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Candidate interactive device

1. Apple watch
2. Fitbit, TomTom Runner, Garmin Vivosmart- Fitness tracker
3. iPhone: touchable screen, multitouch, VoiceOver; iPhone X: facial recognition;
- Samsung Galaxy X: foldable smartphone screen
4. Apple MacBook: touch bar; Surface book: detachable screen
5. LinkNYC: kiosk
6. Oculus, Google Cardboard, Google Daydream- AR/VR devices
7. Amazon Echo, Google Home, Siri- Intelligent personal assistant
8. PlayStation, Xbox, Switch, Wii- Video-game console
9. Perkinput- eye free text entry for braille
10. August, Amazon key, Kwikset Kevo Bluetooth deadbolt- Smart lock
11. Heddoko smart clothing
12. Travel mate: hand-free robot suitcase that moves itself
13. AirPods: automatic pause and resume when taking out or putting back the device, double tap to pause or play music
14. CURB Energy: home energy monitor
15. Lutron Dimmer Light Switches
16. Beam: video robot
17. Sony mobile projector
18. Twiddler chording: one-handed keyboard and mouse
19. Microwave oven
20. Mouse: scroll wheel; iPod: dial on

Great interactive device

For me, the best one is Nintendo Switch. Compared to traditional home video game console, Switch can be played in many different ways, which is super flexible and outstanding. As a console, Switch can be connected to the TV. Joy-con controllers can be removed from the grip. So you can easily share the Joy-con and enjoy the multiplayer gaming with your friends. You can even insert Joy-con into the dock to change it to the handheld mode. It breaks the boundary between home console and handheld game console. It let people play anytime and anywhere they want.

Nintendo Labo was announced recently as the new DIY kits for Nintendo Switch system. Customers can assemble the cardboard kits with perforation patterns and combine it with Joy-con to play plenties of games. Bring the gaming world back to the contradictory track(contrast with the AR/VR trend), it combines the actual physical manipulation and video game in an innovative, interesting and neat way.