# CES 2013
# LE CHOC NUMÉRIQUE AU QUOTIDIEN

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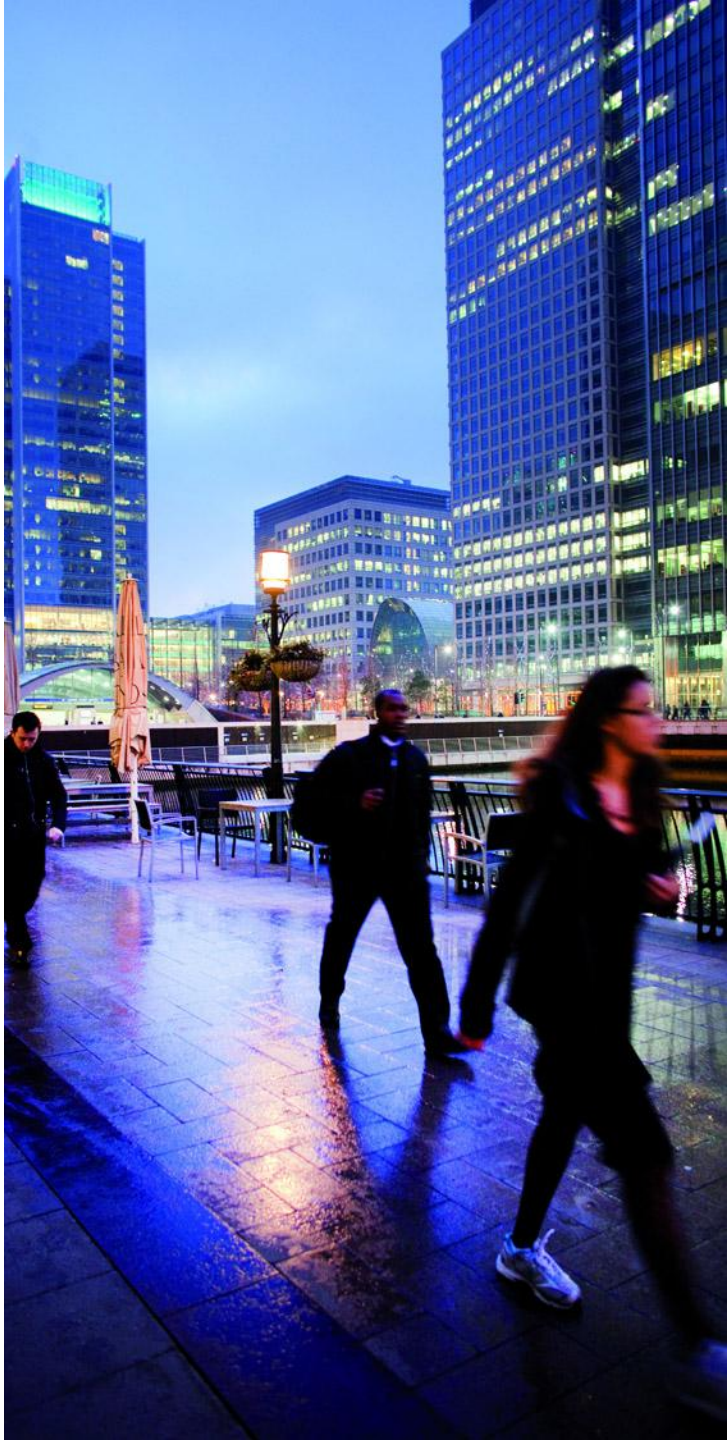
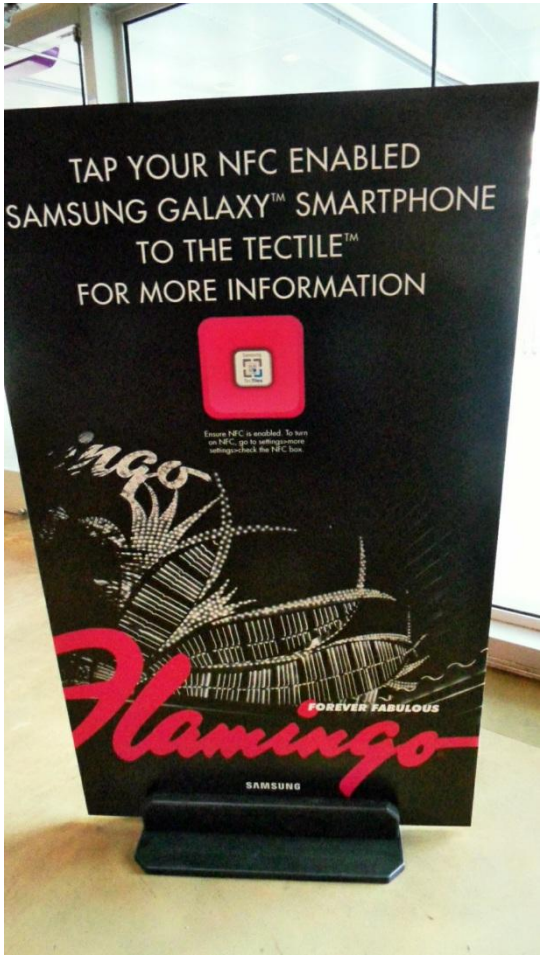


# Avant le CES

# Le choc des écrans

# Bring Your Own Device

# NFC au Flamingo par Samsung ( User Experience )



# Barnes et Nobles se redéfinit
# ( fermeture de 30% de ses librairies d'ici 10 ans )

# Web to Store

STORE PICKUP PLUS
TM
BUY ONLINE
PICK UP IN STORE
PROJECT A BETTER IMAGE
PC GAMING GEAR
PC GAMING ACCESSORIES

# Un monde d'intermédiaires

# Le CES est mort, vive le CES

- Le CES n'est plus le lieu des nouveautés technologiques.  La plupart des produits sont déjà sur le Web.
- C'est devenu l'endroit où les professionnels de chaque industrie essaient de comprendre comment leurs métiers seront affectés par la révolution numérique. On n'achète plus, on ne vend plus, mais on observe et on essaie de comprendre

# La culture Internet omniprésente

# Internet partout
# esprit communautaire

# Le DIY avec un studio Youtube

# Le financement collaboratif ( Kickstarter et Indiegogo )

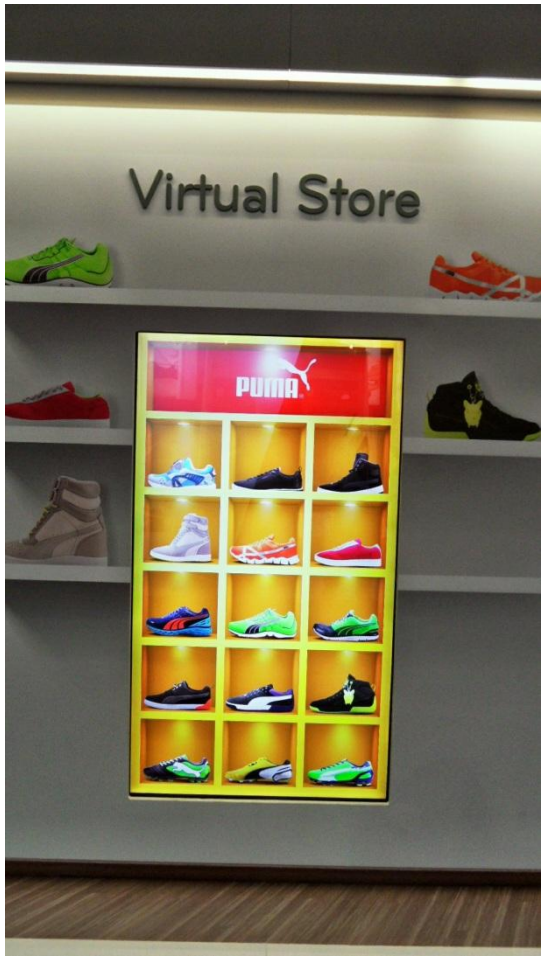
# La monnaie complémentaire avec Bitcoin

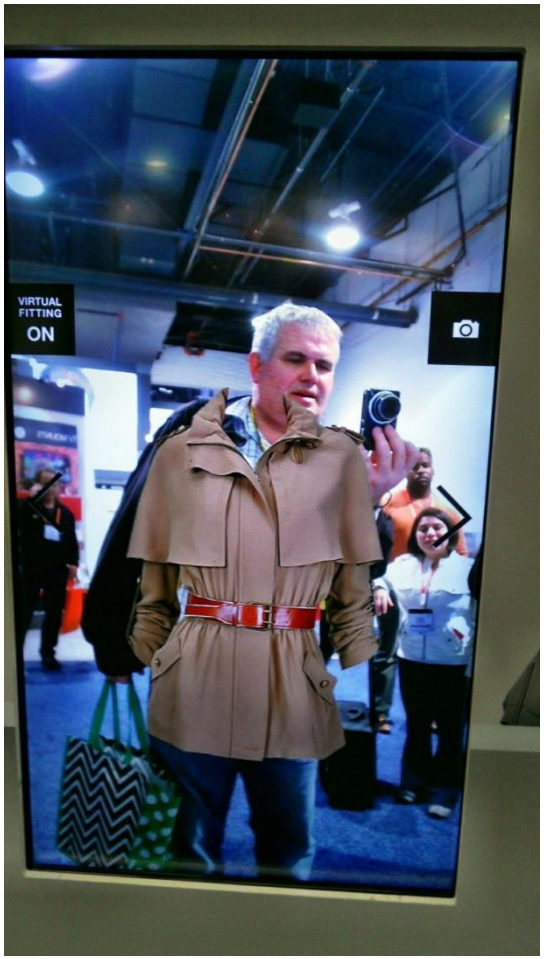
# Le monde des écrans

# Un écran pour chaque situation

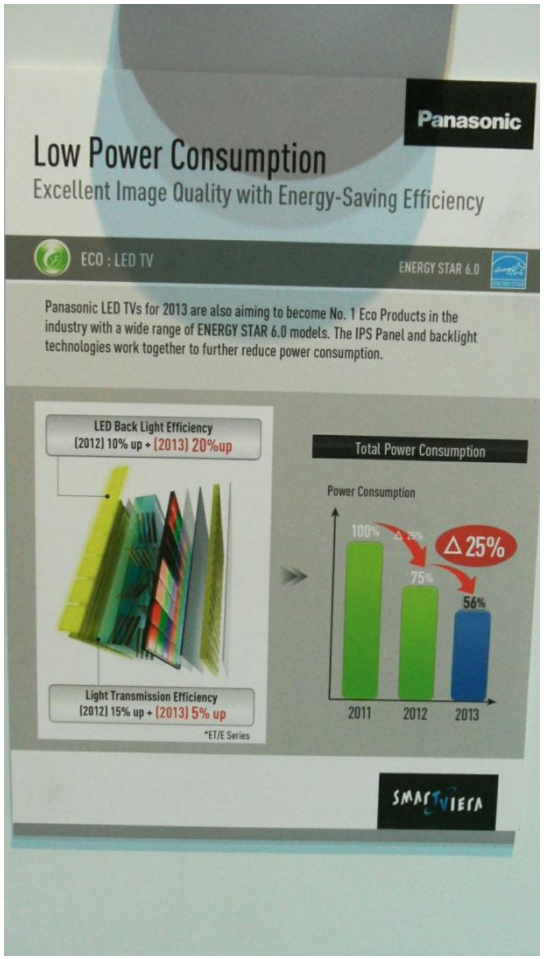
- Un écran pour interagir avec ses semblables et l'environnement : le smartphone
- Un écran pour lire des contenus, se distraire : la tablette
- Un écran pour ressentir des émotions ensemble : la TV
- Un écran pour interpréter son environnement : le GPS, HUD, lunettes.  L'information vient vers moi.
- Un écran pour les notifications et alertes :  la montre
- Un écran pour travailler individuellement : le PC
- Un écran pour travailler en groupe : le tableau blanc et la table

# Des écrans qui abolissent la frontière virtuel/réel



# Des écrans économes en énergie



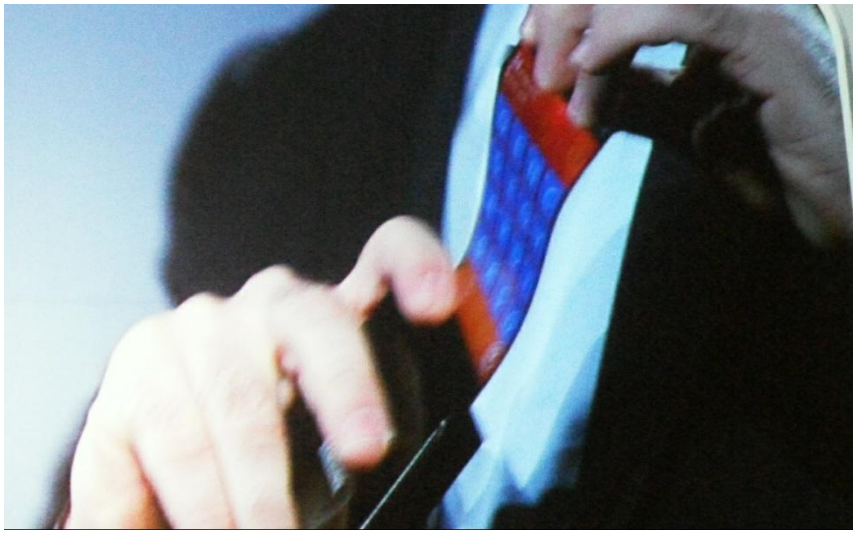
# Des écrans incassables, insensibles à l'eau, à l'huile

# Des écrans intégrés dans d'autres formes

# Des écrans très stylés

# Des écrans évolutifs

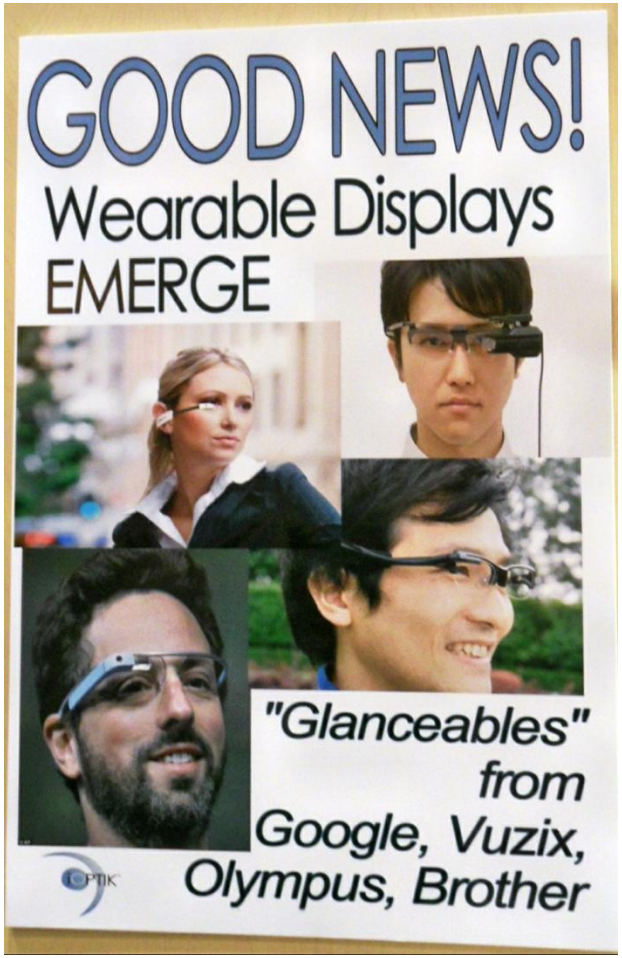
# Des écrans flexibles



# Le PC est un écran

# Des écrans pour relier des mondes différents, Le BYOD

# Les nouveaux écrans (lunettes)



# Les nouveaux écrans (montre)

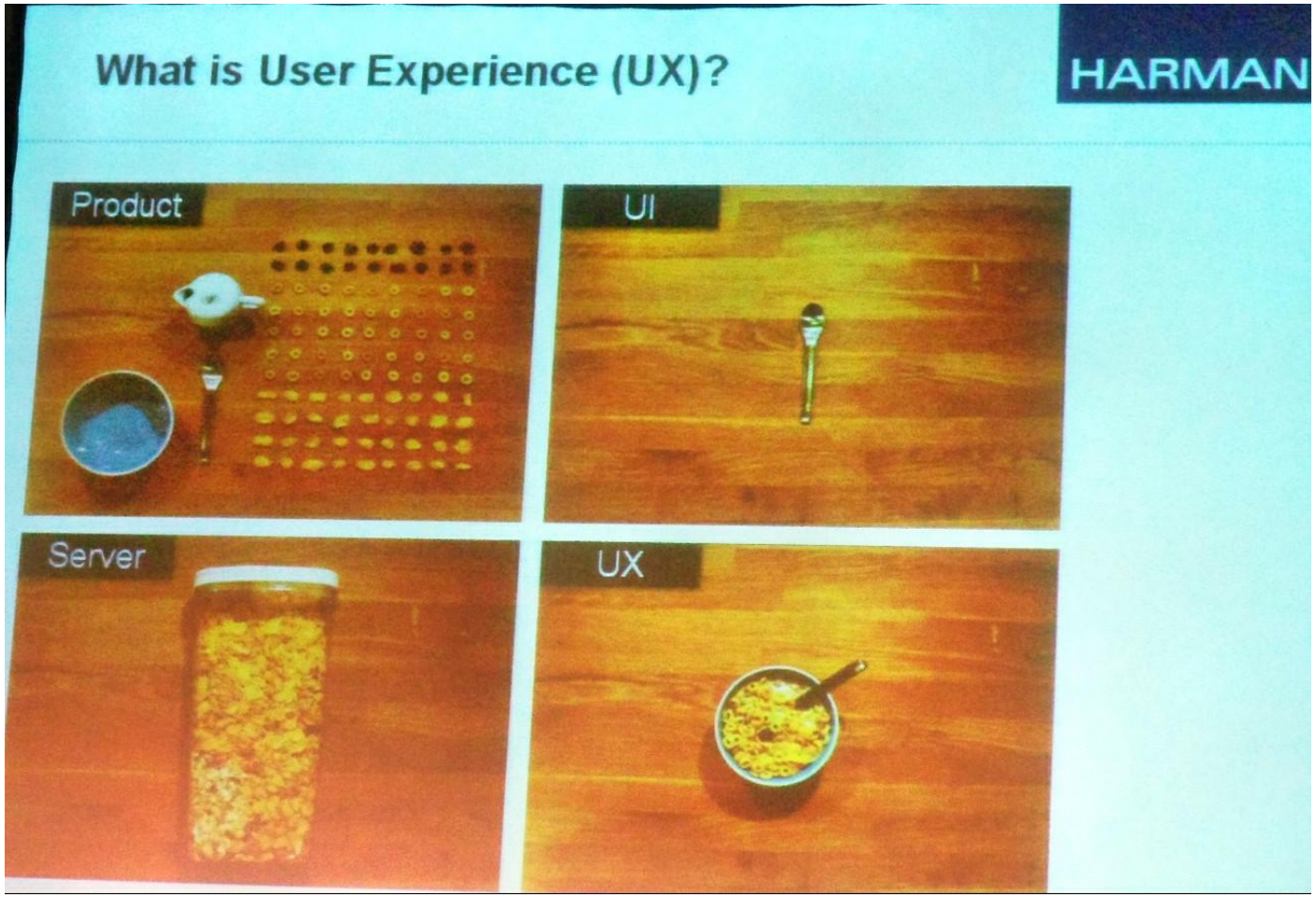
# L’encre électronique ( peeble, CST01)

# La montre classique augmentée

# De l’énergie pour les écrans

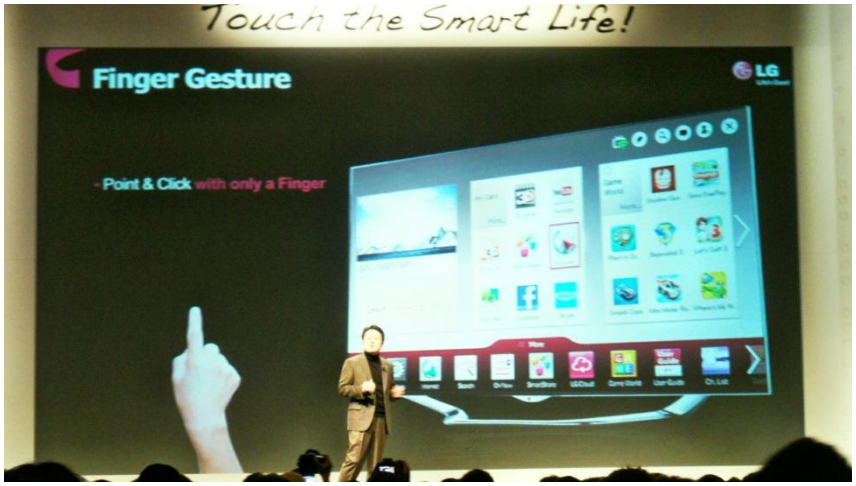
# Importance de l’expérience utilisateur
# ( cas de la télévision )

# User experience (UX)



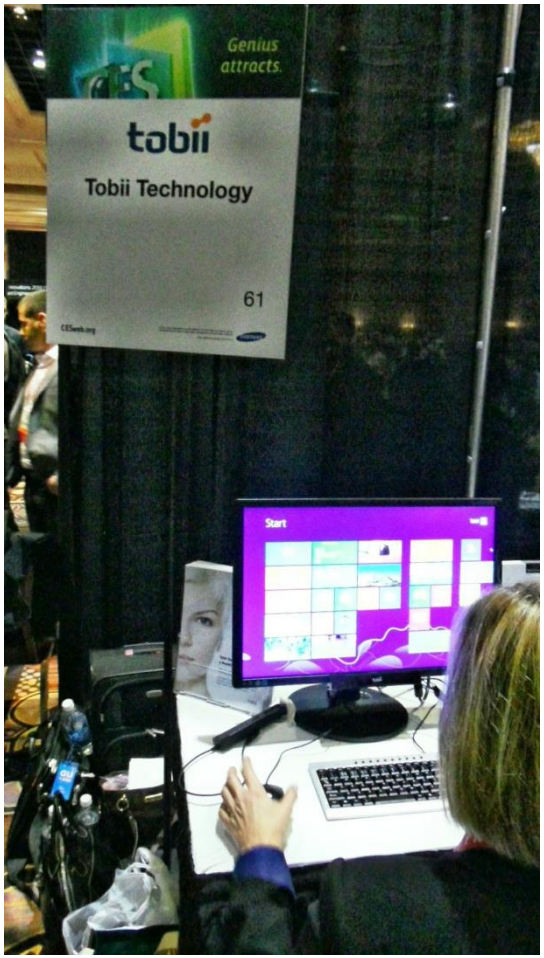
# La télécommande

# Le geste


Touch the Smart Life!
Finger Gesture
LG
Point & Click with only a Finger

Gesture Control

# Le regard



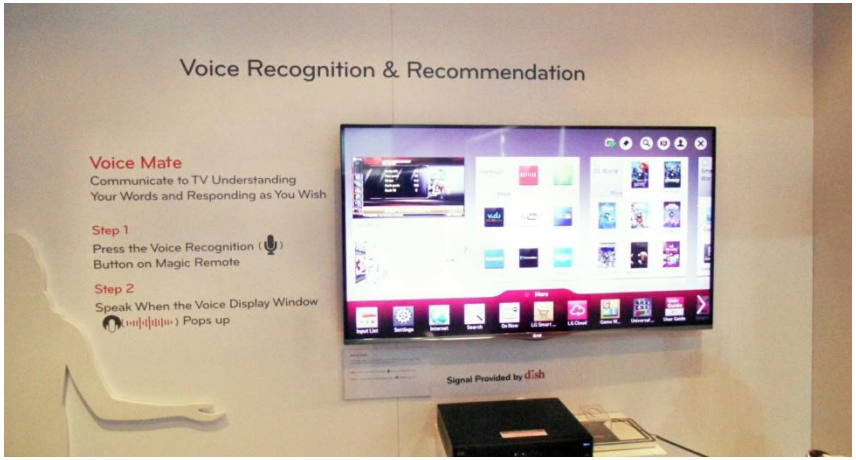
# Les ondes cérébrales

# La voix

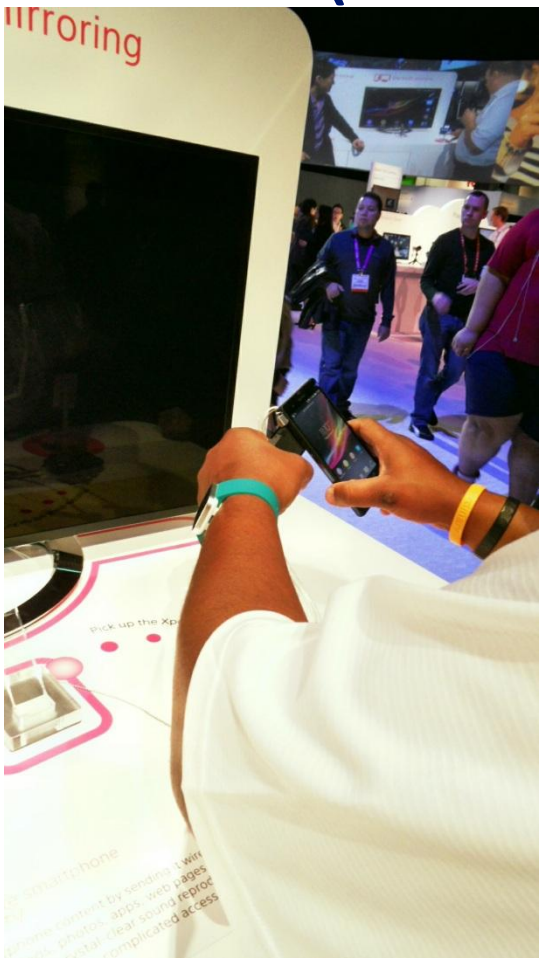
REDSHIFT
Advancing the Power of Voice
Superior, Patented, Speech Recognition
Red Shift Company
Booth #75014
www.redshiftcompany.com
Solutions that voice enable websites, apps and devices. The possibilities are endless.
Search, shop and surf using only the sound of your voice now on your...
Smartphone
Tablet
Computer
Picking up where the other technologies leave off.
- Book a Trip
- Manage an Online Account
- Explore Dining Options and Make a Reservation
- Complete an Enrollment Form
- Manage a Shopping Cart and Complete a Transaction
- Provide Training and Education
- Check a Statement and Pay a Bill
- Order a Meal

Voice Control
SMART TV
@Cloud
ATV
Re_Video
Re_App
CNTV
Browser
My Media
HiCircle
TV
App
Source
Setting
Manual

Haier
Speak
Two viewers see different images on one TV screen at the same time
Next generation smart TV platform with leading interactivity features and performance
Haier


Voice Recognition & Recommendation
Voice Mate
Communicate to TV Understanding Your Words and Responding as You Wish
Step 1
Press the Voice Recognition Button on Magic Remote
Step 2
Speak When the Voice Display Window Pops up
Signal Provided by dish

# L’interaction avec les autres écrans ( NFC One Touch )



# Même avec un Iphone
# (Calypsokey)
# http://www.infohightech.com/spip.php?article32552

# Google domine ce marché

# La Google TV est partout

# la tablette android bon marché

# Les objets électroniques Android

# Un pico-projecteur Android

# Un réfrigérateur et un four Android

# Apple stagne et n’existe que par ses accessoires

# Ipad, la connectique, le dock

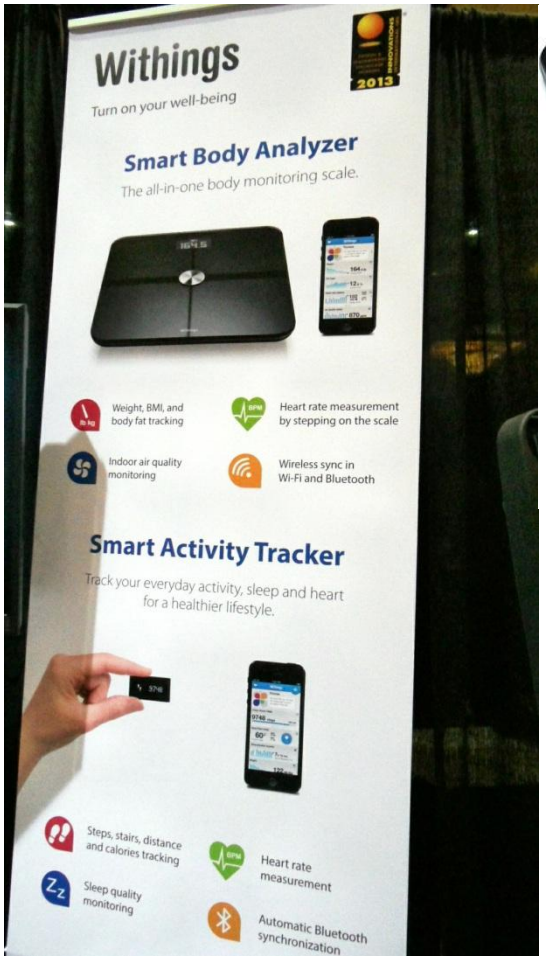
# Ipad , les accessoires ,un style de vie

# Internet des capteurs

# Monitorer la santé des plantes

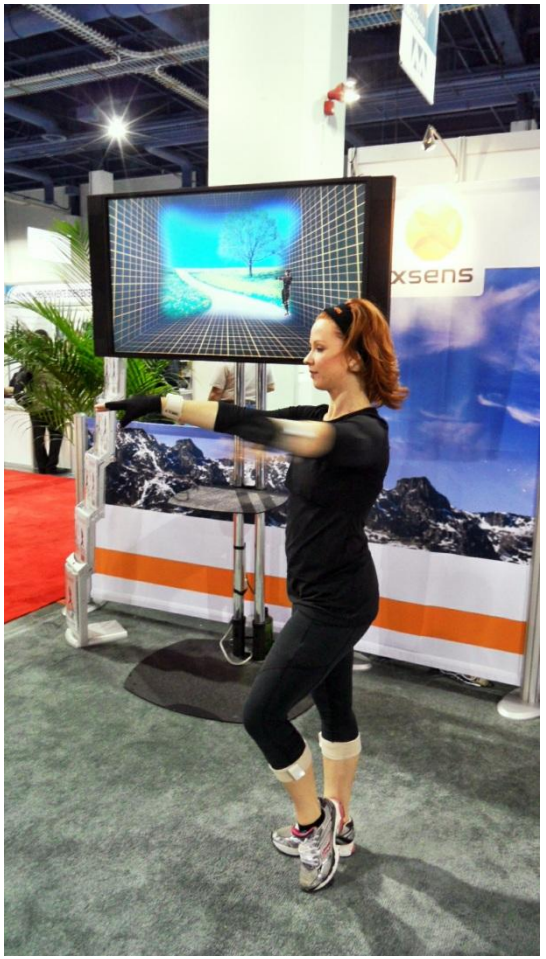
# Monitoring santé/bien-être

# Des capteurs médicaux professionnels

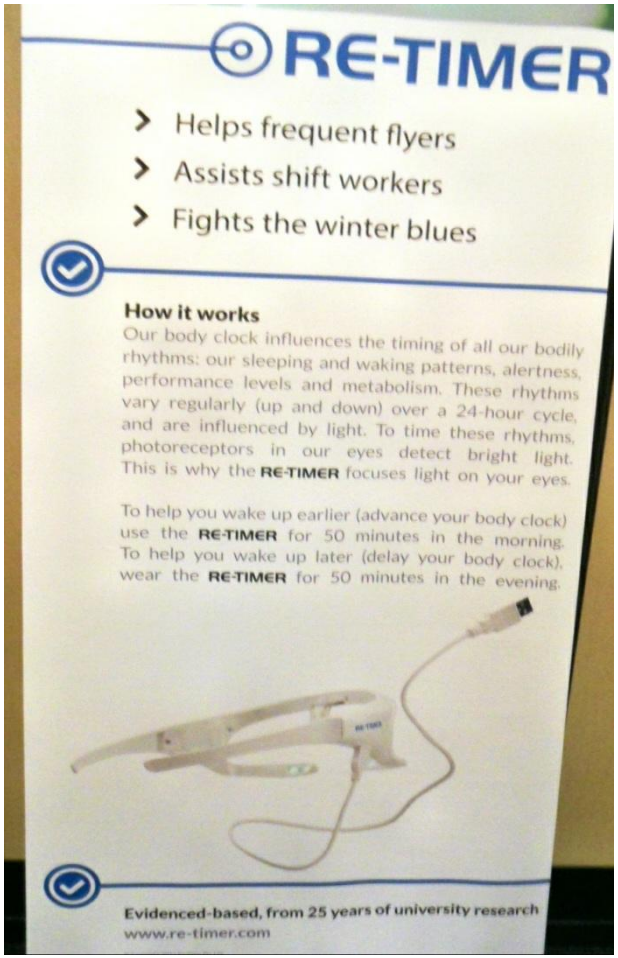


# Des capteurs environnementaux

# Monitorer les mouvements du corps



# Appareils  big mother , Re-Timer, Lumoback et Hapifork

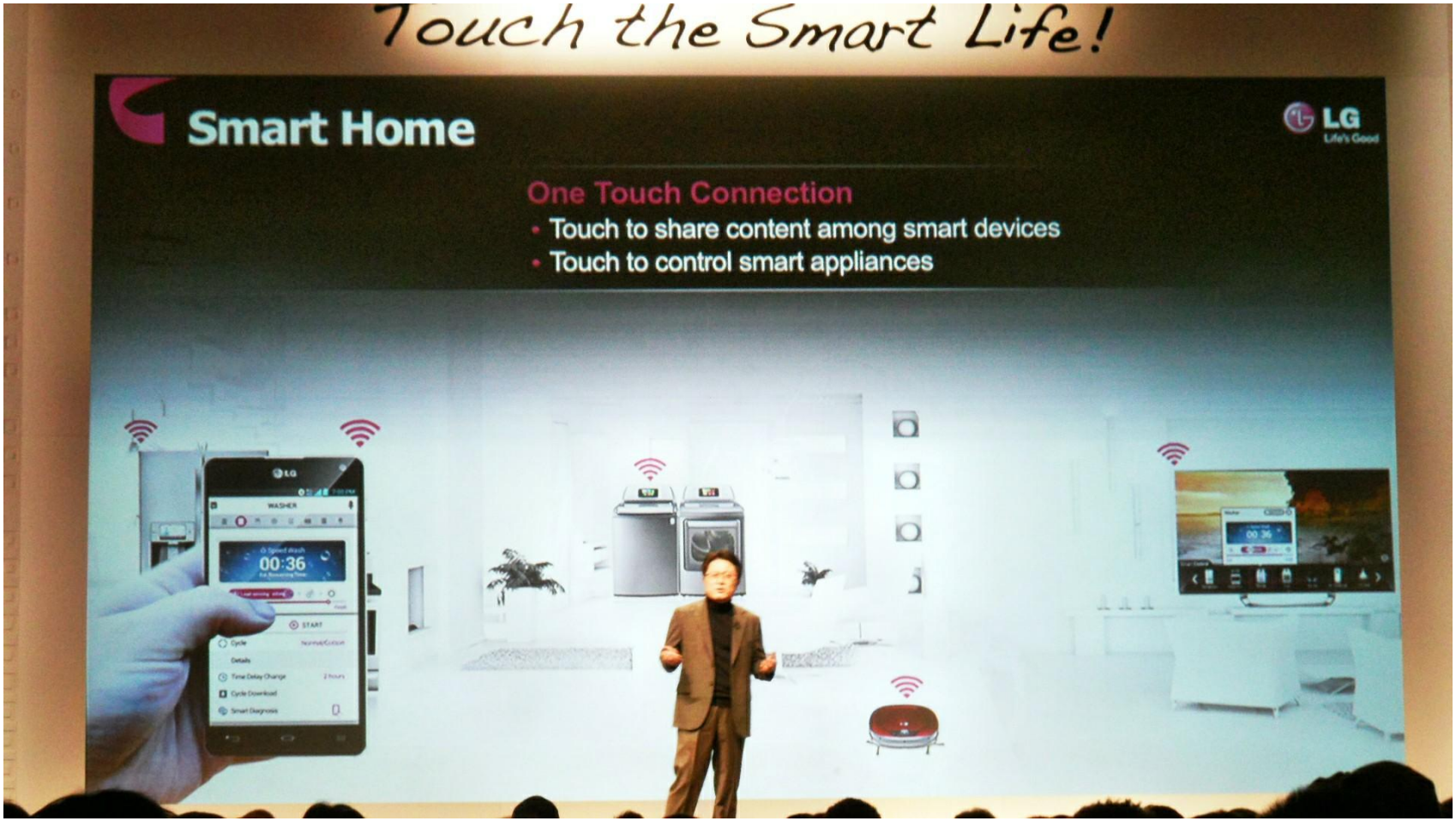


# Importance de la ludification

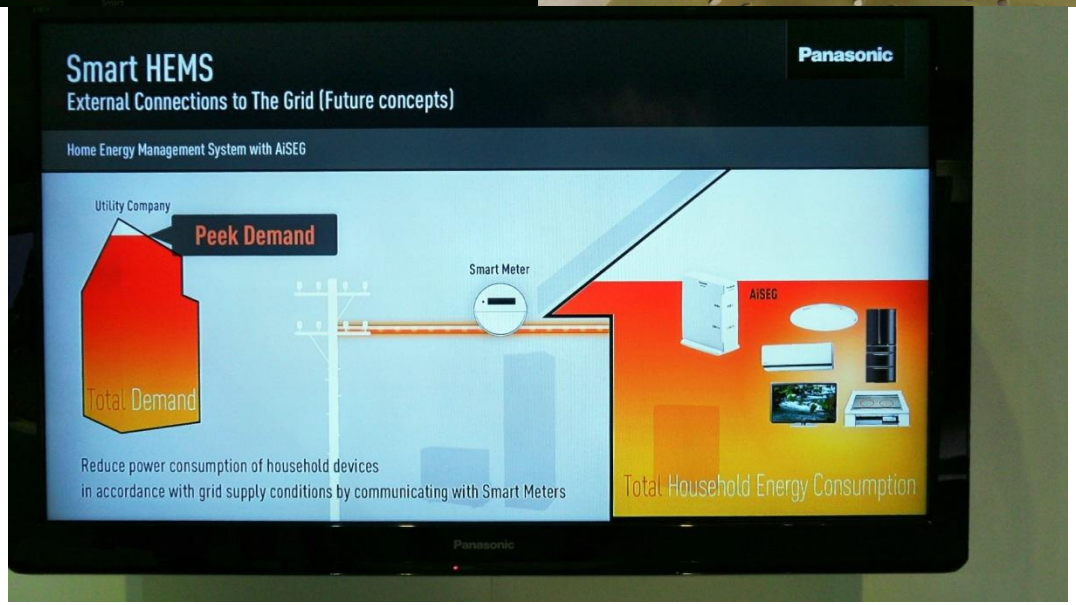
# Récupérer l'énergie ambiante

# Monitorer et contrôler

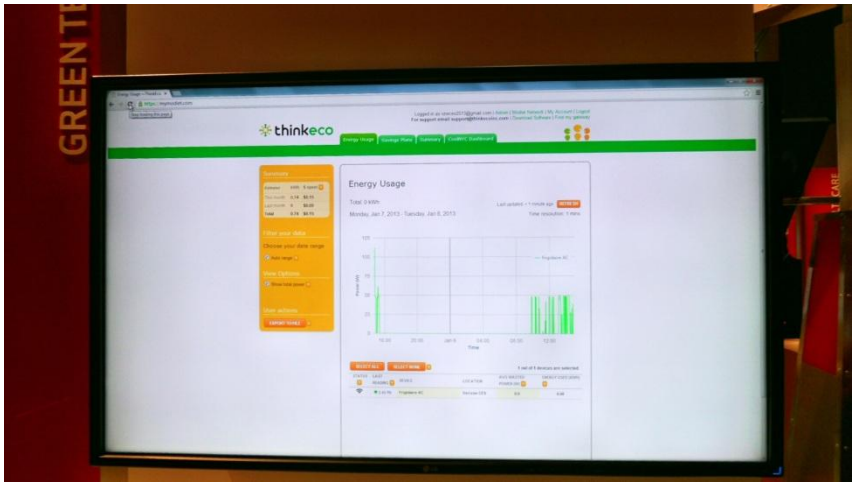
# De manière simple ( One Touch )



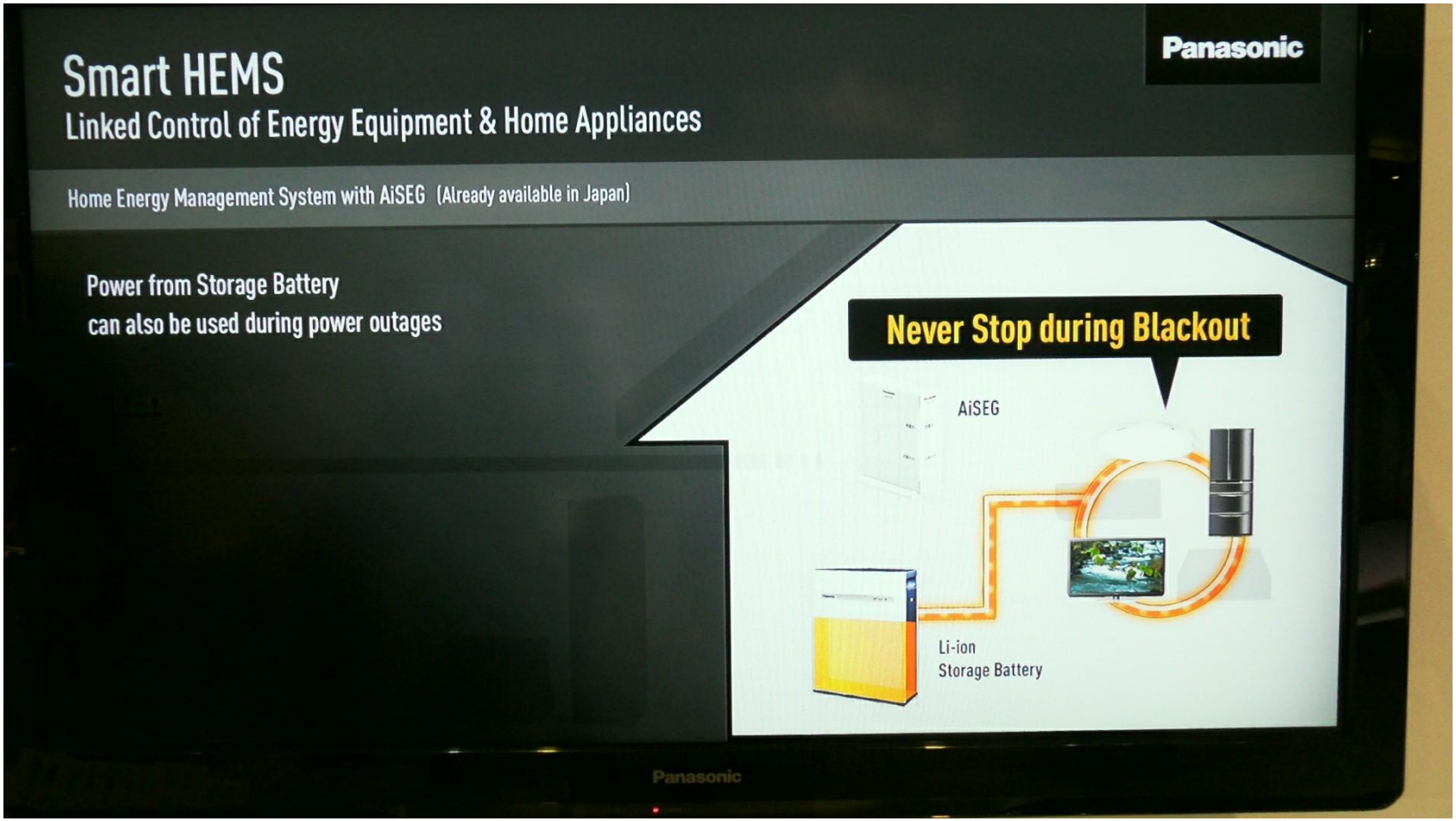
# Contrôler l’énergie



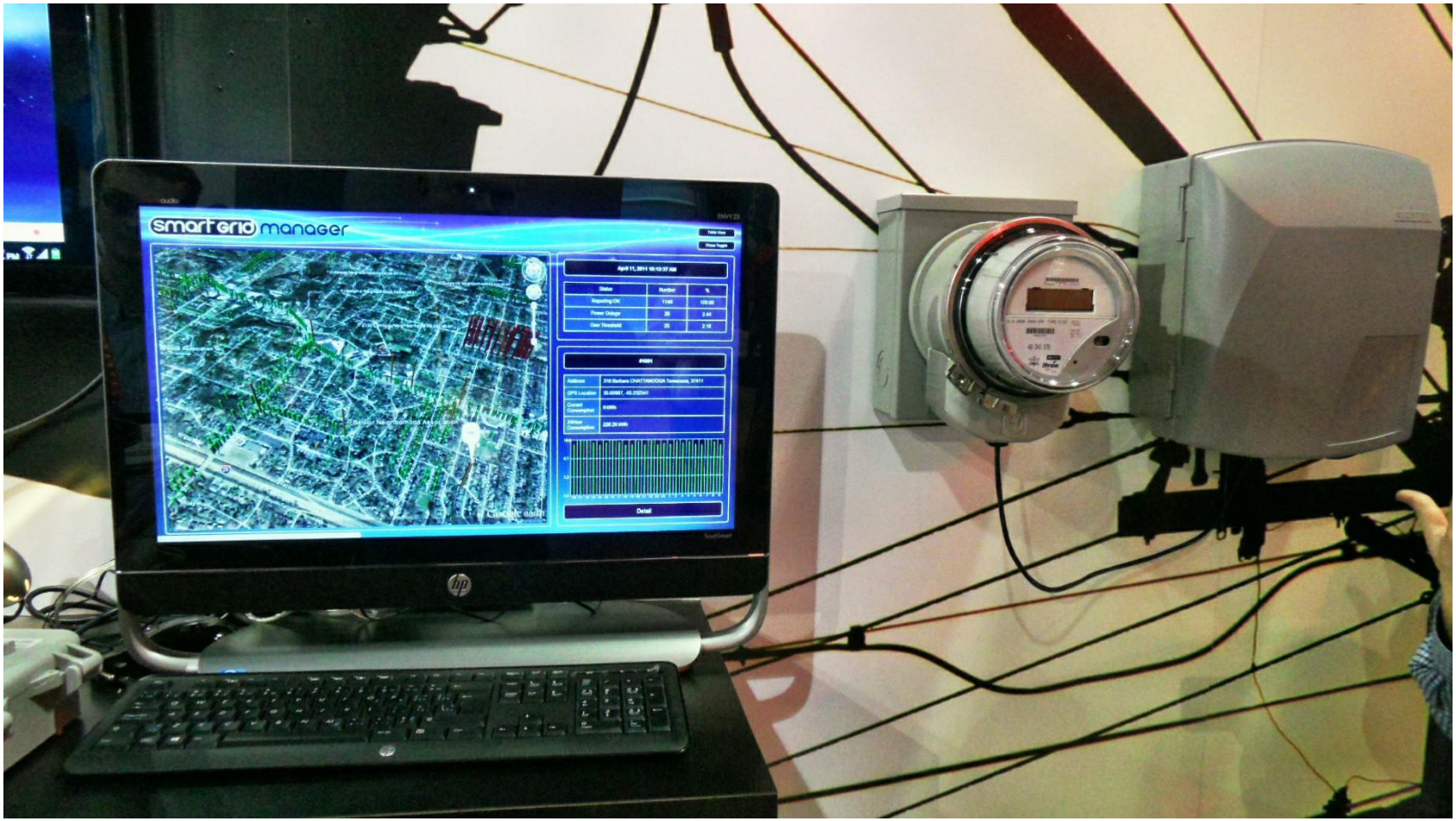
# Contrôler l’air conditionné avec Verizon/Thinkeco



# Arbitrer


Smart HEMS
Linked Control of Energy Equipment & Home Appliances
Panasonic
Home Energy Management System with AiSEG (Already available in Japan)
Power from Storage Battery
can also be used during power outages
Never Stop during Blackout
AiSEG
Li-ion
Storage Battery
Panasonic

# Le smartgrid manager d'Alcatel



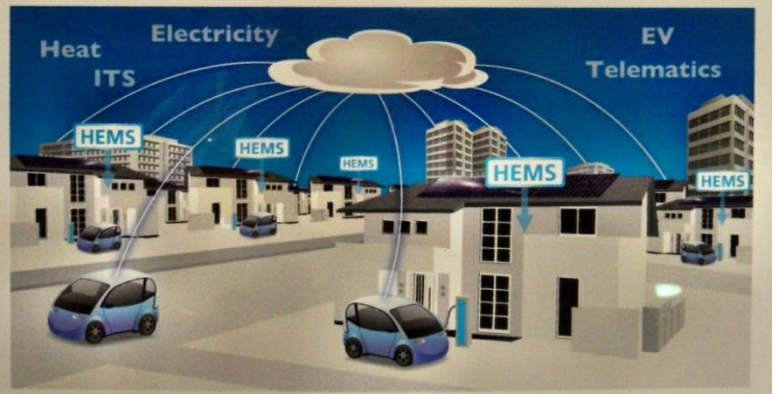
# Smart city, smart community

## Toshiba and Honda to Collaborate in the Area of Smart Community

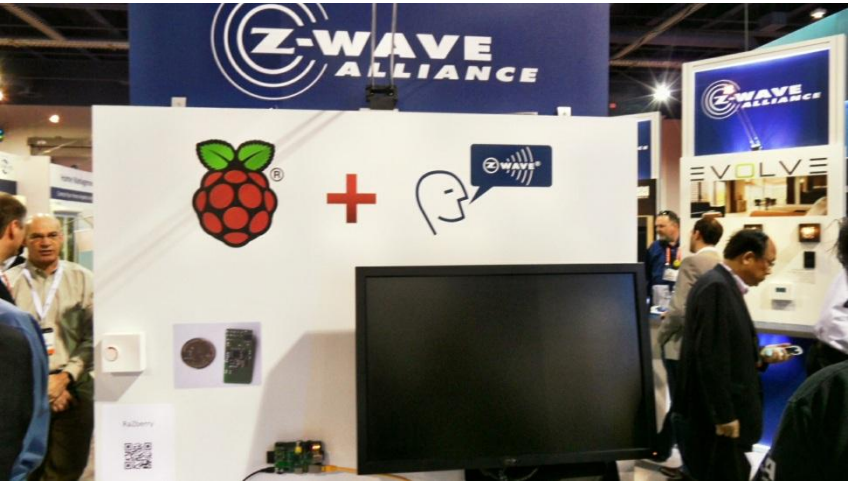
Electric vehicles (EVs) are being introduced as the next generation of mobility. At Toshiba, we believe that EVs will be seamlessly integrated into the power grid and into smart homes through cloud-based services and charging systems. In this way, intelligent charging will reduce peak power consumption both at home and at the charging station. As well, embedded batteries in EVs could send power back to the grid or into the home during disasters and emergencies, helping to establish a safe, comfortable community.

**Toshiba and Honda will establish energy management systems that use smart home appliances and energy generation and storage systems through demonstration program in Saitama-city.**

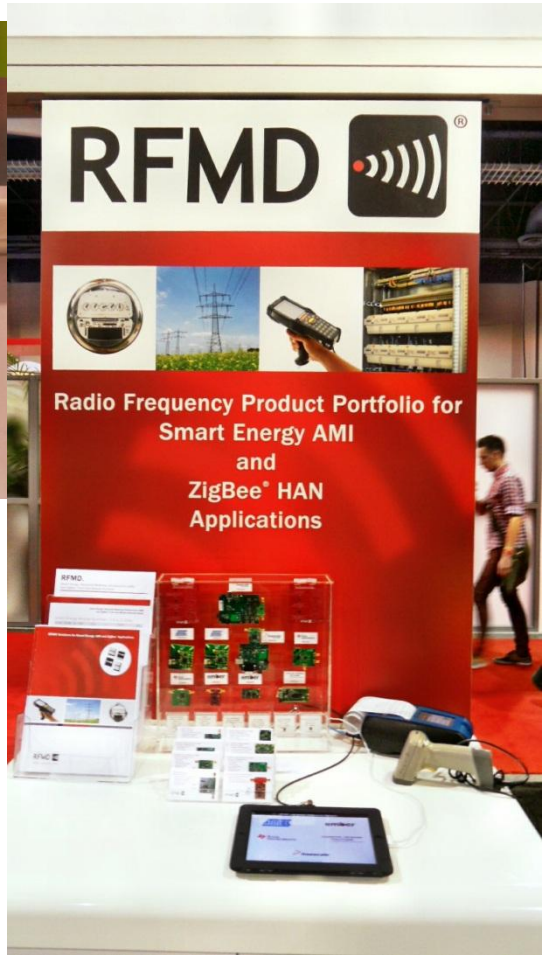
The two companies are striving to build a smart home system that optimizes both energy management in everyday life and supplies continuous electric power during disasters and emergencies. We believe that this can be achieved by optimizing the control of energy generation devices, including smart home appliances and solar photovoltaic power generation and gas engine cogeneration systems, as well as household batteries and EVs.



# Zwave , solutions sur étagère

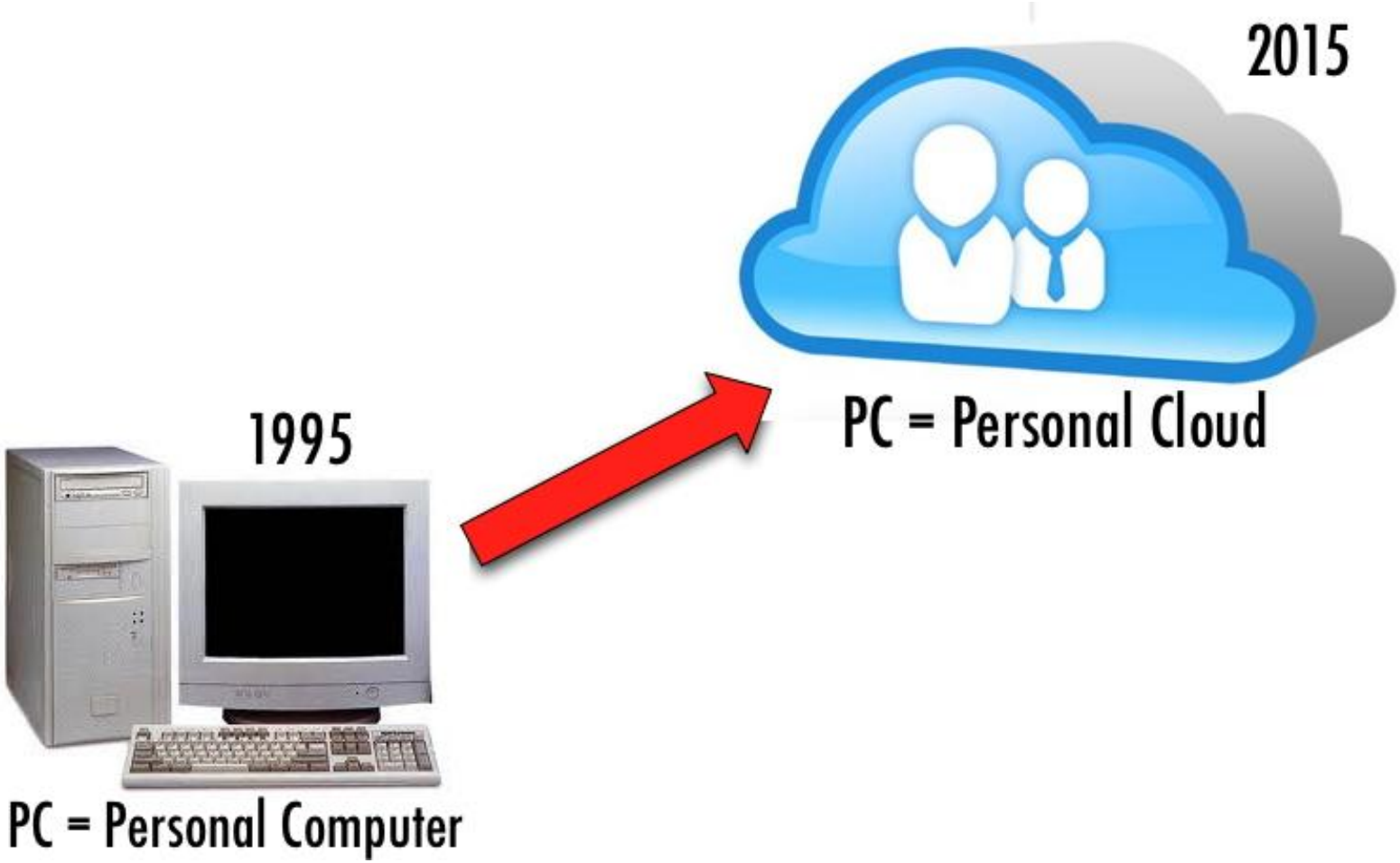


# Zigbee, toujours de l'intégration

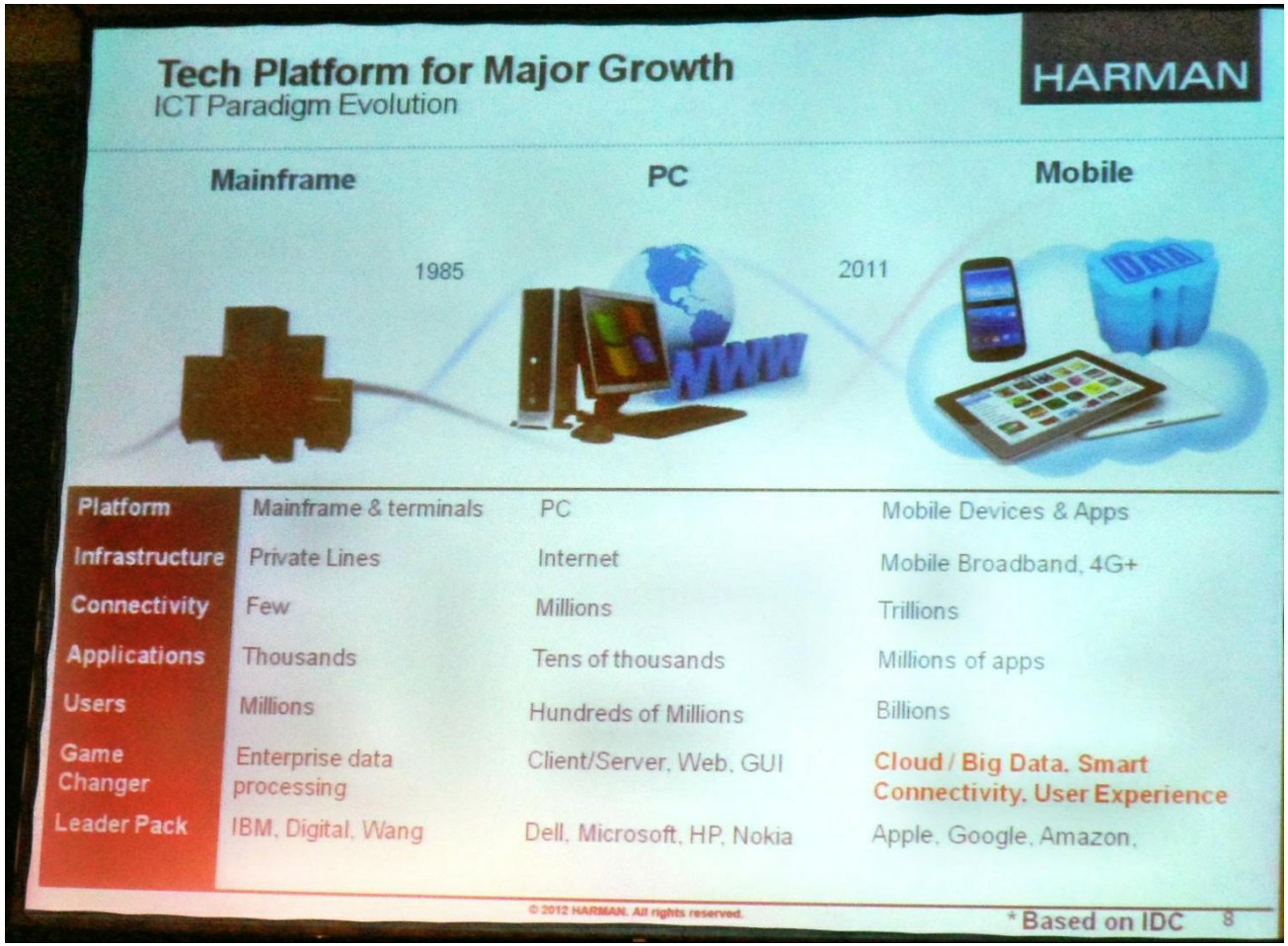


# Construire les apps et services

# Du PC au PC



# Un nouveau paradigme informatique

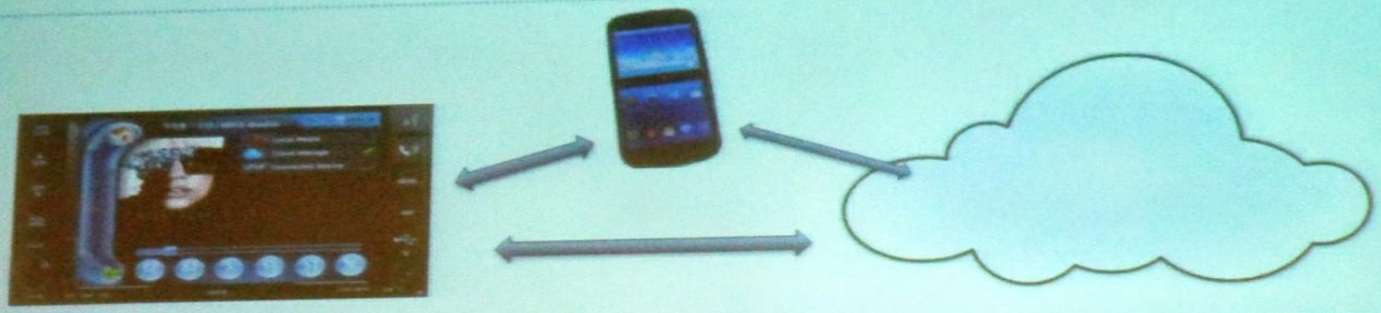


# Pourquoi le cloud ?

## Cloud for Infotainment

Connected Car - Optimizing for each environment

HARMAN



| | Head Unit | Phone | Cloud |
|---|---|---|---|
| Hardware | Same for 10+ year vehicle life | Updated every 12-24 months | "Virtualized," changing constantly |
| Software | Upgradable, but at cost and not 100% | Updated (apps) every 1-2 months | Updated multiple times per month |
| Optimal Functionality (in connected infotainment system) | User experience: Safe, intuitive, consistent, driver-optimized | Advanced settings, configuration, personalization | 3rd party service interfaces: normalize data & future proof<br>Handle high compute tasks, enable for future upgrades |

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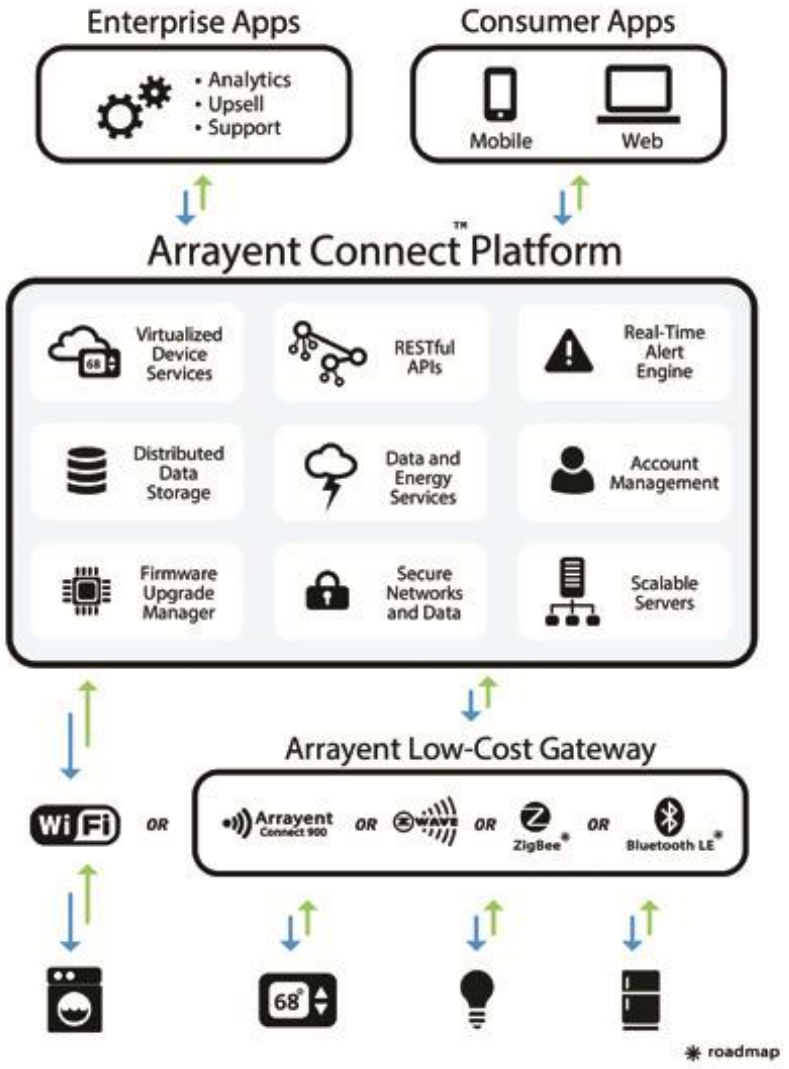
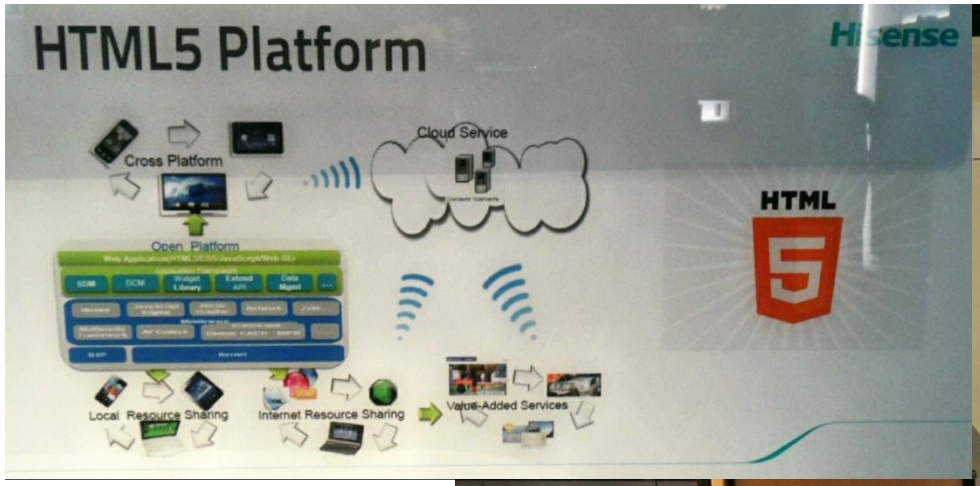
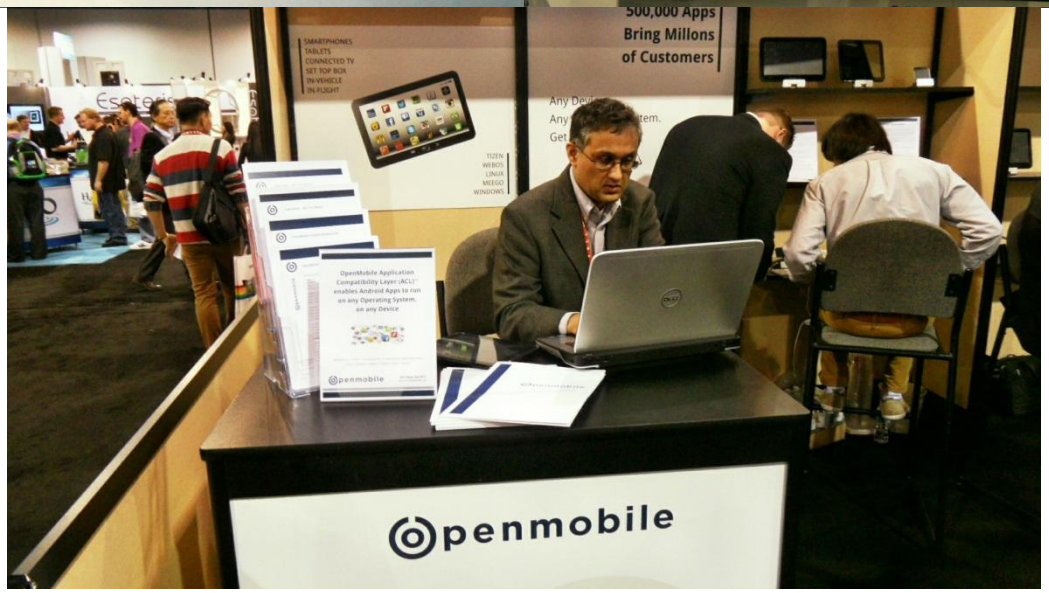
# Le middleware : Arrayent



# HTML5, pour développer des apps multi-écrans

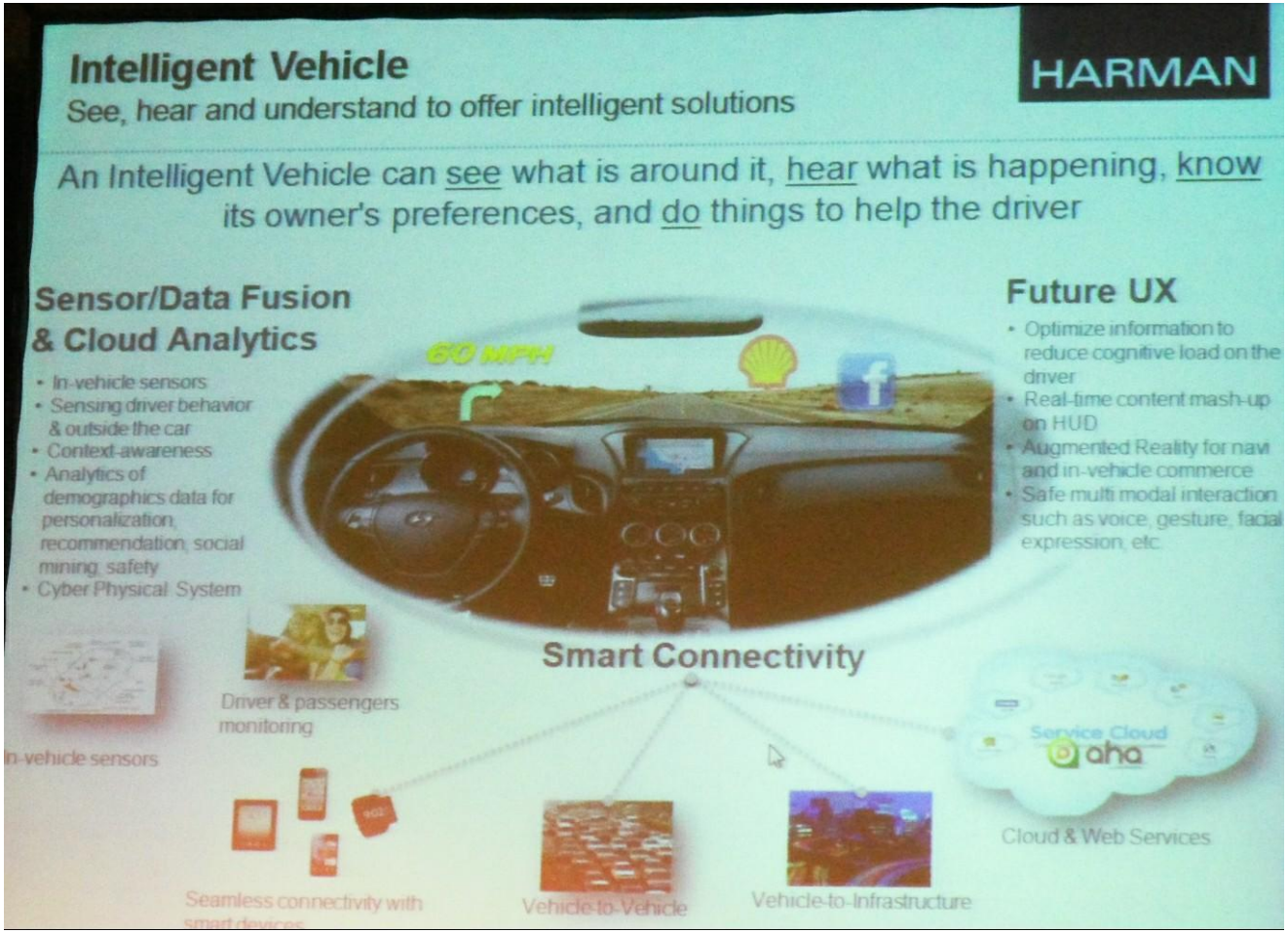




# Le Futur

# Le graphène et les systèmes intelligents

# smart connectivity

# Le Car-X de NXP

# Le véhicule intelligent