

Android Extreme Wearables!

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ABOUT ME

In no particular order:

Technology Program Manager @ Google,
Startups, VC Advisor, Trouble Maker, and...

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BUT TODAY...

Extreme Wearables!

Android, People and the things they wear.

The background is a deep blue with a radial pattern of lighter blue lines emanating from the center, creating a sense of speed and acceleration.

The pace of wearable adoption is
ACCELERATING

THE NEXT 5BN

2014

7.2 BN

Global Population

2.8 BN

Internet Population

[39% of Global
Population]

2020

8 BN

8 BN*

[100% of Global
Population]

WEARABLE GROWTH Even Faster Again!



[Now]

100M

.....

Just 1 Year

.....



[End of 2015]

1 BN



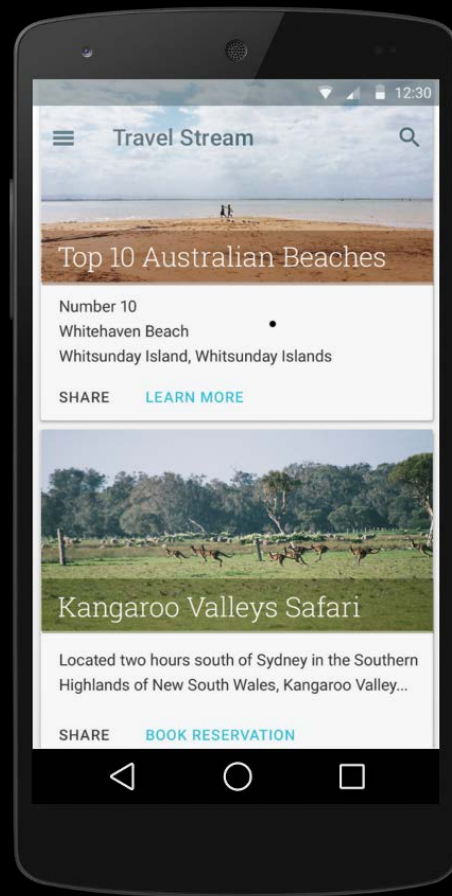
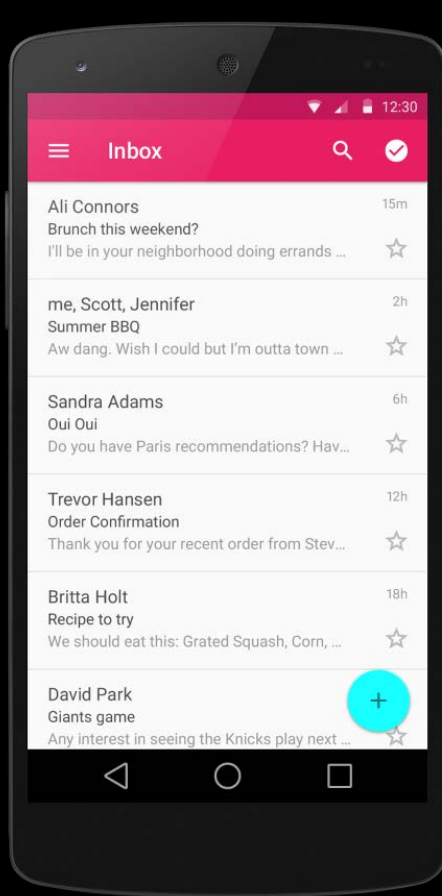
- Stuff to do now
- Plan for the future





How can we make for a better experience?

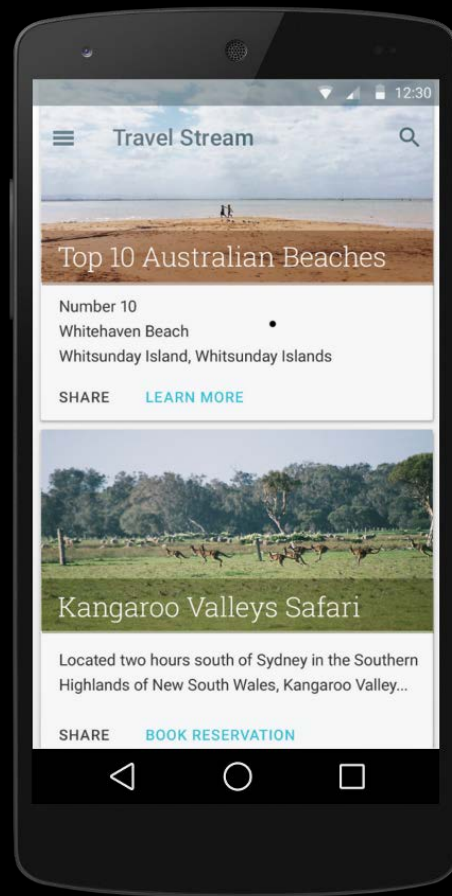
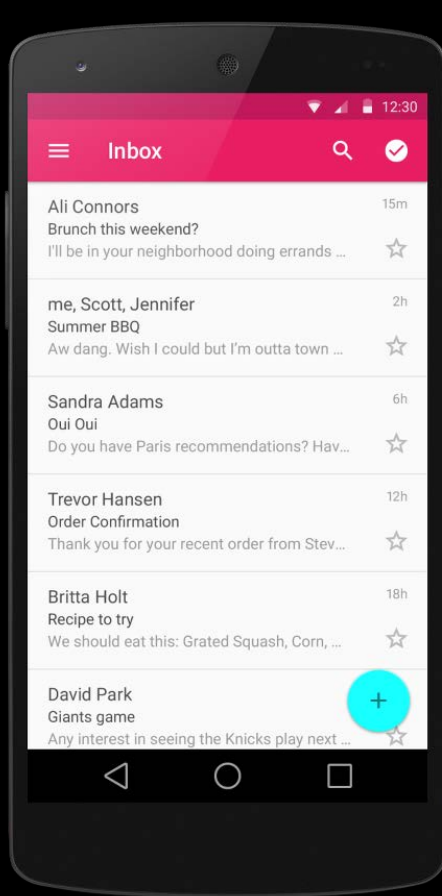
Material Design



Material Design

- RecyclerView

- CardView



Material Design: View Shadows

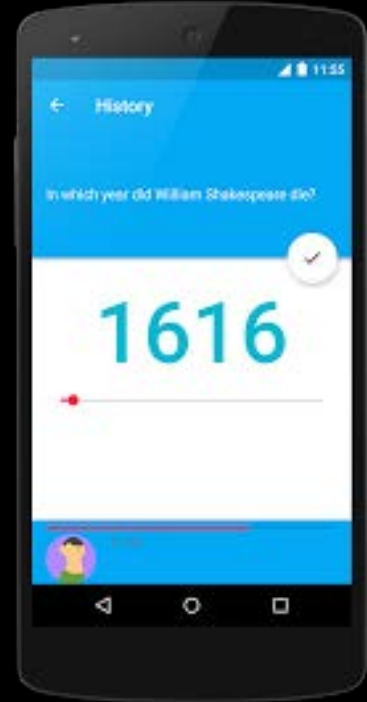
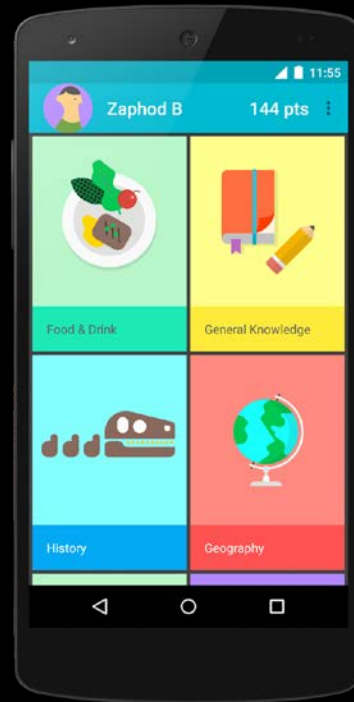
Using a z-axis property to visually raise or lower the appearance of UI elements

Material Design: Custom animation

Such as circular reveal and curved motion

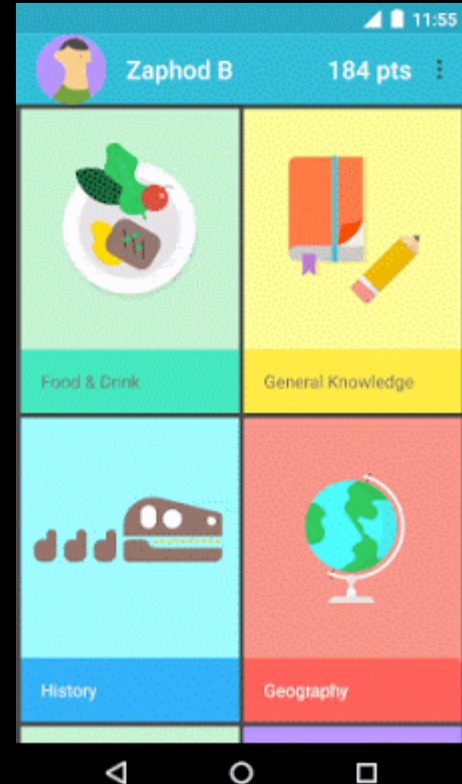
Usable for activity transition, state change, etc.

Material Design ... & Android M !



Material Design ... & Android M:

New transitions



Material Design ... & Android M:

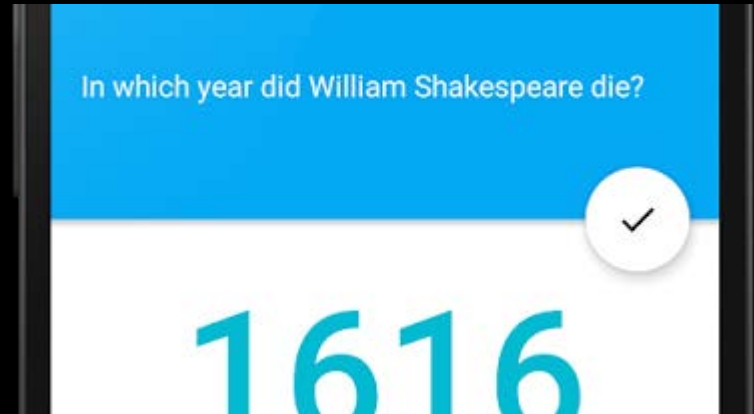
New animation



Material Design ... & Android M:

Introducing FAB!

Floating
Action
Buttons



Android M and Wearables

Doze – motion detection for exponential backoff in background services =>> Battery!

ViewOutlineProvider class – create custom shapes for your View objects =>> circles, etc.



New Project

Android Studio

Select the form factors your app will run on

Different platforms require separate SDKs

☒ Phone and Tablet

Minimum SDK

API 21: Android 5.0 (Lollipop)

Lower API levels target more devices, but have fewer features available. By targeting API 21 and later, your app will run on approximately **0.0%** of the devices that are active on the Google Play Store. [Help me choose.](#)

☒ TV

Minimum SDK

API 21: Android 5.0 (Lollipop)

☒ Wear

Minimum SDK

API 20: Android 4.4 (KitKat Wear)

☒ Glass

Minimum SDK

Glass Development Kit Preview (Google Inc.) (API 19)

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LEARN MORE

developers.google.com/wear

developers.google.com/glass

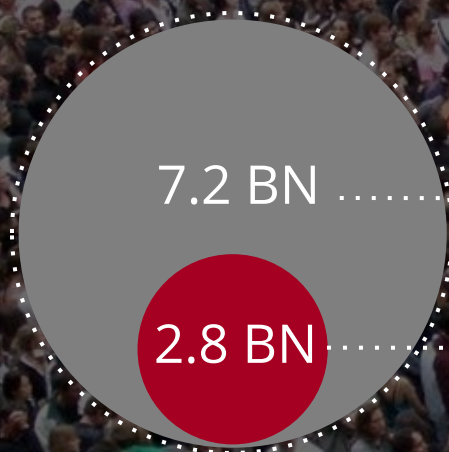


EXTREME WEARABLES

- Extremely Accessible
- Extremely Big Data

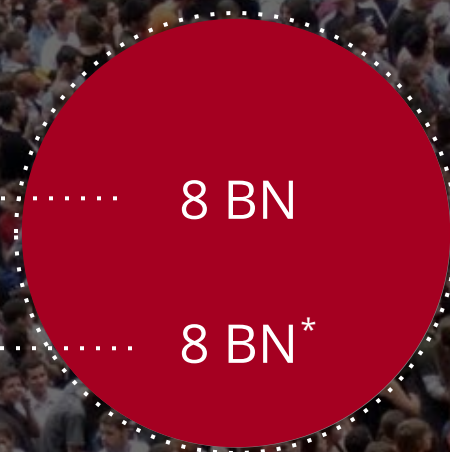
WHAT COULD YOU DO?

2014



[39% of Global
Population]

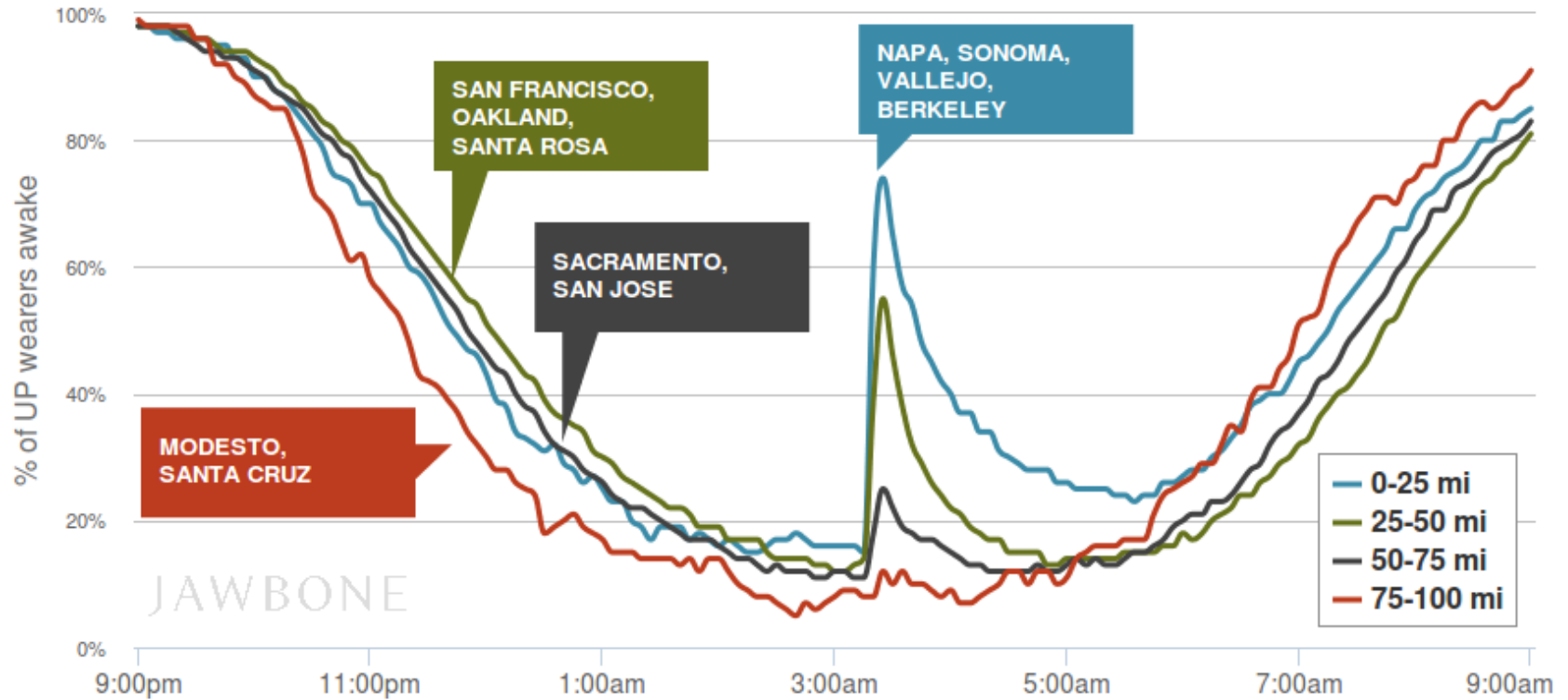
2020



[100% of Global
Population]



PREDICT!



PREDICT!



PREDICT!



PREDICT!



PREDICT!



PREDICT!



PREDICT!



LIBERATE!



Source: Simon Wheatcroft

LIBERATE!

**Simon
Wheatcroft**



Source: Simon Wheatcroft

LIBERATE!

**Simon
Wheatcroft**

Ultramarathons



LIBERATE!

**Simon
Wheatcroft**

Ultramarathons

Android



LIBERATE!

**Simon
Wheatcroft**

Ultramarathons

Android

Blind since 17!



LIBERATE!

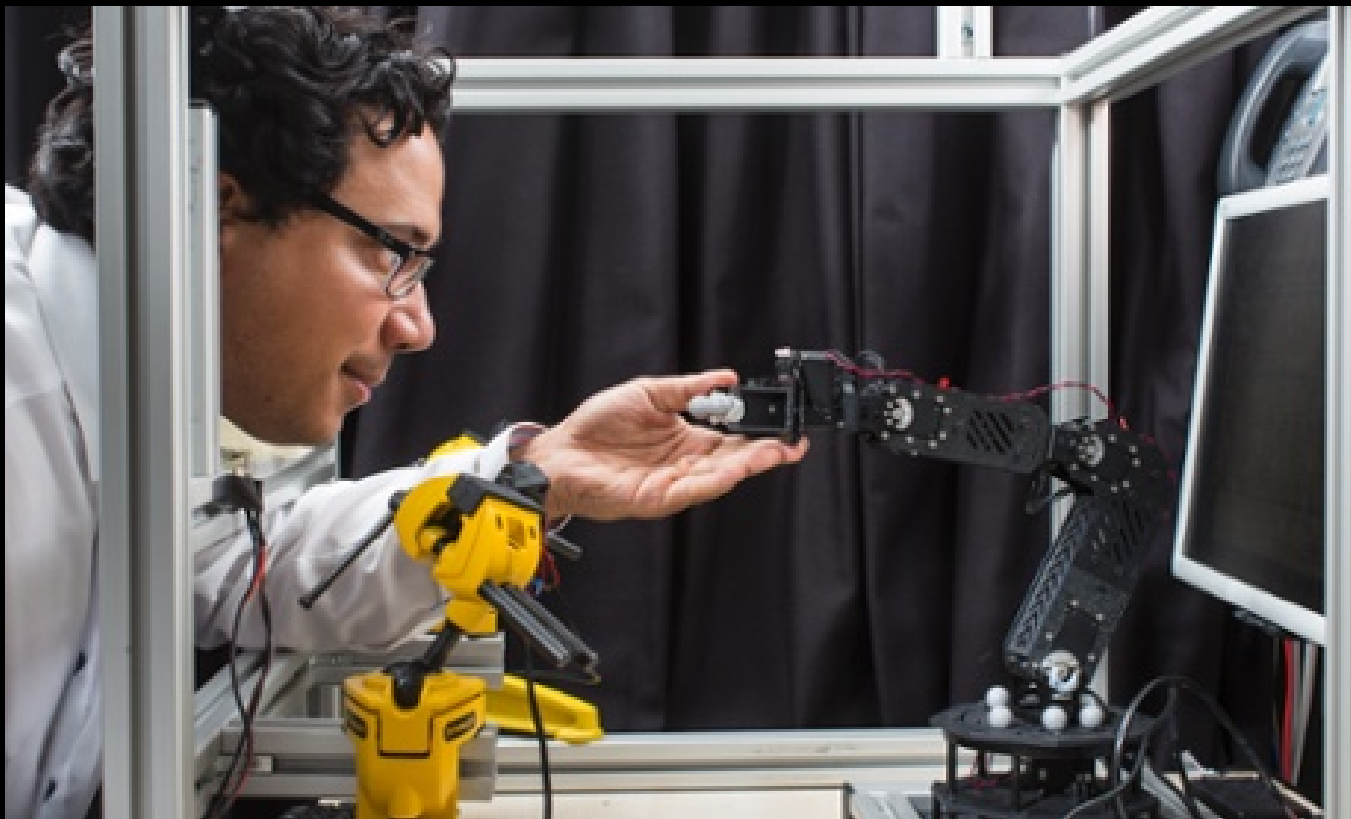


LIBERATE!

\$100

(€94)

LIBERATE!



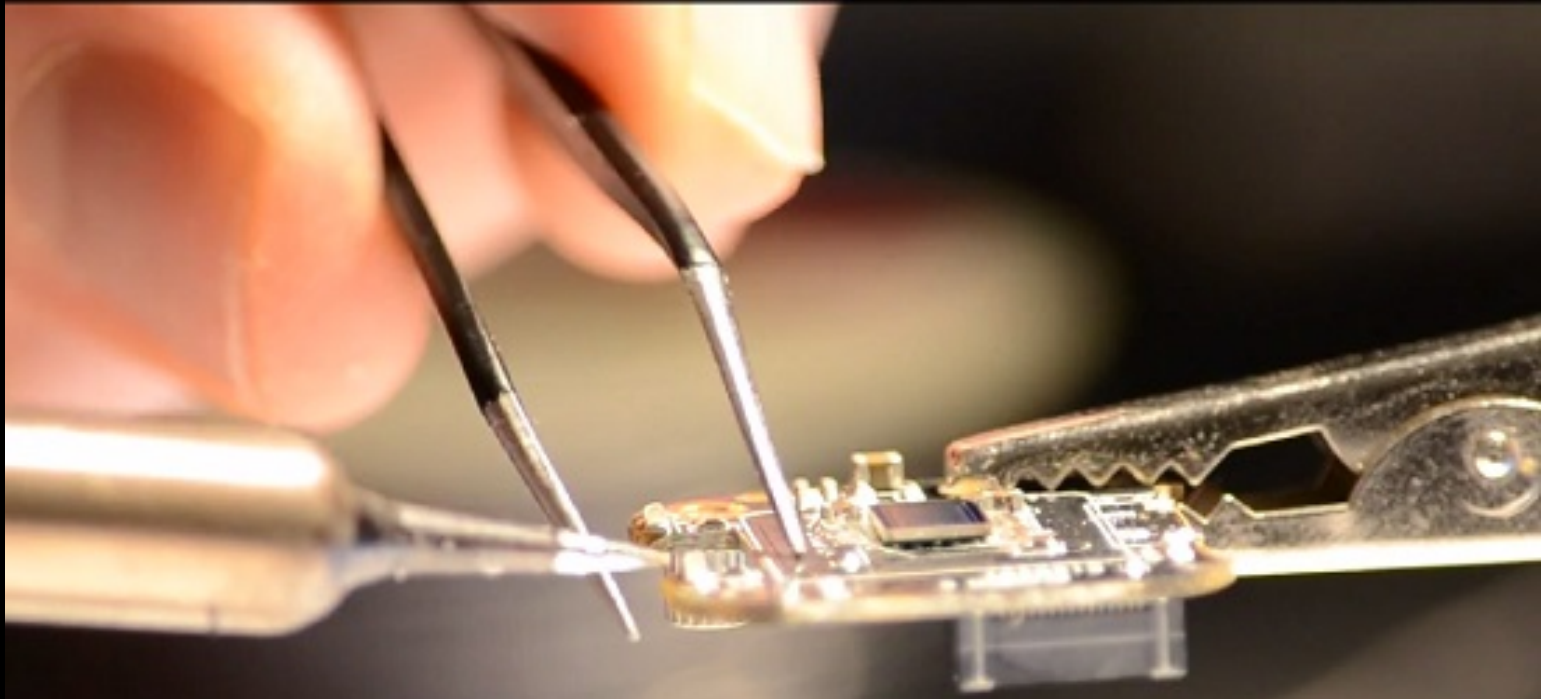
Source: Guardian Media / David Levene

LIBERATE!

£43

(€60)

LIBERATE!



WearScript: JS with Batteries Included for Glass Workshop @ MIT Media Lab 3/24-3/25 2014

LIBERATE!

\$25

(€23)

ONE LAST STATISTIC...

2014

7.2 BN

Global Population

1.1 BN

Living with disability

1 in 7



IF YOU MAKE
IT, THEY WILL
WEAR IT!

- Making the wearable revolution
- Right here, right now

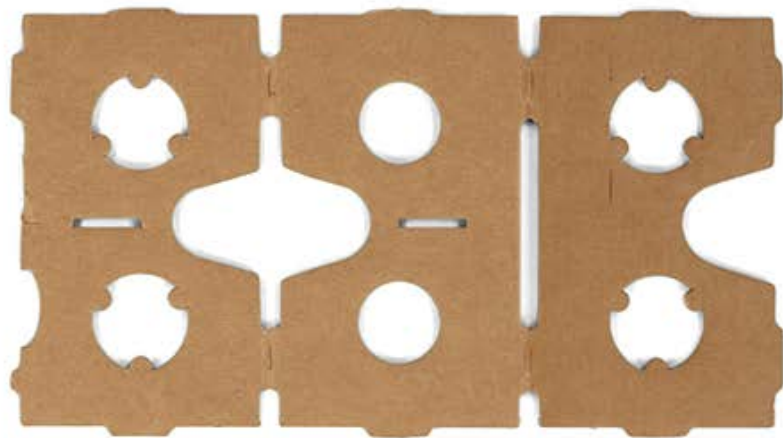
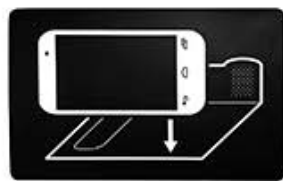
DON'T JUST DEVELOP... BUILD!

€4?



DON'T JUST DEVELOP... BUILD!

developers.google.com/cardboard



EMBRACE EXTREME WEARABLES!



Thank you

Q&A any time on social media



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