There seems to be a lot of development going on with wearable computers. Almost all of it is happening in various research institutes in US universities. There are a few large companies selling many products, with quite a few companies selling one or two specialised products. Almost all the products are Head Mounted Displays, known as HMDs.

After looking at the websites for the major US universities, most development is on the below products:
- Wearable computer / Wrist PC / Wrist PDA
- Wrist POS / wearable credit card terminal
- Wearable phone / Wrist phone
- Wearable bar-code scanner
- Wearable display
- Wearable keyboard
- Wearable MIDI instrument
- Wearable audio recorder
- Wearable camera
- Wearable universal remote control
- WristDock wrist-wearable docking station
- Laptop computer that converts to a wearable
- Wrist-wearable speech recognition (SRT) and handwriting recognition interfaces

It seems that the market for wearable computing is not huge, with most products being sold being very expensive and specialised. However large companies like Orang-Otang and Xybernaut sell a large range of products that are not far behind the development going on.

I came across one very interesting product at www.charmed.com. This company sell a CharmBadge that everyone at a conference wears. This badge is configured for each person at the start of the conference with your skill set and interests. Each badge has an Ipv6 address. As you walk around, the badge searches for like-minded people and alert your by flashing. It can also be set up to alert you to non-skill-matches for balance!! When you stop and talk to the person, it will time the length of the conversation, called the 'dwell time'. Once back from the conference, you can look you your personal database and get the contact details of those people who you talked to. You can arrange contacts by dwell time or other criteria. (Not really part of the assignment, but it was a really cool wearable computing technology!)