



CES® 2016 INNOVATION AWARDS CATEGORY GUIDE



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NEW! UNMANNED SYSTEMS AND ACCESSORIES

Consumer drones, consumer UAVs and other unmanned systems that are able to fly, move, or otherwise be operated from a remote location. May include secondary features such as photo/video recording, movement of materials, mapping, way-finding, search/rescue, or other capabilities.

Examples include: All consumer drones, including, but not limited to, photography drones, aid drones, parcel delivery drones, trick drones, atmospheric drones, first person view drones, unmanned ground vehicles/drones, unmanned surface vehicles/drones, unmanned maritime vehicles/drones, other unmanned systems/drones.

3D PRINTING

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

ACCESSIBLE TECH

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: fitness and workout products, body impact sensors, biometric measurement devices,

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aesthetics equipment (obesity/weight; cosmetic, etc.), cellular phone applications to monitor, diagnose, and/or assist medically, body composition monitors, hand-held health monitoring devices, medication monitors/distributors, mobility aids, personal safety devices, scales (home; medical; veterinary; food service), therapeutic equipment (pain relief, physiotherapy, sports/rehab), vision and hearing products, other health/wellness products and devices.

GAMING AND VIRTUAL REALITY

Products (hardware) designed to allow one or more users to interact with electronic games and/or provide or facilitate a virtual or augmented reality experience.

Examples include: Gaming consoles/systems, handheld gaming systems, virtual reality head mounted displays, full-body virtual reality systems, virtual reality add-on devices, head/body trackers, motion sensors/trackers, wearable gaming devices, haptic gaming devices, carrying cases, controllers, joysticks, input devices, cords and cables, gaming accessories, 3-D gaming hardware, other gaming or virtual/augmented reality devices.

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 and/or speakers 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: home theater speakers, home subwoofers, 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, sound bars, tuners, wireless speakers, 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.

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.

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.

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Examples include: battery chargers, battery-equipped cases, charger-equipped cases, external batteries, aftermarket internal batteries, solar charging systems, 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.

VEHICLE INTELLIGENCE

Automotive products and services that integrate technology into the driving experience, whether by enhancing safety, providing navigational aid, improving the passenger experience, or providing/enabling driverless functionality.

Examples include: Wireless and voice control, driver awareness, remote monitoring and do not disturb devices, smart vehicles, alarms and remote start systems, mobile device integration systems, intelligent transport systems, marine depth and navigation technologies, radar detection, security devices.

VIDEO DISPLAYS

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

Examples include: Ultra HD (4K) televisions and displays, 3-D display technology, flat panel displays (all types), LCOS displays, OLED displays, projectors, smart TVs, multi-function televisions/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 footwear, smart watches, other wearable devices.

WIRELESS HANDSET ACCESSORIES

Products designed to enable, enhance, connect, carry and/or maintain wireless handset or smartphone devices.

Examples include: antennas, 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.