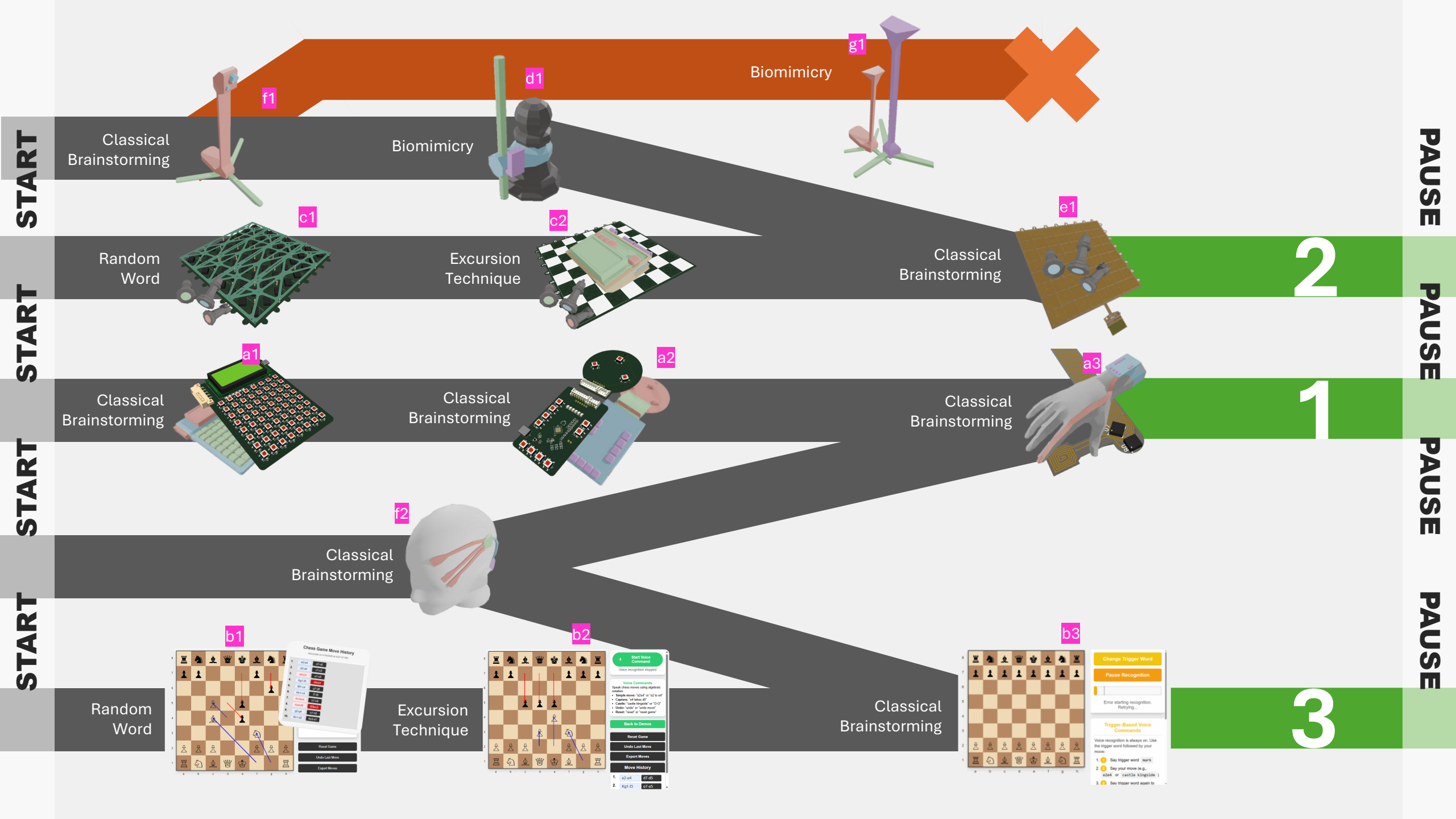




START

START

START

START

PAUSE

PAUSE

PAUSE

PAUSE

Classical Brainstorming

Biomimicry

Biomimicry

Random Word

Excursion Technique

Classical Brainstorming

Classical Brainstorming

Classical Brainstorming

Classical Brainstorming

Classical Brainstorming

Random Word

Excursion Technique

Classical Brainstorming

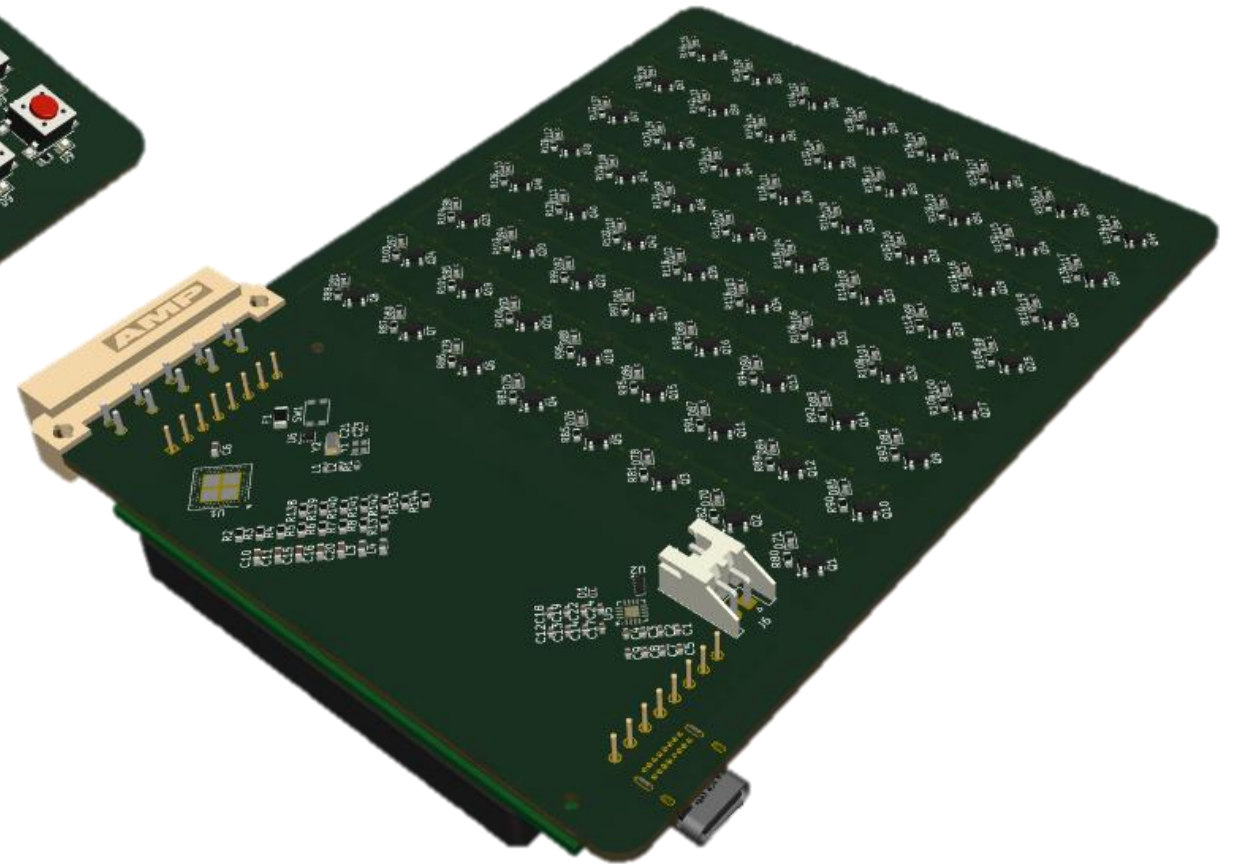
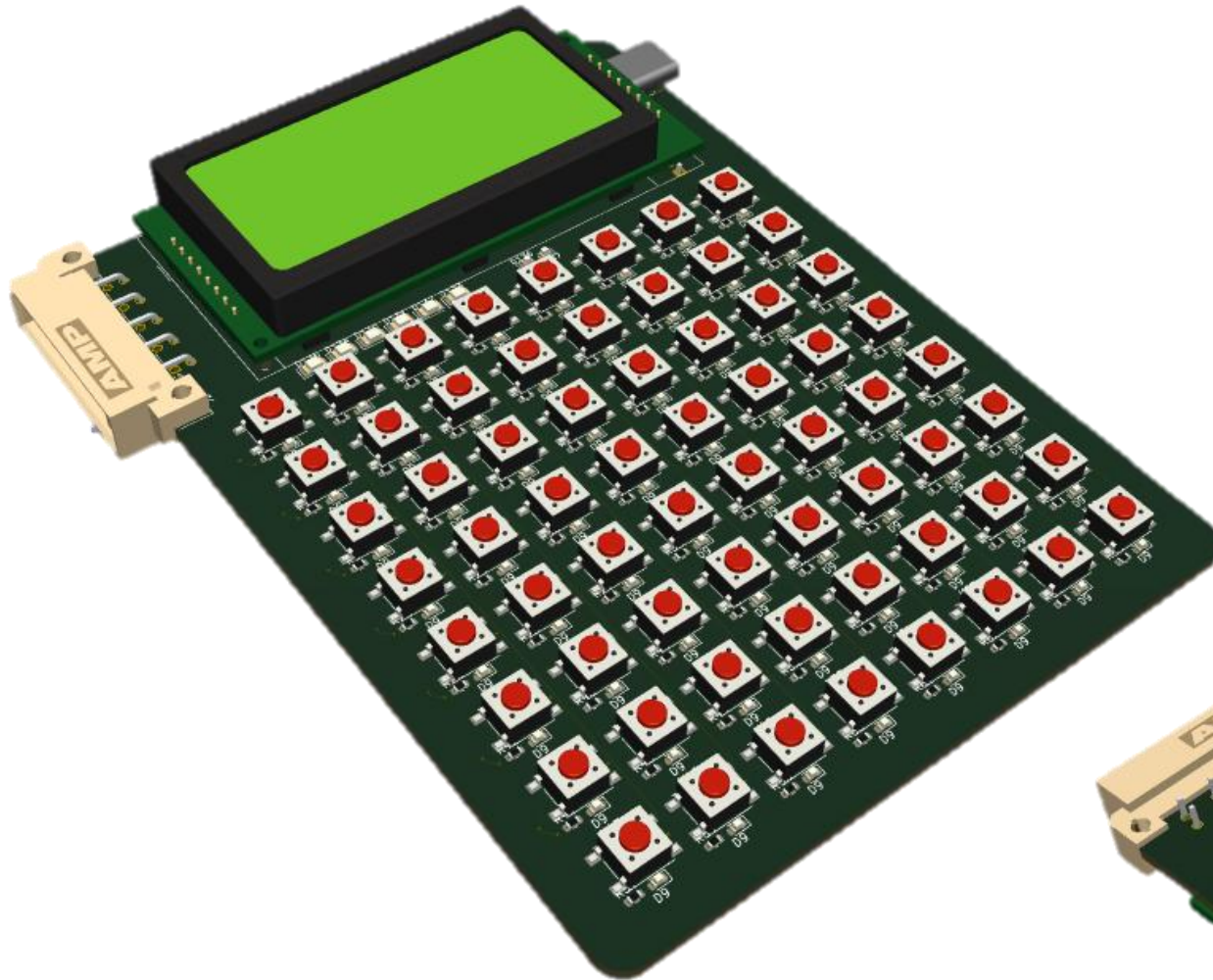
2

1

3

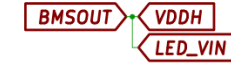
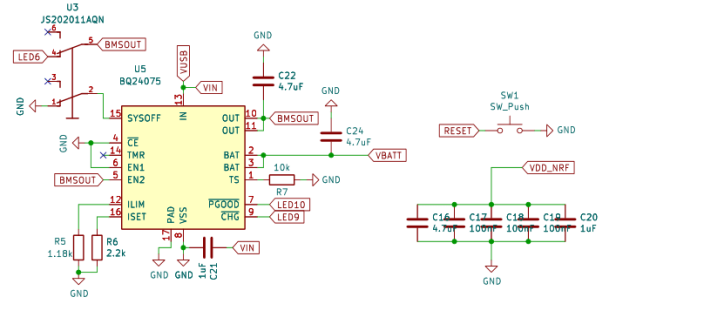
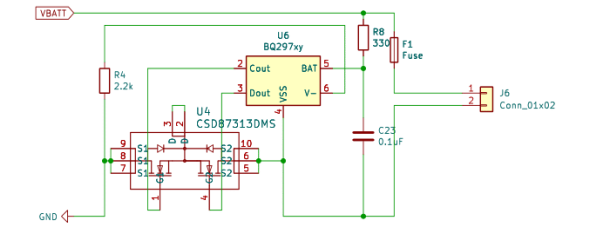
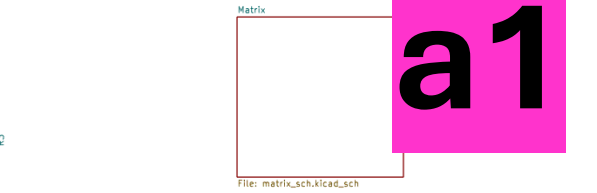
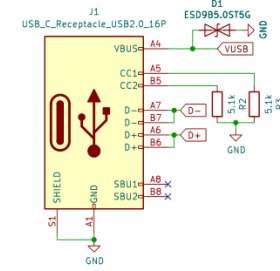
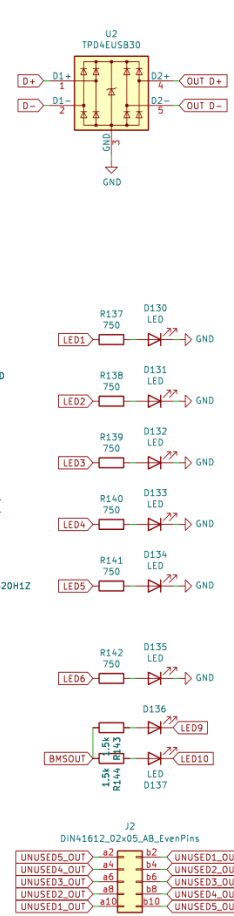
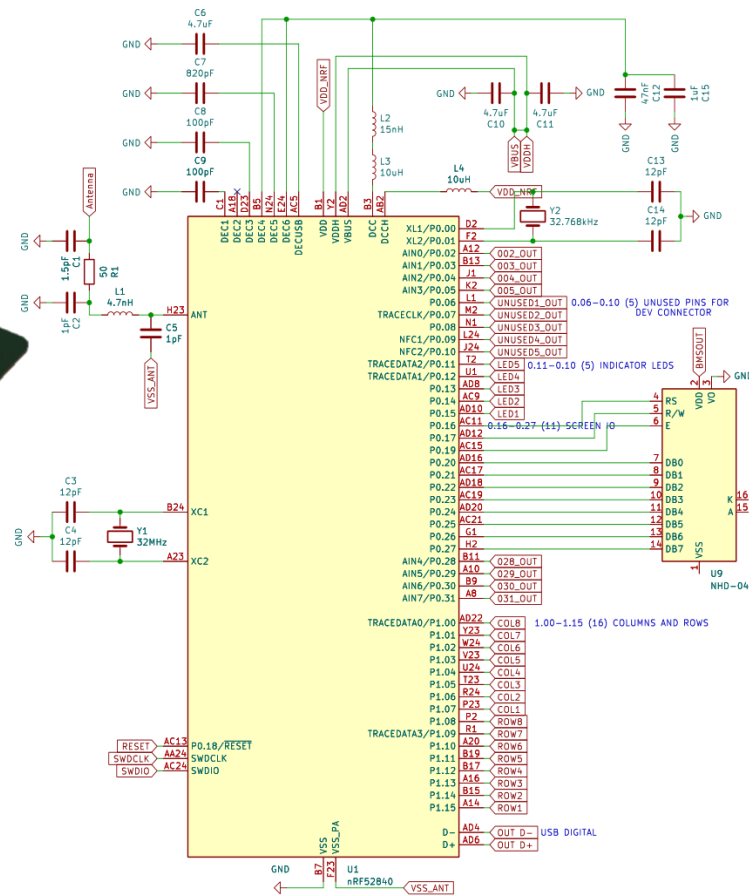
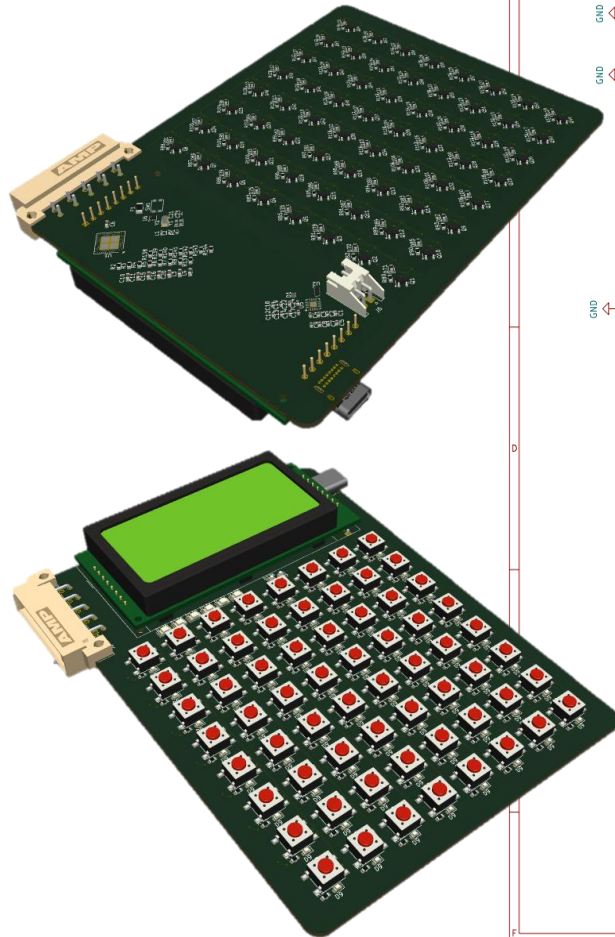
button keypad design

a1

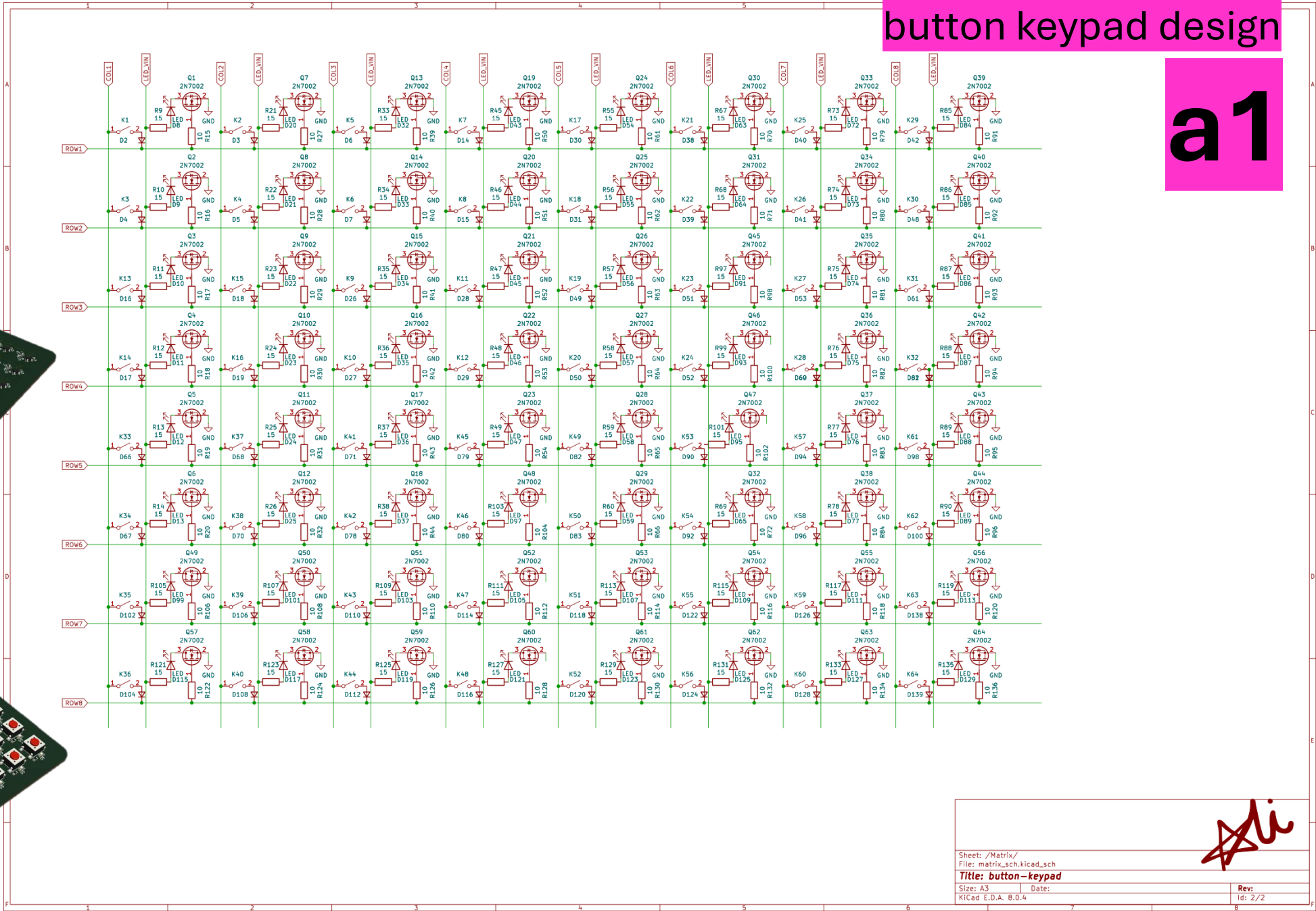


button keypad design

a1

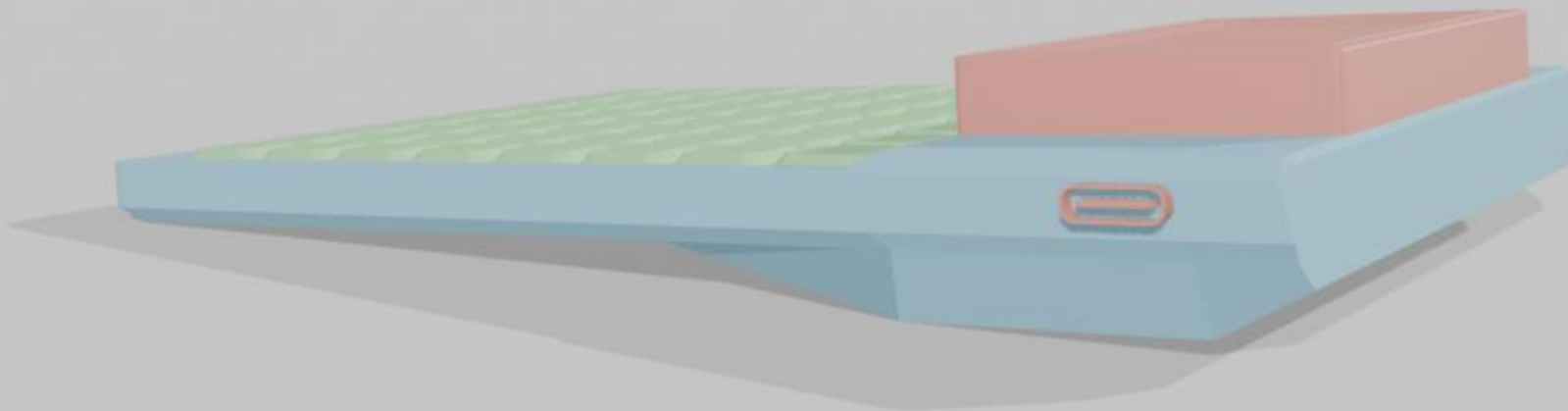
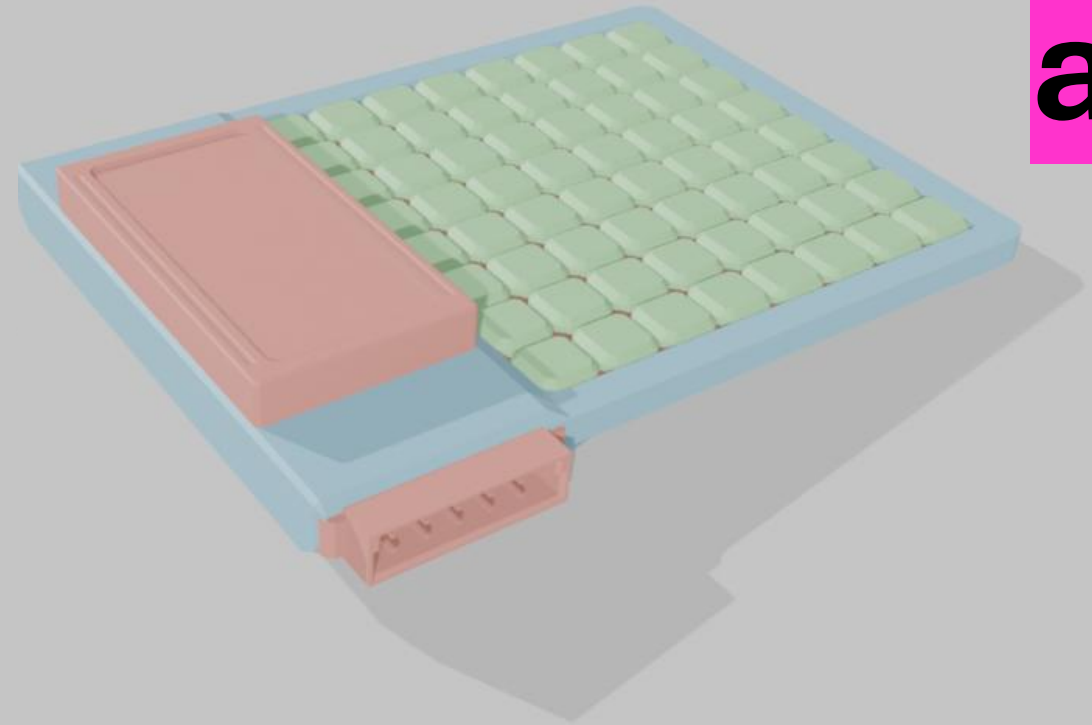
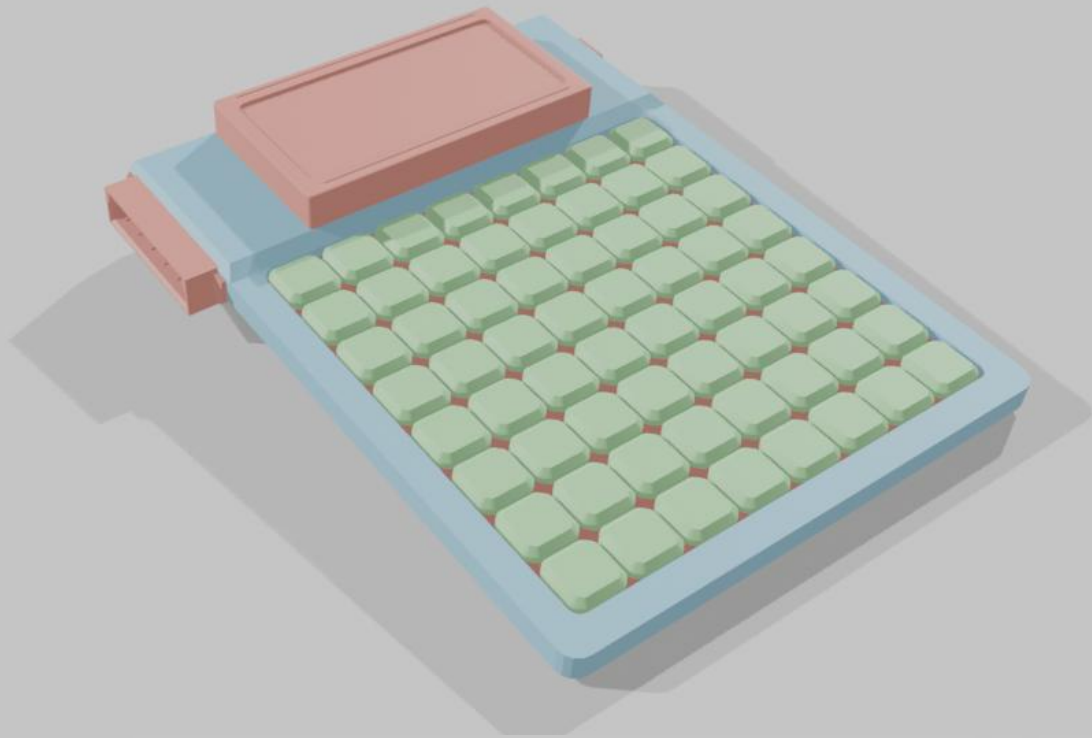


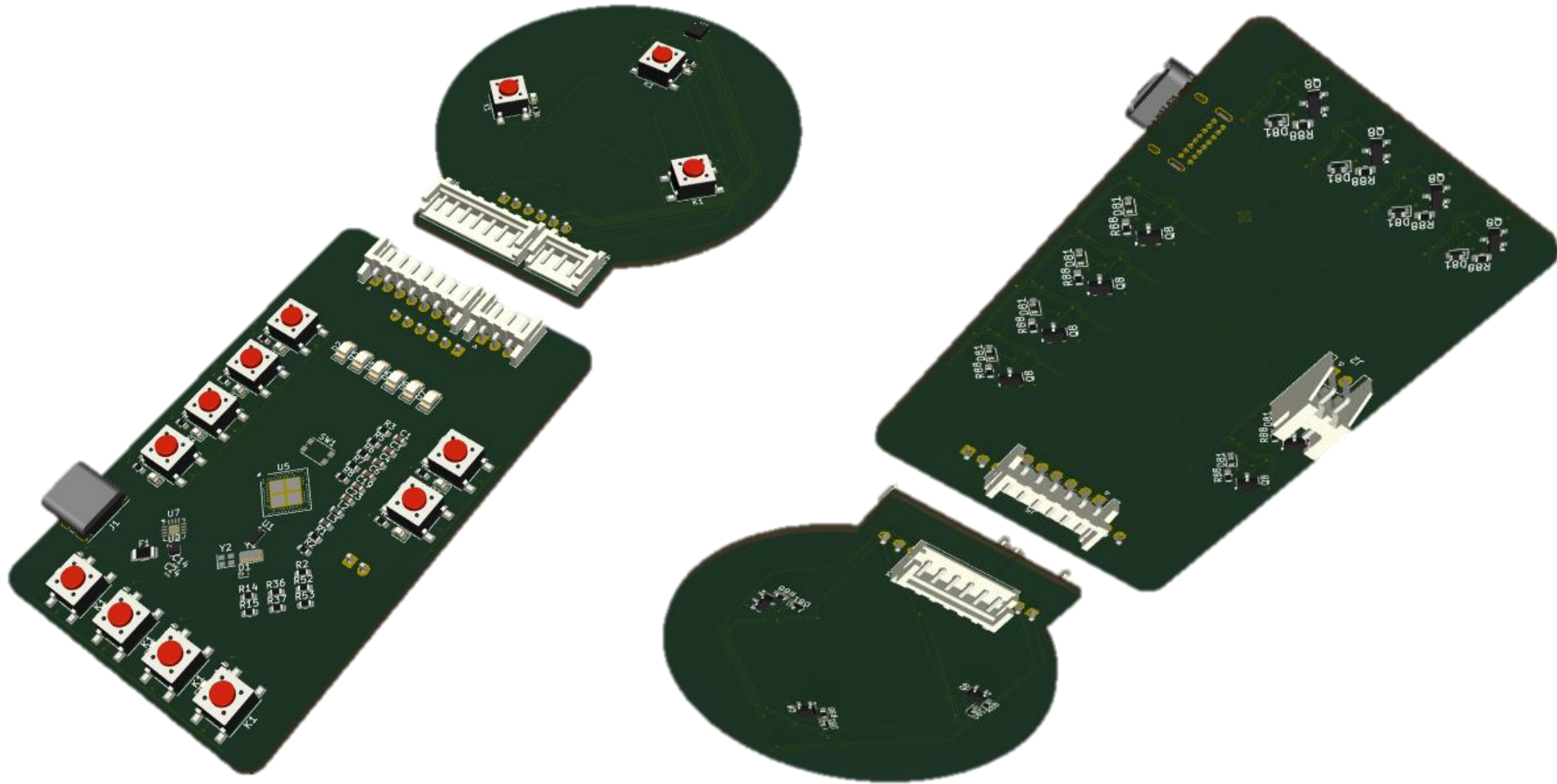
a1



button keypad design

a1

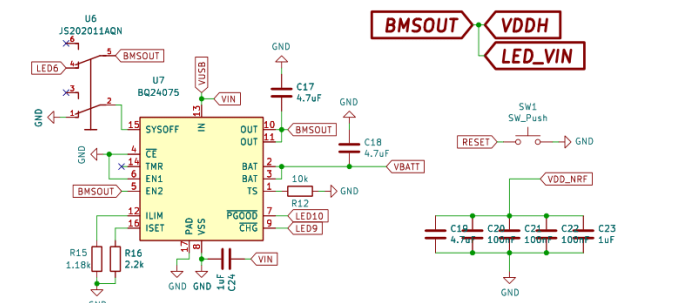
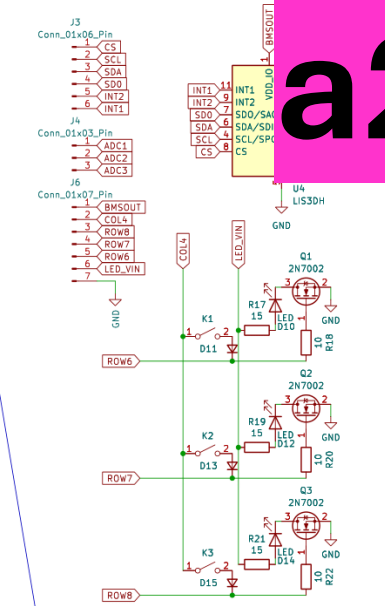
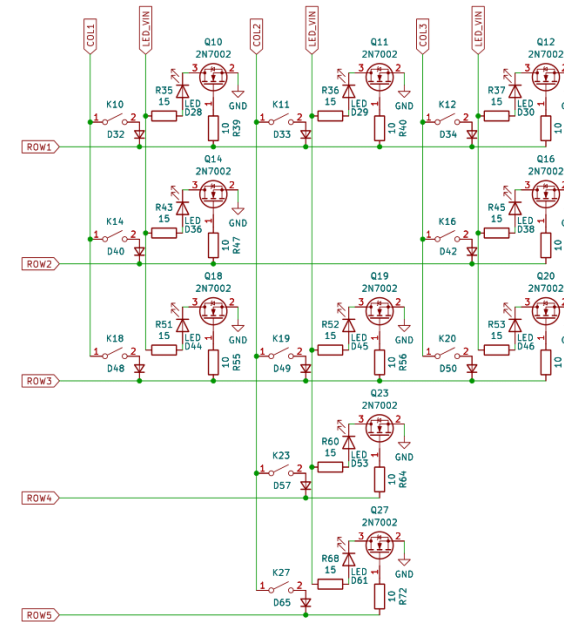
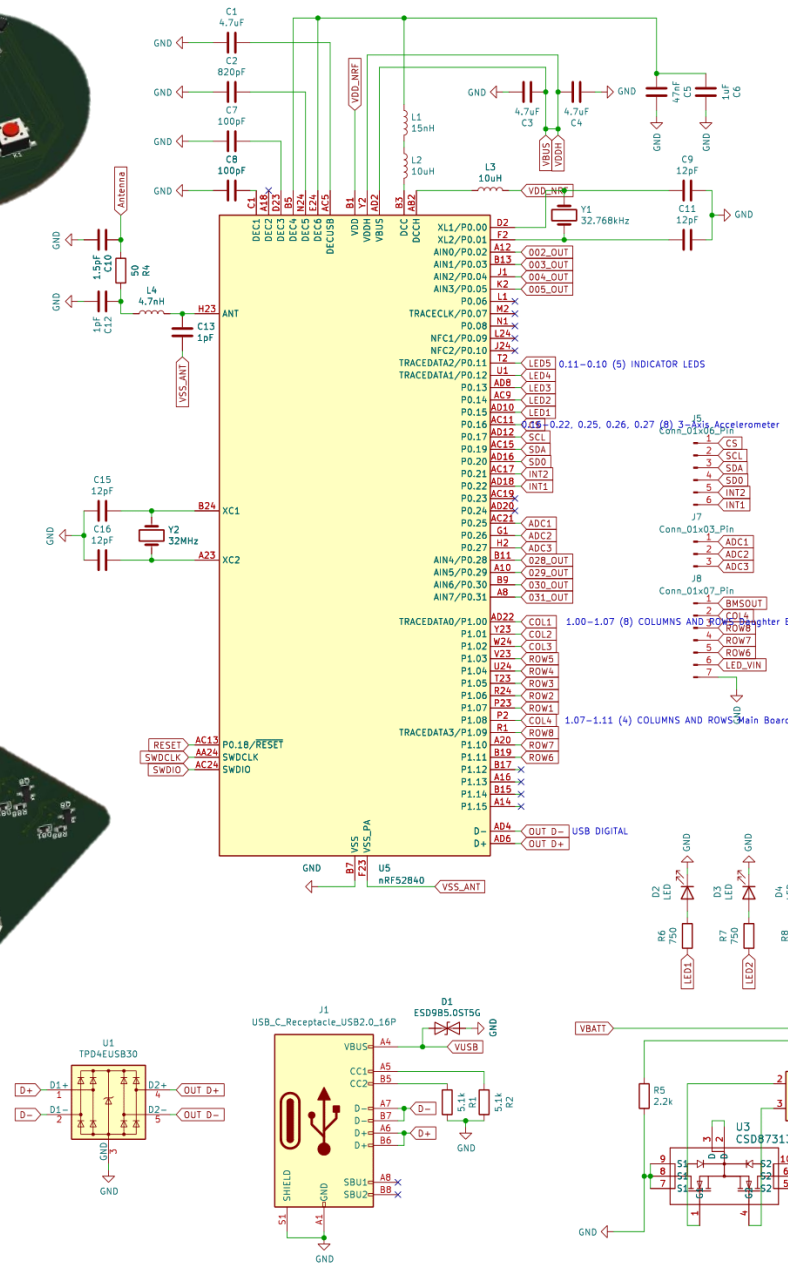
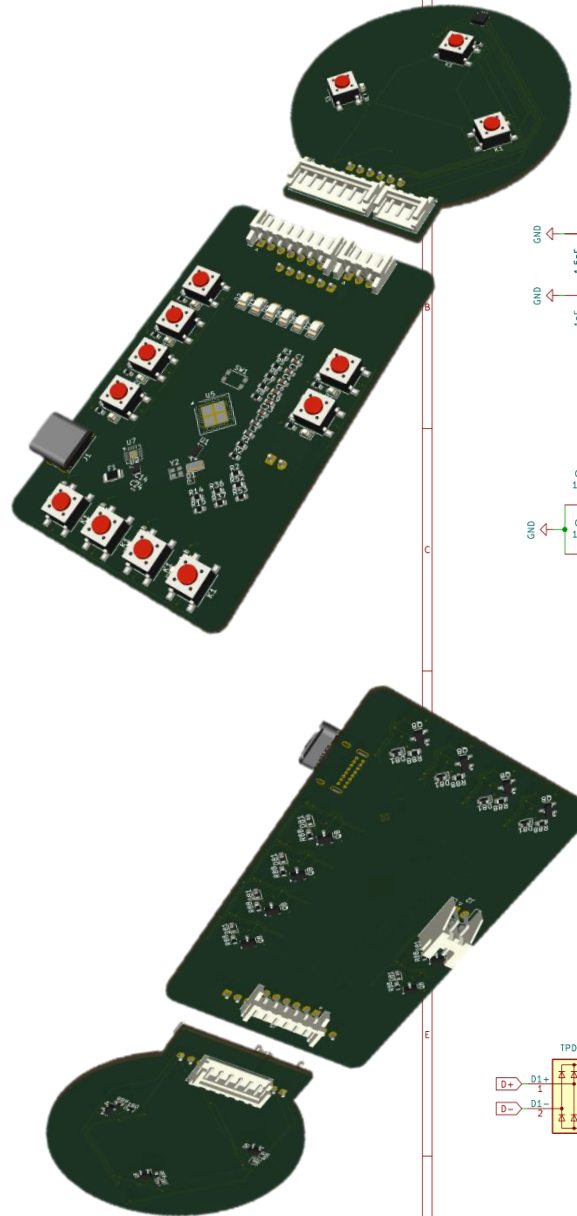




remote control design

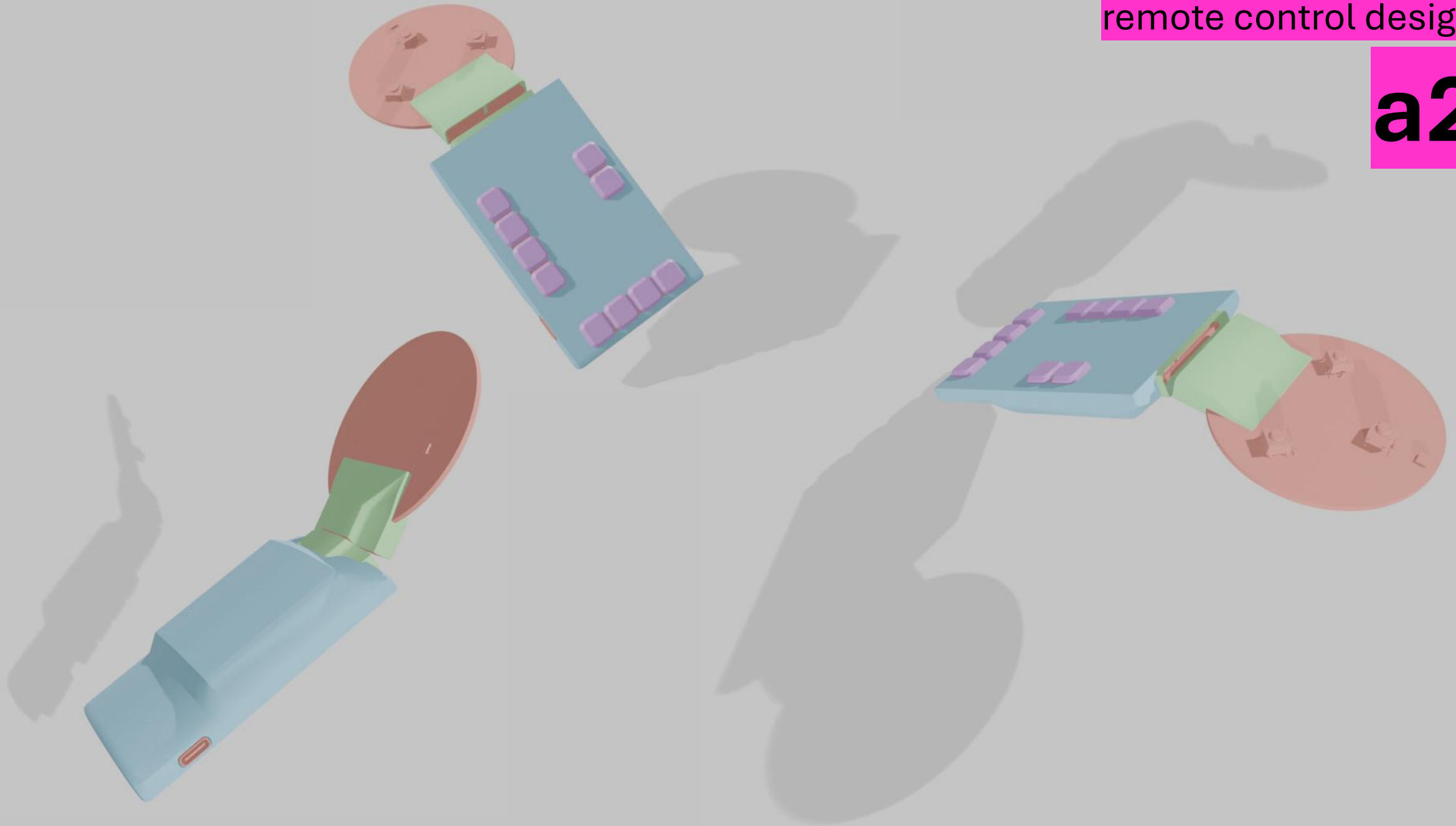
a2

MAIN BOARD DAUGHTER BOARD



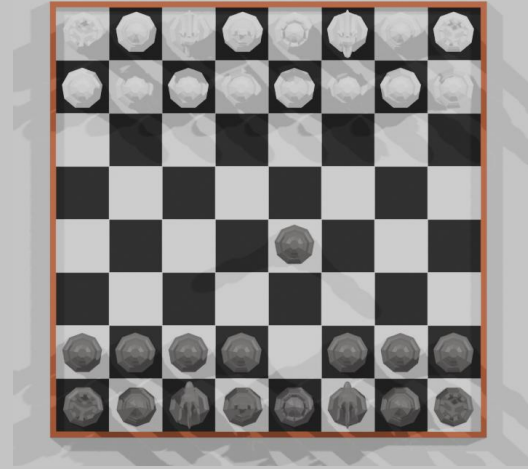
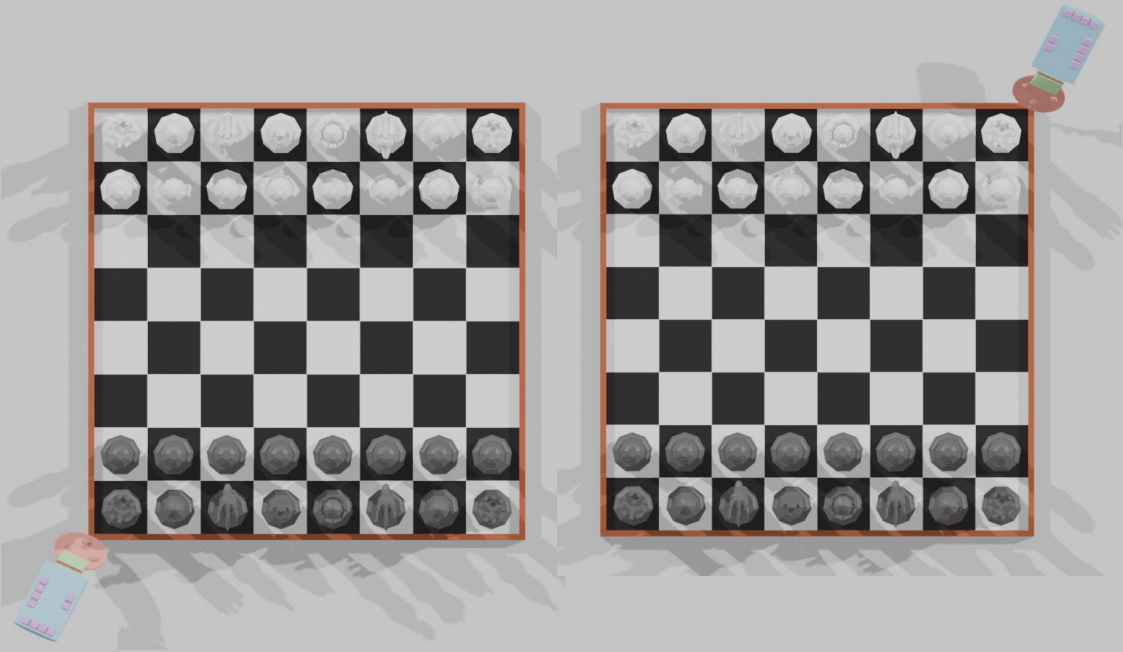
remote control design

a2



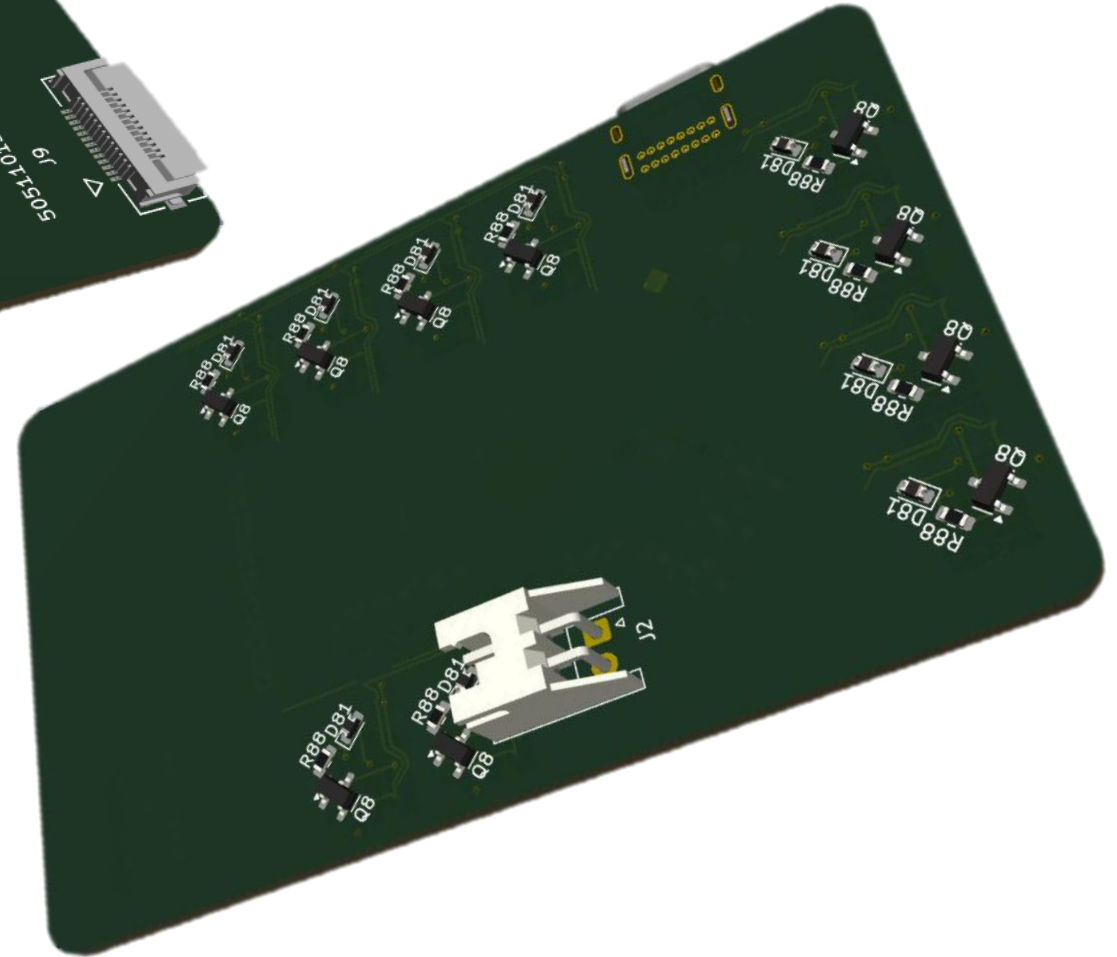
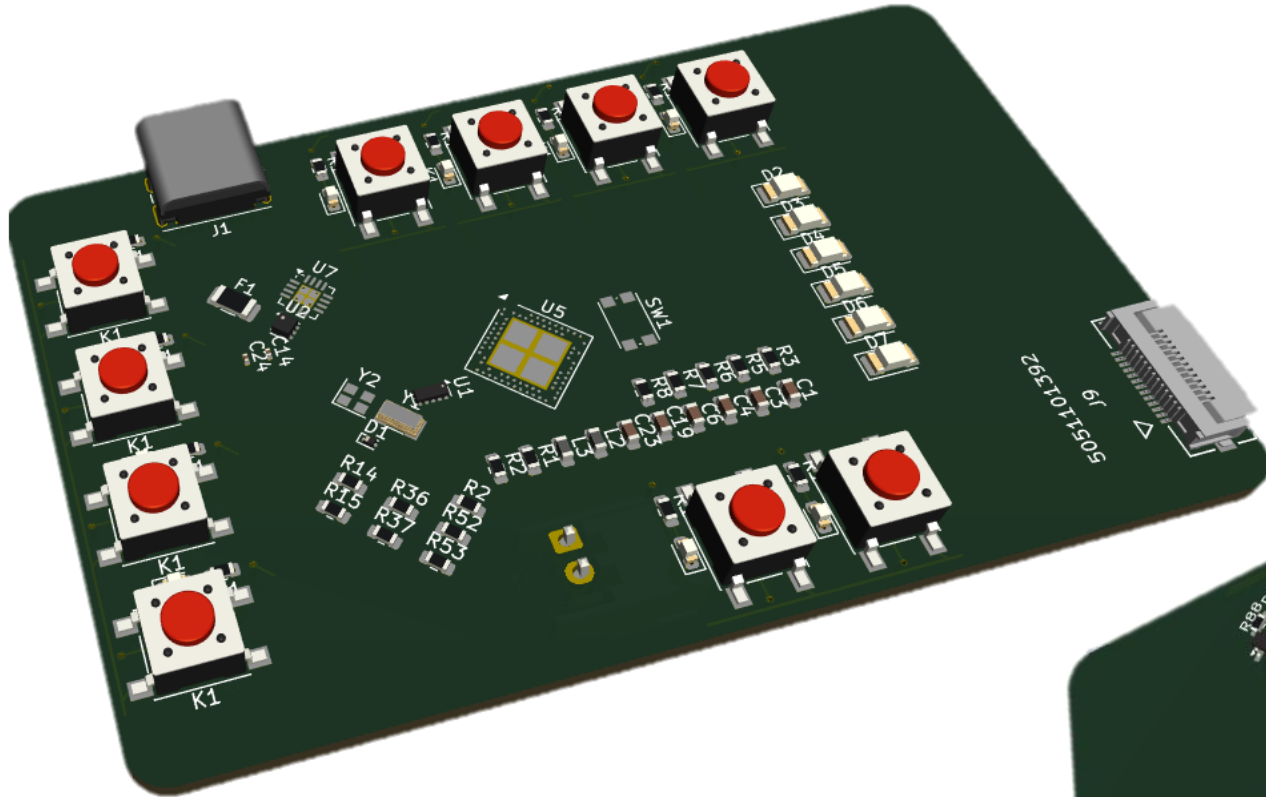
remote control design

a2



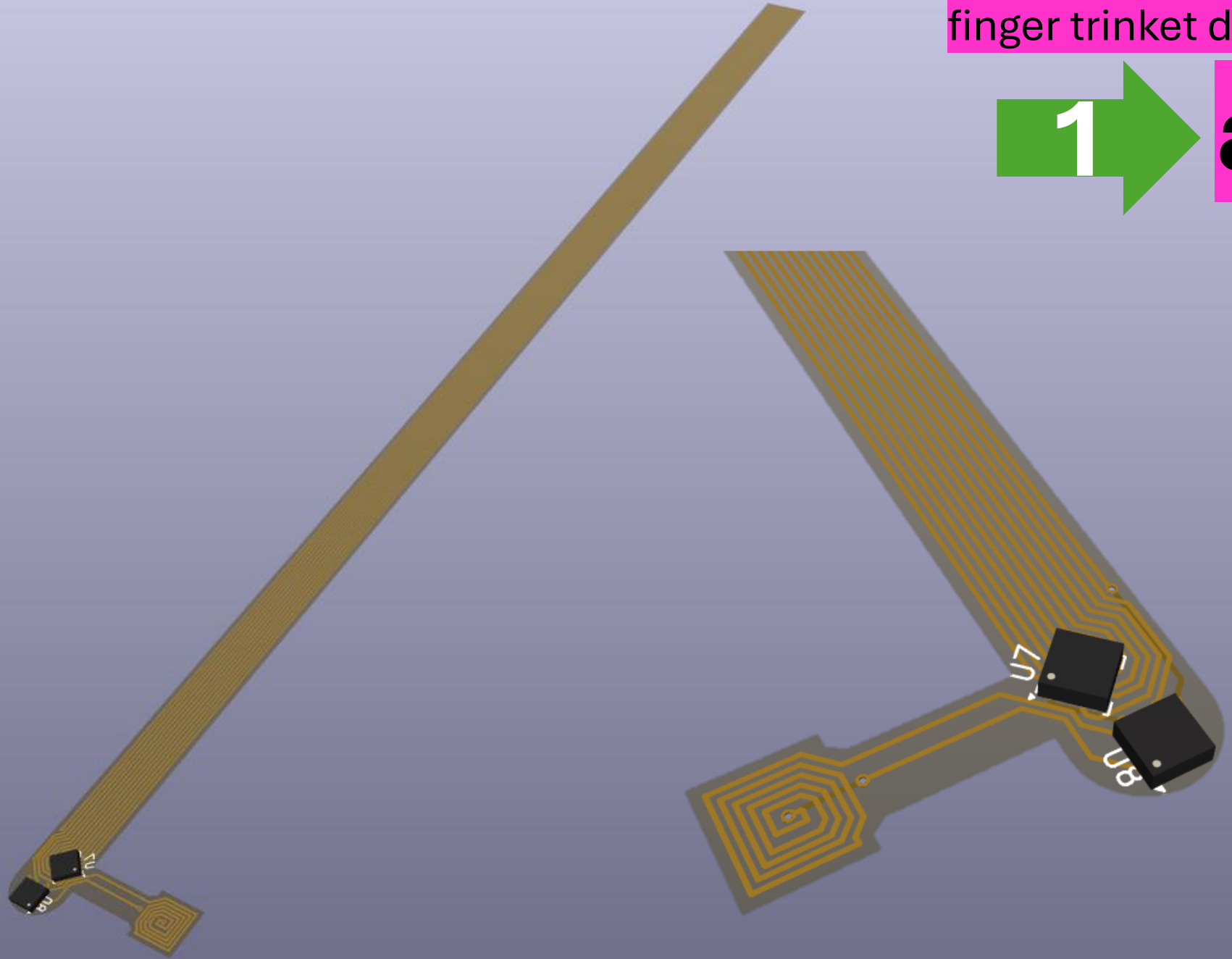
finger trinket design

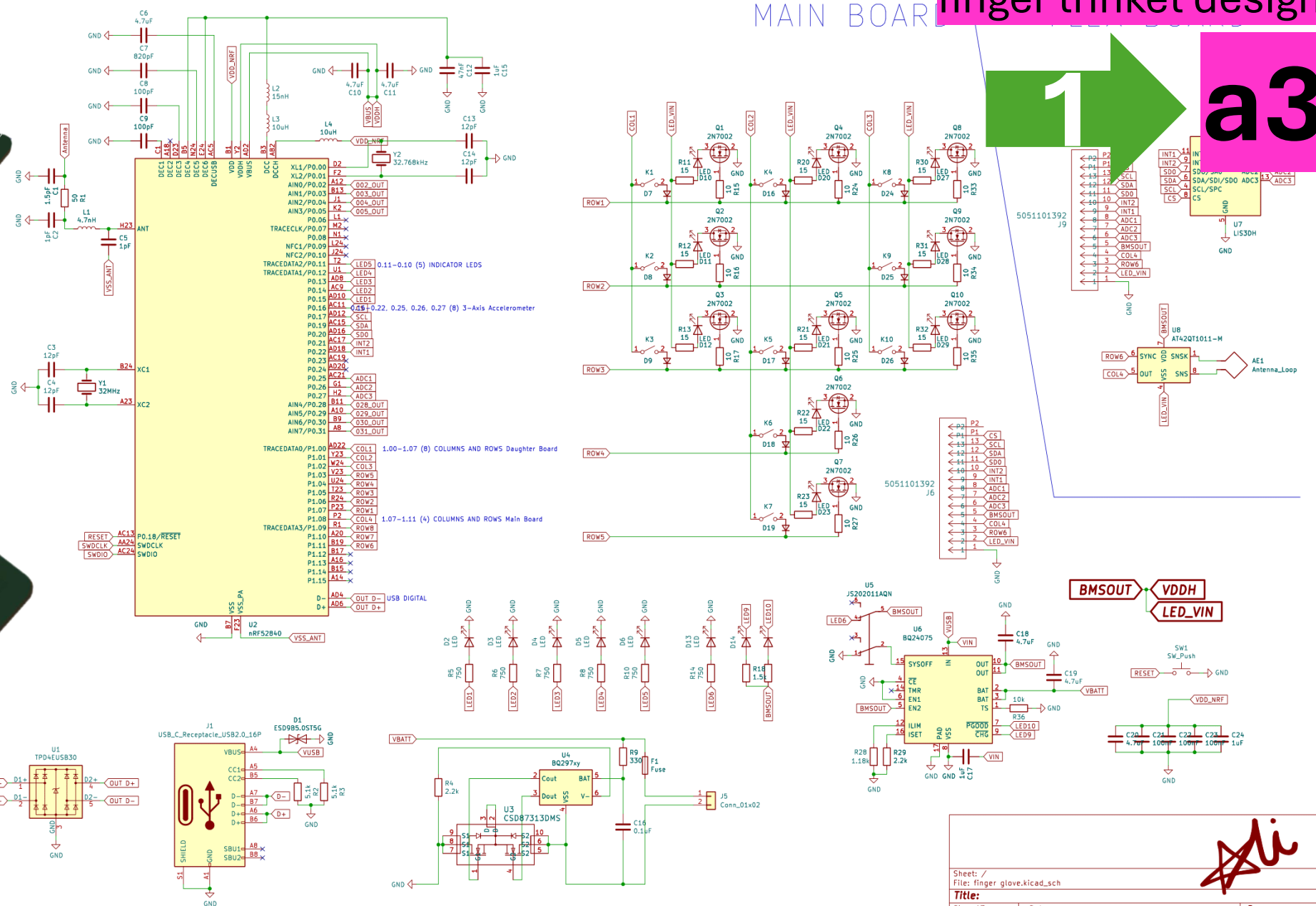
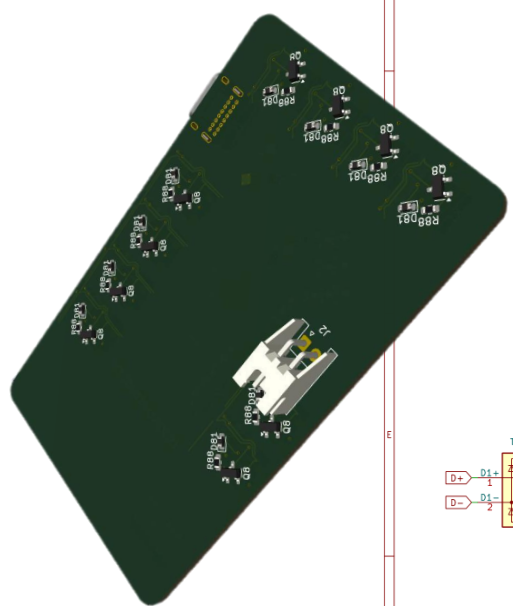
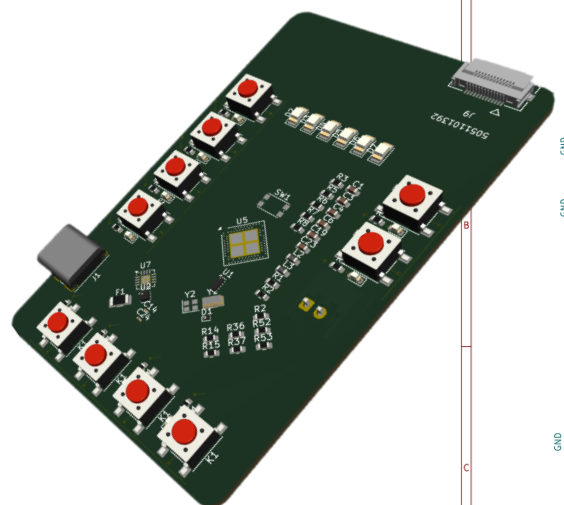
1 → a3



finger trinket design

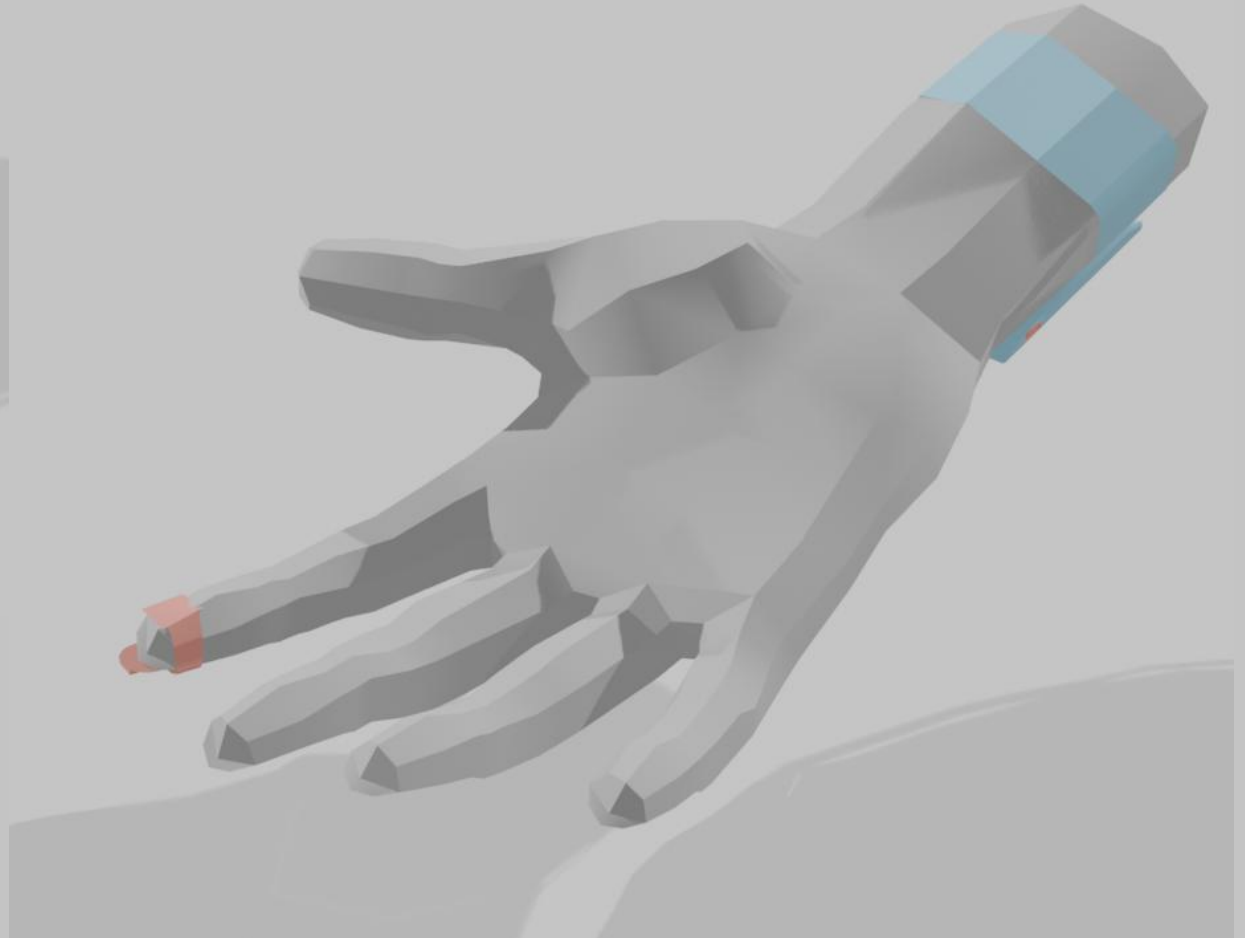
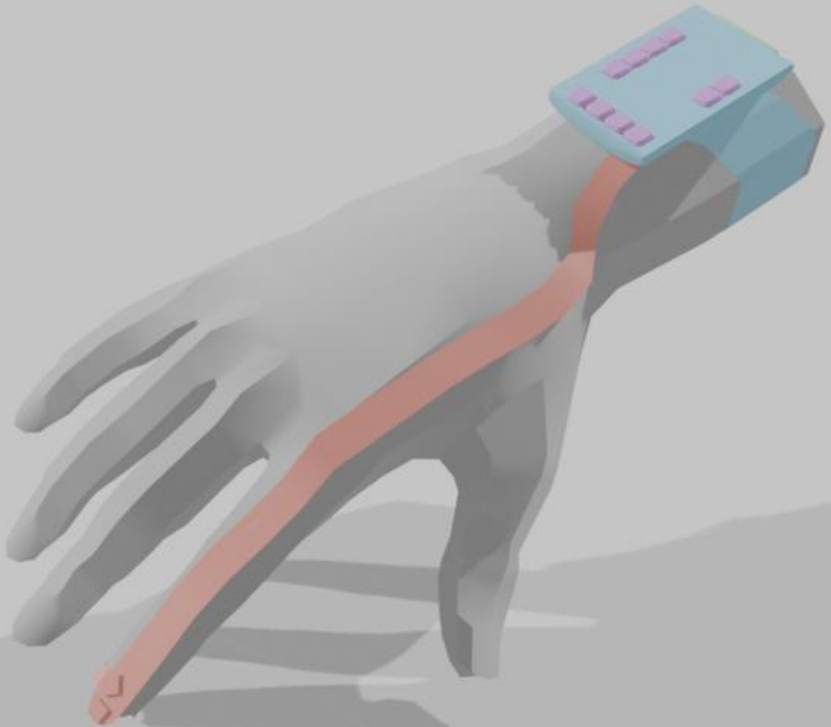
1 → a3





finger trinket design

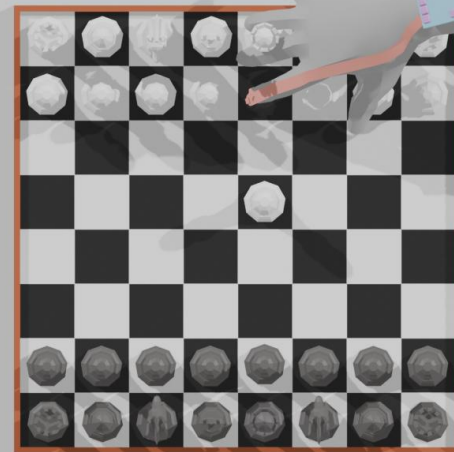
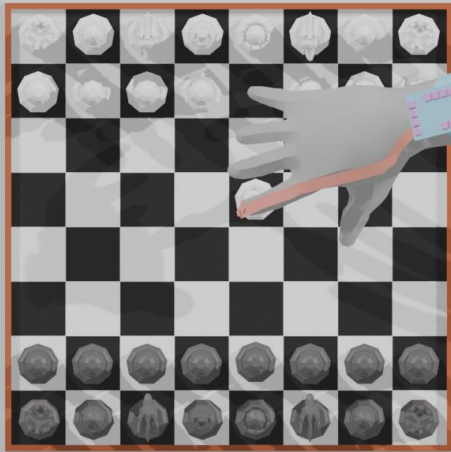
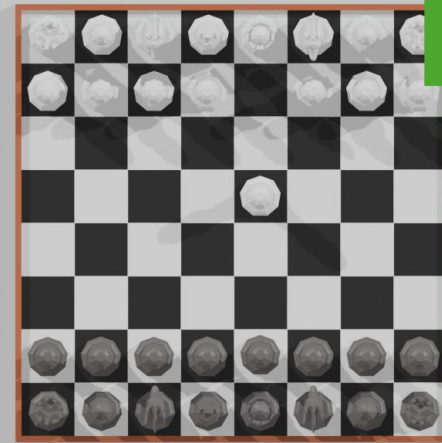
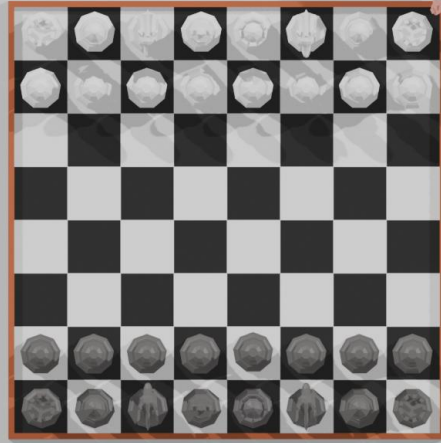
1 → a3

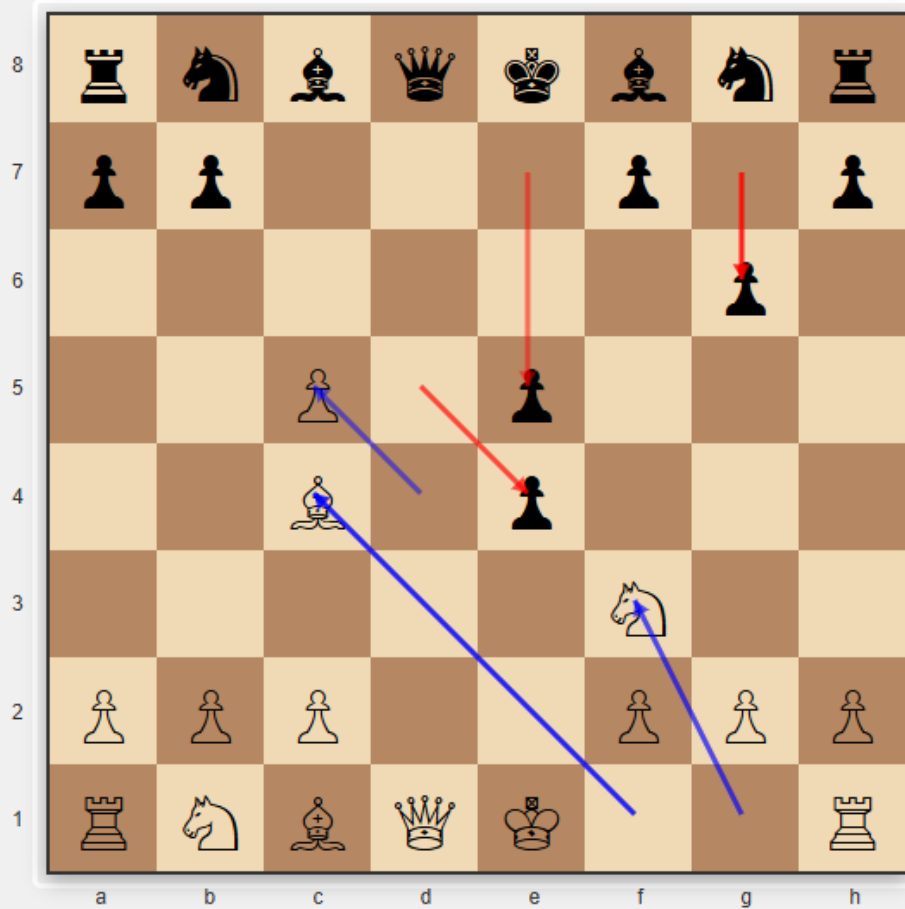


finger trinket design

1

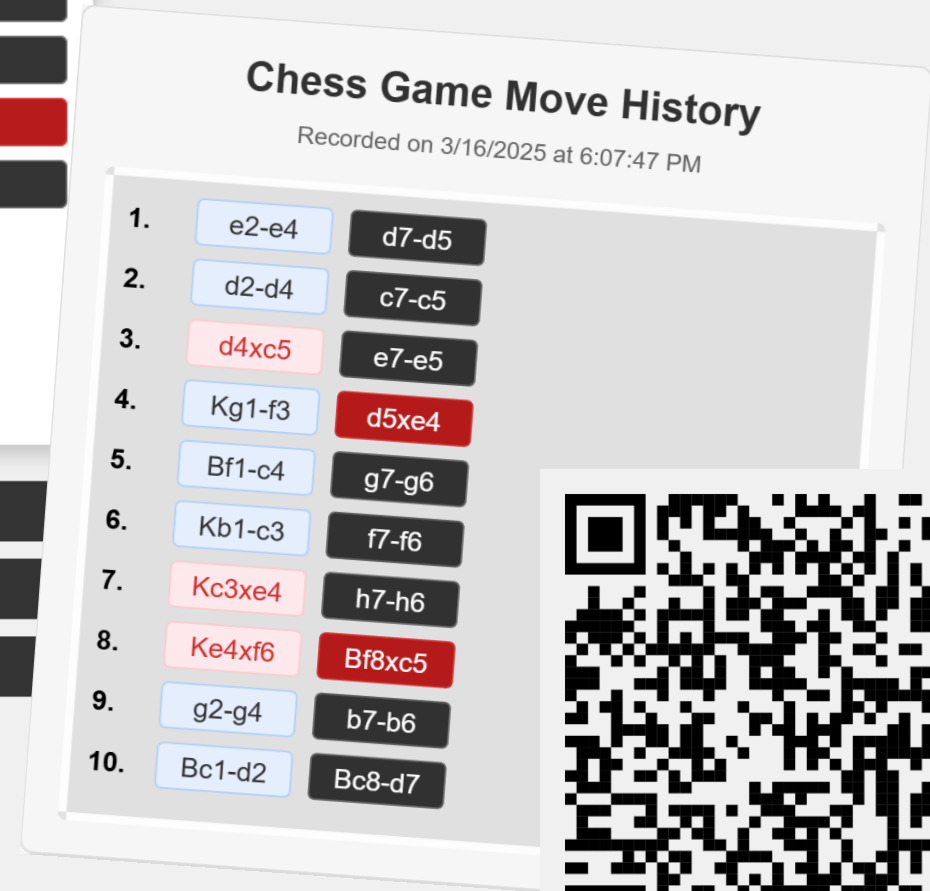
a3

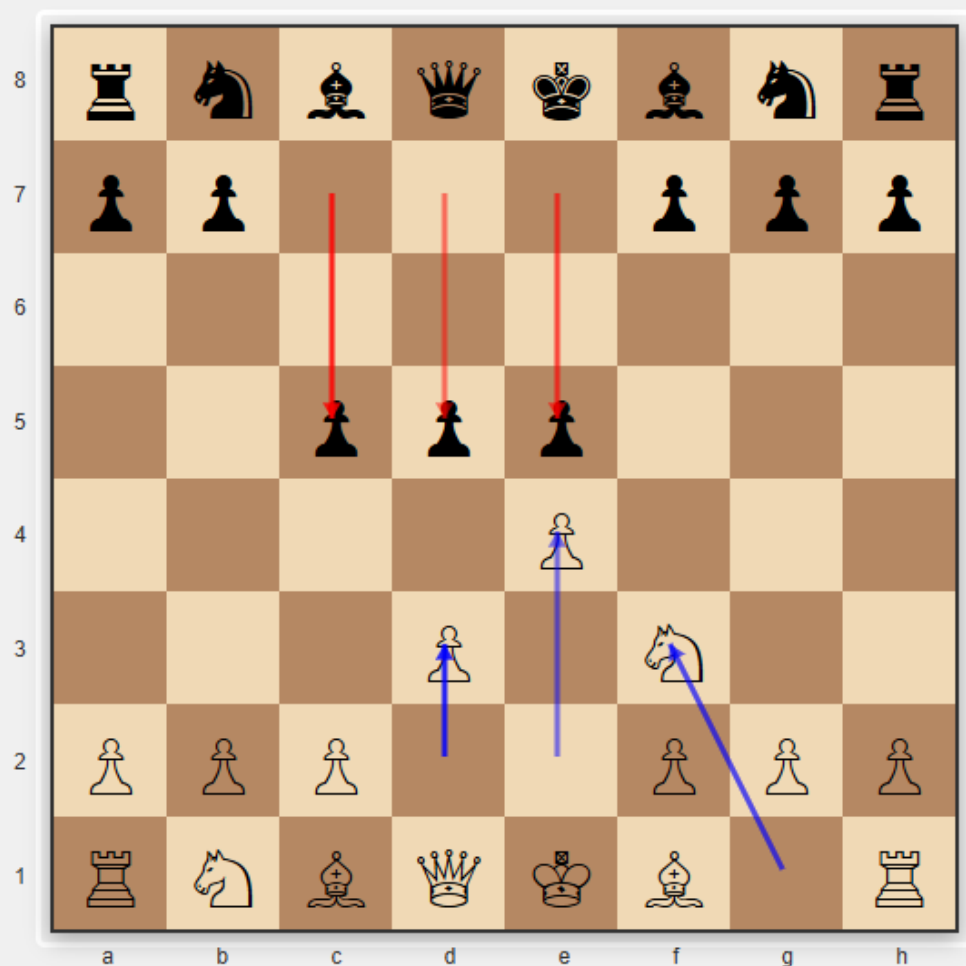




Move History			
1.	e2-e4	d7-d5	
2.	d2-d4	c7-c5	
3.	d4xc5	e7-e5	
4.	Kg1-f3	d5xe4	
5.	Bf1-c4	g7-g6	

Reset Game			
Undo Last Move			
Export Moves			





 **Start Voice Command**

Voice recognition stopped

Voice Commands

Speak chess moves using algebraic notation:

- **Simple move:** "e2e4" or "e2 to e4"
- **Capture:** "e4 takes d5"
- **Castle:** "castle kingside" or "O-O"
- **Undo:** "undo" or "undo move"
- **Reset:** "reset" or "reset game"

Back to Demos

Reset Game

Undo Last Move

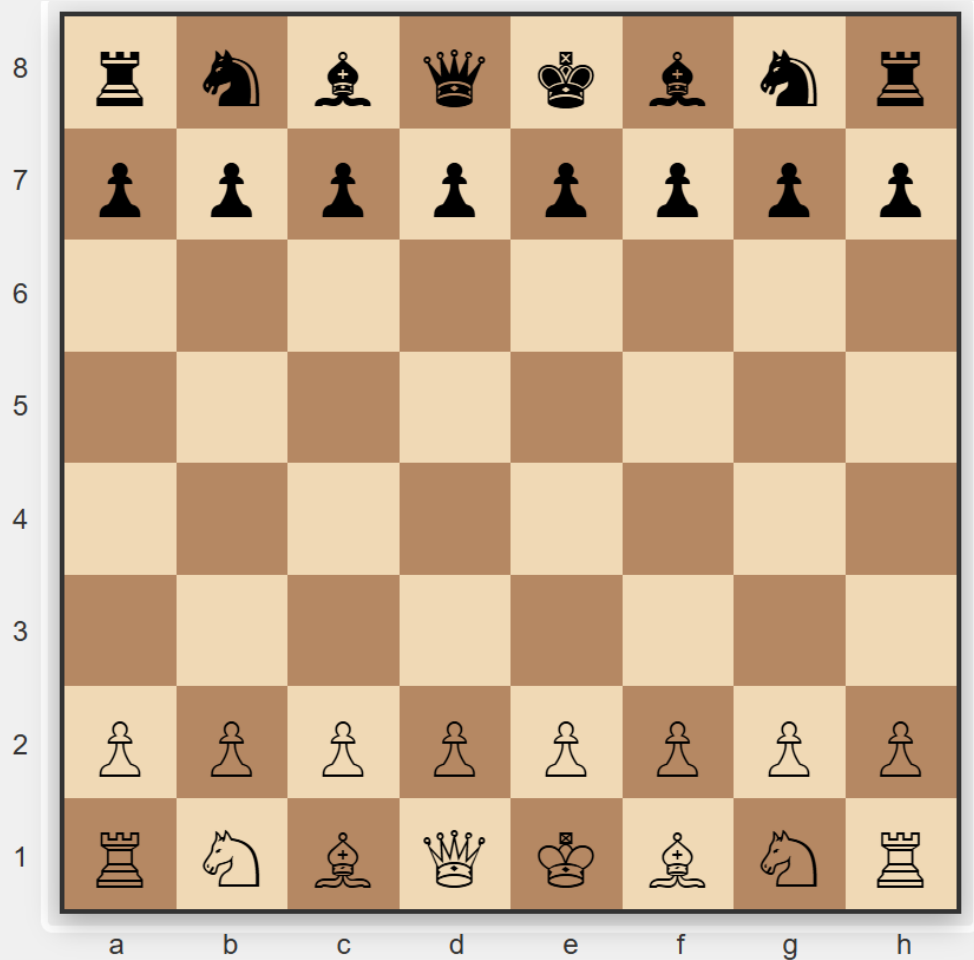
Export Moves

Move History

1.	e2-e4	d7-d5
2.	Kg1-f3	e7-e5



phone-based trigger-based move recorder



Change Trigger Word

Pause Recognition

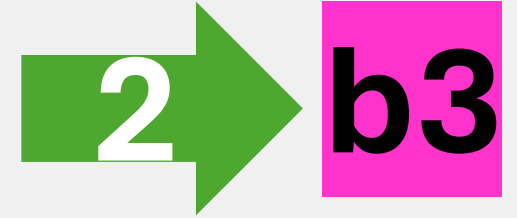


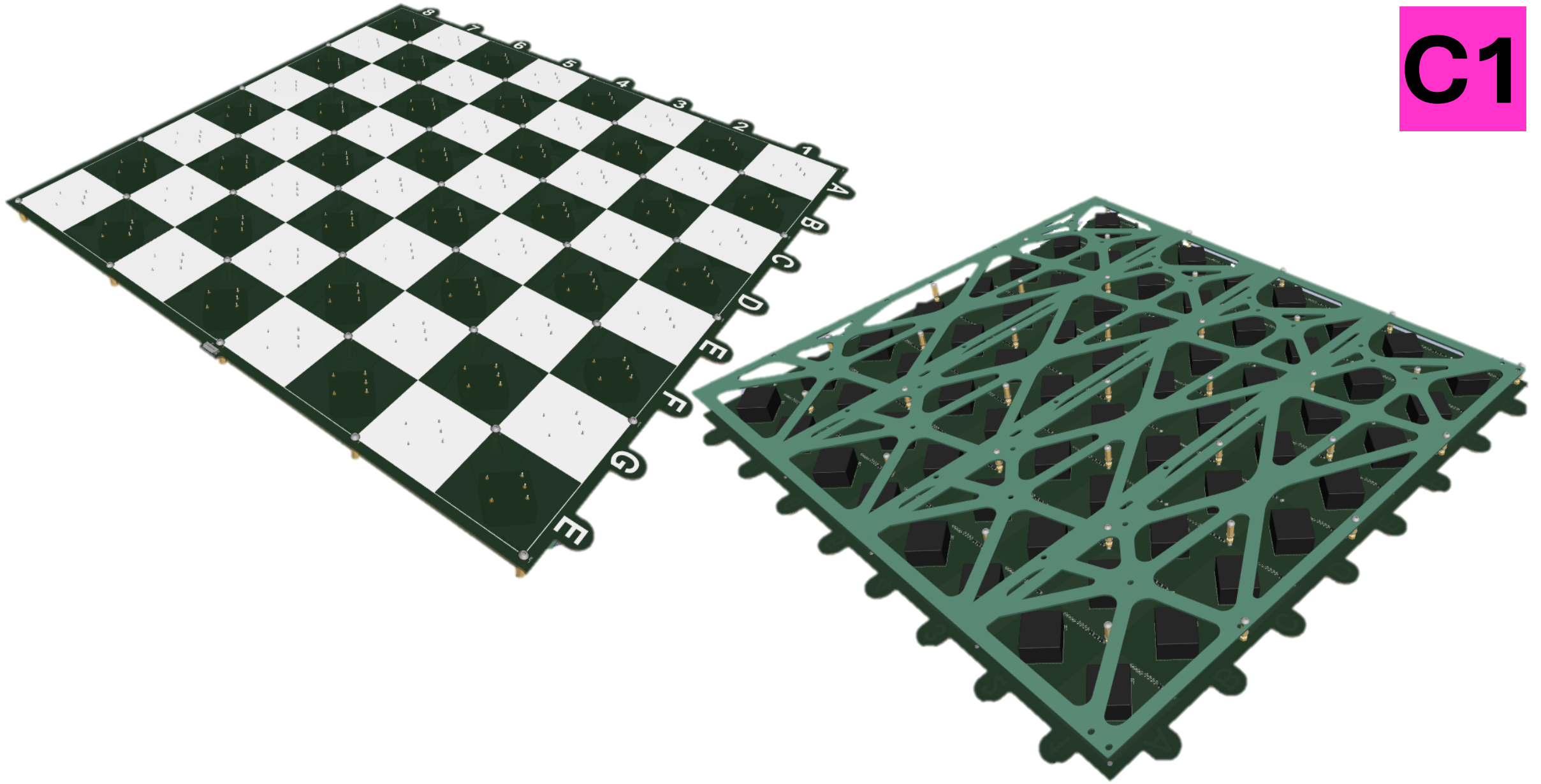
Error starting recognition.
Retrying...

Trigger-Based Voice Commands

Voice recognition is always on. Use the trigger word followed by your move:

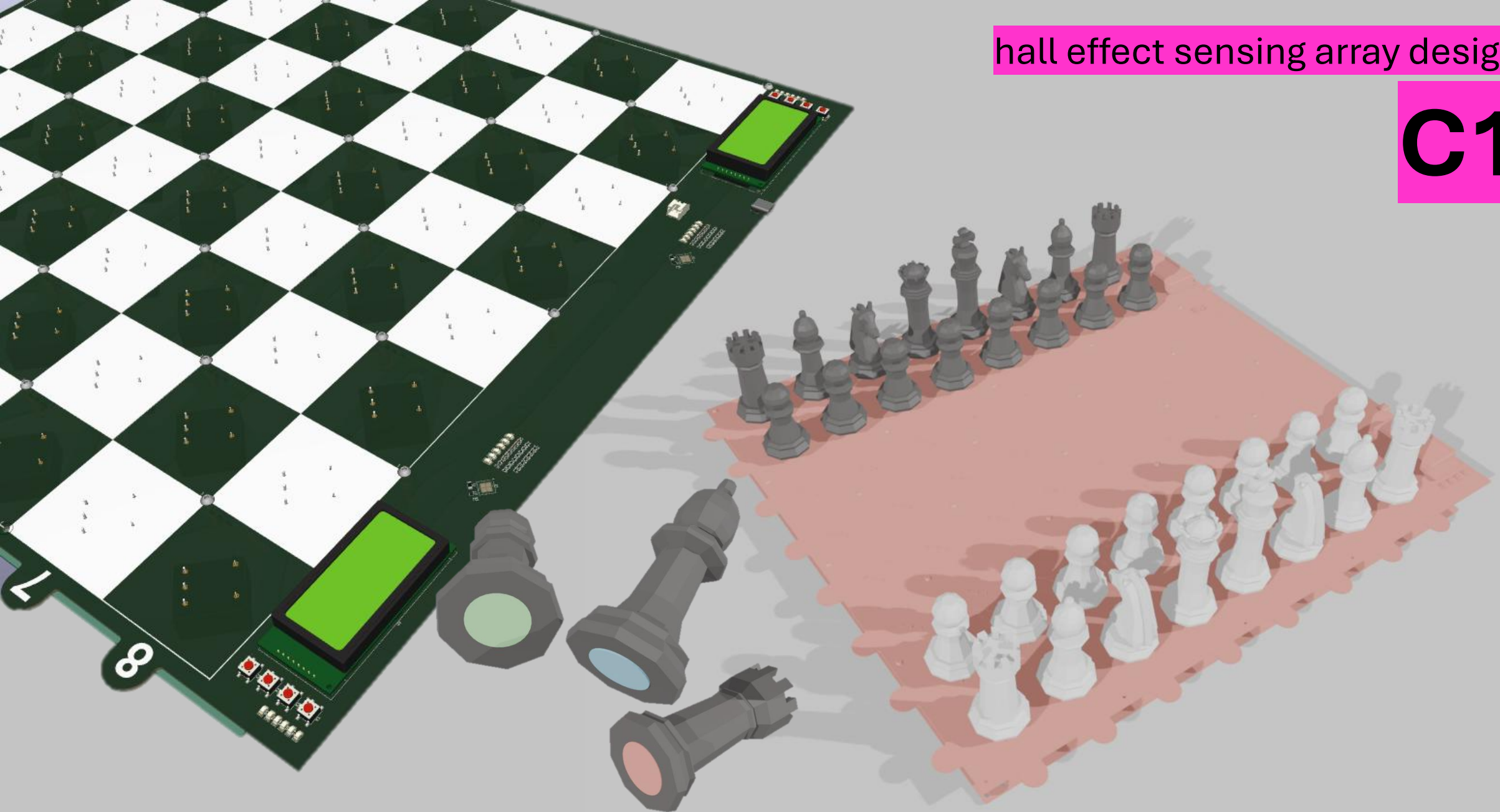
1. Say trigger word `mark`
2. Say your move (e.g., `e2e4` or `castle kingside`)
3. Say trigger word again to





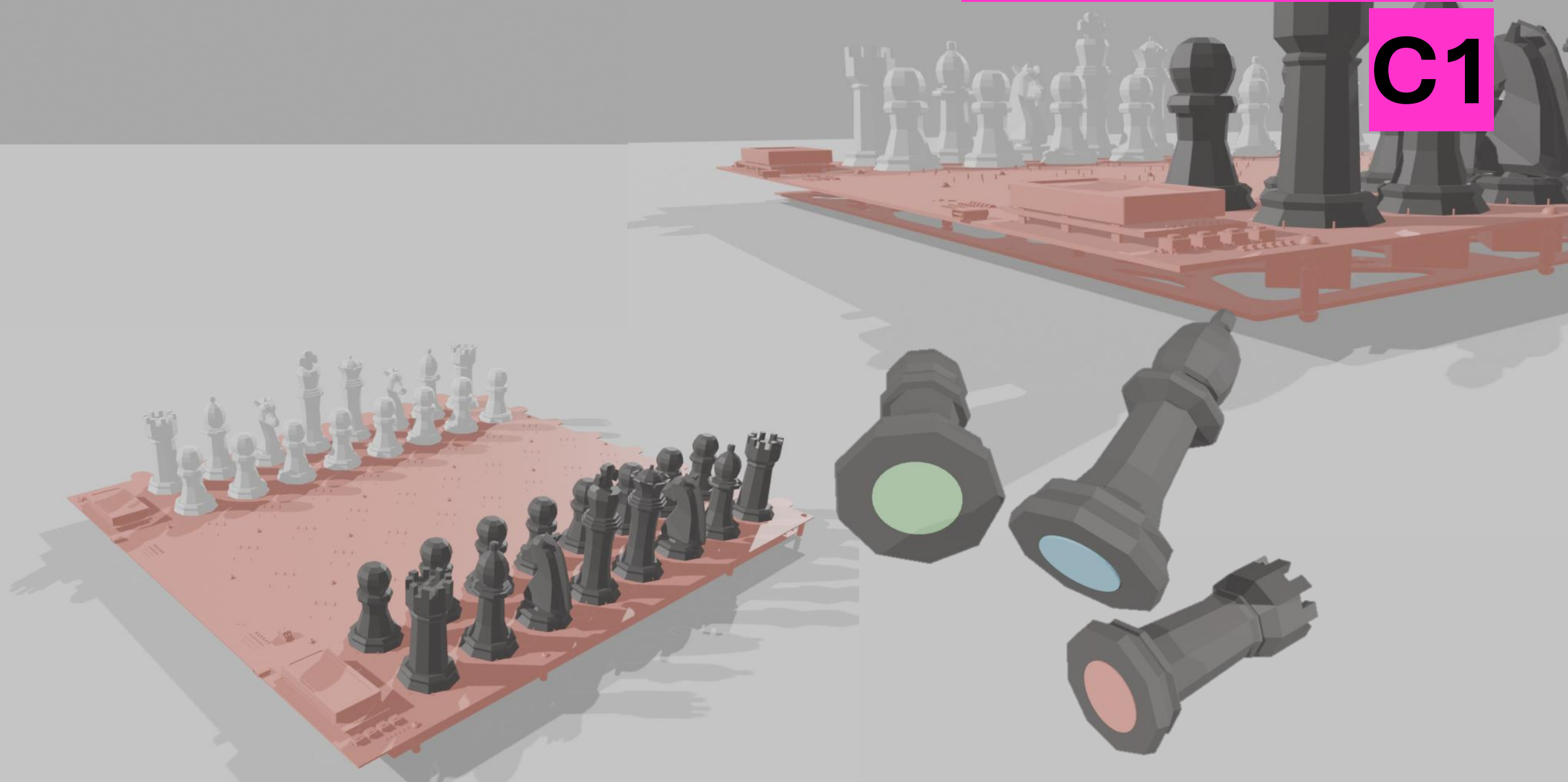
hall effect sensing array design

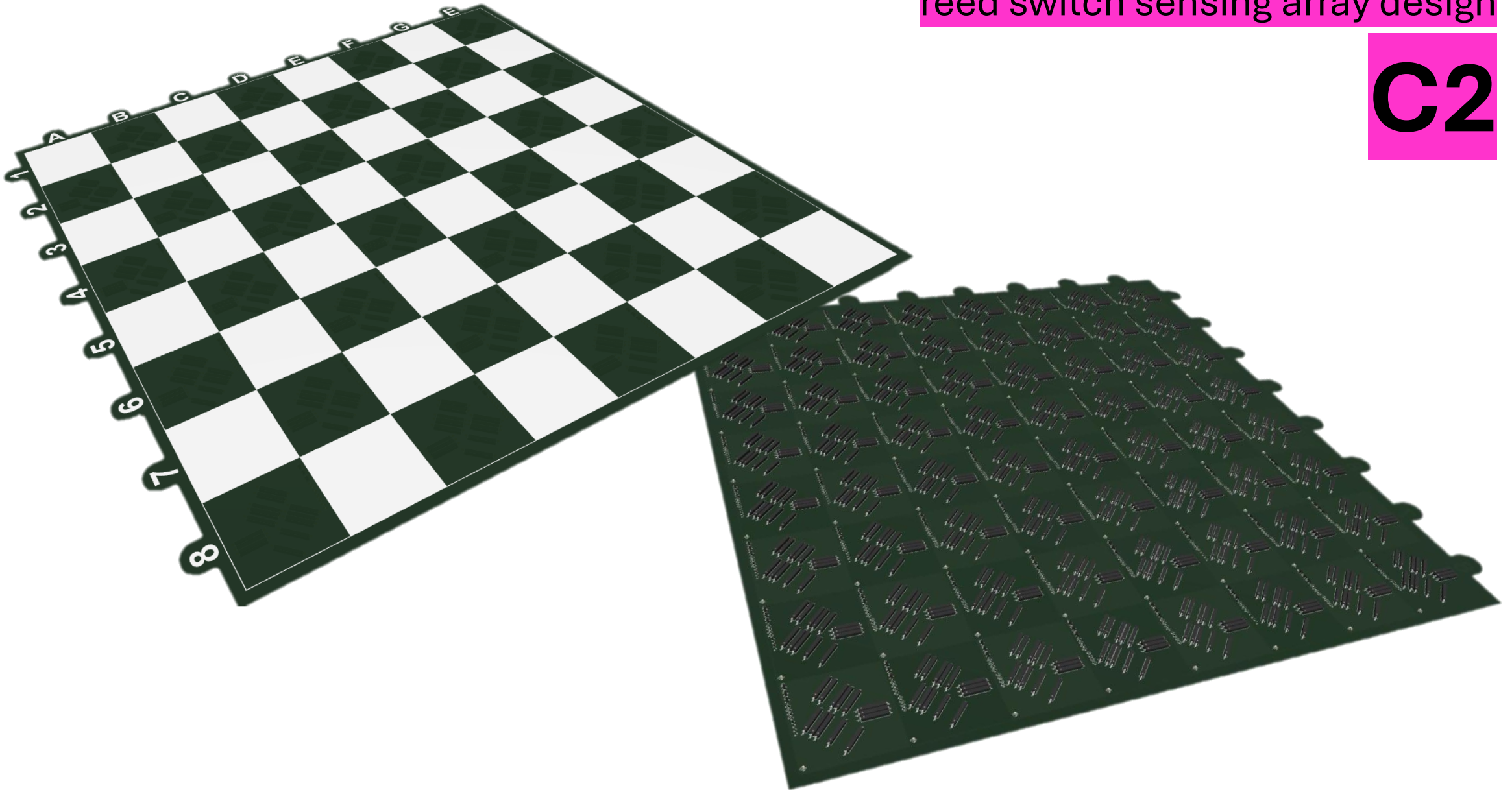
C1

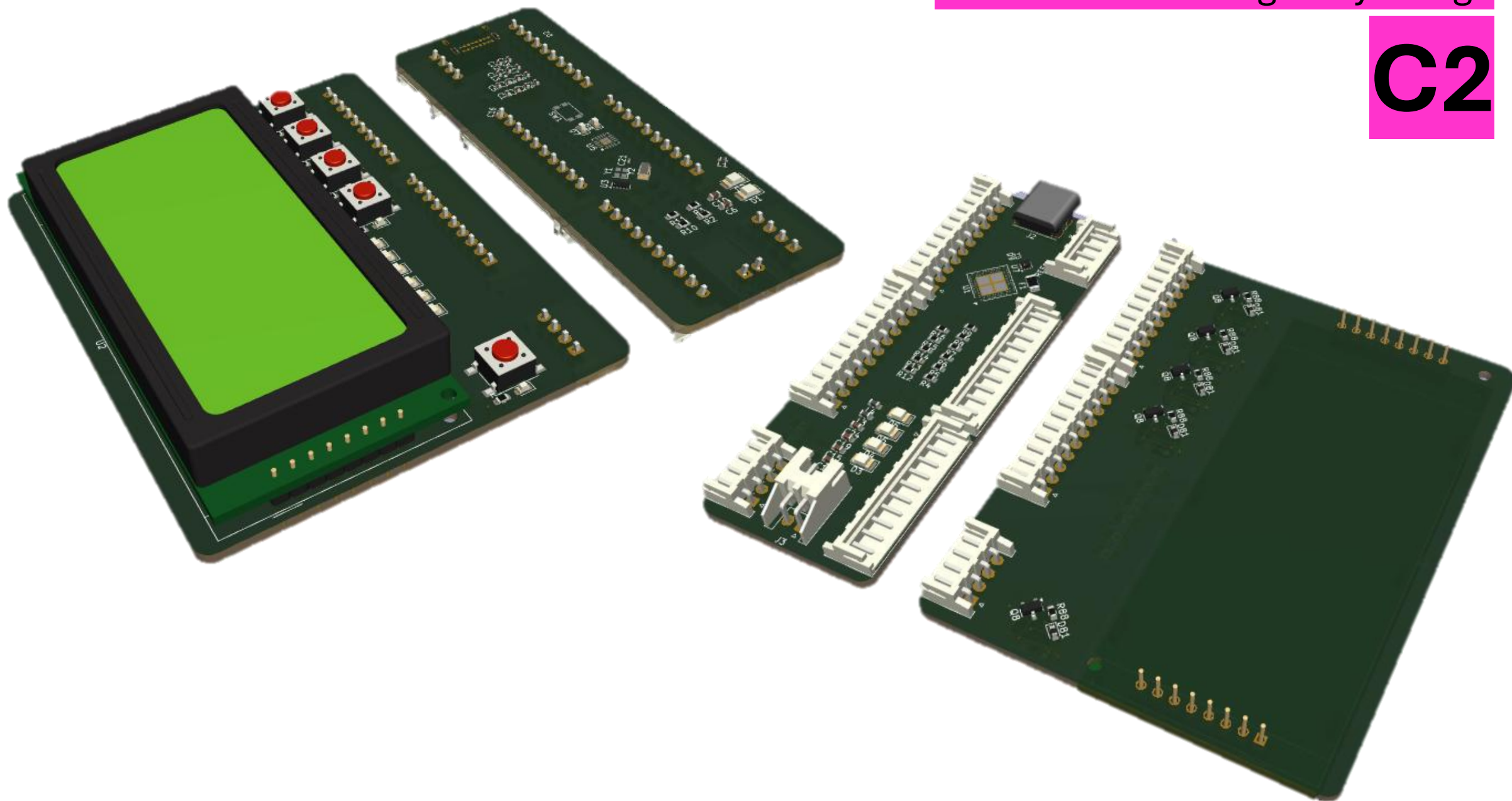


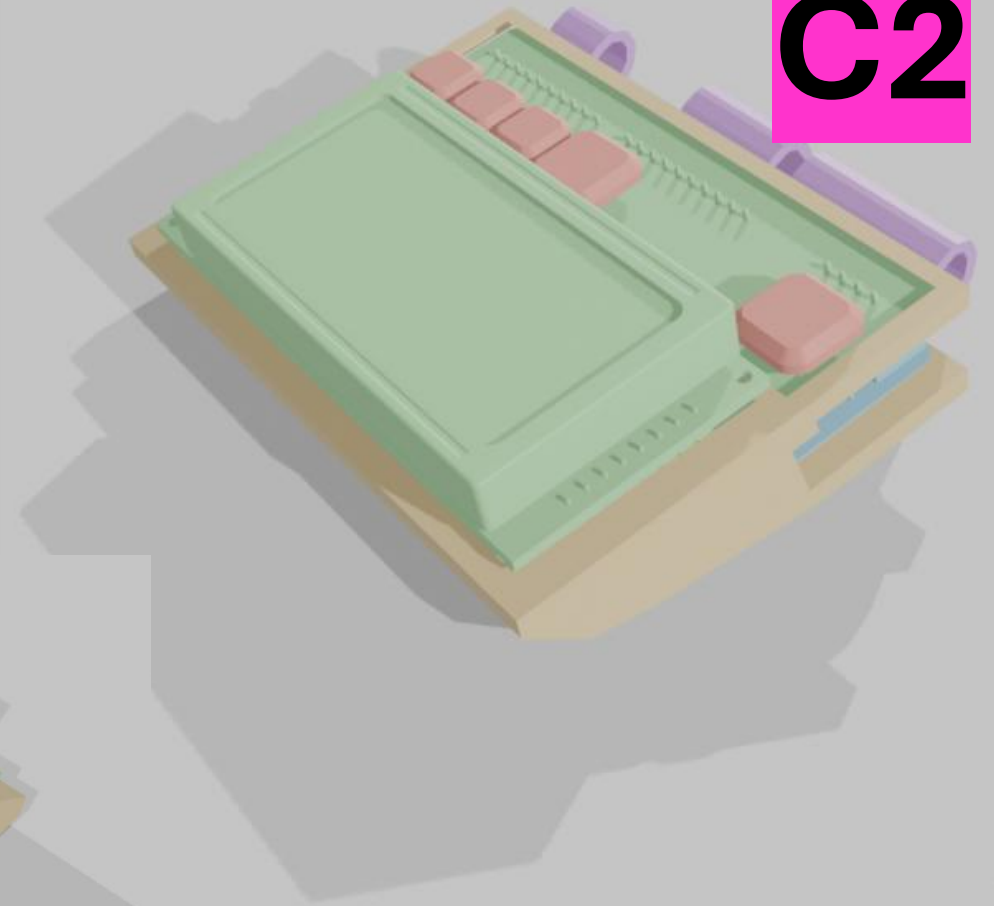
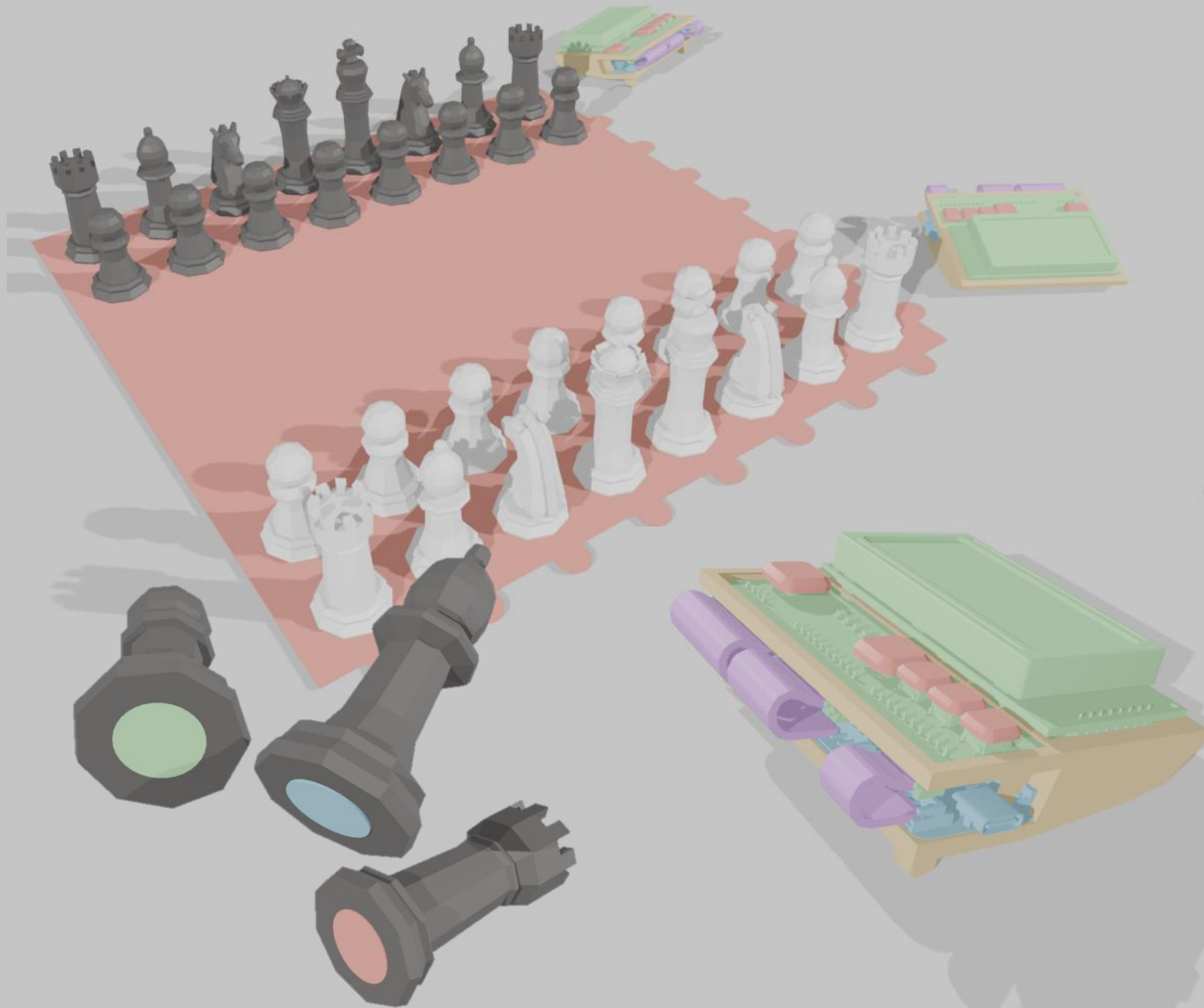
hall effect sensing array design

C1

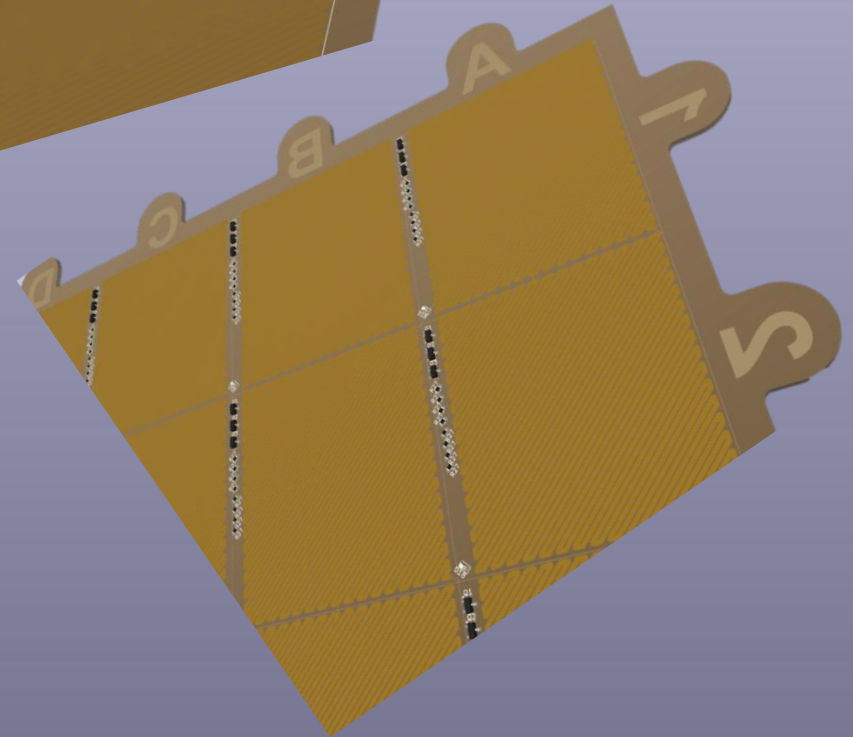
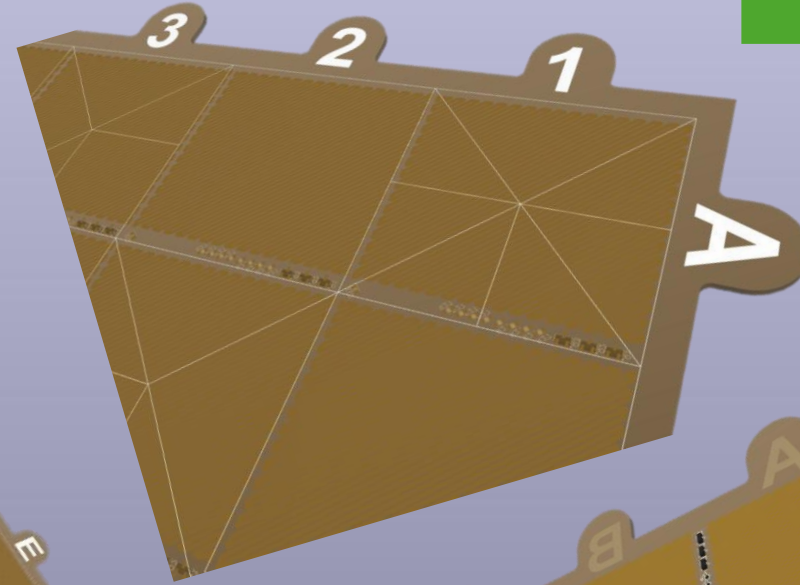
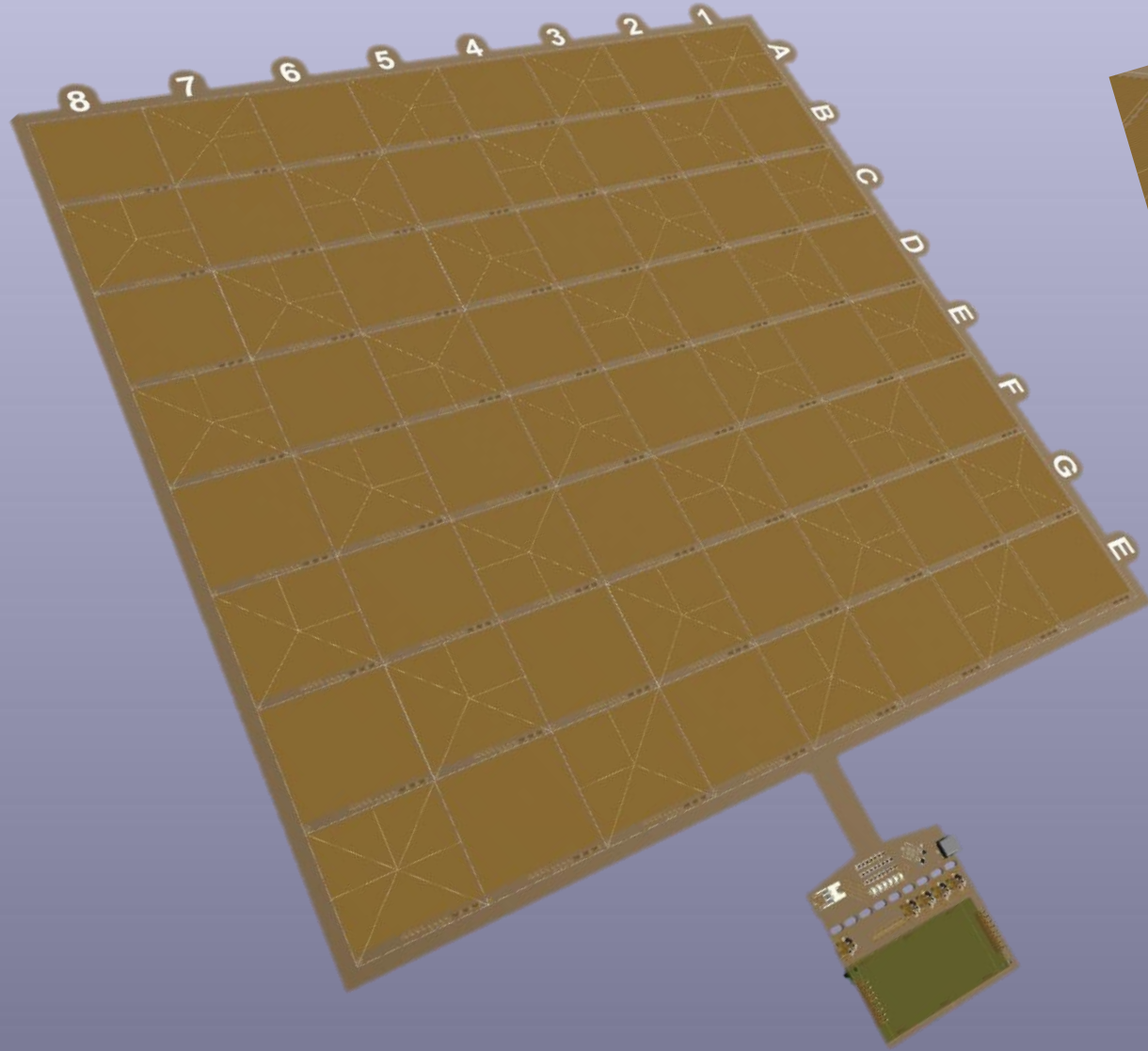






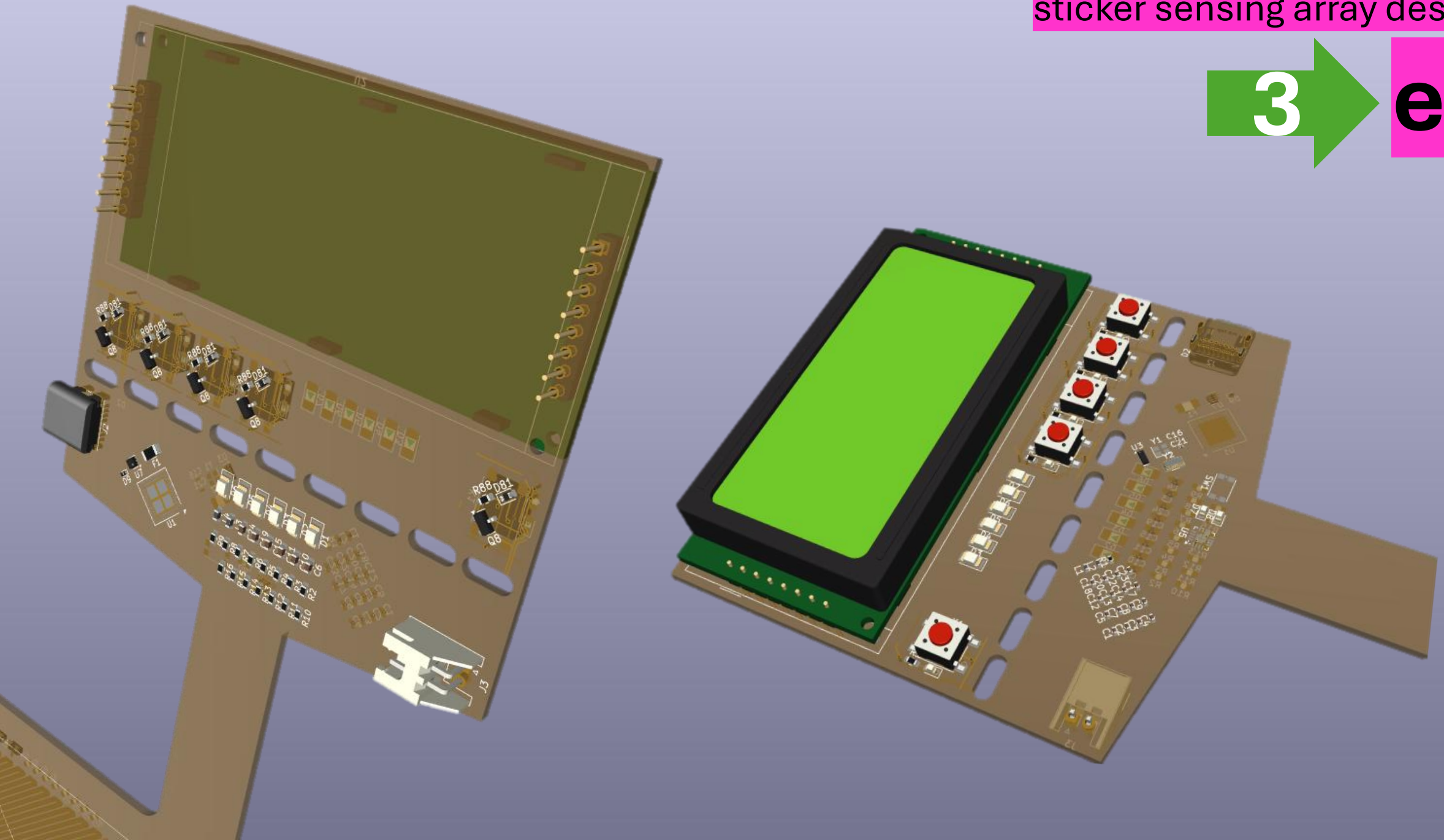


sticker sensing array design



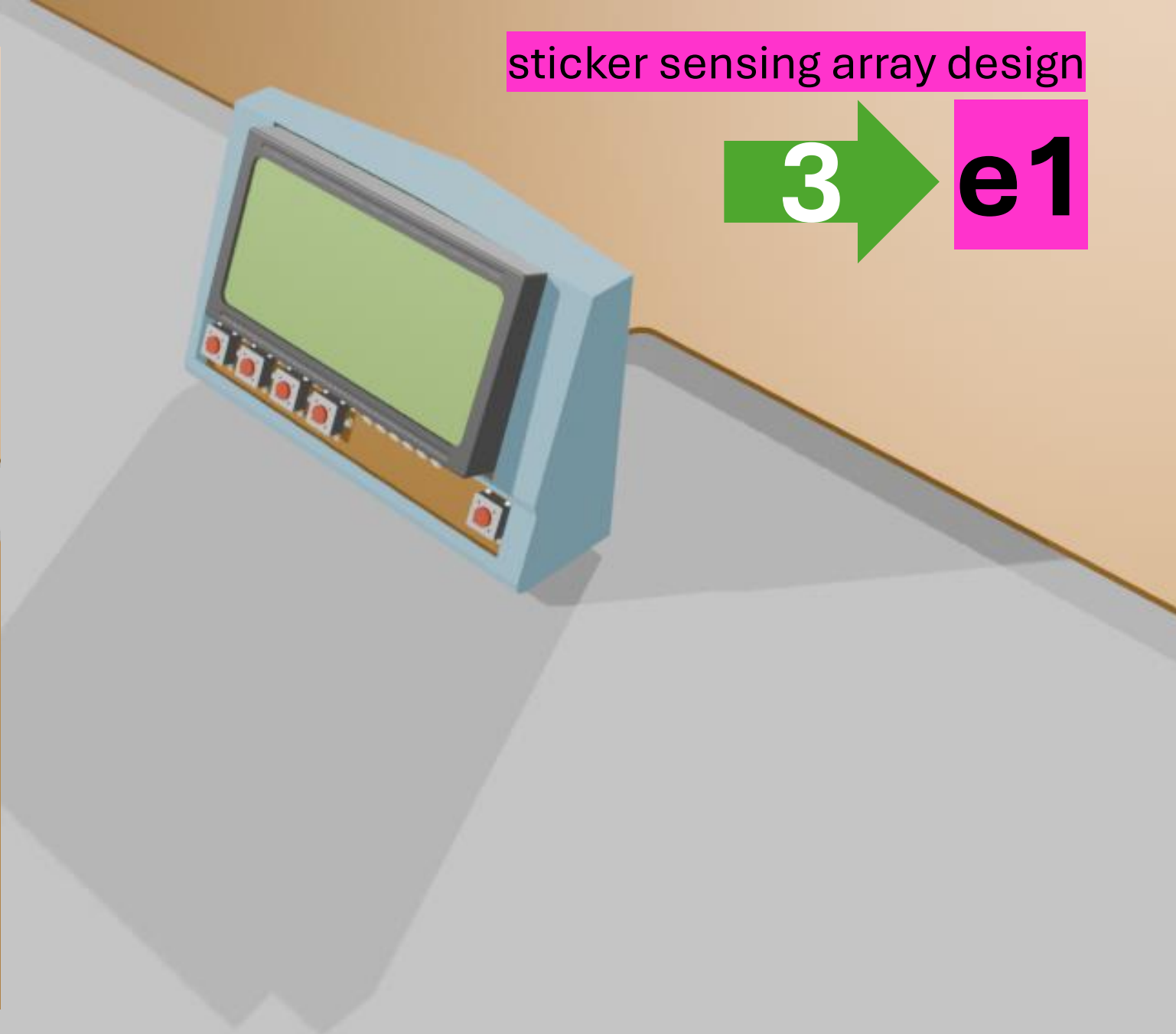
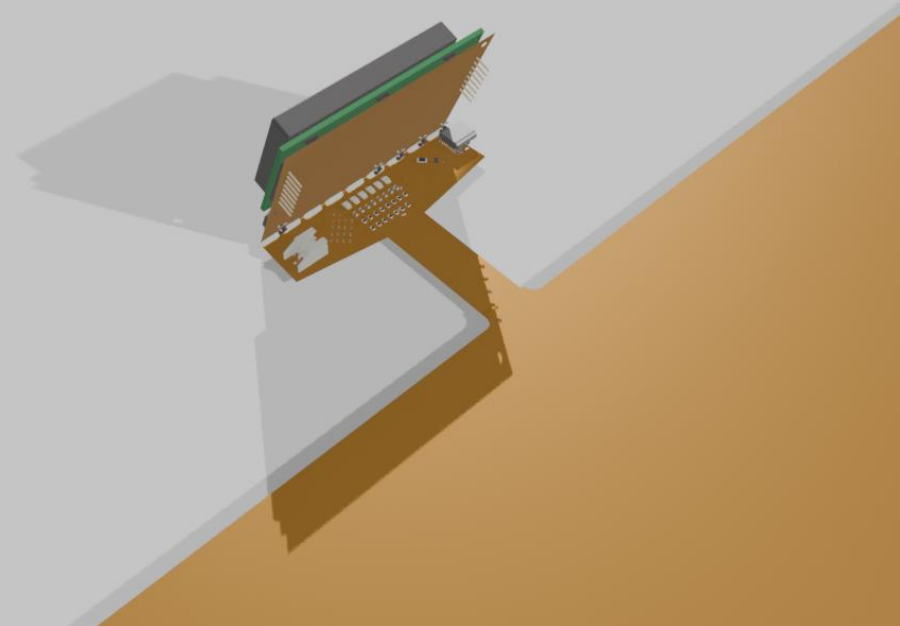
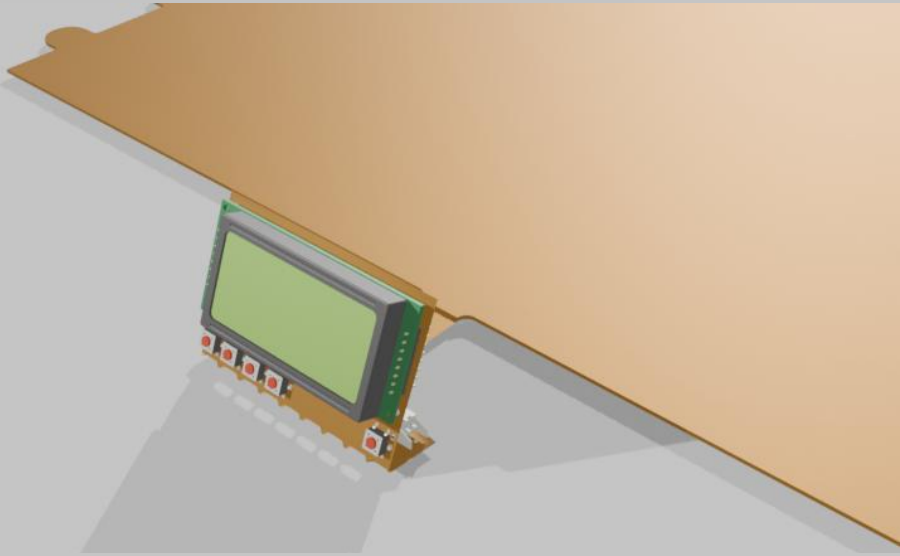
sticker sensing array design

3 → e1



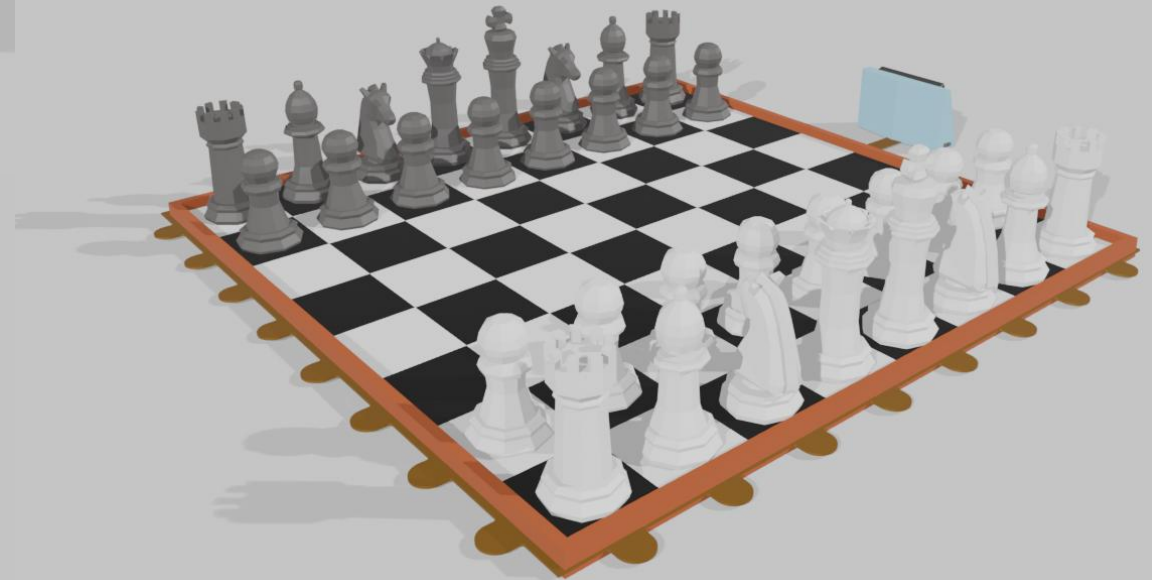
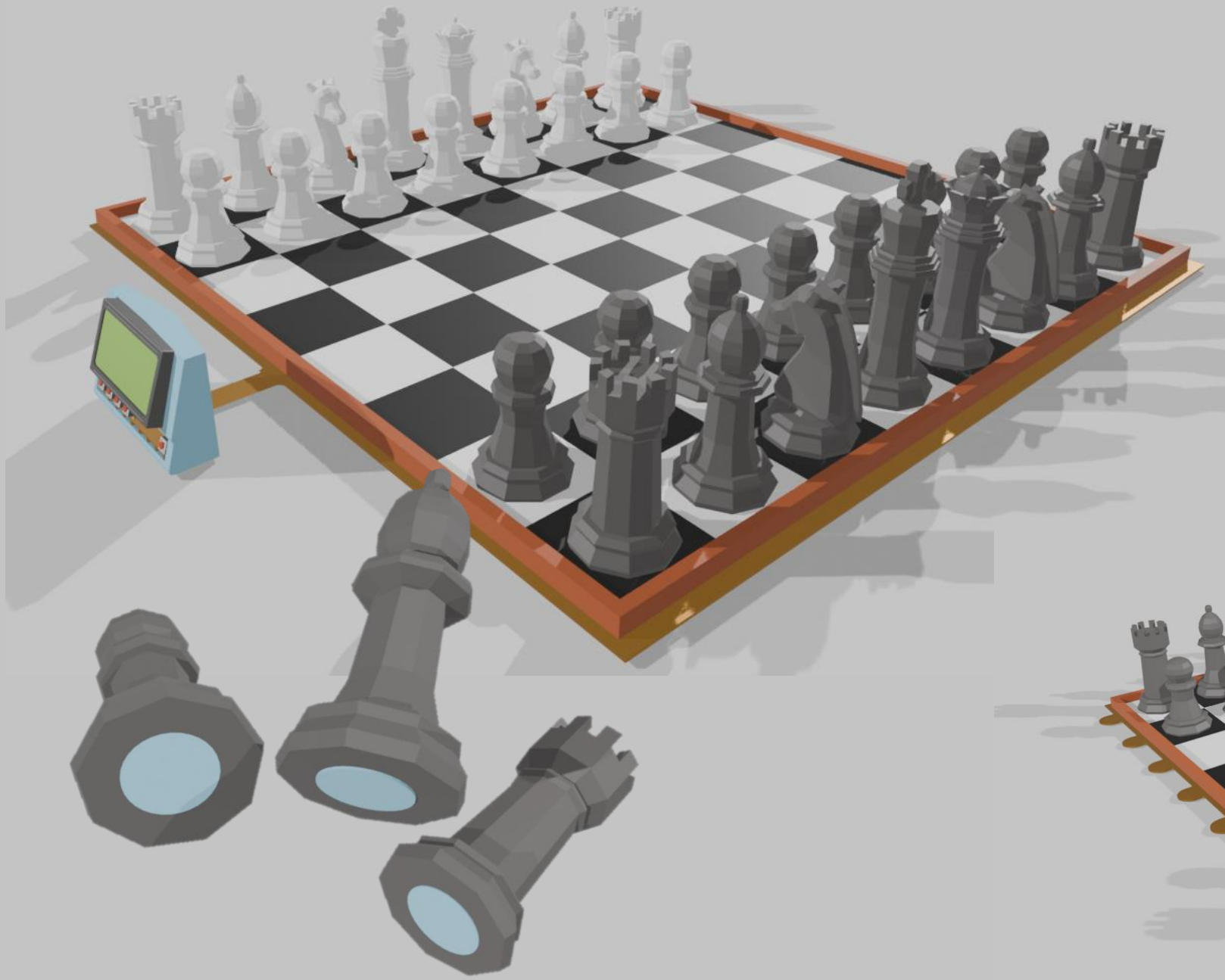
sticker sensing array design

3 → e1



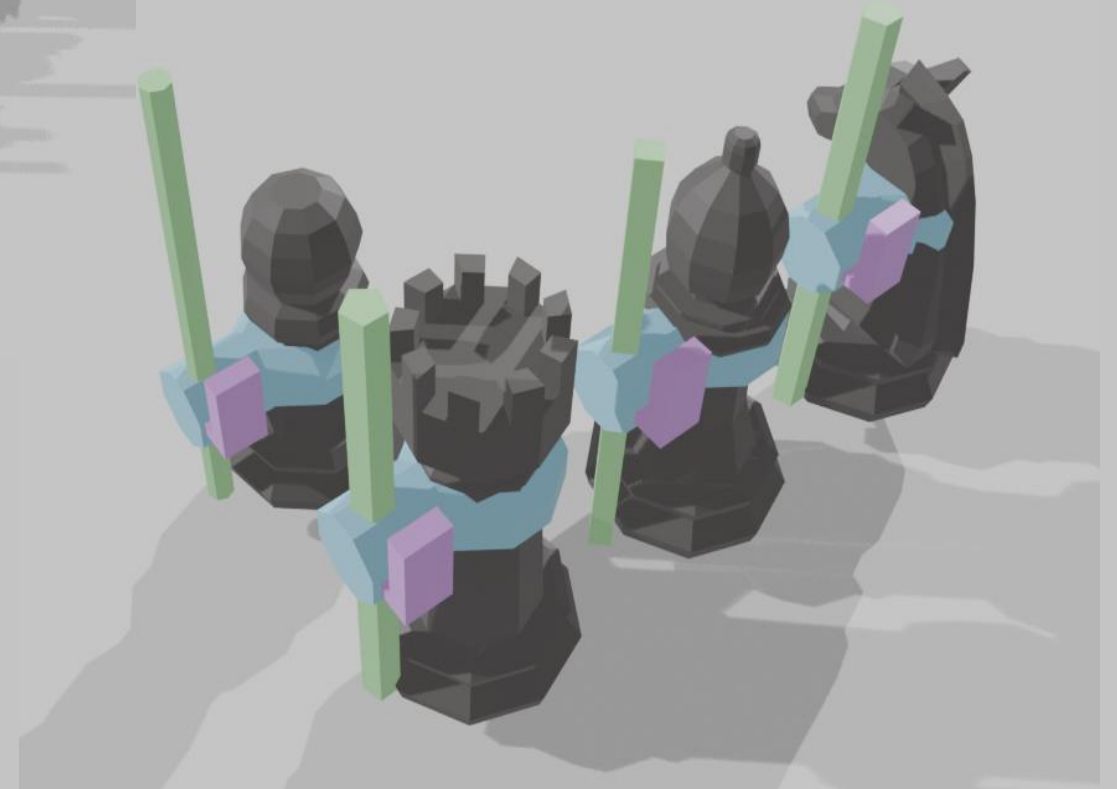
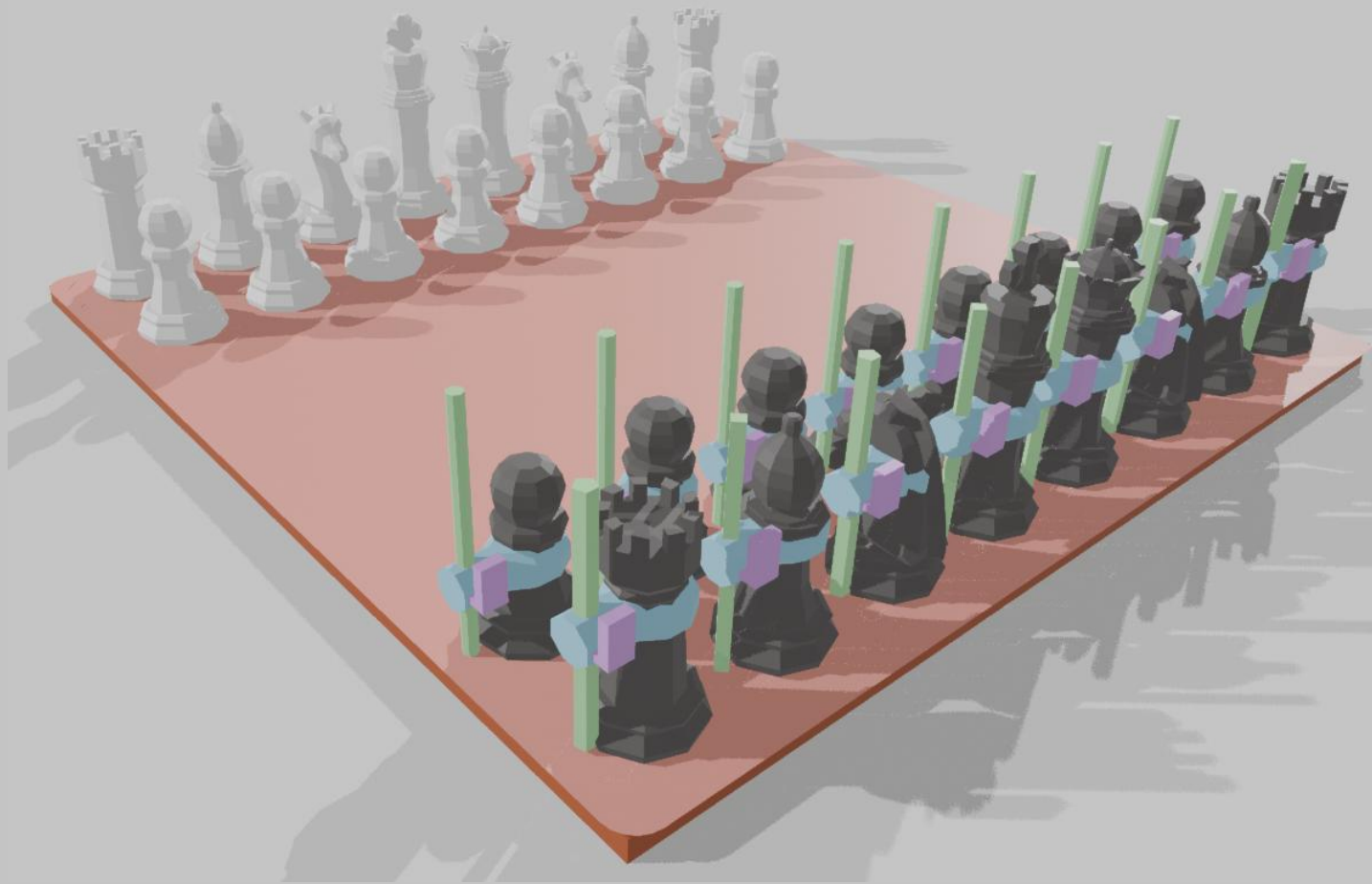
sticker sensing array design

3 → e1

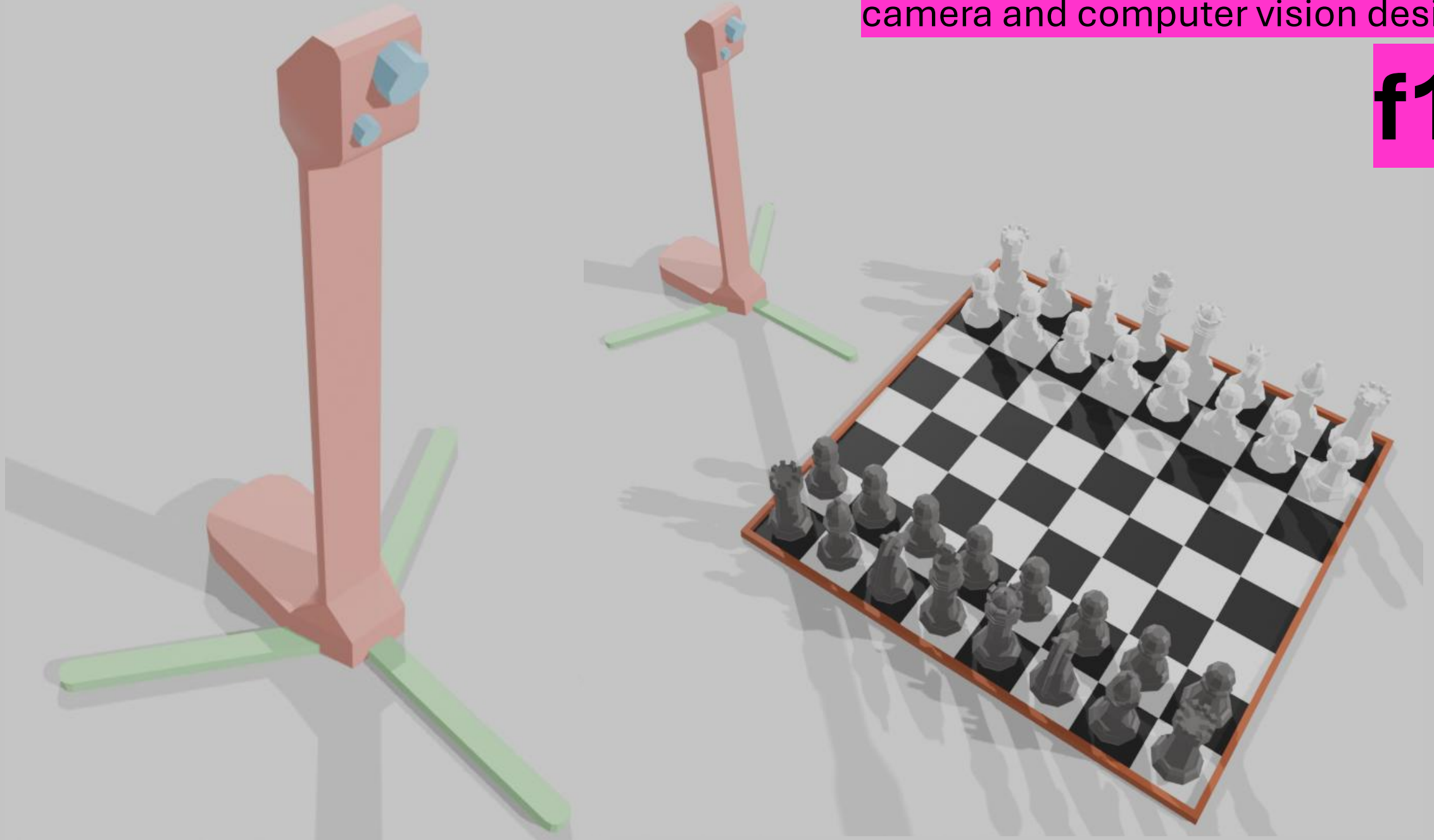


polymer pincushion design

d1

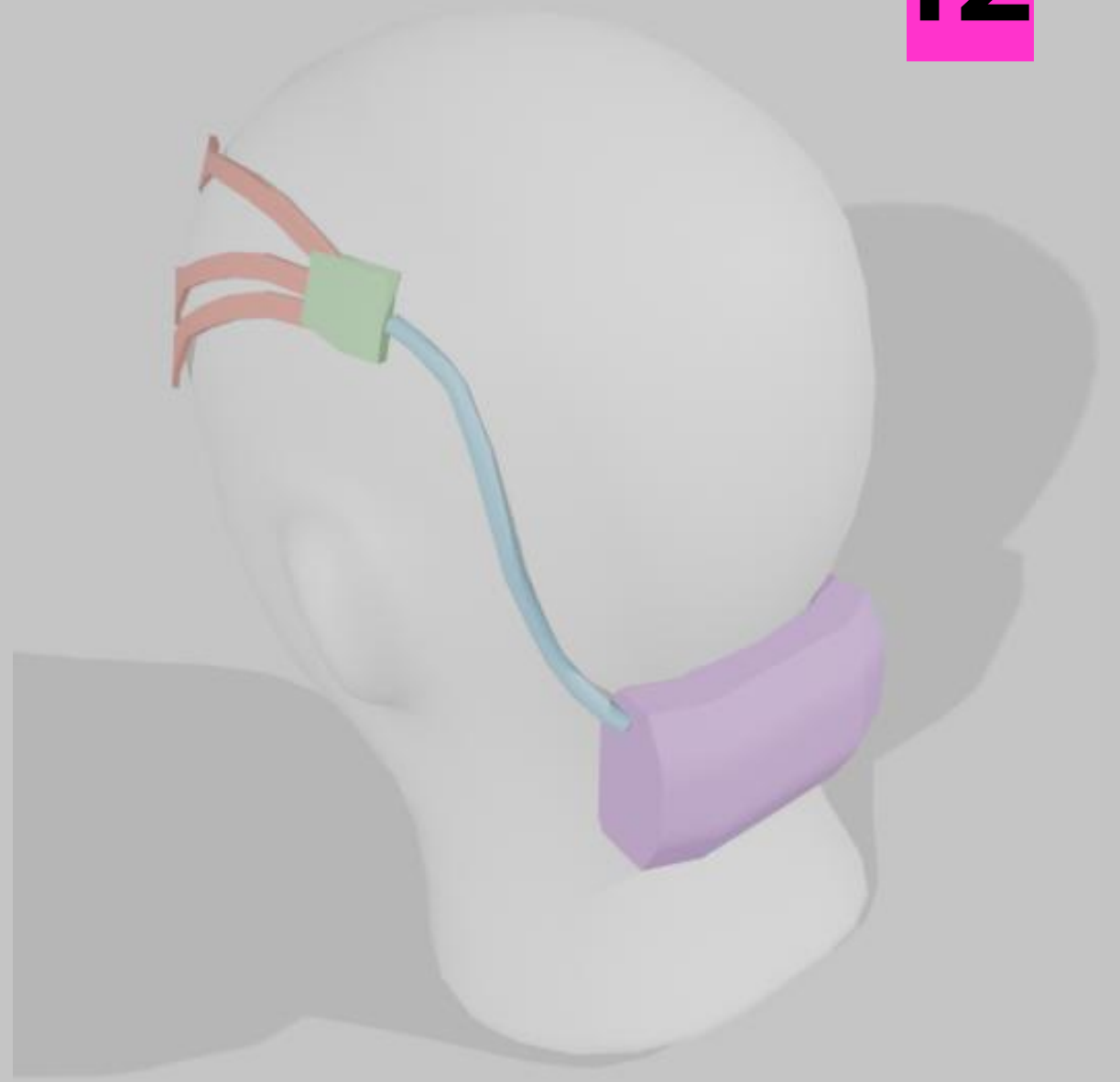
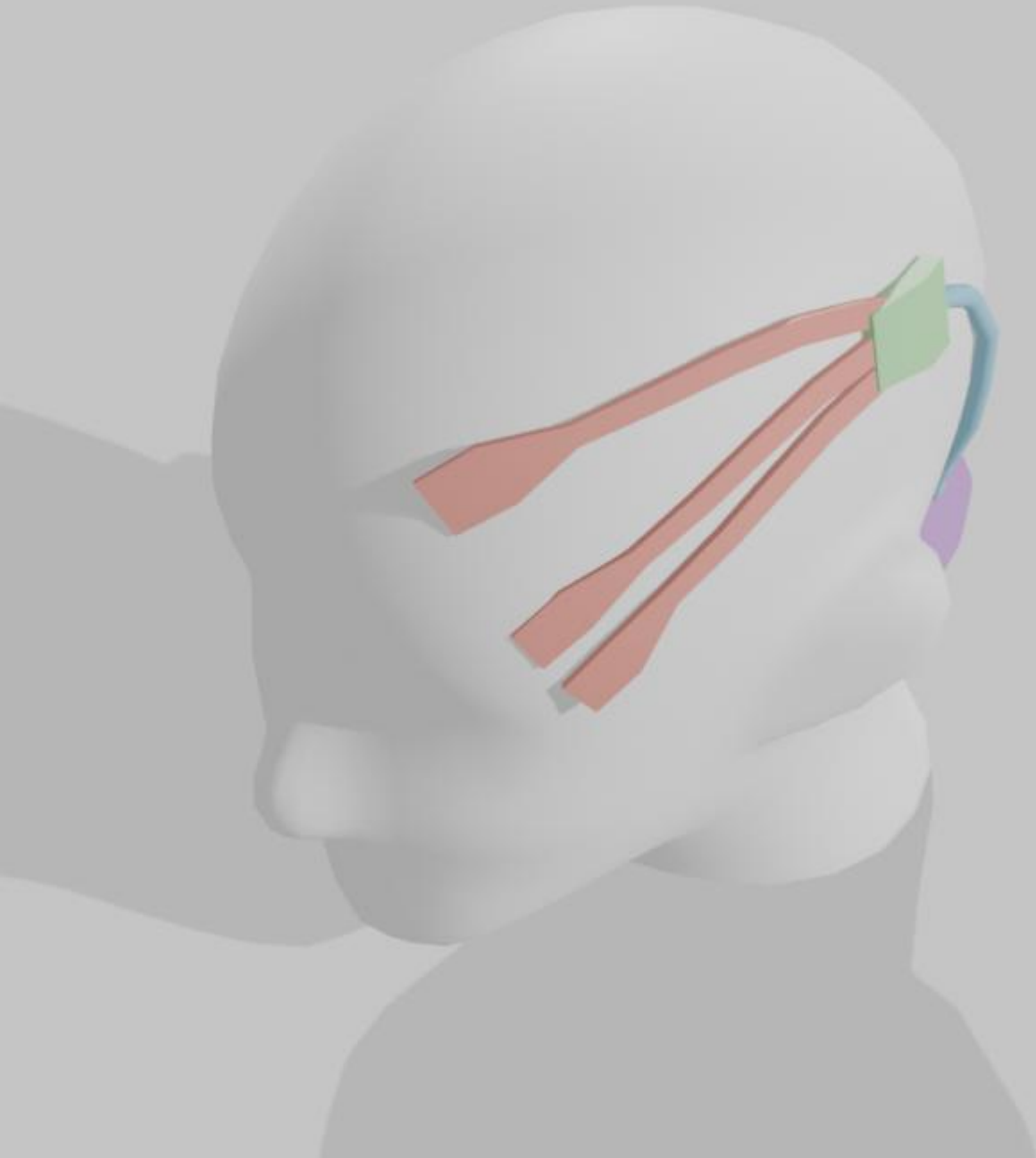






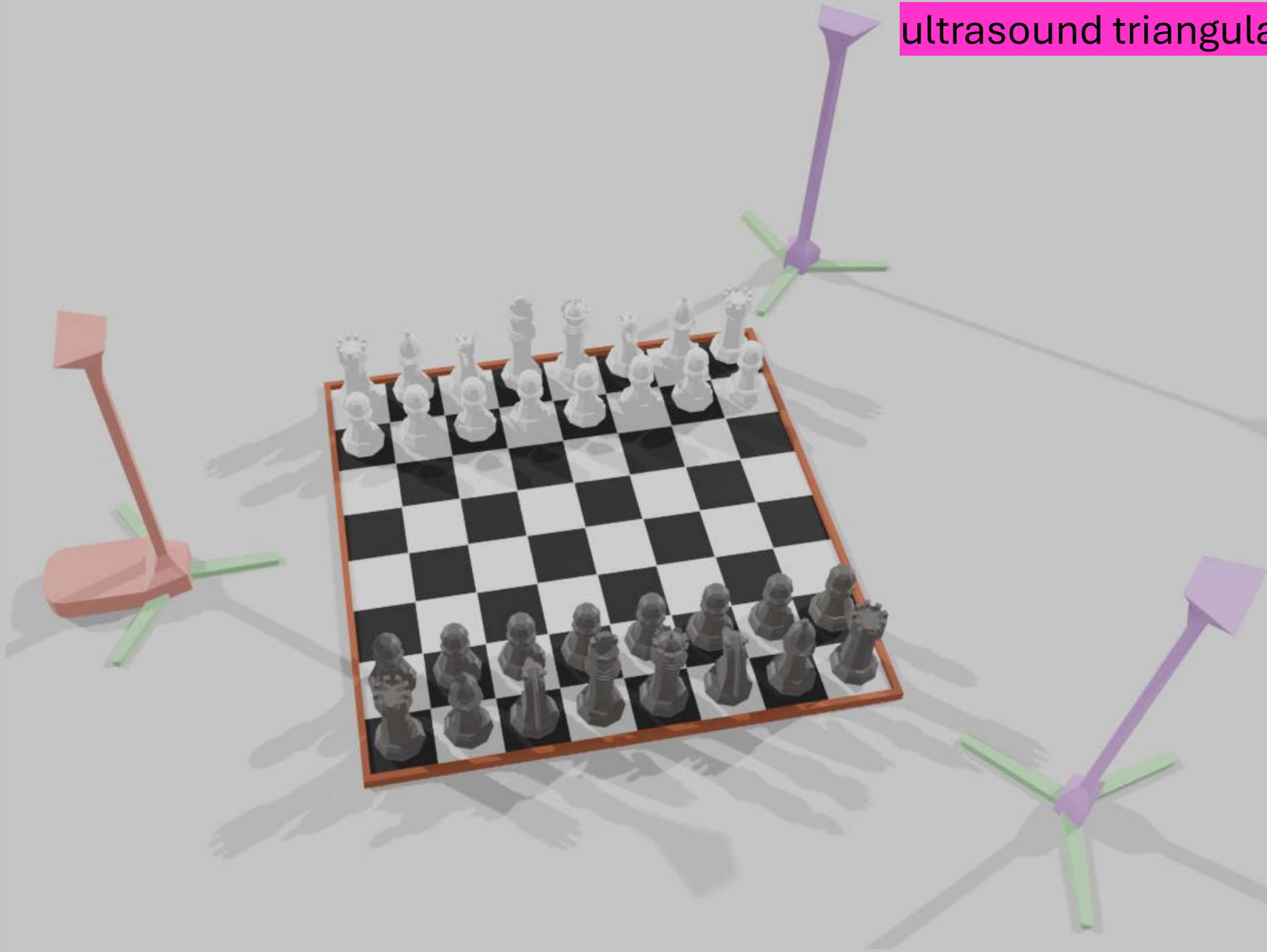
Electroencephalography (EEG) type design

f2



ultrasound triangulation design

g1



ultrasound triangulation design

g1

