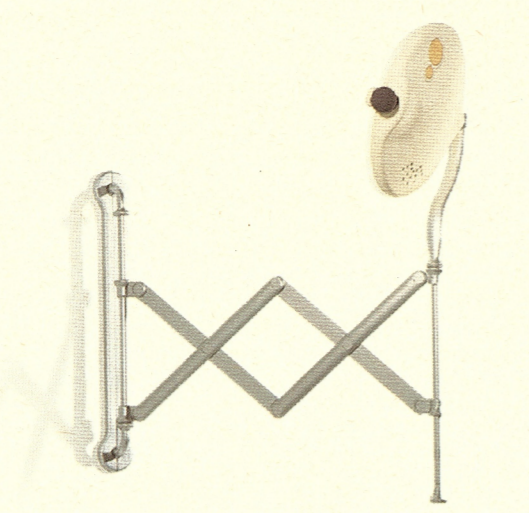


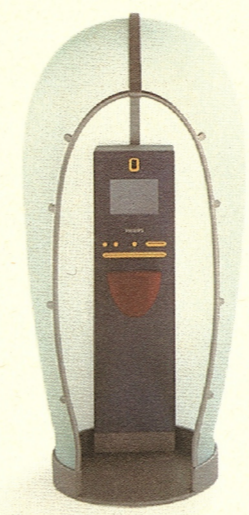
Shiva Devil – a personal multi-tasking assistant with flexible display screen



Personal Care Mirror – the pull-out mirror and weighing mat offer daily health checks by monitoring weight, pulse and blood pressure



Moving Image Postcard allows people to capture sights and sounds on-the-spot to create their own 'video postcards'



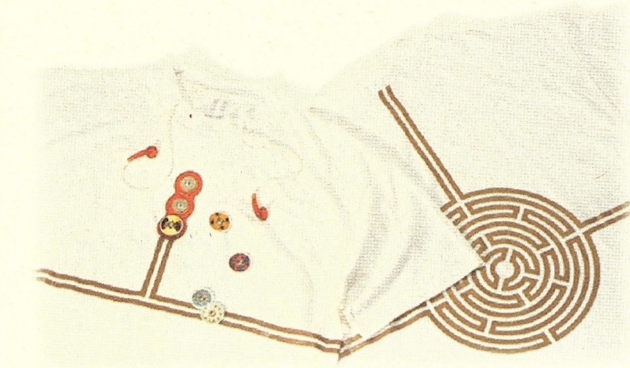
Multimedia Kiosk is an updated public telephone booth allowing you to access tele-services and arrange your affairs by videophone



Remote Eyes are small cable-free cameras used for communication and monitoring



Hot Badges are personal communicators that break the ice by matching your interests with those of others



Chip Shirt – pre-recorded solid-state 'chips' can be clicked onto this solar-powered T-shirt to experience your own selection of music



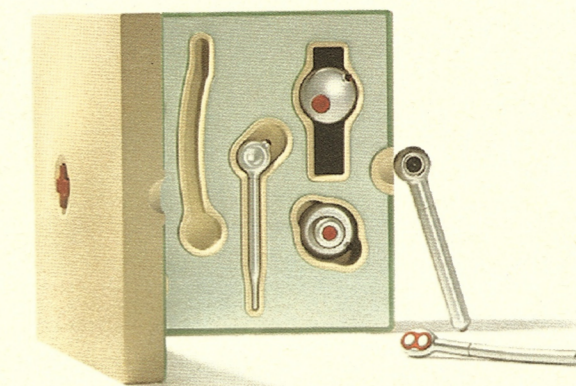
Interactive Books combine the traditional qualities of books, and the gesture of flipping pages with updateable text, moving pictures and sound



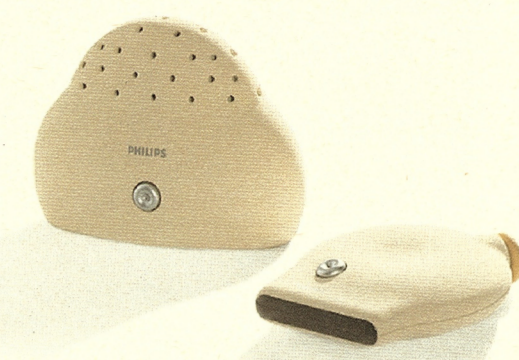
Kid's Jacket harnesses solar power to recharge portable multimedia devices



Hearts – voice and touch interactive displays, for different rooms, control multimedia



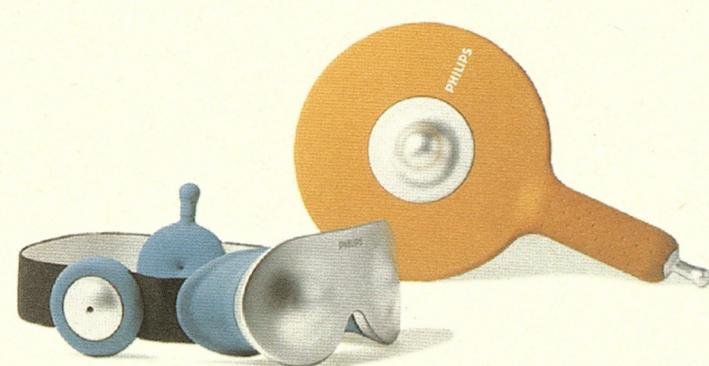
Home Medical Box – using the Medical Box, you can check your health or videophone your doctor for advice



See Me, Hear Me – the visually impaired and hard-of-hearing will find it easier to communicate with these voice-to-text and text-to-voice translators



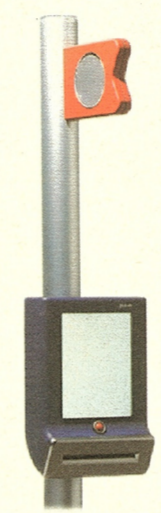
Portable Scanner and communication terminal for mobile medical staff



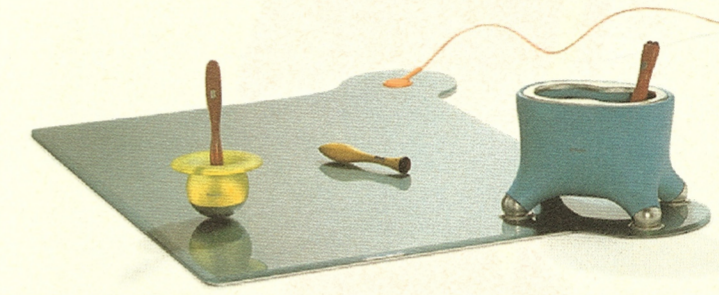
Ping Pong for One – a virtual-reality headset and interactive table tennis bat



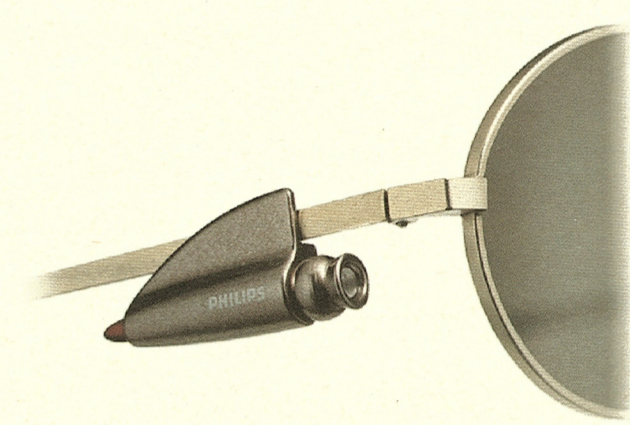
Video Phone Watches combine the image and functionality of a traditional watch with video telephony



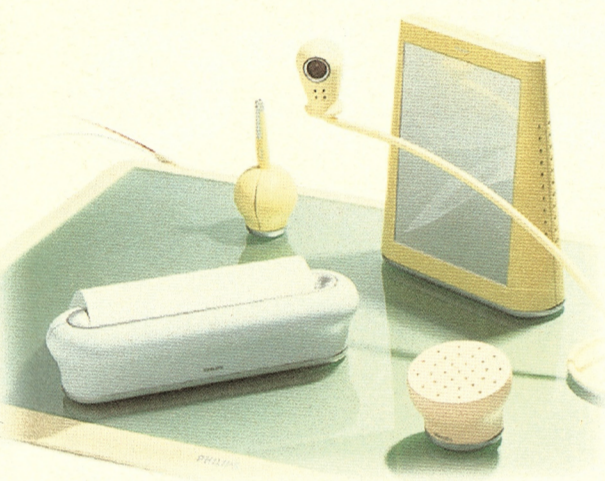
Data Zones are access points in public places which provide local networked information



Creativity Mat is used, both as electronic paper to write and draw on and as a network link to friends



Display Glasses compliment your normal sight with a projected layer of information



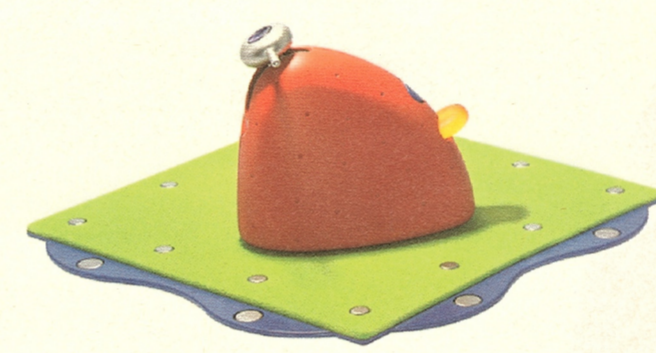
Office Work – interactive surfaces and active objects take the computer desktop metaphor and turn it into reality



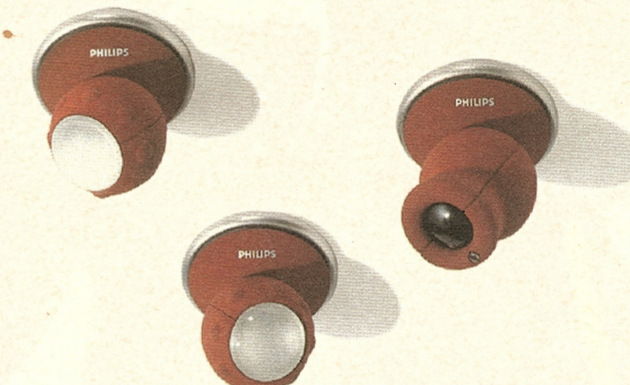
New Wallet – all your ID, personal and financial data are incorporated into one super-smart card



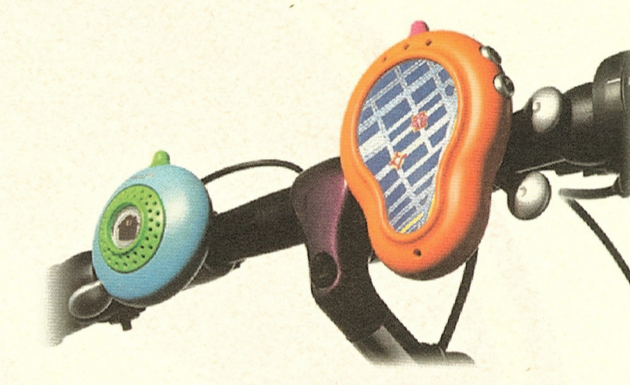
Doctor Shiva – enables medical staff to communicate with each other, and the hospital network, using this personal information and communication tool



Kid's Projector provides a flexible way of viewing films and animations, receiving its power and signal from the recharge mats



Light Roof – flexible lighting integrated into cars creates spaces which are both personal and comfortable



Biko Games for communication, navigation or tracking; children will enjoy these detachable toys, generating the required power as they pedal



Hand-Powered Toys – using hand-generated energy, a projector and an interactive story-teller introduce children to multimedia and ecological power-generation



Kid Shiva – children use this 'Kid Shiva' to play and explore on networks



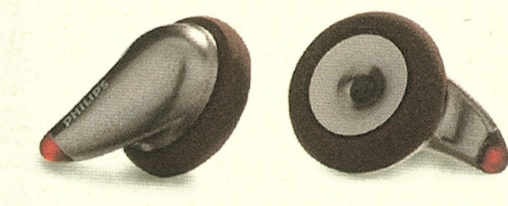
Homework – productivity and communication tools integrated into furniture allow you to work in the comfort of your own home



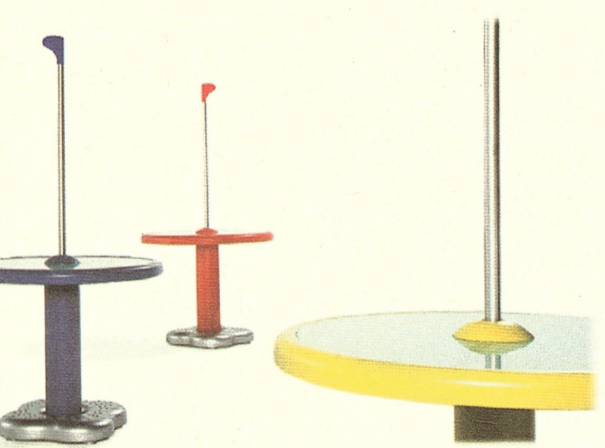
Wands are personalized voice-activated control devices for the home



Shiva Butterfly – a multi-tasking assistant emphasizing personalization and rituals of use



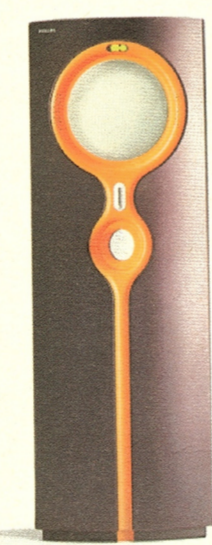
Ear-Ins – small, cordless, in-ear headphones which discretely receive and relay messages



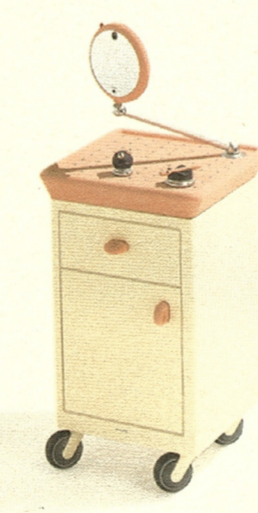
New Bar – order drinks, contact friends, play games or watch videos through these interactive tabletops



Emotion Containers store video and sound memories in cherishable objects



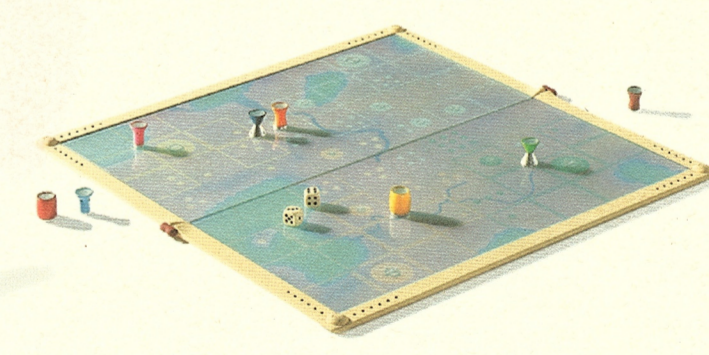
Multimedia Dispensers allow selection of sound and video clips and compilation onto a recordable chip



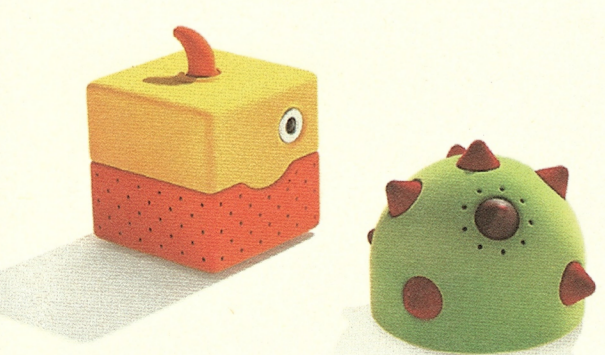
Patient Bedside Unit offers hospital patients communication, information and entertainment access and is linked to the hospital network for patients to be monitored



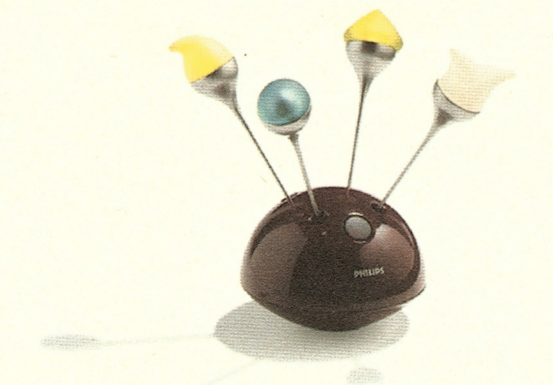
Family Tree – an interactive picture frame which stores and organizes family information and photos in a family tree



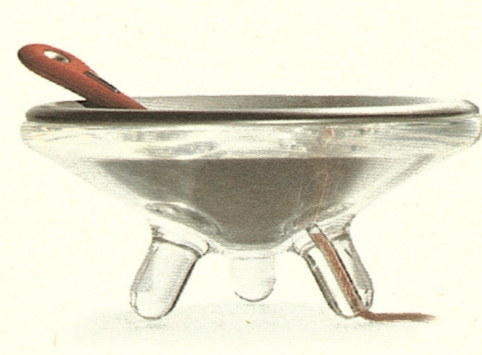
Game Board combines the traditional qualities of board games with the dynamism and flexibility of computer games



Ludic Robots – unpredictable and friendly 'electronic pets'



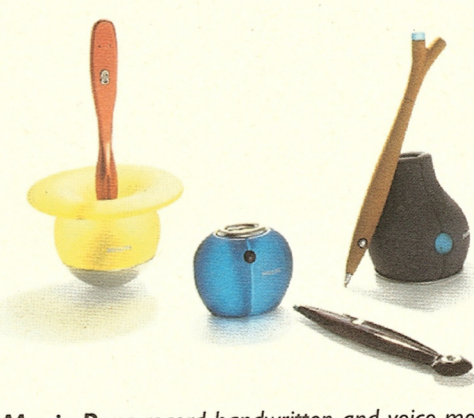
Hot Badges can be loaded with personal information and charged at home in a special container



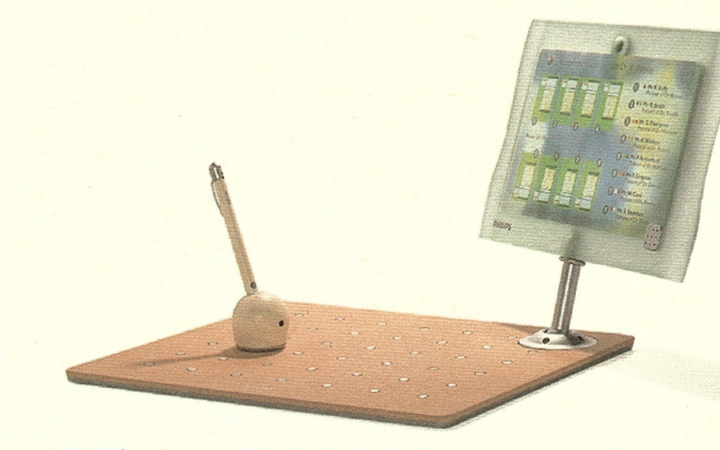
Recharge Containers for wands take their form from vases and bowls to integrate better in the home



Dashboard Navigation Screen – in-car navigation systems, offer simple directions and enhanced travel information



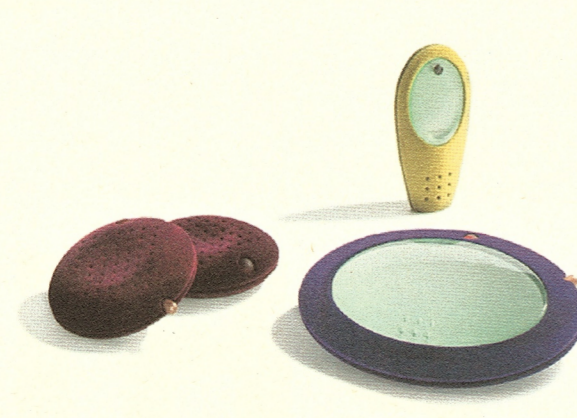
Magic Pens record handwriting and voice messages for processing and downloading



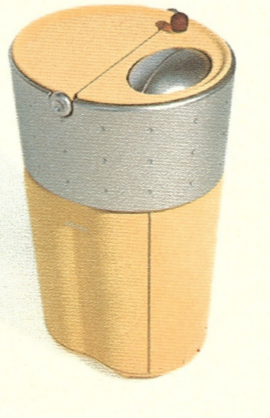
Nurse Work Station is a work area where portable products can be connected to the hospital network to provide communication and information access



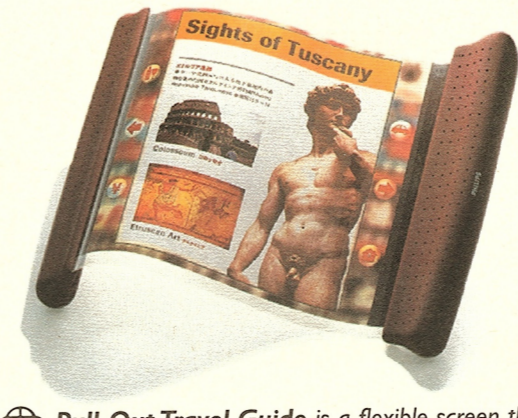
Multimedia Clothing integrates information, communication and entertainment functions in clothing



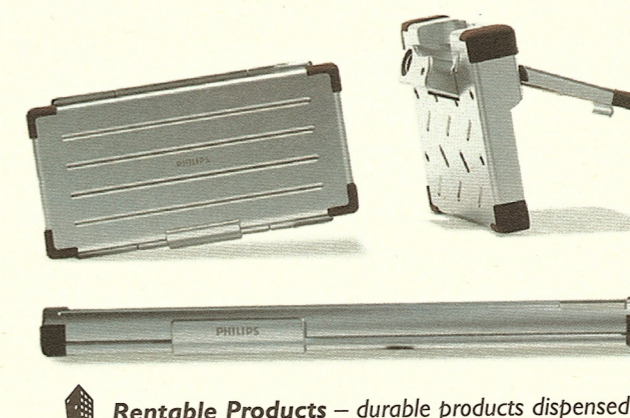
Cushions – soft, rechargeable, cushion-like products: a video phone, small display and speakers for the bedroom



Intelligent Garbage Can – optimizes waste disposal by sorting, compacting and removing odour ready for collection



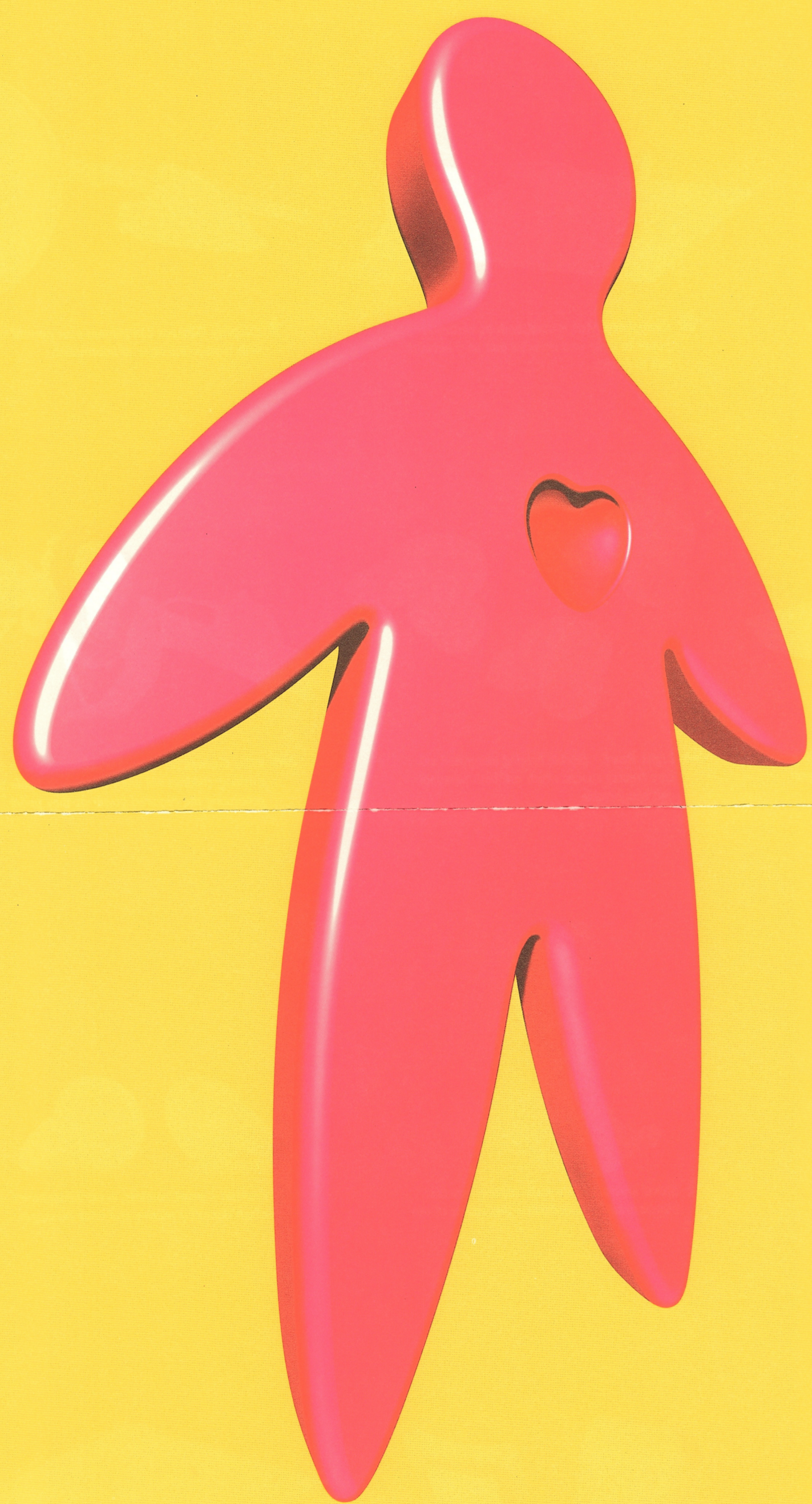
Pull-Out Travel Guide is a flexible screen that acts as an interactive travel guide and destination planner in the car



Rentable Products – durable products dispensed at public outlets, allow you to rent multimedia devices for special occasions or while travelling



Emotion Communicators – these friendly paging devices allow children to send and receive emotional messages from friends and family



VISION OF THE FUTURE

Vision of the Future: a continually changing exhibition created by Philips to explore the near future. What will life be like tomorrow? Next year? In five or ten years' time? The aim of the exhibition is to trigger reactions, provoke a response and provide a platform for debate. From analysis of social and cultural trends and assessments of technological developments, more than 300 scenarios were envisaged in a series of design workshops. The exhibition presents a selection of these concepts as models and in films showing the products and services in four 'domains' – personal, domestic, public and mobile.

Let's make things better.



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