S.no	Product name	Year started	Year end	Reasons for failure	Used for	Things to fix product
1	Play-Doh	1933	1956	to dryness, often	creativity, muscle strength and fine motor skills.	Add Moisture
				prolonged exposure to air,		Knead and Mix
				leading to a stiff and crumbly		Practice and Play:
				small amounts of water or glycerin-b ased		
2	Google glass	2012	2015	High price privacy conferenc e limited functionali ty	Augmented reality hands free information access	Address privacy conference improve functionality reduce price
3	Microsoft kin	2010	2010(48 days)	Lack of apps limited functionali ty Coorg marketing	Social media entertainme nt	Develop more apps improve functionality better
4	Segway	2001	Still in product in but struggle financial	High price limited adoption regular tree issue	Personal transportatio n	Reduce price improve regularity compilers increased adoption