



Consumer Electronics Show

Tech Trends and Gadgets for Libraries and Beyond

Brian Pichman

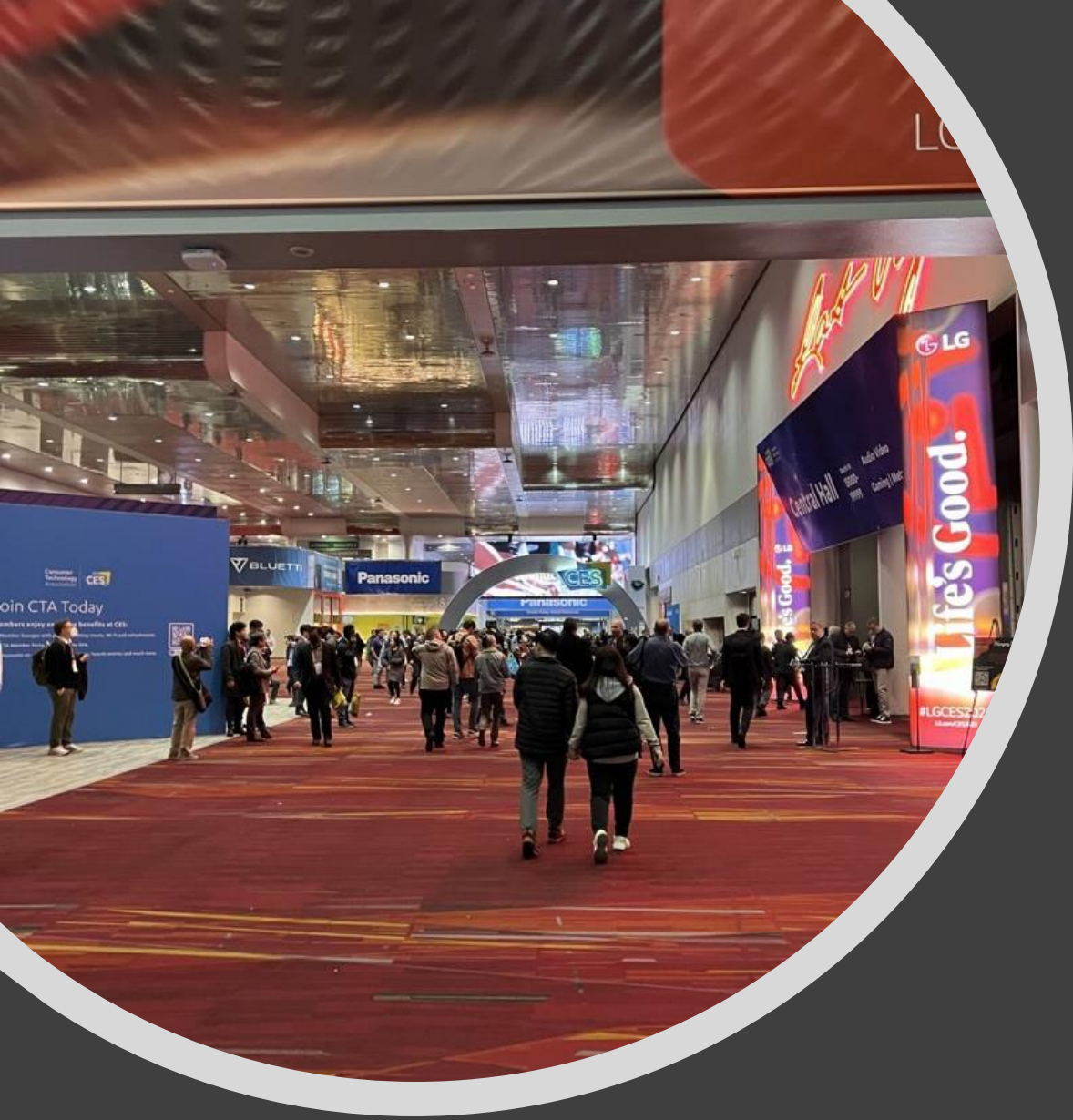


Today's Discussion

- Join Brian Pichman, Director of Strategic Innovation at Evolve Project, for an insightful presentation at the Consumer Electronics Show (CES). This session will explore the cutting-edge technologies shaping the future of consumer electronics. Brian will share his thoughts on the latest trends, innovations, and their implications for businesses and consumers. Attendees will better understand how these advancements can be leveraged to drive growth and innovation in their own organizations. Don't miss this opportunity to stay ahead of the curve and be inspired by the possibilities of tomorrow's technology today.

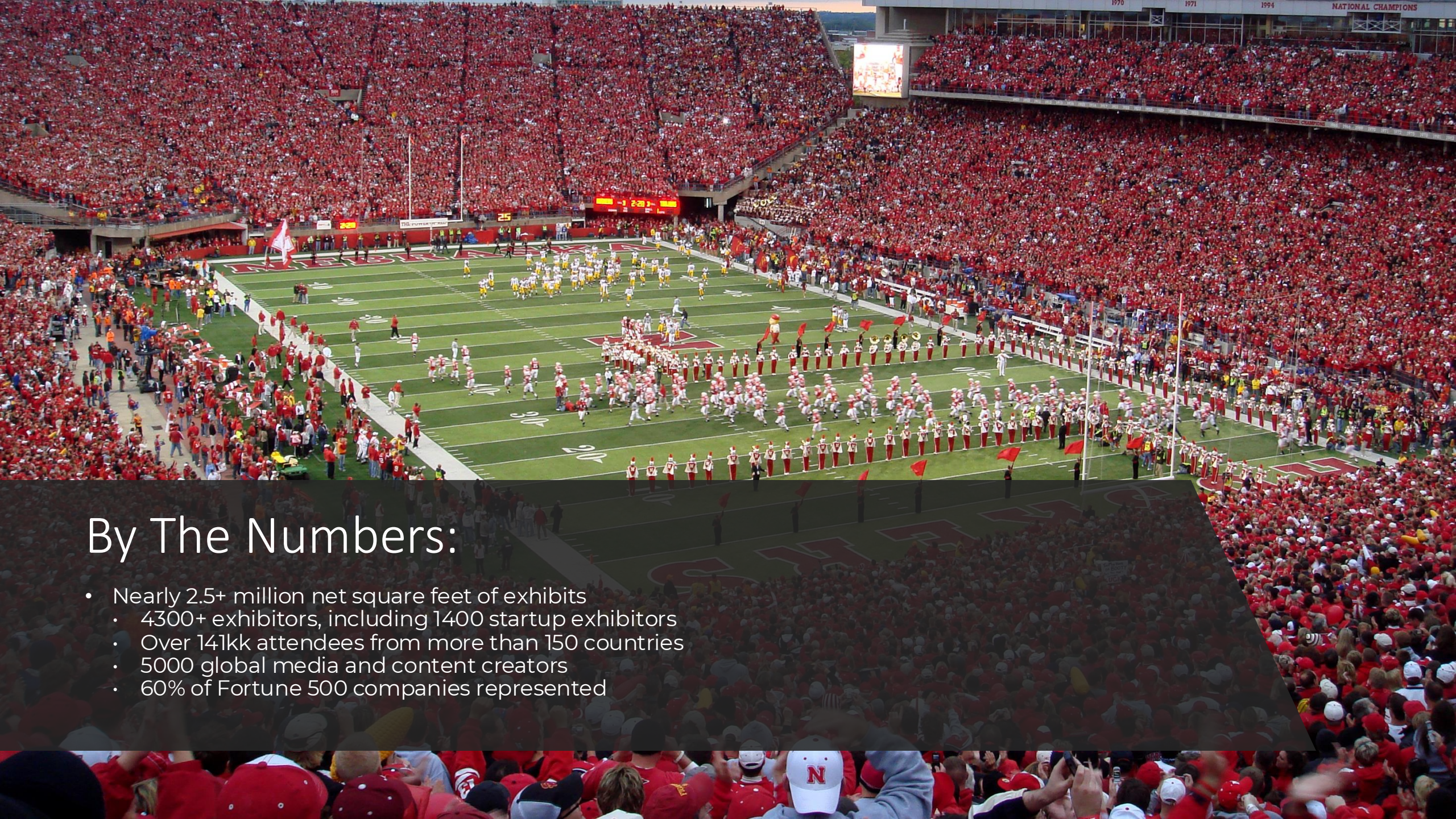
Without using "AI"..tell me what you think a top innovation is at CES





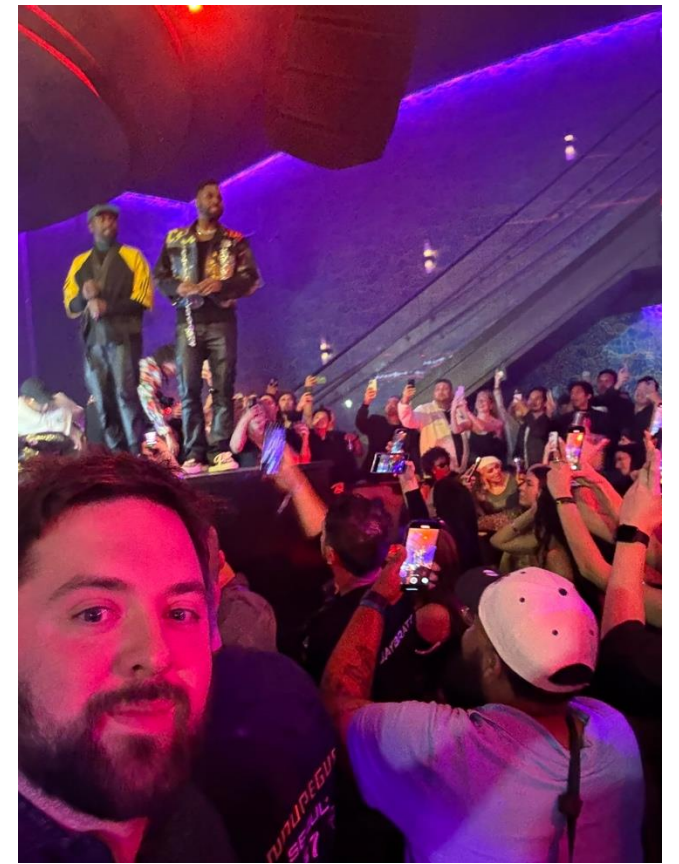
What is CES

- Consumer Electronic Show
 - **History of CES.** The first Consumer Electronic Show kicked off in 1967, with 250 exhibitors and 17,500 attendees in New York City. Since then, CES has grown by more than 10-fold and now encompasses both traditional and non-traditional tech industries.



By The Numbers:

- Nearly 2.5+ million net square feet of exhibits
 - 4300+ exhibitors, including 1400 startup exhibitors
 - Over 141kk attendees from more than 150 countries
 - 5000 global media and content creators
 - 60% of Fortune 500 companies represented



Celebrity Appearances



Displays and More Displays

CES is all about being “flashy”

Presentations and Booths





Secured by Samsung Knox

for Ships

SmartThings network camera and home
automation, cars and wear to ships.

Control your home and office with Samsung SmartThings

Bring healthcare home
with Samsung Health and SmartThings

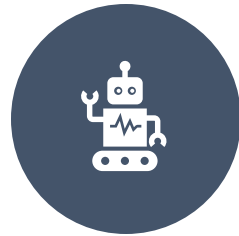
Home for wellness

SmartThings network camera and home
automation, cars and wear to ships.

Trends



AI...



SMART SPACES /
ROBOTICS



DIGITAL HEALTH
& ACCESSIBILITY



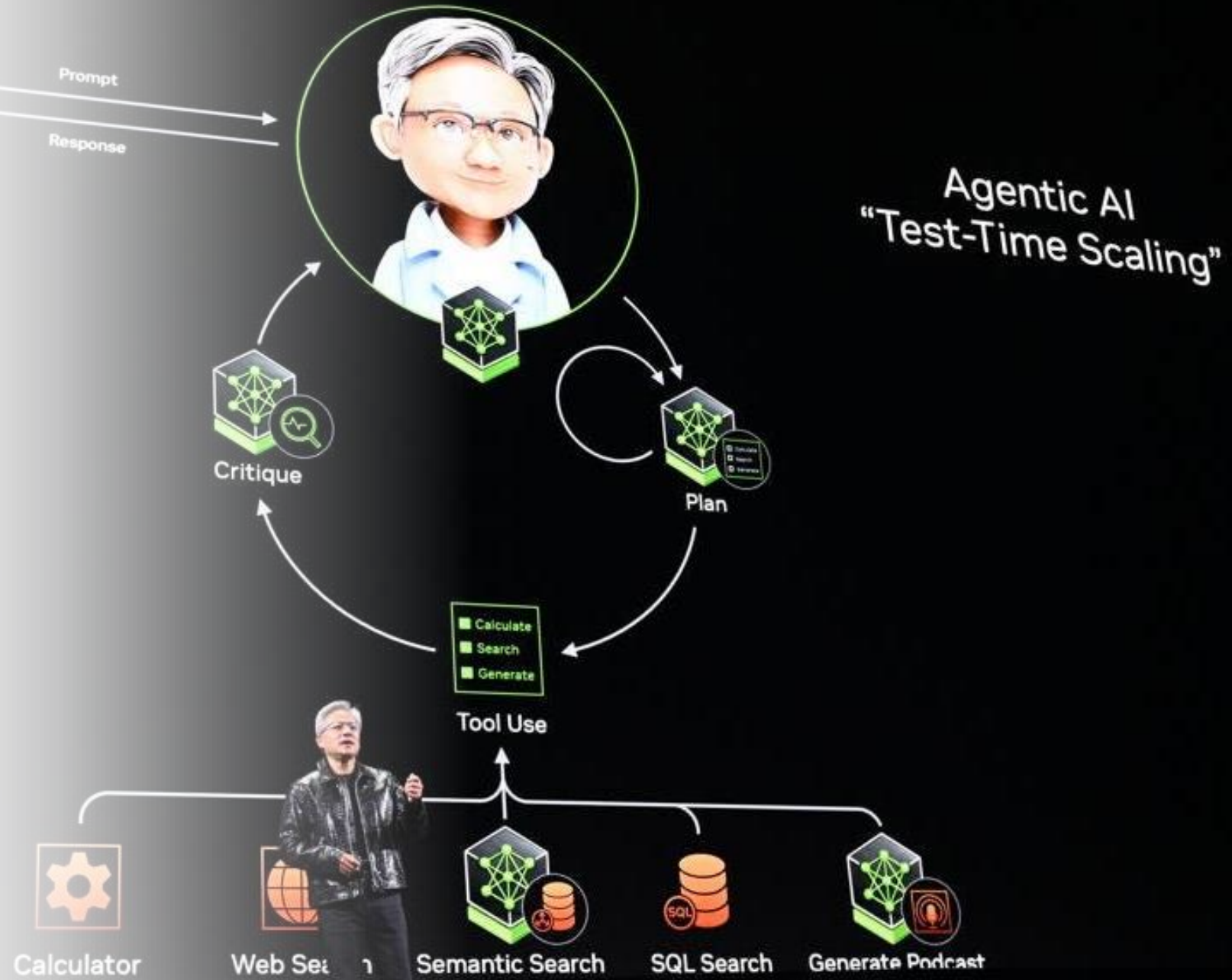
METaverse
TALKS



SUSTAINABILITY

AI

- **Artificial Intelligence (AI):** Generative AI was a prominent focus, influencing products in personal computing, gaming, and robotics. NVIDIA's CEO, Jensen Huang, unveiled the GeForce RTX 50, anticipated to surpass the performance of the previous RTX 4090 model. Additionally, NVIDIA introduced Agentic AI, a real-time assistant designed to aid users in various tasks



Everything
Now Has AI

NASDAQ : VIC



AI water

AI Content Creation



AI Twin, presented
by Twin Protocol,

The Think Academy

Think Academy

[Thinkpal Tablet](#)

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United States | USD \$



THINK ACADEMY

Thinkpal T100 AI Learning Tablet

PRE-ORDER

\$249.00 ~~\$319.00~~

Preorders will be shipped in Early February

Age: 4-12

AI Genius Tutor for Smarter Learning

Thinkie: Fun AI Companion for Kids

Reward-Based Incentive System

Parental Controls for Safety

Engaging Lessons and eBook Library

Custom Schedules for Daily Organization

11" Eye-Care Screen for Comfort

Bundle

T100 Tablet

Tablet + Keyboard

Keyboard

Quantity

★ Favorites

Devices

Life



3D

2D



All rooms

Filters



Lights
6 on



Temperature
71.6°F



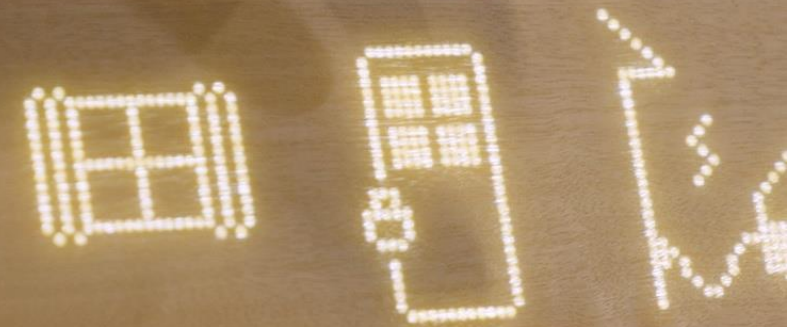
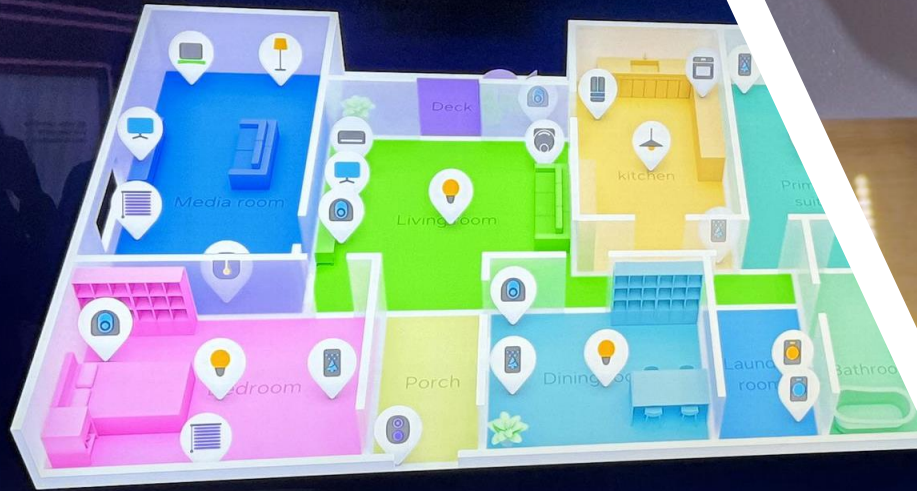
Air quality
Good



Energy
254.61 kWh



Cameras
5 on





Robotics

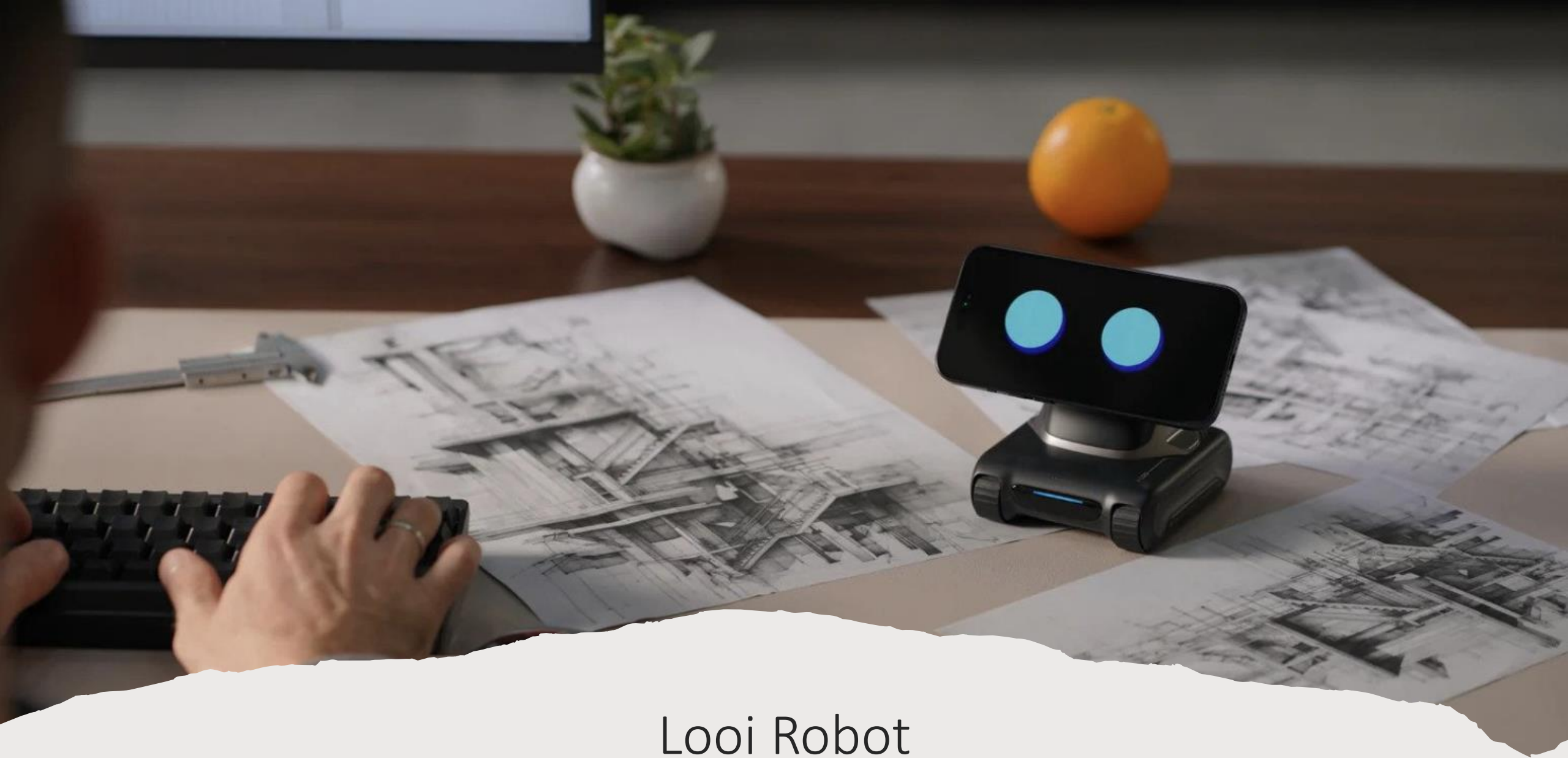




Mi-Mo



Ropet



Looi Robot



BeatBot Amphibious Roboturtle

Loona companion robot

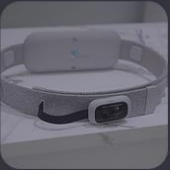
The Loona companion robot is an evolution of a second-generation product, ClicBot. Rather than fully anthropomorphizing traditional robotic pets, we combined technology with pet-like behaviors in its design, offering a cost-effective product with continuous updates. Loona serves as an interactive toy, a mobile home monitor, and a programming learning tool. It is the first consumer robot featuring the latest AI technology, ChatGPT, allowing for natural conversations and endless companionship opportunities.



Digital Health

- **Digital Health:** Innovations aimed at enhancing healthcare included AI-powered, self-balancing exoskeletons for improved mobility, needle-free injection devices, and “clinic-in-a-box” booths facilitating remote healthcare services.
- Devices like the “Electric Salt” spoon by Kirin, which uses a low electrical charge to simulate the taste of salt, benefiting individuals on low-sodium diets.







GUIDi

AI PATH GUIDING

Be your eyes by navigating the world safely as your most reliable companion. GUIDI scans the surrounding with advanced AI version technology and guides users in an obstacle-free path with directional vibrations.

Color

Selected Color

Quantity *

1

<https://www.ai-guided.com/product-page/guidi>



The world's first
self-guided mobility
aid for the visually
impaired.

Learn more at:
glidance.io





SIGN-SPEAK

ACCESSIBLE AI



Digital He



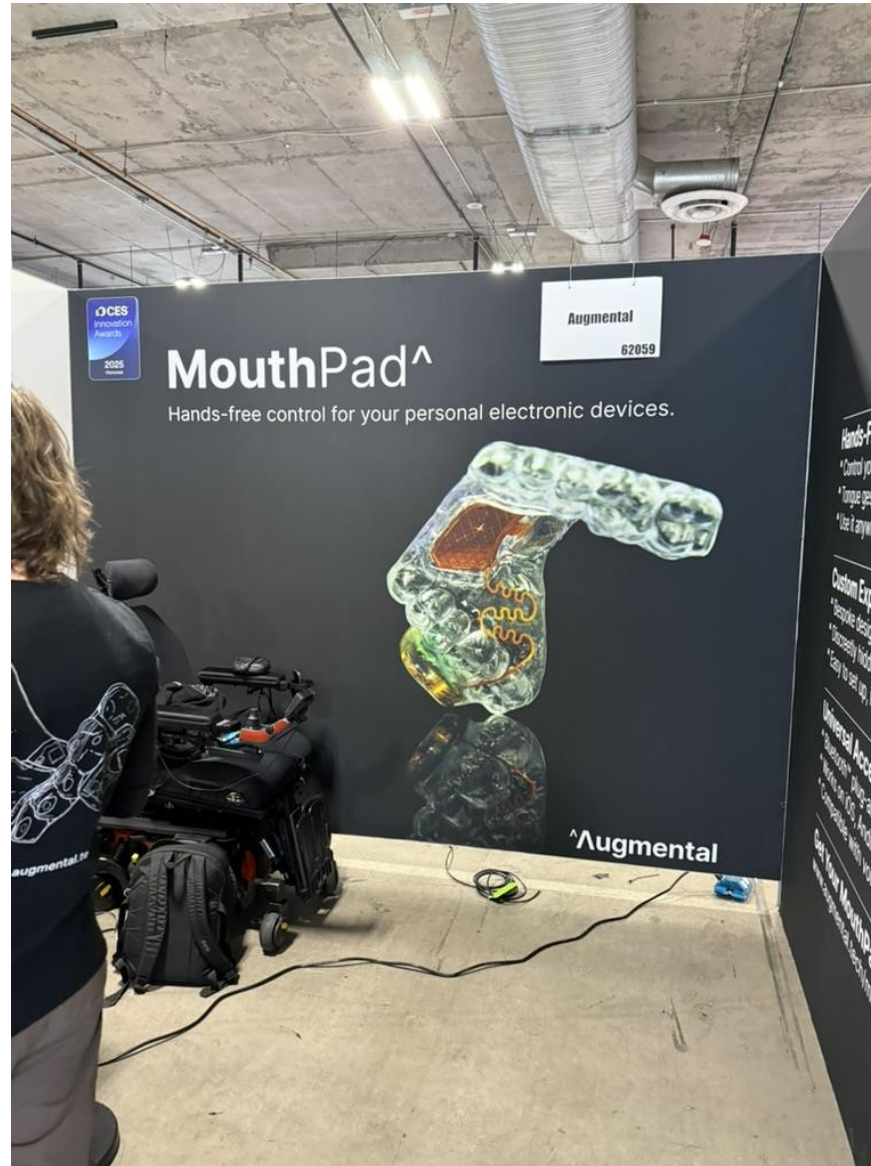


metaverse





Crazy New Technology Gadgets









Bebird EarSight Flow

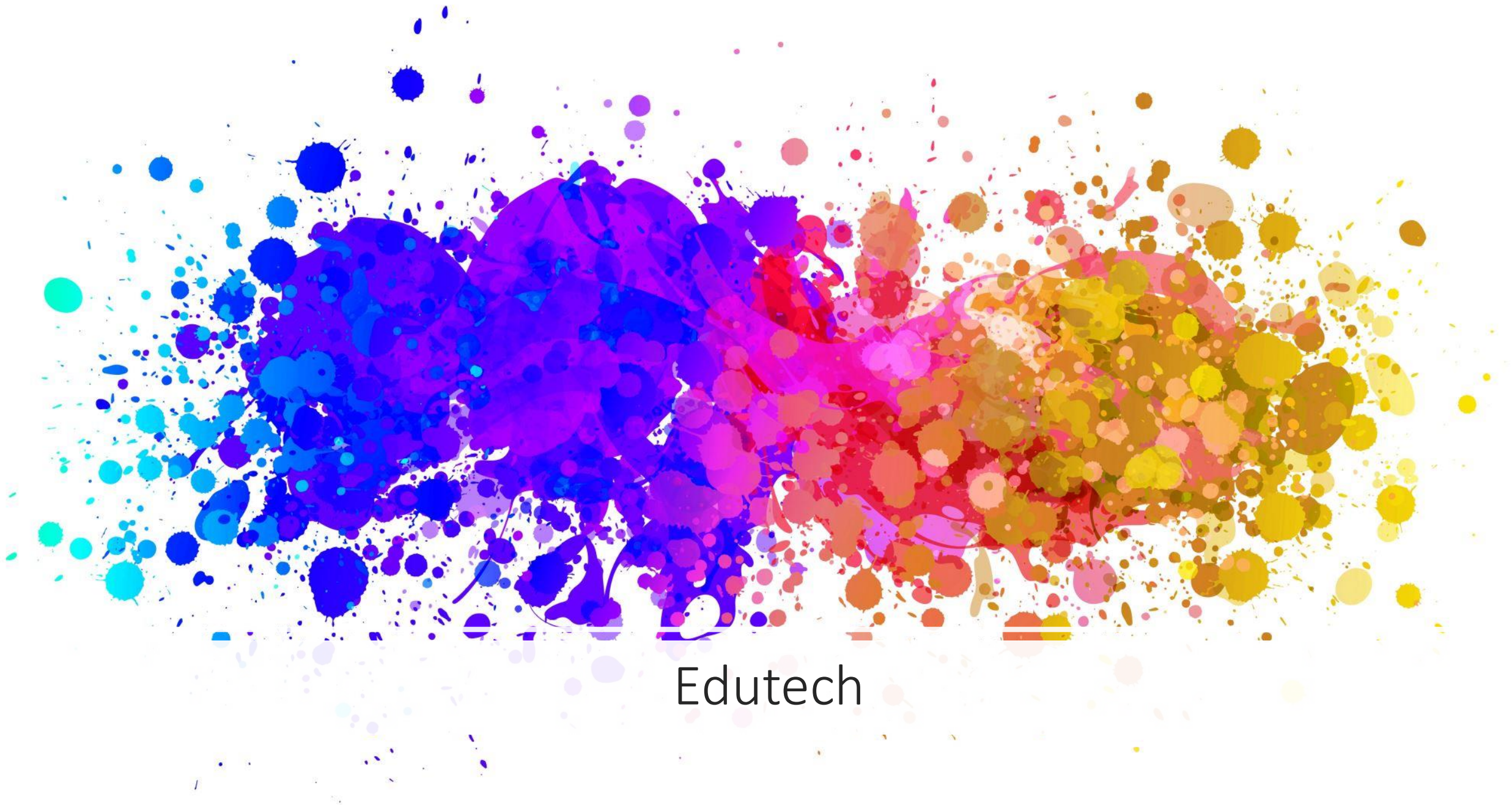


BLACKBEES INC

2025 Honoree in Digital Health

DIGITAL HEALTH

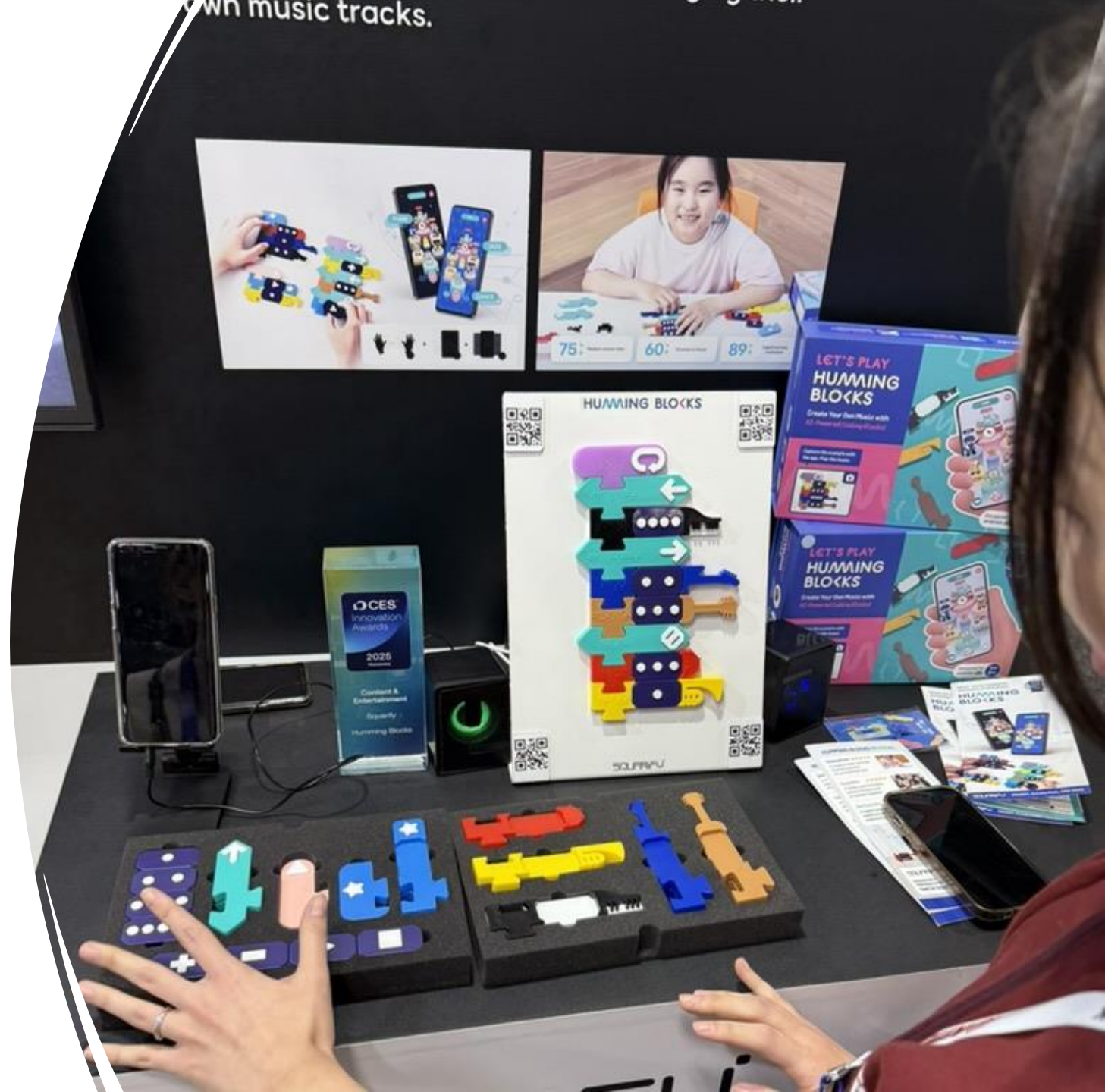
The EarSight Flow is an industry first ear care device equipped with a Ball Axis Adjustment Megapixel Lens, offering precise and flexible positioning for optimal high-resolution imaging. With over 1 million pixels, this device ensures detailed and accurate visualizations of the ear canal, making ear cleaning more effective and safe. It also features advanced Aquatic Ear Canal Cleaning Technology, allowing for the gentle removal of earwax and debris to maintain ear hygiene and prevent infections. Designed for user convenience, this sleek, modern device combines high-quality imaging with effective ear cleaning, making it an essential tool for home ear care.



Edutech

Humming Blocks

- Humming Blocks is a revolutionary platform that merges music with coding, designed for all creators, including those from digitally marginalized communities. Specifically tailored for the visually impaired, its 20 tactile instrument and logic blocks can be assembled without sight. Users can capture their physical arrangements with the app, translating them into digital code and music. Humming Blocks offers an inclusive, multisensory experience that blends creativity, coding, and music, making it accessible and enjoyable for everyone.



Cryptors

- Envision a world where walls share stories and every corner offers a glimpse into history through interactive street art. *Cryptors in the City* launches the first AI-driven cultural app, transforming cities into engaging environments where historical figures act as guides. *Cryptors*, created by comic artist Guillaume Mazurage (*Mazu*), are pixelated ceramic artworks placed near key landmarks. Scanning them with your smartphone animates these figures, allowing them to guide and interact with you.



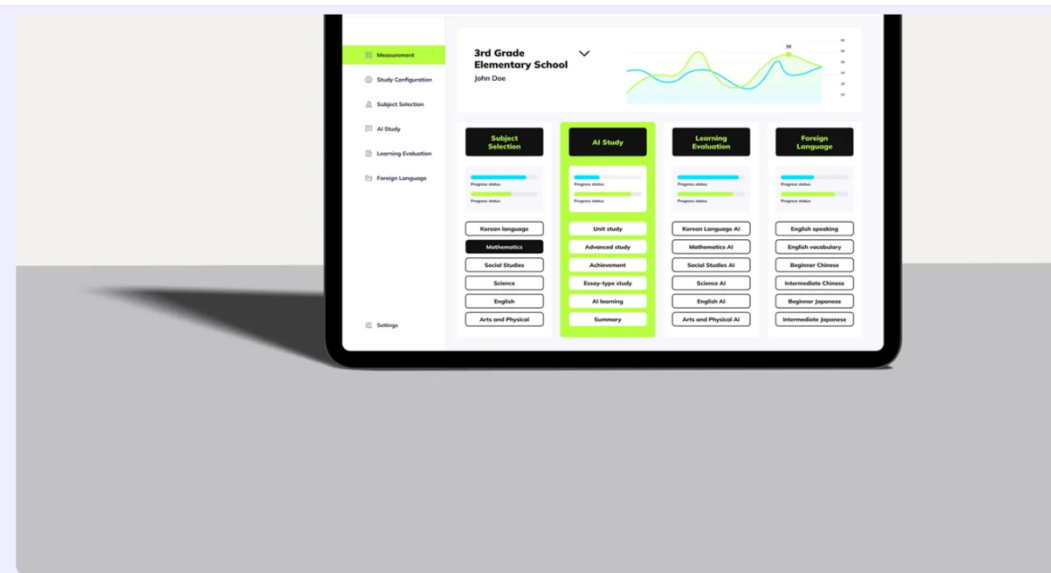
ilo Robot

- **Educational Platform:** Designed for teaching programming and robotics concepts.
- **App Control:** Operated via a user-friendly mobile application.
- **Sensor Suite:** Equipped with sensors for obstacle detection and line following.





SONA AI EDU – Education platform available without network



PERSONA AI

2025 Honoree in Artificial Intelligence

ARTIFICIAL INTELLIGENCE

This is on-device AI solution that contributes to solve the educational inequality. It enables 'high-quality education even with poor environments' through the AI that does NOT need network.

To improve the situation of relying on printed textbooks or one-sided digital media, Vision AI and NLP-based self-developed sLLM are applied. It analyzes the user's gender, age, emotions in real-time to provide personalized education curriculums and maximizes the educational effect analyzing user's intention.

It costs \$20/Month, and there is NO additional expenditure other than the monthly subscription fee. It is a solution that achieves the goal of providing quality education equally everywhere.

How Does the CES Trends Apply to Libraries?

Generative AI & Smart Assistant

- **Best of CES:** NVIDIA's **Agentic AI** (real-time AI assistant), AI-driven transcription, and multilingual translation tools
- **Implications for Libraries:** AI-driven research assistants, automated metadata tagging, real-time language translation for multilingual patrons

Digital Health & Accessibility

- **Best of CES:** AI-powered exoskeletons, needle-free injections, health monitoring kiosks
- **Implications for Libraries:** Smart accessibility solutions, health literacy resources, mental wellness programs

Sustainability & Green Tech

- **Best of CES:** Lithium-free, cellulose-based batteries; e-waste-reducing innovations
- **Implications for Libraries:** Sustainable tech adoption, green computing initiatives, digital lending strategies

CES 2025

SMART LIBRARIES

GENERATIVE AI
& SMART ASSISTANTS

DIGITAL HEALTH
& SMART ASSISTANTS

DIGITAL
AGRICULTURE

REAL-TIME
Translation
DEVICES

GENERATIVE AI
& SMART ASSISTANTS

TECH

ABA

DIGITAL HEALTH
& SMART ASSISTANTS

DIGITAL HEALTH
& SMART ASSISTANTS

DIGITAL HEALTH
& SMART ASSISTANTS



How Does the CES Trends Apply to Libraries?

Smart Spaces & Robotics

Best of CES: AI-powered robotic assistants (Jennie, robotic puppy for dementia support)

Implications for Libraries: AI-powered concierge services, robotic assistants for patrons, automation in library workflows

Augmented & Virtual Reality (AR/VR)

Best of CES: Mixed-reality headsets, immersive AI-driven learning experiences

Implications for Libraries: AR/VR literacy programs, AI-driven interactive storytelling, remote learning environments

Future of Learning & Entertainment

Best of CES: Next-gen AI-integrated smart TVs, gaming, and education tech

Implications for Libraries: Interactive digital learning spaces, gamification in library programming

CES 2025

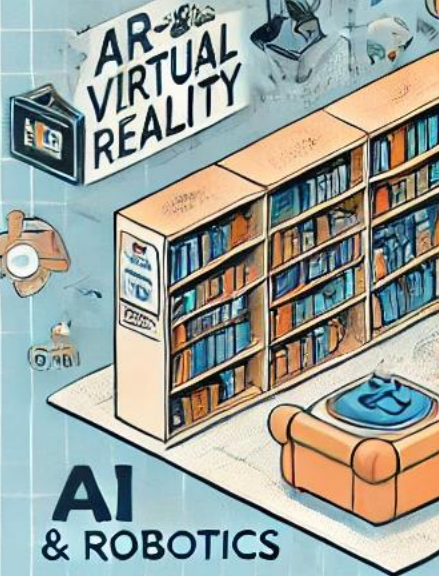
SMART SPACES

AI-Checkout
& Robotics
Companion



AI

AR
VIRTUAL
REALITY



AI
& ROBOTICS

MENTED • REALITYS

SMART REBOTICS

VITUAL & LEARN



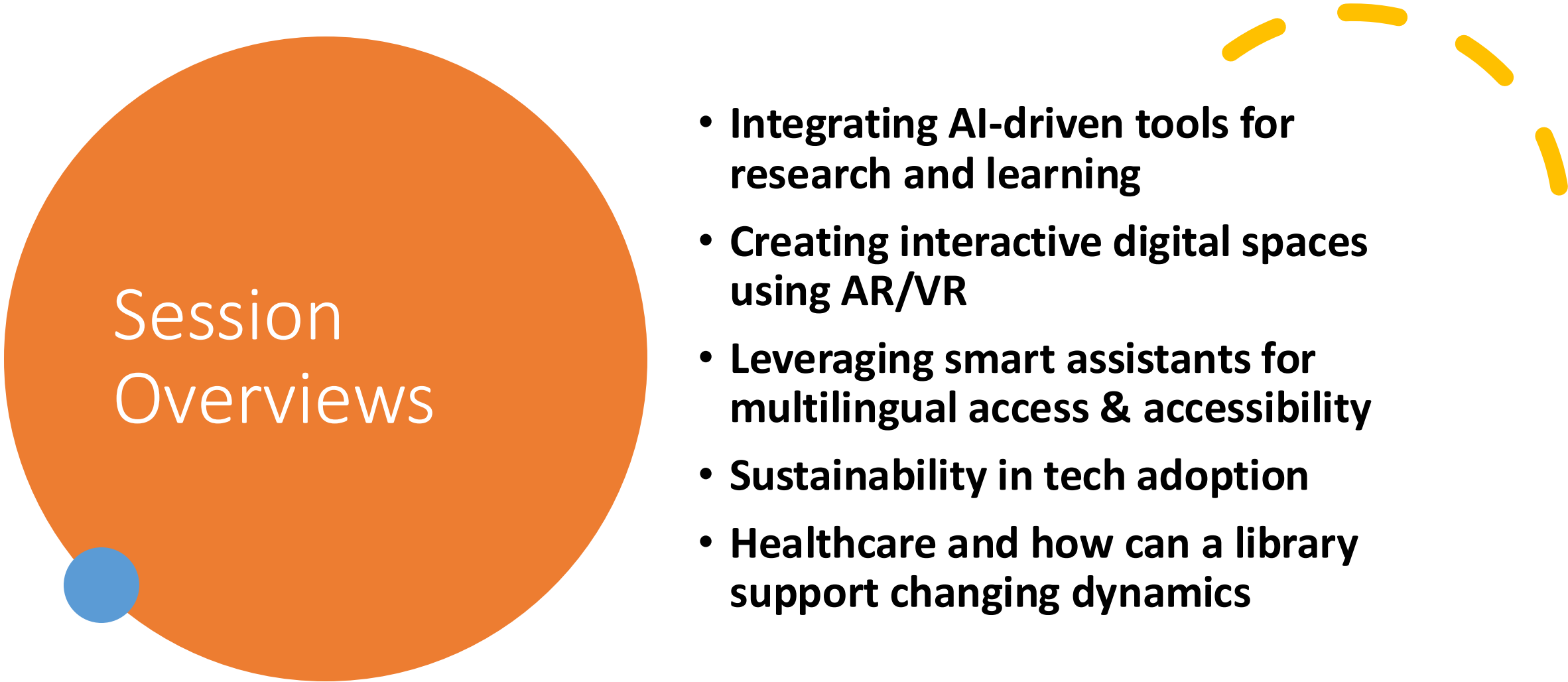
AI
& VIRTUAL REALITYS



AUGMENT VIRTUAL REALITY



FUTURE OF LEARNING



Session Overviews

- **Integrating AI-driven tools for research and learning**
- **Creating interactive digital spaces using AR/VR**
- **Leveraging smart assistants for multilingual access & accessibility**
- **Sustainability in tech adoption**
- **Healthcare and how can a library support changing dynamics**



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Rail Cube.

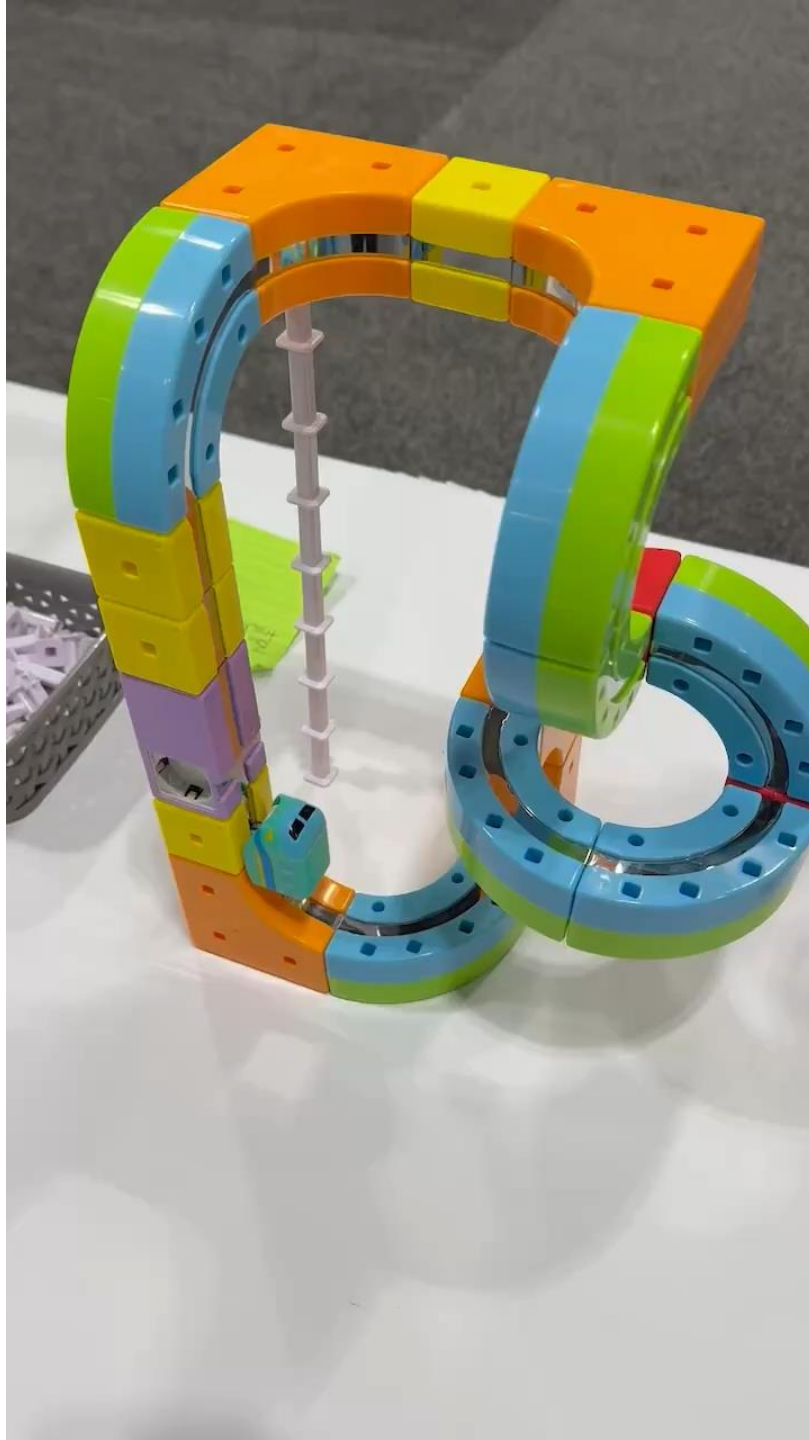
Welcome to the World of Rail Cube

Trains run up, down, and upside down



Bonus Conferences Finds

- Rail Cube is an innovative STEAM toy that turns education into an engaging, hands-on experience.
- Includes five interchangeable cubes, enabling you to construct and design exciting three-dimensional courses for a mini train to explore.
- Combine the cubes to assemble your Magnetic Monorail track set and see your creative designs come to life as your mini train travels along





More Finds!



Questions

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