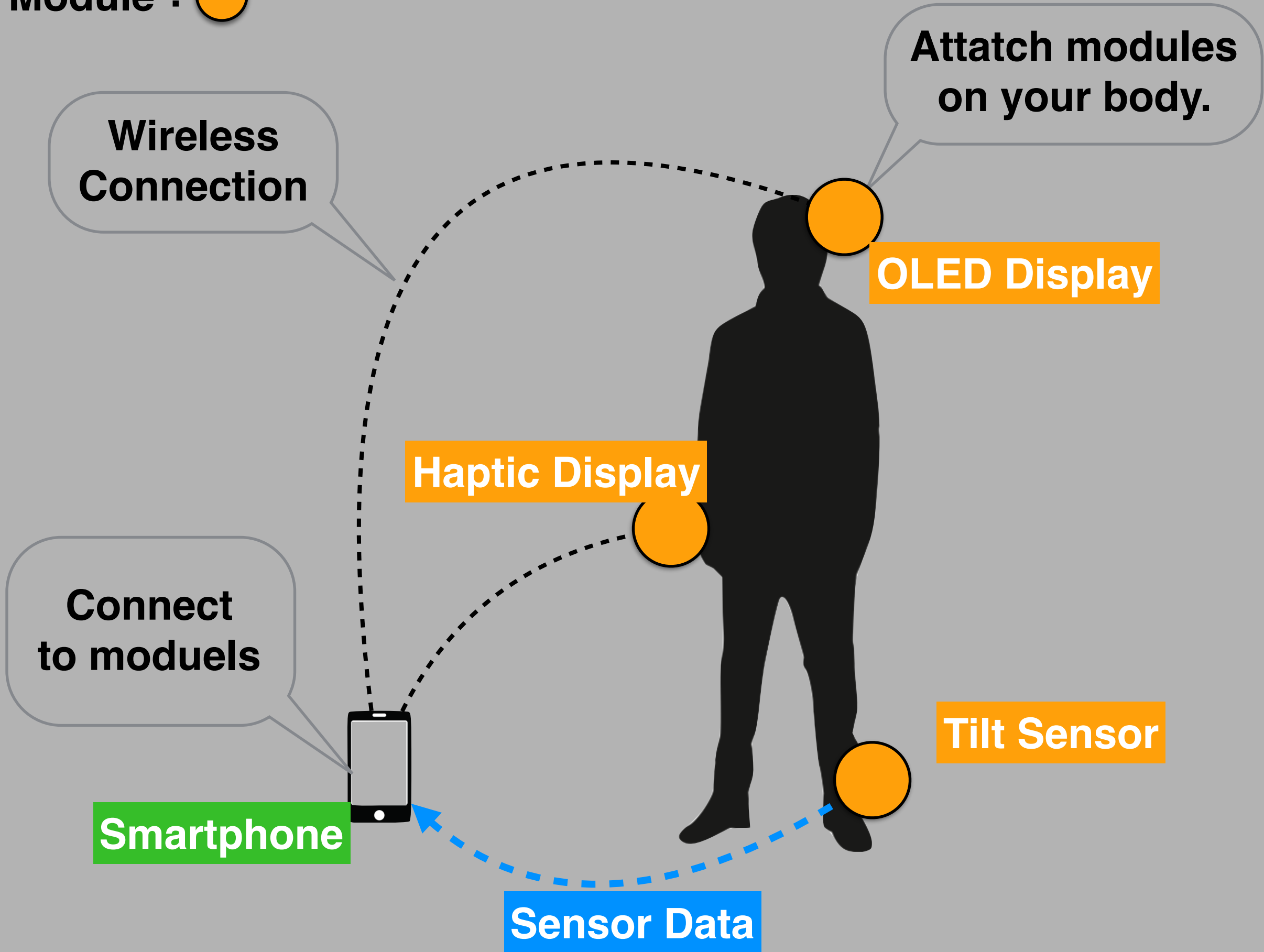
Haptic Display

Connect  
to moduels

Tilt Sensor

Smartphone

Sensor Data



Module : ●

Attatch modules  
on your body.

Wireless  
Connection

OLED Display

Haptic Display

Connect  
to moduels

Process data



Smartphone

Motion Sensor





Module : ●

Wireless  
Connection

Attatch modules  
on your body.

Present an information

OLED Display

Haptic Display

Connect  
to moduels

Haptic feedback

Motion Sensor

Smartphone



**Behave as One device.**

**Wireless  
Connection**

**Attatch modules  
on your body.**

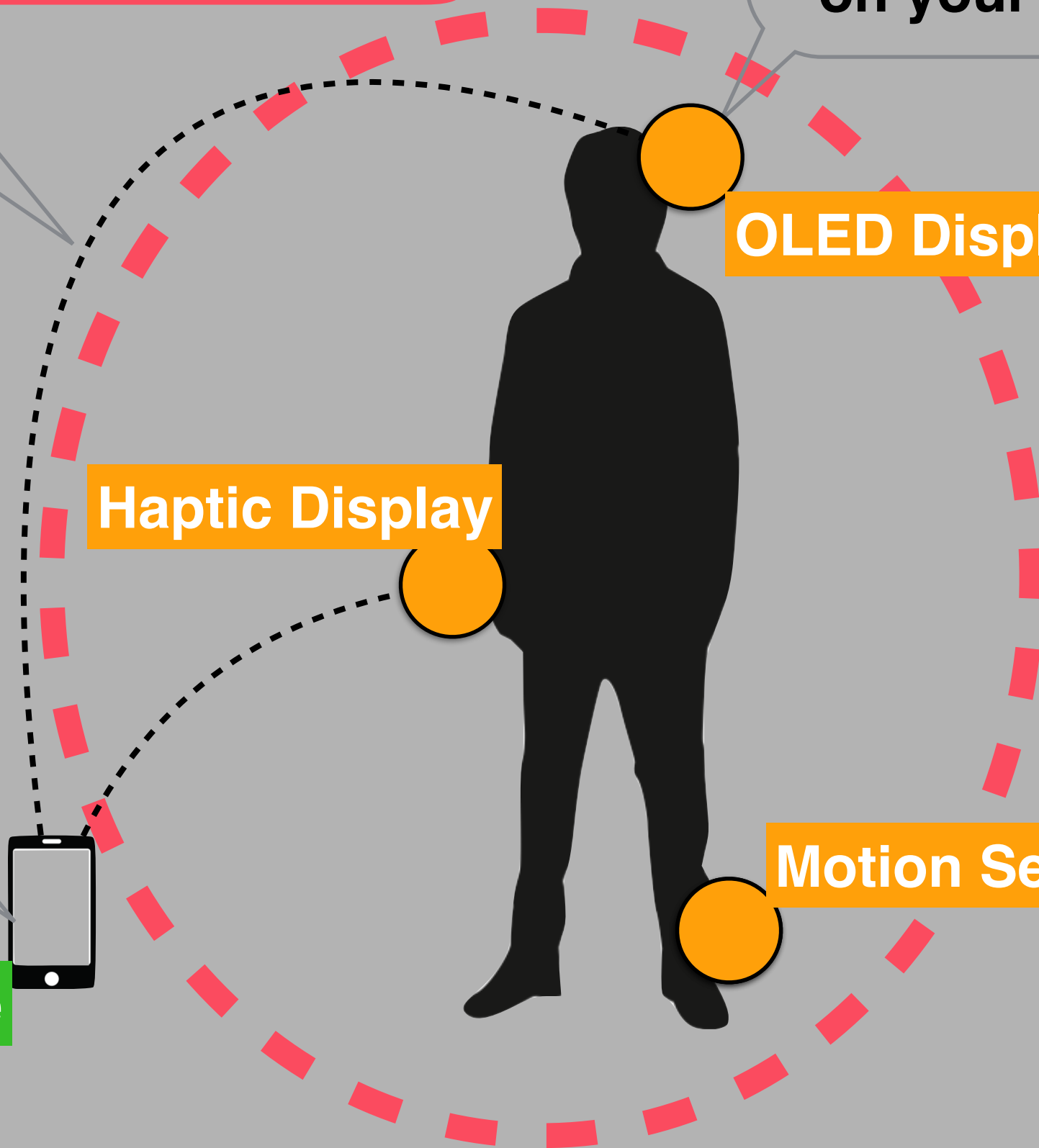
**OLED Display**

**Haptic Display**

**Motion Sensor**

**Connect  
to moduels**

**Smartphone**



# Toolkit Software Development Kit (SDK)

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- **Including some useful classes.**
  - Module Class
  - Software Module Class

# Module Class

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- **1 module class to 1 hardware module.**
- Easy comprehension of usage.
- To control a hardware module, call method of module class instance.

# Software Module Class

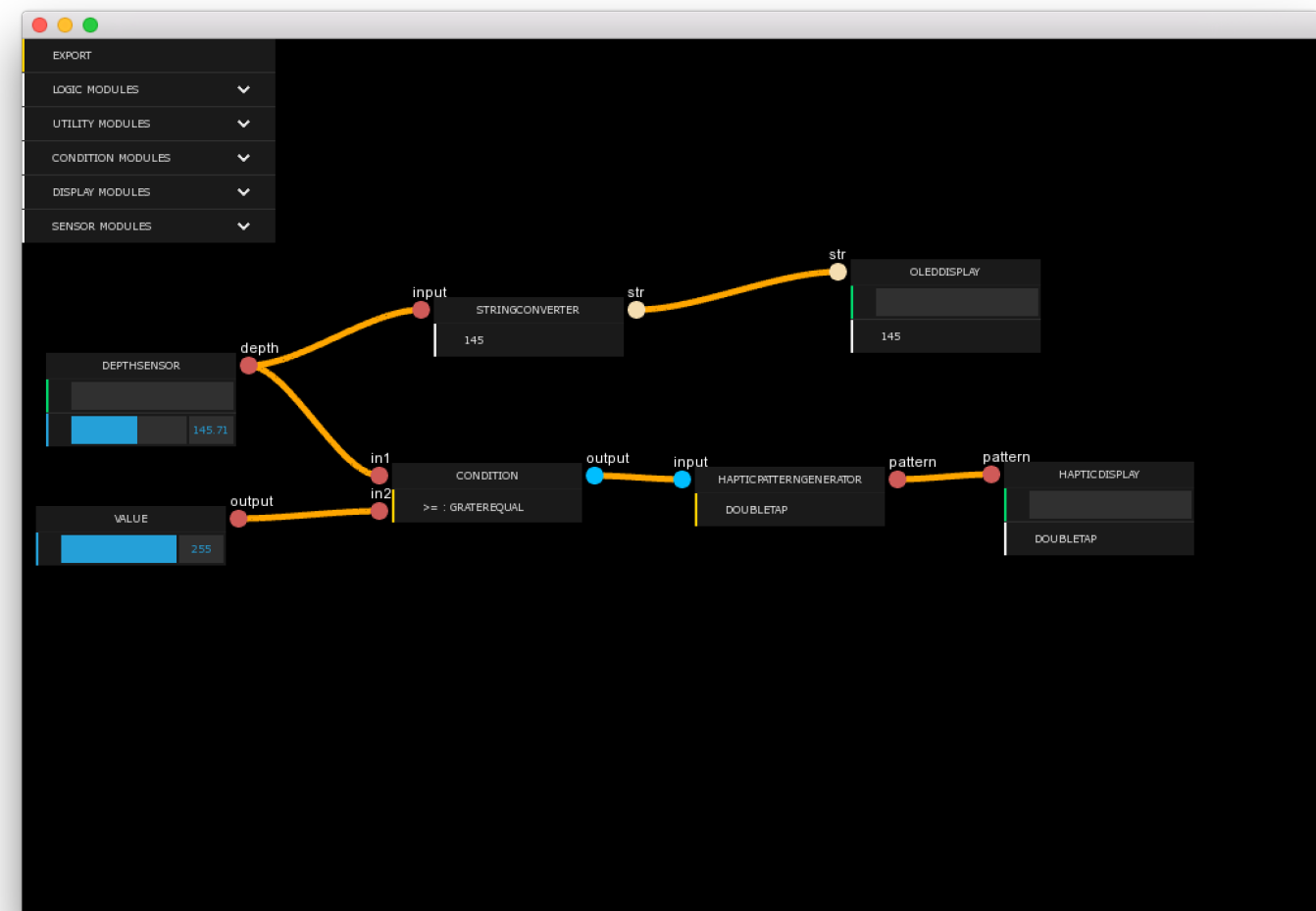
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- **Software module is a virtual module.**
  - All in software features in it.
    - Count the number of something
    - Compare values
    - Logic circuit.
    - etc.

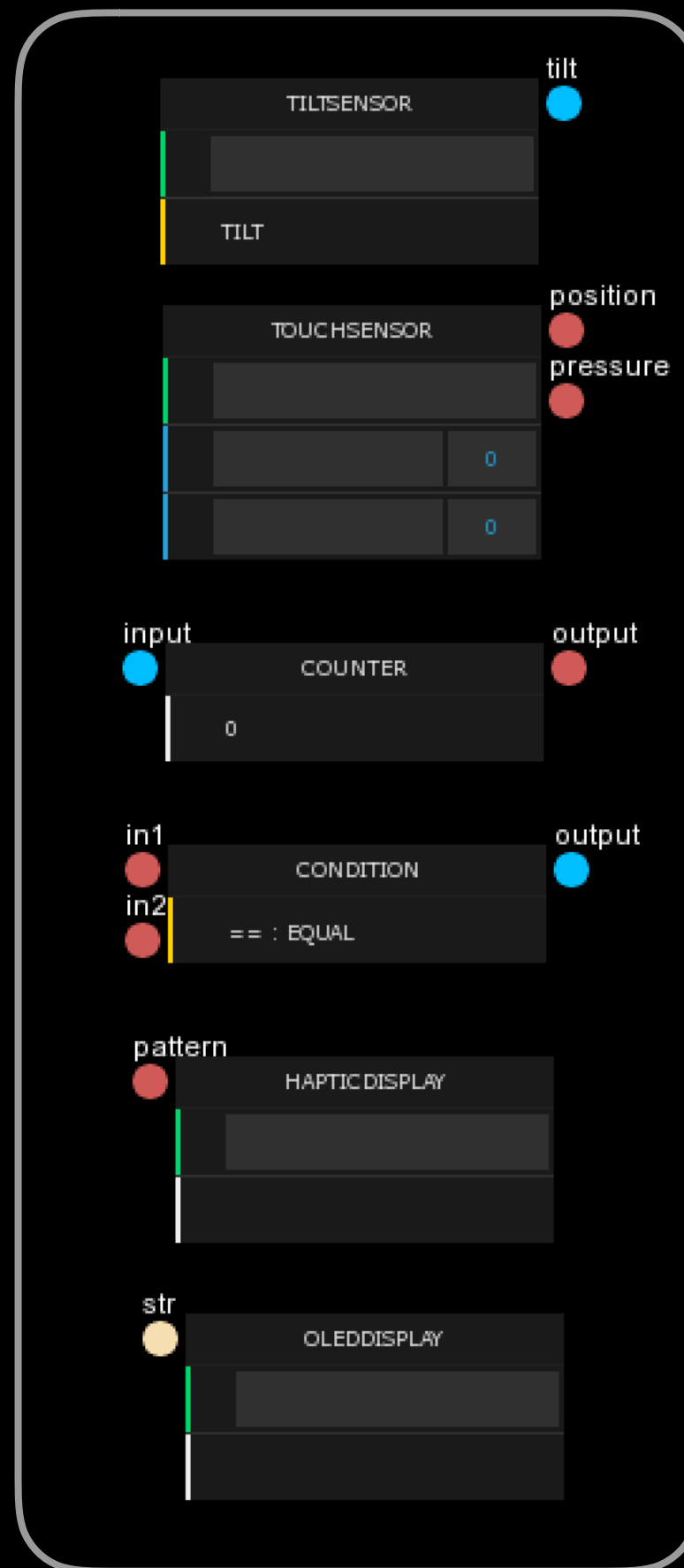
# Graphical Module Editor

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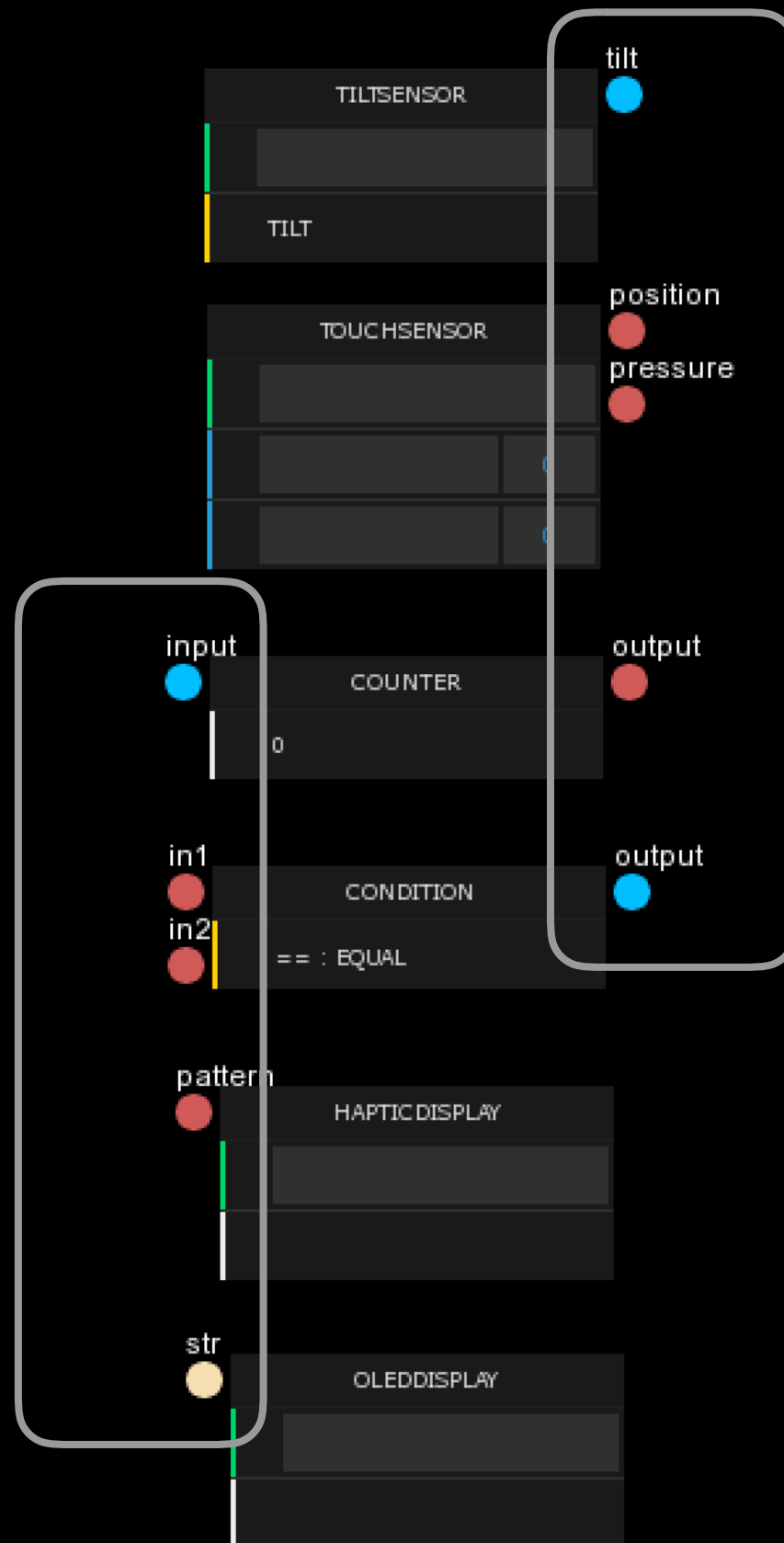
- **Assist to define module-module relations**
  - Connect a module output to an another module input.
  - Only drag-and-drop.



# Hardware / Software module



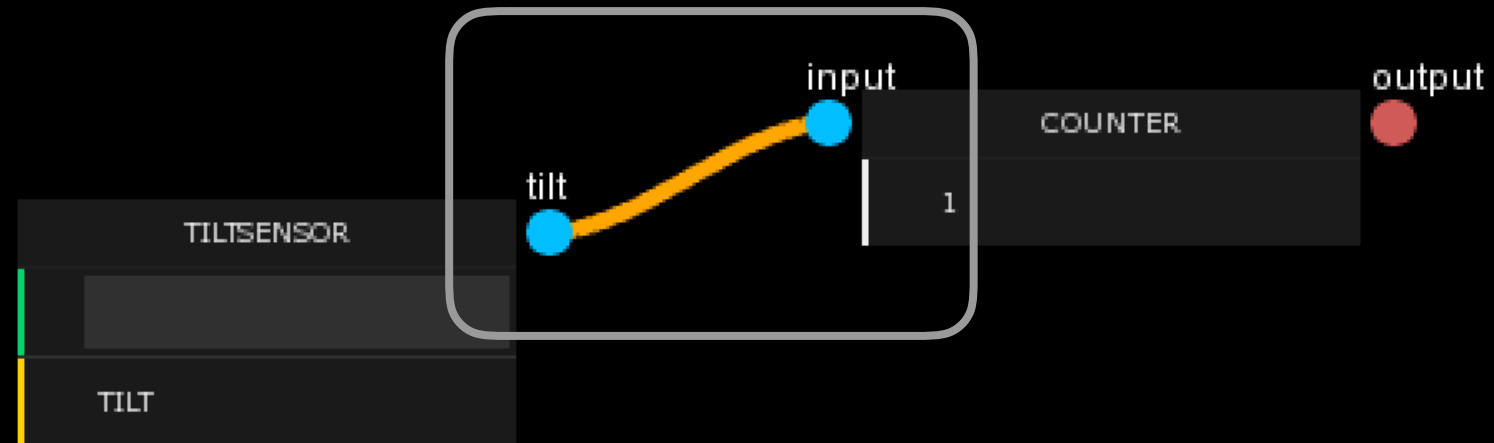
Input



Output



**Connect an output to an input. (Drag-and-drop)**



# To define module-module relations

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- **Define module-module relations to control a device**
  - Present haptic feedback when the user walks 100 steps.

