Enhanced Human-Machine Interaction

With the increase in demand for more immersive control over the increasingly complicated electronic systems such as personal computers, sometimes keyboards, mouse, touchpad, and other simple input devices became obstacles that limit how much human can interact with complex machines like computers. A product that can enhance human-machine interaction beyond traditional means of input will be able to open new possibility and drastically increase efficiency when using computers and other devices. As a result, this product will have a high marketability due to its potential to affect many fields that requires human operation of modern technology, such as engineering, entertainment, civil infrastructure, and etc.

In order to provide the best human-machine interaction experience, this product will include three conceptual components. First is a connected physical component that provides better and more freeform interaction. The exact detail is to be determined, but this component will most likely resemble a glove or other objects that is more easily used and calibrated by human hand. Second component is an alternative data gathering component that resembles a scanner or camera that is used to collect additional physical data from the user. Third component is the software that processes these raw data inputs and converts them to valid input usable by the machine. The software will allow the users to interface with the machine, calibrate and define inputs, and allow the interaction to be more precise with greater degree of freedom.

Due to potentially high versatility of this project, agile development cycle will be employed to develop a minimal viable product. The sales will be limited to early adapters at first, but will be growing as specific features are added to appeal to customers' needs. The eventual objective for this product will be to become a new standard for how human-machine interaction will occur, and to appeal to a large user base with a variety of needs.