



2015 CES INNOVATION AWARDS CATEGORY GUIDE



Innovation Awards Showcase

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CATEGORY GUIDE

NEW! SAFE DRIVING

Products and services that allow consumers to make responsible decisions behind the wheel by limiting distraction, improving safety and integrating technology to enhance the driving experience.

Examples include: wireless and voice control, driver awareness, remote monitoring and do not disturb devices.

3D PRINTING

Any 3D printing device, accessory, software, platform, or any electronic device that facilitates the use of additive manufacturing technologies.

ACCESSIBLE TECHNOLOGIES

Products and services with innovative features that enable ease of use by disabled persons to improve accessibility for seniors and persons with disabilities, regardless of cognitive, mobile, hearing, or visual abilities.

COMPUTER ACCESSORIES

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

Examples include: cables and connectors, carrying cases, computer and monitor mounts, ergonomics products, mobile computing accessories, monitor privacy filters, mouse pads, power adapters, security products, storage products.

COMPUTER HARDWARE AND COMPONENTS

All desktop and notebook computer systems and internal components. For tablets and e-readers, view the Tablets, E-Readers and Mobile Computing category.

Examples include: desktop computers, notebook computers, CPUs/processors, computer cases/enclosures, fans and heat sinks, graphics and TV tuner cards, internal hard drives and storage, internal disc drives, memory (RAM), motherboards, PCI cards, 3D-supportive hardware, 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 speaker systems, data projectors, expansion docks and adapters, external disc and hard drives, hubs and converters, keyboards, mice and pointing devices,

microphones, monitors and displays, portable data transfer cards/devices, printers, copiers and all-in-one units, scanners, 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 cables, camcorders and accessories cameras (all: point and shoot, DSLR, professional, action, waterproof, etc), carrying cases and mounts, flash units and lights lenses (all: DSLR, video, etc), photo backup devices, photo printers, photo display devices, photo sharing tools, photo scanners, tripods, other digital imaging accessories.

ECO-DESIGN AND SUSTAINABLE TECHNOLOGIES

Innovative features incorporated into products that make them safe for the environment, e.g., efficient and clean energy use; manufacturing processes that reduce use of harmful environment 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, embedded memory, non-pc processors, internal components that improve a product's performance.

FITNESS, SPORTS AND BIOTECH

Products designed to test, monitor, or analyze the health, wellbeing, 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, etc.), cellular phone applications to monitor, diagnose, and/or assist medically, body composition monitors (home; professional), fitness and workout products, hand-held 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), vision and hearing products, other health/wellness products and devices.



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GAMING HARDWARE AND 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 and accessories, memory upgrades, motion-sensing interfaces, 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 and wireless computer headphones, smart headphones.

HIGH-PERFORMANCE HOME AUDIO/VIDEO

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 APPLIANCES

Products that have a primary function of being used in the home, including major and portable appliances. Products' technology may provide home heating and cooling, comfort, aesthetics, convenience, food storage and preparation, and/or cleaning. Products should have significant electronic functionality as a central part of the item's operation.

Examples include: air conditioners/filters, automated cleaning devices, clothes washers and dryers, cooking and ventilation equipment, dehumidifiers, dishwashers, garbage disposals, microwave ovens, mixers, power sweepers, ranges and ovens, refrigerators, vacuum cleaners.

HOME AUDIO/VIDEO COMPONENTS AND ACCESSORIES

Systems designed to provide playback, storage and/or distribution of audio and video signals and content in the home, as well as products designed to enable,

enhance, connect, and/or maintain home audio/video systems and components.

Examples include: amplifiers, Blu-ray players, audio/video players, set-top boxes, digital video recorders (DVR, PVR), digital sound processors, dj equipment, equalizers, home-based internet or satellite A/V devices, receivers, tuners, A/V calibration devices, cables/wires/connectors, installation products, mounting equipment, remote controls, storage products, television/speaker mounts and stands, other home A/V accessory devices.

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 and in-ceiling, outdoor speaker systems, subwoofers, surround sound speakers, wireless.

IN-VEHICLE ACCESSORIES/CONTROL/NAVIGATION

Products, components and accessories designed to be part of an in-car navigation, information retrieval or transmission service, or enable, enhance, connect, or maintain any in-vehicle audio, video or navigation system.

Examples include: adapters, alarms and remote start systems, antennas, bluetooth and mobile, device integration cables and wiring, in-vehicle GPS/navigation devices, installation kits and accessories, insulation, intelligent transportation systems, marine A/V accessories, marine depth and navigation technologies, mounting products, radar detection, security devices.

IN-VEHICLE AUDIO/VIDEO

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

Examples include: amplifiers, capacitors, crossovers, digital media interfaces, 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.

PORTABLE MEDIA PLAYERS AND ACCESSORIES

Products incorporating integrated storage and playback capability for audio and/or video content, as well as the accessories for enabling, enhancing, connecting, carrying, and/or maintaining them.



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Examples include: audio devices, audio system components, carrying cases, chargers/adapters, DVD player, ebook readers, home video, media receivers, mp3 players, portable media storage, satellite radio, video devices, video player.

PORTABLE POWER

Devices designed to facilitate the powering and/or charging of consumer electronic products. Examples include: battery chargers, battery-equipped cases, charger-equipped cases, lithium batteries, other supplemental power systems, power adapters, power inverters, rapid chargers, wireless charging systems.

SMART HOME

Products and accessories that provide a home's inhabitants with sophisticated monitoring and control over the building's functions, and/or enable users to maintain a wired or wireless data network. May also include products and software that provide for remote or conditional access.

Examples include: cable and wiring systems, door operation systems, energy management/HVAC systems, ethernet, phone and power line based networking systems, modems, routers and wireless access points, home security products, intercom/telephone systems, internet-based audio devices, lighting and window control systems, media servers and multimedia control centers, multi-room audio/video products and systems, remote control systems, residential gateway products, whole house systems.

SOFTWARE AND MOBILE APPS

Programs or operating systems meant to be used on a computer system or mobile device, whether being distributed for free or at a cost.

Examples include: windows software, mac software, linux software, android mobile and tablet apps, blackberry mobile and tablet apps, iOS mobile and tablet apps, automotive operating platforms, other computer software, other mobile device applications.

TABLETS, E-READERS AND MOBILE COMPUTING

Any and all devices that utilize a tablet form-factor, products whose primary function is the display and reading of documents, or any mobile computing system whose features enable enhanced portability. Examples include: electronic reading devices, hand-held computer systems, mobile computing systems, ultra-mobile portable PCS.

TECH FOR A BETTER WORLD

Products that share a common goal or ability to impact the world in a positive way, whether domestically, or on

a faraway corner of the globe. Products may be of any type or category, as long as they share the theme of positive societal and/or global impact.

VIDEO DISPLAYS

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

Examples include: 3-D display technology, DLP displays, flat panel displays (all types), LCOS displays, OLED displays, multi-function televisions, projectors, smart TVs, televisions (projection, DLP, smart, plasma, LCD, etc), ultra HD displays, other video displays.

WEARABLE TECHNOLOGIES

Electronic devices typically worn by the user that utilize sensors for navigation, information-gathering and transmission, or other sensory enhancements.

Examples include: augmented reality devices, sensor-equipped clothing/bracelets/rings/shoes/headwear, smart eyewear, smart watches, other wearable devices.

WIRELESS HANDSET ACCESSORIES

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

Examples include: antennas, battery packs and supplemental power systems, cables, carrying cases, chargers/adapters, earpieces/headsets, faceplates/skins, memory cards, mobile device camera accessories, mounting hardware and holders, other wireless phone accessories.

WIRELESS HANDSETS

Smartphones and other 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 custom app support, built-in cameras and many other features.

Examples include: mobile phones, smartphones, two-way radios.