

2012 CATEGORY GUIDE



LET THE WORLD KNOW

Innovations 2012 Design and Engineering Awards



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AUDIO COMPONENTS

Products designed to deliver, control, store and/or manage audio content including records, tapes, disc-based audio, MP3 and hard drive storage. Examples include:

- Amplifiers & Preamps
- Audio Disc Players & Changers
- Digital Sound Processors
- DJ Equipment
- Equalizers
- Home-Based Internet or Satellite Audio Devices
- Mixing Boards
- Professional Audio Systems
- Rack Systems
- Receivers
- Tuners
- Turntables

COMPUTER ACCESSORIES

Products designed to enable, enhance, connect, power and/or maintain desktop or portable computer systems. Examples include:

- Cables & Connectors
- Carrying Cases
- Ergonomics Products
- Mobile Computing Accessories
- Monitor Glare/Privacy Filters
- Mouse Pads
- External PC Cooling Products
- Power Adapters
- Storage Products

COMPUTER HARDWARE & COMPONENTS

All desktop, notebook, and portable computer systems, as well as their internal components. Please note that tablets, netbooks, and e-readers have their own category. Examples include:

- Desktop Computers
- Notebook Computers
- CPUs/Processors
- Computer Cases/Enclosures
- Fans & Heatsinks
- Graphics & TV Tuner Cards
- Internal Hard Drives & Storage
- Internal Disc Drives
- Memory (RAM)
- Motherboards
- PCI Cards
- SATA Controllers
- Other Internal PC Components

COMPUTER PERIPHERALS

Products designed to connect to and extend the functionality of desktop or portable computer systems. Examples include (but are not limited to) products that provide printing, networking, user input, and display, as well as the following:

- Backup Devices
- Computer Cards
- Computer Speaker Systems
- Data Projectors
- Expansion Docks & Adapters
- External Disc & Hard Drives
- Hubs and Converters
- Keyboards
- Mice & Pointing Devices
- Microphones
- Monitors & Displays
- Portable Data Transfer Cards/Devices
- Printers, Copiers, and All-In-One Units
- Scanners
- Shredders
- Uninterruptible Power Supplies (UPS)
- Webcams

DIGITAL IMAGING

Products designed to enhance the visual experience and/or allow the user to capture, store and edit still images or video. Examples include:

- Binoculars
- Photo Backup Devices
- Batteries
- Cables
- Camcorders
- Camcorder Accessories
- Cameras
- Carrying Cases
- Flash RAM/Portable Media Storage
- Flash Units & Lights
- Photo Printers
- Photo Display Devices
- Photo Sharing Tools
- Photo Scanners
- Retail Kiosks
- Tripods
- Other Digital Imaging Accessories



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ECO-DESIGN AND SUSTAINABLE TECHNOLOGIES

Innovative features incorporated into consumer electronics products that make them safe for the environment, i.e., efficient and clean energy use; manufacturing processes that reduce the use of environmentally relevant substances (e.g., lead, mercury); durability/end-of-life (reuse, refurbish, remanufacture, recycle); resource conservation.

EMBEDDED TECHNOLOGIES

Silicon chips and integrated components designed to provide functionality to finished products or subassemblies. Examples include:

- Chips
- Electronic Components
- Enabling Technologies
- Integrated Circuits
- Internal components that improve a product's performance
- Embedded Memory
- Non-PC Processors

GAMING HARDWARE & ACCESSORIES

Products (hardware) designed to allow one or more users to interact with electronic games. Examples include:

- Carrying Cases
- Controllers, Joysticks, & Input Devices
- Cords and Cables
- Gaming Consoles/Systems
- Handheld Gaming Systems & Accessories
- Memory Upgrades
- Network Connectivity Accessories
- 3D Gaming Hardware

HEADPHONES

Devices that allow users to listen to audio content, such as music, radio, video, TV, gaming, and/or telephone conversations. The devices may incorporate microphones for user voice response or input, and do not have to be designed for use with any specific type of device. Examples include:

- Custom or Form-fitting Headphones
- DJ Headphones
- Earbuds
- Earpieces
- Headsets
- Wired & Wireless Computer Headphones

HEALTH AND WELLNESS

Products designed to test, monitor, or analyze the health, well-being, fitness and/or medical condition of an individual or provide therapeutic benefit. Products must have significant electronic functionality as a central part of the item's operation. Examples include:

- Aesthetics Equipment (Obesity/Weight; Cosmetic)
- Cellular phone applications to monitor, diagnose, and/or assist medically
- Body Composition Monitors (Home; Professional)
- Fitness & Workout Products
- Handheld Health Monitoring Devices
- Medication Monitors/Distributors
- Mobility Aids
- Personal Safety Devices
- Remote Monitoring Devices
- Scales (Home; Medical; Veterinary; Food Service)
- Therapeutic Equipment (Pain Relief, Physiotherapy, Sports/Rehab)
- Video/Image Capturing Devices
- Vision & Hearing Products
- Other Health/Wellness Products & Devices

HIGH PERFORMANCE HOME AUDIO

Separate audio components and speakers that provide for optimal performance and sound reproduction. Items are typically produced in limited quantities and are often handcrafted. Examples include:

- Amplifiers
- Audio Players
- Equalizers
- Preamplifiers
- Receivers
- Signal Modification Devices
- Speakers
- Tuners
- Other High Performance Home Audio Devices

HOME NETWORKING

Products and accessories that enable users to maintain a wired or wireless data network, with the most typical applications being file, print and internet access sharing. Systems may also include products and software that provide for remote or conditional access. Examples include:

- Ethernet-Based Networking Systems
- Firewall/Routers
- Internet Access Devices
- Internet-Based Audio Devices
- Modems
- Network Audio/Video Delivery Devices
- Residential Gateway Products
- Phone & Power Line Based Networking Systems



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Residential Gateways
Switches
WiMax Equipment
Wireless Access Points & Adapter Cards
Wireless-Based (802.11x) Devices

HOME THEATER AUDIO/VIDEO ACCESSORIES

Products designed to enable, enhance, connect, and/or maintain home audio/video systems and components. Examples include:

A/V Calibration Devices
Antennas
Cables/Wires
Connectors
Content Management Devices
Installation Products
Microphones
Mounting Equipment/Brackets
Power Management Devices
Remote Controls
Storage Products
Television/Speaker Mounts & Stands

HOME THEATER SPEAKERS

Speakers with the primary purpose of incorporation into a home theater system. Examples include:

All-in-one Speaker Packages
Bookshelf
Center Channel
Digital Sound Projectors
Flat
Floor
In-wall & In-ceiling
Outdoor
Speaker Systems
Subwoofers
Surround Sound Speakers
Wireless

INTEGRATED HOME SYSTEMS

Products and components designed to be used as complete systems or subsystems in the home to control the distribution of and access to audio and video content. Systems may also control lighting, energy and environmental systems and security access. Examples include:

CEBus Products
Energy Management/HVAC Systems
Gate Access Controls
Home Security Monitoring/Installation Services
Intercom/Telephone Systems
Lighting Control Systems

Lighting Fixtures
Other Integrated Home System/Security Products
Remote Control Systems
Telephones & Communications
Video Surveillance Systems
Whole House Systems
Window/Covering Controls
Cable & Wiring Systems

IN-VEHICLE ACCESSORIES

Products designed to enable, enhance, connect, and/or maintain in-car audio, video and navigation systems, and components. Examples include:

Adapters
Antennas
Cables & Wiring
Capacitors
Installation Kits and Accessories
Insulation
Marine A/V and Accessories
Mounting Products

IN-VEHICLE AUDIO/VIDEO

Products and components designed to be part of an in-vehicle audio and video system. Examples include:

Amplifiers
Crossovers
Disc Changers
DVD/Blu-ray Players
DVD/Blu-ray Display Systems
Equalizers
HD/Satellite Radio Receivers
Head Units
In-dash Displays
Marine A/V Products
Speakers
Monitors
Multimedia Systems

IN-VEHICLE NAVIGATION/CONTROL/TELEMATICS

Products and components designed to be part of an in-car navigation, information retrieval and transmission service, or facilitate the integration of audio, video, and navigation systems. Examples include:

Alarms and Remote Start Systems
Factory Integration Products
In-Vehicle GPS/Navigation Devices
Intelligent Transportation Systems
Marine Depth & Navigation Technologies
Radar Detection



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MAJOR HOME APPLIANCES

Products that have a primary function of being used in the home. These products may provide home heating and cooling, comfort, aesthetics, convenience, and/or cleaning. Products should have significant electronic functionality as a central part of the item's operation. Examples include:

- Air Conditioners
- Clothes Washers and Dryers
- Cooking Ventilation Equipment
- Dehumidifiers
- Dishwashers
- Microwave Ovens
- Ranges and Ovens
- Refrigerators
- Trash Compactors

MULTI-ROOM AUDIO/VIDEO

Systems specifically designed to allow users to centralize and redistribute content via simultaneous discrete streams to multiple locations in a home. Examples include:

- A/V Receivers
- Distribution Systems
- Diplexers
- Home Theater PCs
- Line Doublers
- Media Servers
- Multimedia Control Centers
- Multi-room Audio/Video Products
- Multi-room All-in-one Systems
- Set-top Boxes
- Video Scalers

ONLINE AUDIO/VIDEO CONTENT & DELIVERY

Any audio or video content that can be transmitted via the internet; or, any product designed to access, organize, or store online A/V content. Content can be streamed via the internet in real time, or downloaded. Examples include:

- Online Audio/Video Browsers & Software
- Set-top Streaming Boxes and/or DVR
- TVs, Receivers, or other A/V products that specialize in online content
- Streaming Content Databases/Platforms
- Streaming Content Websites

PERSONAL ELECTRONICS

Products that have a primary function of being worn, carried, or used by a particular person. These products may assist with ease of living, time keeping, data reference/calculation, or many other functions of daily life. Examples include:

- Alarm Clocks
- Calculators
- CE-Related Clothing & Accessories
- Dictation Equipment
- Electronic Glasses/Goggles
- Electronic Reference Devices
- Electronic Toys
- Electronic Musical Instruments
- Flashlights
- Household Electronic Items
- Mobile Office Accessories
- Other Personal Electronics
- Sports Electronics
- Watches

PORTABLE HOME APPLIANCES

Products that have a primary function of being used in the home. These products are designed to provide food storage and preparation, comfort, aesthetics, convenience, and/or home cleaning. Products should have significant electronic functionality as a central part of the item's operation. Examples include:

- Air Treatment
- Powered sweepers
- Extractors
- Housewares
- Telephones
- Telephone Accessories
- Mixers
- Vacuum Cleaners

PORTABLE MEDIA PLAYERS

Products incorporating integrated storage and playback capability for audio and/or video content. Products may have the capability to connect to desktop and portable computer systems to exchange content. Examples include:

- Audio Devices
- Audio System Components
- DVD Player
- eBook readers
- Home Video
- Media Receivers
- MP3 Players
- Satellite Radio
- Video Devices
- Video Player



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PORTABLE MULTIMEDIA ACCESSORIES

Products designed to enable, enhance, connect, carry, and/or maintain portable media players. Examples include:

- Cables
- Carrying Cases
- Chargers/Adapters
- Expansion Docks/Adapters
- Faceplates/Skins
- Flash RAM/Portable Media Storage
- Mounting Hardware
- Supplemental Power Systems

PORTABLE POWER

Devices designed to facilitate the powering and/or charging of consumer electronic products. Examples include:

- Battery Chargers
- Lithium Batteries
- Other Supplemental Power Systems
- Power Adapters
- Power Inverters
- Rapid Chargers

NEW! SOFTWARE & MOBILE APPS

Programs or operating systems meant to be used on a computer system or mobile device. Examples include:

- Windows Software (retail, freeware, etc)
- Mac Software
- Linux Software
- Android Mobile and Tablet Apps
- iOS Mobile and Tablet Apps
- Blackberry Mobile and Tablet Apps
- Other Computer Software
- Other Mobile Device Applications

NEW! TABLETS, E-READERS & NETBOOKS

Examples include:

- Electronic Reading Devices
- Handheld Computer Systems
- Mobile Computing Systems
- Ultra-Mobile Laptop PCs

VIDEO COMPONENTS

Systems or components designed to provide playback, storage, and/or distribution of video signals and content in the home.

Examples include:

- Digital/Personal Video Recorders (DVR, PVR)
- DVD Recorders
- Multi-room Video Products
- Video Displays
- set-top Boxes

VIDEO DISPLAYS

Devices whose primary purpose is the display of video content, excluding items marketed and sold primarily as computer monitors. Examples include:

- 3D Display Technology
- DLP Displays
- Flat Panel Displays (All Types)
- LCOS Displays
- OLED Displays
- Other Video Displays
- Projectors
- Televisions (Projection, DLP, Plasma, LCD, etc)
- Multifunction Televisions

WIRELESS HANDSETS

Items marketed primarily for the ability to provide wireless calling capability. The products in this category, in addition to having voice calling features, may also incorporate wireless data and internet access features along with built-in camera and media playback functionality. Examples include:

- Mobile Phones
- Pagers
- PDAs
- Smartphones
- Two-Way Radios (Family Radio)
- Wireless Email/Phone Devices
- Wireless Handsets

WIRELESS HANDSET ACCESSORIES

Products designed to enable, enhance, connect, carry, and/or maintain wireless handsets.

Examples include:

- Antennas
- Battery Packs
- Cables
- Carrying Cases
- Chargers/Adapters
- Earpieces/Headsets
- Faceplates/Skins
- Memory Cards
- Mobile Phone Accessories
- Mounting Hardware
- Other Wireless Phone Accessories
- Supplemental Power Systems