INTERNATIONAL CES INNOVATIONS 2010
DESIGN AND ENGINEERING AWARDS
CATEGORY GUIDE

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This guide is provided to help you with placing your Innovations 2010 entry in the appropriate category. Definitions of the product categories and examples of product entries are listed under the **ORANGE BOLDFACE TYPE** award categories.

Review this guide to determine the best fit for your product. If you have further questions about award categories or your entry, please contact Innovations@CE.org. Please note that the judges may move your product to another category, if deemed necessary.

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

Antennas	Microphones
CD Care Products	Storage Products
Disc-Based Micro Storage Devices	Wires and Cables

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	Audio Component Products
CD Changers	Audio Products
CD Players	Audio Systems
Compact/Shelf Systems	Professional Audio
Digital Sound Projectors	Portable Audio Player Docking Stations
DJ Equipment	Preamplifiers
DVD Audio Players	Rack Systems
Equalizers	Satellite Radio Enabled Receivers
Home-Based Internet Audio Devices	Stand Alone Surround Sound Processors
Home-Based Satellite Radio Products	Tuners
Micro/Desktop Systems	Turntables
Mini-Systems	Under-Cabinet, Wall Mounted
Mixing Boards	

COMPUTER ACCESSORIES
Products designed primarily around single use functionality to enable, enhance, connect, power and/or maintain desktop and/or portable computer systems. Examples include:

Cables and Connectors	PC Cooling Products
Carrying Cases	Power Adapters
Ergonomic Products	Storage Products
Mobile Computing Accessories	Wrist Rest Bars
Monitor Glare Screens	
Mousepads	
Ergonomic Products	

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COMPUTER HARDWARE

Includes all desktop and portable computer systems capable of accepting user input, storing, and retrieving data, displaying or outputting a video signal and are capable of running application software. Does not include products whose primary purpose is making and receiving phone calls.
Examples include:

Desktop Computers	Netbooks
Hand-Held PC	Notebook Computers
Mobile Computing Devices	Tablet PCs
Moble Internet Devices	Ultra Mobile PCs

COMPUTER PERIPHERALS

Products designed to connect to and extend the functionality of desktop or portable computer systems. Examples include products that provide printing, network and user input and output display and the following:

Backup Devices	Personal Copiers
Computer Cards	Pointing Devices
Copiers	Portable Copiers
Data Projectors	Portable Fax Machines
DVD Drives and Kits	Printers
Expansion Docks and Adapters	Scanners
Hard Drives	Shredders
Hubs and Converters	Smart Displays
Keyboards	Speakers
Microphones	Supplemental Power Systems
Monitors	Surge Suppressors
Multi-Function Devices	Tape Drives
(Any Combination of Fax, Copy, Print, Scan)	Uninterruptible Power Supplies (UPS)
PC-Based Cameras	

DIGITAL IMAGING

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

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

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ECO-DESIGN AND SUSTAINABLE TECHNOLOGIES

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

ELECTRONIC GAMING HARDWARE

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

Consoles	Network Connectivity Accessories
Controls	Memory Upgrades
Carrying Cases	Sports Accessories
Cords and Cables	Storage Products
Handheld Devices	Systems/Consoles
Gaming Accessories	Virtual Reality Hardware
Joysticks/Controllers	Wireless Network Adapters

NEW! ELECTRONIC GAMING SOFTWARE

Software designed to allow one or more users to interact with electronic games. This category includes gaming software and web-based software. Examples include:

Software	MMOG
MMORPG	Web-based games

ENABLING TECHNOLOGIES

Software embedded in silicon designed to provide functionality to finished products or subassemblies. Examples include:

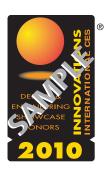|	
Chips	Memory
Electronic Components	Optical Lenses
Embedded Technologies	Electronic Components
Integrated Circuits	Embedded Technologies
Internal components that improve a product's performance	Processors

HEADPHONES

Devices that allow users to listen to audio content (music, radio, video, TV, gaming and telephone conversations). The devices may incorporate microphones for user voice response or input. Examples include:

Earpieces	Headsets
Bluetooth	Wired

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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 benefits. Products should have significant electronic functionality as a central part of the item's operation. Examples include:

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

HIGH PERFORMANCE AUDIO

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

Accessories	Preamplifiers
Amplifiers	Receivers
CD Players	Speakers
Equalizers	Tuners

HOME APPLIANCES

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

Air Conditioners	Mixers
Decorative Wall Coverings	Other White Goods
Furniture	Ovens
Housewares	Refrigerators
Internet Enabled Appliances	Telephones
Microwave Ovens	Telephone Accessories
Microwaves	Vacuums

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HOME NETWORKING

Products and accessories which enable users to maintain a wired or wireless data network for the purpose of providing file, print and Internet access sharing. Systems may also include products and software that provide for remote and conditional access. Examples include:

Audio Delivery Systems	Phone Line Based Systems
Ethernet Based Networking Systems	Power Line Based Networking Systems
Ethernet Based Systems	Power Line Based Systems
Firewall/Routers	Residential Gateways
Internet Access Devices	Switches
Internet Based Audio Devices	WiMax Equipment
Modems	Wireless Access Points
Residential Gateway Products	Wireless Adapter Cards
PC/TV Combinations	Wireless Based (801.11x) Networking Systems
Phone Line Based Networking Systems	Wireless Based (801.11x) Products

HOME THEATER SPEAKERS

Includes speakers whose primary purpose is incorporation into a home theater system. Examples include:

Bookshelf	In-ceiling
Center Channel	Outdoor
Digital Sound Projectors	Speaker Systems
Flat	Subwoofers
Floor	Surround Sound Speakers
Home Theater Packages	Wall Mount
Home Theater Speaker Surround Packages	Wireless
In-wall	

HOME THEATER ACCESSORIES

Items enabling home theater component connectivity, power quality, mounting, storage and content management. Examples include:

A/V Calibration Devices	Other Home Theater Accessories
Antennas	Other Customer Installation and Design Products
Conditioners	Other Home Theater Accessories
Installation Products	Other Home Theater Lighting Products
Mounting Equipment/Brackets	Remote Controls

IN-VEHICLE AUDIO

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

Amplifiers	Head Units
CD Changers	Other Car Audio Equipment
Crossovers	Other Mobile Audio Products
Equalizers	Satellite Radio Receivers
HD Radio	Speakers

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

Adapters	Mobile Installation Devices
Antennas	Mounting
Cabling	Marine Accessories
Capacitors	Remote Starters
Insulation	Other In-Car Accessories

IN-VEHICLE CONTROL/OEM INTEGRATION
Products and components designed to facilitate the integration of aftermarket and OEM audio, video and navigation systems in the car.

IN-VEHICLE NAVIGATION/TELEMATICS/ITS
Products and components designed to be part of an in-car navigation and/or information retrieval and transmission service. Examples include:

Depth Finders	Radar Detection
Global Positioning Devices	Remote Starters
Intelligent Transportation Systems	Security
Navigation Systems and Devices	Transmitters
Marine Products and Accessories	Weather/Maritime Radios

IN-VEHICLE VIDEO
Products and components designed to be part of an in-car video system. Examples include:

Monitors	In-dash Displays
DVD Players	Multimedia Systems
DVD/Display Package Systems	Other In-Car Video
DVD/VHS/Display Package Systems	

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 also control lighting, energy and environmental systems and security access. Examples include:

CEBus Products	Other Integrated Home System Products
Central Vacuum	Remote Control Systems
Energy Management/HVAC Systems	Telephones and Communications
Gate Access Controls	Video Surveillance Systems
Home Security Monitoring/Installation Services	Whole House Systems
Intercom/Telephone Systems	Window Controls
Lighting Control Systems	Window/Covering Controls
Lighting Fixtures	Wire, Cable and Wiring Systems
LonWorks Products	X-10/Powerline Carrier Devices
Other Home Security	

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MULTI-ROOM AUDIO/VIDEO

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

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

NEW! ONLINE AUDIO/VIDEO CONTENT

Any audio or video that can be transmitted via the Internet. Content can be streaming or accessed through downloading.

NEW! ONLINE RETAIL

The buying and selling of products or services via the Internet. Examples include:

Streaming Media	Movie Rental
Electronic Books	Travel
Software	Auctions
Banking	Advertising
Food Ordering	

PERSONAL ELECTRONICS

Products designed around single function or multi-function uses, which operate individually or in conjunction with other products. Examples include:

CE Related Clothing and Accessories	Watches
Clock Radios	Calculators
Electronic Gaming Wear	Dictation Equipment
Electronic Toys	Electronic Reference Devices
Musical Instruments	Mobile Office Accessories
Personal Electronics	Other Mobile Office Equipment
Sports Electronics	Wireless Communications Wear

PORTABLE MEDIA PLAYERS

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

Audio Devices	Media Receivers
Audio System Components	MP3 Players
DVD Player	Satellite Radio
eBook readers	Video Devices
Home Video	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	Faceplates/Skins
Carrying Cases	Flash RAM/Portable Media Storage
Chargers/Adapters	Mounting Hardware
Expansion Docks and Adapters	Supplemental Power Systems

PORTABLE POWER

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

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

NEW! SOCIAL NETWORKS

A web-based system of linking individuals or groups together. Users should be able to create a profile for themselves and connect with other members. The system should also provide a variety of ways for users to communicate, network, or share information. Examples include:

Internal Social Networking (invite only)	Forums
External Social Networking (open/public)	Blogs with community features

VIDEO ACCESSORIES

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

Cables	Other Video Accessories
Connectors	Remote Controls
Digital Satellite Systems Accessories	Signal Modifiers
Flat Panel Mounts/Wall Mounts	TV Stands
Other Video Accessories	Wires and Cables

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)	Video Displays
DVD Recorders	Set-Top Boxes
Multi-room Video Products	

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VIDEO DISPLAYS

Devices whose primary purpose is the display of video content not including items marketed and sold primarily as computer monitors. Examples include:

3-D Technology	LCOS Displays
Big Screen (25" and over) Direct View TV	OLED Displays
Digital Direct-View	Other Digital TV Products
Digital Front Projection	Other Projection TVs
Digital Rear Projection	Other Video Displays
DLP Displays	Plasma-Screen Displays
Flat Panel Displays All Types	Projectors
LCD Screen Displays	TV/DVD Combinations

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

WIRELESS HANDSETS ACCESSORIES

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

Antennas	Memory Cards
Battery Packs	Mobile Phone Accessories
Cables	Mounting Hardware
Carrying Cases	Other Wireless Phone Accessories
Cellular Phone Accessories	Paging Accessories
Chargers/Adapters	Smart Phones Accessories
Earpieces/Headsets	Supplemental Power Systems
Faceplates/Skins	Two-Way Radios (Family Radio) Accessories
Hand-Held Wireless Data Cards	Wireless Email/Phone Devices Accessories

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