**Skinput – The Future Interface Technology**

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Abstract

Today the world has turned into a global village.

Technology has reached to such great heights that everything can just be controlled by a single touch. In this smart world, touch screen- rather than fashion has become a necessity. Electronic gadgets are completely heading towards touch screen. From the workplace to stores, restaurants, schools, hospitals and airplanes – touch screens are everywhere. Going a step further, with the high demands of mobility, flexibility and responsiveness, Microsoft puts forth a new flesh control technology called Skinput Technology. This latest invention can be the future of interfacing wherein the human body is used as the touch interface. It appropriates the human body for acoustic transmission, allowing the skin to be used as an input surface. In particular, the location of finger taps on the arm and hand are resolved, by analyzing mechanical vibrations that propagate through the body. This approach provides a readily available, naturally portable, and on-body finger input system. It can fulfil the requirement of large user interaction space without losing the primary benefit of small size.

It also comes with wide range of interactive functions such as pause/play song, increase/decrease music volume, [speed dial](https://en.wikipedia.org/wiki/Speed_dial), gaming and menu navigation.

With the advancement in electronics, we are able to come up with smarter ways of accomplishing our desires and reaching our comforts. Along the same line, the gadgets are taking new shapes, screens are getting smaller and the touch system has become ubiquitous and thus, Skinput technology can find a greater space.

This paper mainly focuses on the detailed working and applications of Skinput Technology and substantiates the same.