

Biometric
identity
recognition

Electronic
textbooks

Blogs

Bluetooth

Camera
phones

Cell
phones

Context-sensitive devices

Desktop
computers

Digital
camcorders

Digital
cameras

Digital
dust

Digital
ink

Digital
video recorders
(e.g., TiVo, Media
Center PCs)

Digital
voice recorders

Distributed computing
(e.g., SETI, Stanford
Folding Project)

E-mail

Listservs

Microblogging
(e.g., Twitter)

File sharing
software
(e.g. BitTorrent)

Global positioning
satellites (GPS)

Holograms
w/ tactile
feedback

Implantable
devices

Infrared

Instant messaging (IM)

Internet

Online
photo sharing

Laptop
computers

Computer
learning games
and simulations

Local area
networks (LANs)

Massively multiplayer
online role-playing
games (MMPORGs)

Mesh networks

mp3 players
(e.g., iPods)

Near-eye
displays

Networked
video cameras

Online chat (synchronous)

iPhone

Online
mapping software
(e.g. Google maps)

Social bookmarking
(e.g. Delicious, Diigo)

Pagers

Personal
digital assistants
(PDAs)

Podcasts

Radio (AM/FM)

Radio frequency IDs (RFID)

Blackberry

RSS aggregators
(for blog feeds)

Social networking
(e.g., MySpace,
Facebook)

Streaming
audio/video

Tablet PCs

Telephone

Television

Text
messaging

Video
conferencing

Virtual private
networks (VPNs)

Virtual
reality/avatars

Voice over IP (VOIP)

Voice recognition
software

Wi-Fi

(802.11b, a, g, n)

Wikis

WiMax

Touch
screens