J Beresheim-Kools

Bruce Christensen
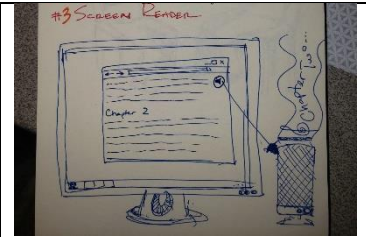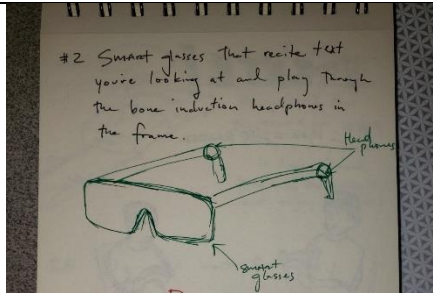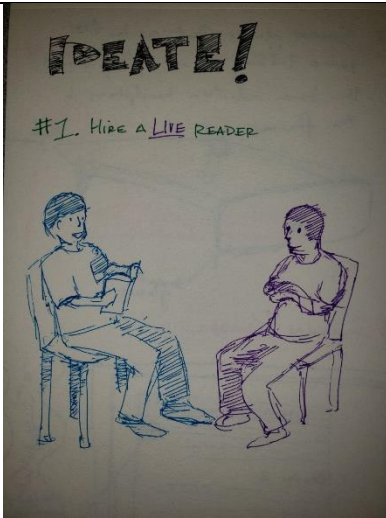
Megan Cunningham

Lauren Trebach

1: **Complete a page, get a polite/positive affirmation (good job!)**	2: **Smart bookmark—the book knows where you left off reading the physical copy and will pick up in the audiobook where you left off**	3: **Proximity warning that you are close to a book on your Goodreads wish list and your phone/smartwatch directs you to the book location**
• An app that connects to whatever format a person is reading on that gives an audible positive reinforcement on the reader's progress. This could be set by the reader (positive affirmation after each page/chapter/section etc.).	• A bookmark equipped with some a text reader to scan the page you've marked in the reader's physical copy. It then connects to the reader's phone or other mobile device via Bluetooth and prompts the reader to move to the 'last place read' in their audiobook application. (Functions similarly to Amazon's Whisper sync)	• Application would connect with the reader's location settings and layout maps provided by bookstores and libraries. Users would also be able to opt in to have their location shared if they are reading a book that is on another user's list.
4: **Algorithm that suggests books to read based on your last completed book—to help readers find books that will fit the previous book's vibe**	5: **Transparent books that you can read, look through and walk around at the same time**	6: **Glass E-reader**
• Algorithm based application or website that relies on user supplied information about books beyond genre and marketing category. It would prompt readers to supply emotions that the book brought up, whether they found it to be a heavy or light read, or anything else	• Books printed on translucent film clear enough to see through but cloudy enough that the text from the other side does not decrease the ability to read the words	• glass e-readers that are clear enough to see through to avoid hitting anything while walking, with all the electronics in the handle to give users an easier grip and keep electronics away from the text. The glass screen would be able to connect to the handle with the electronics from any side to allow for the

pertaining to the book's feeling beyond what can be found in the synopsis and marketing material. The algorithm would suggest books based on those which a reader marked as 'read.'		reader to adjust their grip as needed
7: **Podcast about reading** • Podcast could talk about positive/health outcomes • Podcast that talks about different book types and reading styles to help people find categories of books to read.	8: **Your car knows when you're going on a long ride and would read to you depending on how long your drive is—it knows based on GPS.** • If you are listening to an audio book already or reading a book on an e-reader, then the GPS can recommend which would best fit the time of your ride. • If you don't already have a book, it could recommend books based off your preference.	9: **Add reading metrics/health benefits to your Fitbit/health tracker.** • The tracker would be considered an 'activity' like exercise • You could compete against friends to read the most in a week • You could see how reading affects your sleep quality and resting heart rate
10: **Treadmill book holder that tracks your vertical movement so the book can be read while on the treadmill.** • This would combine physical activity and reading so you can find time to do both.	11: **Read books to earn benefits at work** • Companies could give time off at work for hours earned vs pages read. • Insurance Companies can add reading as a health activity and provide funds towards health care costs for reading	12: **Library/Coffee Break Program in offices where employers are required to give employees an extra 30 minutes break during the day to read and have a cup of coffee or tea.** • Could also be known as a "screen-break" for those that work at a computer all day • Provides free access to books and employees are allowed to donate books to the library

13: **App that scans your book's ISBN and gives you recommendations**	14: **Sponsored reading where you read books for charity**	15: **Based on how much and read and log you get entered into a prize drawing**
16: **Automatic book reader which can recite any text given to it**—make any book an audiobook. Would operate along the same lines as an OCR reader, but better. Would be able to scan any written or typed text and read it aloud like an audiobook. Could have interchangeable or easily-personalized voices to make it less of a 'computer' voice.	17: **Stationary vehicle awareness**—your car will read to you when it knows you're going to be sitting for a while. This could be something where you link your audiobook up to an app in your car and then it senses when you've been idle in the car for a few minutes and starts up to encourage getting back into your book with what downtime you have.	18: **Challenge your friends to read more than you and track through you're an app** (like a walking challenge on the FitBit). Could have weekly, monthly, etc. challenge rankings to show who came out on top for each period of time. Could also track daily progress to give head-to-head sensations while people are reading.
19: **Sentence tracker that moves based on where you're reading.** This would be a physical device that would attach to your book and allow for sentence tracking if you're moving, say on a treadmill or other device where it may be hard to focus on the physical sentence in front of you with the book (or yourself) jostling around. Would need to be manually moved to keep track, which is the downside.	20: **An app that tracks how your time is spent and tells you how to better utilize it for making time to read.** User can input in how much time they spend at work, commuting, watching TV, etc., and the app spits out ideas for when they can fit reading it (I.e an audiobook while commuting, or swapping out an hour of TV for even 20 minutes of reading, etc.)	21: **'How Long to Read'** -- there's an equivalent for video games, called 'How Long to Beat' which tells you how long a game takes to beat via various playthrough styles (casual, completionist, speedrun, etc). This would be a neat website to have where books were tallied up with how long it took users to read, and then a median was created to show the average of how long it took users to get through the book. This might help people if they saw that some books only took an hour or so, or to have it broken into a manageable segment of time that they might be more motivated to tackle.
22: Hire a Live Reader	23: Smart glasses that recite any text you're looking at	24: Screen reader

IDEATE! #1. HIRE A LIVE READER	#2 Smart glasses that recite text you're looking at and play through the bone induction headphones in the frame. Headphones smart glasses	#3 Screen Reader Chapter 2
25: A ring that turns your pages like magic #4 A RING THAT TURNS PAGES Like MAGIC!		