



SYNCSENSORY

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Using: ChatGPT & grammarcheck.com

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INTRODUCTION

Syncsensory was born out of a realization while I (the founder) was exploring the history of TV. Inspired by a biography of the creator of TV, I recognized a stagnation in television technology—despite its invention, innovations have been limited to content consumption. While technologies like VR offer advancement, they often come with high costs and potential eye strain.

I thought of making the experience of watching TV more immersive by using custom gloves to introduce temperature sensations to the customer. This innovation aims to enhance the TV viewing experience beyond mere content consumption. We envision expanding these capabilities to include touch sensations and other immersive features in the future.

As of early July 2024, our team is fully dedicated to developing these temperature sensations. Our project started in mid-August 2023, and we are committed to completing it within five years. This timeline aligns with our vision of revolutionizing entertainment technology and providing users with a truly immersive and engaging experience.

Syncsensory

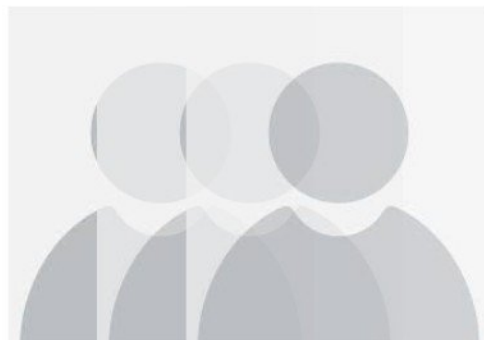
Our Team

Our Team

In August 2023, the syncsensory took flight, but back then there was no one to help me, so in November 2023 we made S.S.R.T.T (syncsensory research and testing team). As the name says, we research different things needed and test the project prototypes and perform experiments. As of early July 2024, we are a group of 4 members (inc. me, The founder). Our team members mostly have kids and teens, but we definitely have good knowledge, having experience of 6 years or 3 years in computer science and some other electronics field. 3 members of our team work on practical experiments such as cooling and heating of gloves. We definitely want to expand our team, and you can join us. We need people to work on writing descriptions and such things and some to test our prototypes and, importantly, someone to manage us and check if we make any mistakes or anything. We are sorry that we can't give money to any of the new or old members or manager because, as said, most of us are kids and teens and can't earn our own money.



Arpit Kumar
The founder



The team

A dedicated team contributing to the development and success of SyncSensory

Syncsensory Gloves

What do we want to do?

We aim to start developing the prototype of our SyncSensory gloves in late 2024 or early 2025. If the initial prototype proves successful, we will conduct thorough testing to identify and resolve any issues. Based on the feedback, we will make the necessary improvements to the design.

Materials:

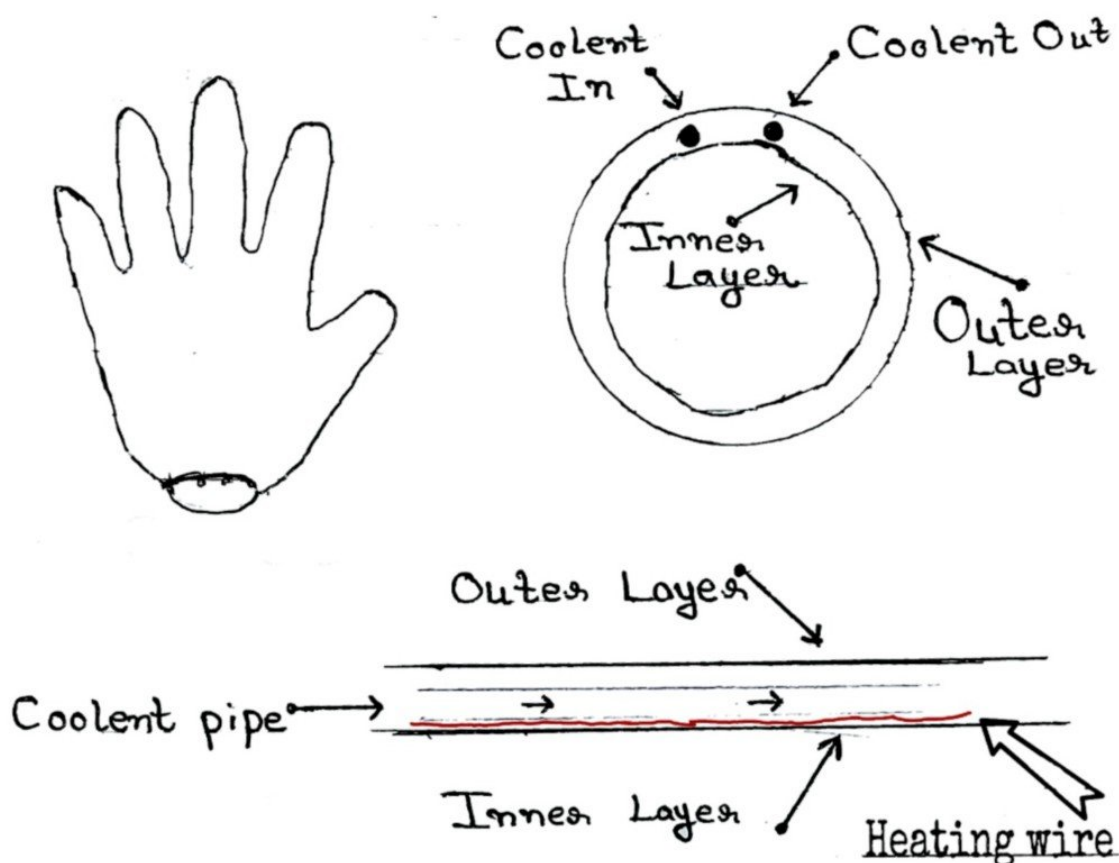
(Note: This is a preliminary decision and may change in the future.)

Inner Layer: Cotton

Outer Layer: Polyester

Problems:

Producing these gloves on a large scale might present significant challenges, including potential discomfort during the summer months. Should we encounter insurmountable issues, we may pivot to using a handheld SyncSensory rod instead and discontinue the glove concept. However, our commitment remains steadfast—we will strive to perfect the glove design to avoid scrapping the idea entirely.



Syncsensory Handheld Rod

What do we want to do?

First we want to start making the prototype of these in late 2024 or early 2025 same as syncsensory gloves and then go ahead and improve its design if needed we think that this need some big design changes to make it more comfortable

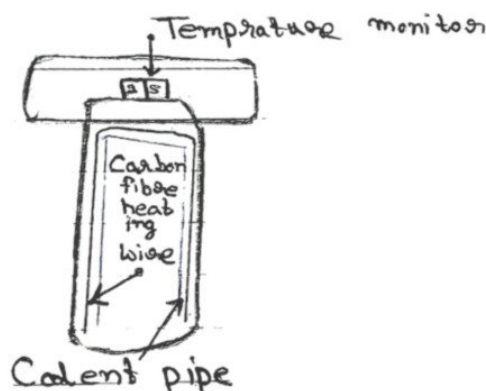
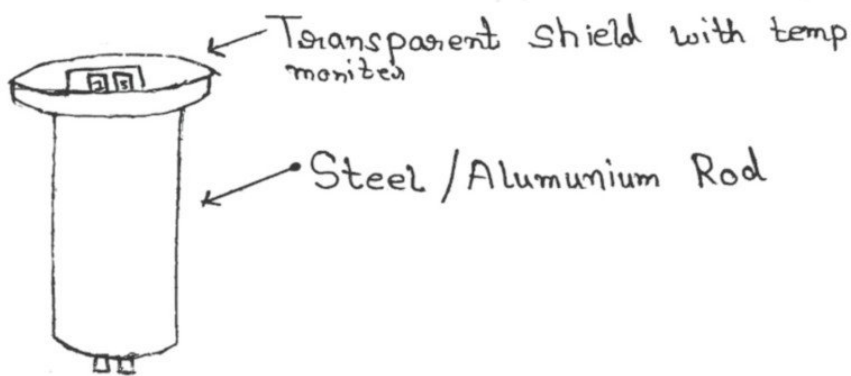
Materials:

(Note: This is a preliminary decision and may change in the future.)

Aluminium/ Stainless Steel

Problems:

Using this metal handheld rod may make it difficult to handle drastic temperature changes, such as from super hot to super cold. It might also be challenging to fit the coolant pipe and heater wire inside properly and maintain a constant temperature.



OUR GOAL

Syncsensory

Our Goal

We aim to complete the SyncSensory project by 2026-2028. Afterward, we plan to turn it into a market-ready product that people can buy and use to enjoy an immersive experience. If the SyncSensory project succeeds, we will integrate it with VR headsets. Although I, the founder, am not personally a fan of VR headsets, we believe that adding SyncSensory to them will enhance the immersive experience even further.

Help Us By Donating

Help us make watching TV or using phones more immersive! You can contribute by donating old tools or financial support. As many of our team members are teenagers who cannot earn their own money, your support is crucial. For privacy and safety reasons, we haven't provided a number or address here. If you'd like to donate or get in touch, please contact the SyncSensory founder through the following:

- **Instagram**: <https://www.instagram.com/arpitkumarr02/>
- **Discord**: arpitkumar7928
- **Gmail**: arpitkumarr02@gmail.com

Your support will make a significant difference in bringing our innovative project to life!

Start

Started on 1 Nov. 2023

Research

Currently, We are researching

Experiment

We will start experimenting in
late 2024 or early 2025

Prototype

We may start making the prototype
In early 2025, it could be delayed
depending on the experiment

Testing

*To Be Decided

FAQ (FREQUENTLY ASKED QUESTIONS)



FAQ page will be updated on GitHub time to time.

1. What is syncsensory?

Ans: Syncsensory is a project aimed at enhancing the TV viewing experience by using special gloves that introduce temperature sensations. Inspired by a biography of the TV's inventor, I noticed that TV technology hasn't changed much since its creation. This new approach seeks to make watching TV more immersive by adding a new layer of sensory experience. Future plans include adding touch sensations and other features to further enrich the experience.

2. What inspired the creation of syncsensory?

Ans: Syncsensory was inspired by a realization while exploring the history of TV. After reading about the TV's inventor, I noticed that TV technology had not advanced significantly beyond basic content consumption. This led me to envision a new way to enhance the viewing experience by using custom gloves to introduce temperature sensations, aiming to make TV watching more immersive and engaging.

3. How can you contribute?

Ans: Anyone who is not a member of Syncsensory can help by donating their old but useful and expensive tools or by providing financial support. For privacy and safety reasons, no phone number or address is listed here. Please contact the founder via Instagram, LinkedIn, Discord, or email at arpitkumarr02@gmail.com.

4. How can I stay updated on syncsensory progress?

Ans: You can message the founder on Instagram, LinkedIn, or Discord, or follow the founder's Instagram page for updates. However, major successes will be shared only on Instagram, so we recommend sending a message. If you don't get a reply, you can also email arpitkumarr02@gmail.com.

5. How long is the projected timeline for completing syncsensory?

Ans: The goal is to complete the project within 5 years, starting in November 2023.

6. Is syncsensory and SyncSense same?

Ans: Syncsensory is an Indian project that you already know about, while Sync Sense is a Danish company that makes VR headsets. For more information about SyncSense, visit syncsense.io. Please note that Syncsensory and SyncSense are not affiliated in any way.

Syncsensory GitHub page: <https://github.com/ArpitKumarr02/Syncsensory>

WhatsApp Group: **ONLY FOR TEAM MEMBERS**

Founder's social media: Available on GitHub*



The Founder