



Wearables Weekly

Compiled by Sarah Kunkle and Gillian Christie

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Featured this week: Android Wear 2.0, a mobile payment acquisition by Fitbit, and fitness tracking headphones from Samsung. In other headlines, researchers investigate using virtual reality for psychiatric treatment and a “wearable robot” for mobility issues. Read the latest below!

[A first look at Android Wear 2.0](#)

Google's keynote session at I / O this year introduced Android Wear 2.0, a major update designed to make Android Wear devices more functional and independent. Android Wear 2.0 includes three particularly important updates: a new, darker user interface with an all-new carousel app launcher; intelligent message replies that provide suggestions when you receive a message along with a full-QWERTY keyboard; and new third-party app complications that can be used with both Google's and third-party watch faces. Additionally, Google has expanded Android Wear's fitness capabilities with automatic activity detection for strength training exercises, such as bicep curls and deadlifts. Android Wear 2.0 is available today for developers and will be launched publicly later this year.

Importance: According to Google, Android Wear 2.0 will take advantage of new technologies like LTE connected watches and make smartwatches more independent from smartphones.

[Fitbit is buying Coin so it can make a fitness tracker that pays for things](#)

Fitbit has announced that it is acquiring Coin, a technology that digitally holds all information from multiple credit cards on a single device. Fitbit's primary interest in Coin is the company's work on wearable forms of payment. Although Fitbit has acknowledged that "there are no plans to integrate Coin's wearable payments technology into the 2016 Fitbit product roadmap," it is certainly possible that next year's devices will have a mobile payment feature.

Importance: This acquisition will allow Fitbit to add a feature to its devices that many of its competitors already have. Some smartwatches already allow for mobile payments and Jawbone's Up4 can make mobile payments using American Express cards.

[Samsung's Gear IconX are truly wireless earbuds with a focus on fitness tracking](#)

Samsung has introduced the Gear IconX, the first truly wireless headphones from a major manufacturer, though they echo many of the same features and design of other wireless earbuds like the Bragi Dash. The Gear IconX connect to smartphones wirelessly and have no wires connecting the two earbuds. They come stored in a pill-shaped case when not in use, which provides up to two full charges. The battery life is by far its biggest limitation. Samsung says that the headphones will last about an hour and a half when streaming music from your phone, or just over three and a half hours when playing music stored on their 4GB of internal memory.

Importance: Samsung's is marketing the IconX as a fitness tracking device first and music product second. The IconX has sensors to monitor movement, heart rate, and distance traveled, and calculates calories burned, similar to wrist-worn fitness trackers. This data syncs with Samsung's S Health app, which integrates with a handful of other fitness apps.

[Other Health Technology Headlines](#)

[Can this new wearable detect depression?](#)

[Canary Health acquires health startup bLife for its mobile expertise](#)

[Harvard engineers designed a 'soft wearable robot'](#)

[Is An LTE-Connected Apple Watch Coming This Fall? I'm Betting Yes.](#)
[Jawbone has been promising a breakthrough fitness tracker for years](#)
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