

SCAMPER

PROTOTYPE FOR WEARABLE DEVICE
AND ENHANCING IT WITH AR/VR



S

SUBSTITUTE

Replace traditional controls with gesture-based navigation for hands-free AR/VR interaction.

C

COMBINE

Merge haptic feedback with biometric sensors for real-time physical responses in virtual environments.

A

ADAPT

Modify AR avatars to sync with real-world movements using smart wearables.

M

MODIFY

Enhance or exaggerate a feature (e.g., make networking events location-based with AR social interactions)

P

PUT TO ANOTHER USE

Repurpose fitness wearables for immersive gaming and training simulations.

E

ELIMINATE

Remove bulky controllers by integrating voice and neural command inputs.

R

REARRANGE/REDUCE

Let wearables adapt real-world settings based on AR/VR environments (e.g., smart lighting).

