



Gadgets and gyzmos

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Its **Point Draw Pen 2.0** has a much faster response time and the projector can support classroom interaction from up to 30feet.



2. I pads have also evolved as essential educational technologies. Students can use these iPads to learn from any where. It's portability makes it easy to learn from anywhere. In classrooms, students use ipads in discussions so that they get real-time information. Unlike desktop computers which consume space, this ipad can easily be carried in the bag. A student can decide to store their books on the drive of this ipad in form of e-books so they don't have to go through the hassle of moving with so many text books to school. Educational applications have been developed



A new drone startup has teamed up with 7-Eleven to deliver food to private destinations. Demonstrating the pilot service, a delivery drone conveyed the first ever order to a home in **Reno, Nevada** on **July 11, 2016**; but the details of the ordering party haven't been revealed yet.



The Avegant Glyph looks like just another VR kit trying to compete in the already slightly crowded market. But the story with this particular gadget is of a completely different genre. The Glyph isn't a VR or AR headset; it's actually a sort of personal media player, with a twist. It doesn't have any screen(s) like some 3D head-mounting players which offered 3D movies experience by emitting image from two displays, one for each eye, creating a 3D effect. It has two small projectors that emit the image right on your retinas using **DLP (digital light processing) projector technology**, projecting the image using micro mirrors that reflect light toward the screen (in this case your retinas). Many projectors in cinemas use DPL



Mobile technology has played a large role in the growth of technology over the past half-decade, and we've now reached a point where smartphone technology has hit a turning point both hardware and software wise.

The reason for this? – In its current form, there really aren't many ways to make mobile technology even easier, faster or convenient without a complete redesign both in physical appearance and practicality.



Nowadays quite a heap of firms that apply technology on the gloves, starting from Smartphones controllers, Bluetooth receiver, get a good glove created by Google. Japan's intercommunicate gift Gesture Glove Mouse to regulate the pc. Gesture Glove Mouse enables you to manage your robot device through a PC or a hand gesture. For currently Glove Mouse Gesture will solely be used on the correct hand, there's still no data on whether or not they can unleash a version for left-handed users



GOOGLE GLASS

