



| Device Category             | Key features  | Data collected   | Cognitive influence / impact  | Interactions  |
|-----------------------------|---|--|---|---|
| Mobile phones               | Always-on sensors, biometric auth, app usage, location tracking               | Touch patterns, voice, location, screen time, app usage        | Personalized nudging, attention shaping, behavioral profiling                         | Wearables, earbuds, home devices, vehicles, and cloud Al                          |
| Smartwatches                | Wrist-worn sensors, biometric tracking, notifications                         | HRV, sleep stages, activity levels, gestures, alert response   | Habit reinforcement, micro-interruption shaping, physiological-cognitive linking      | Phones, earbuds, wearables, voice assistants, fitness apps                        |
| Earbuds / Hearables         | Voice input, head motion tracking, biometric sensing                          | Voice tone, heart rate, ambient sound, head gestures           | Emotion inference, auditory attention shaping, cognitive load estimation              | Phones, connected glasses, voice assistants, gaming systems                       |
| Connected glasses           | Eye tracking, AR overlay, ambient cameras, voice command                      | Gaze direction, context imagery, voice data                    | Visual attention manipulation, emotion-aware display, real-time decision influence    | Phones, earbuds, smart home, and location-aware services                          |
| Smart TVs                   | Content recognition, voice control, camera integration                        | Viewing habits, emotional reaction, voice/facial data          | Targeted content delivery, subconscious preference shaping, priming                   | Voice assistants, phones, game consoles, ambient sensors                          |
| Connected gaming platforms  | Haptic feedback, eye/motion tracking, adaptive difficulty, social integration | Decisions, emotions interaction frequency, performance metrics | Reward-loop conditioning, team behavior modeling, stress/engagement manipulation      | Headphones, phones, glasses, smart TVs  |
| Game consoles & controllers | Multimodal input, immersive interfaces, biometric feedback                    | Gameplay habits, reaction speed, preference patterns           | Cognitive training, decision bias testing, attention-loop reinforcement               | Smart TVs, smart audio, gaming platforms, wearables for haptic/biometric feedback |
| Home automation systems     | Device orchestration, ambient sensing, voice control                          | Room occupancy, behavioral routines, preferences               | Anticipatory adaptation, mood-based environment change                                | Controlled via hubs, phones, speakers, and sensors                                |
| Smart doorbells             | Facial recognition, motion detection, remote access                           | Visitor identity, frequency, time of visits                    | Social behavior analysis, risk profiling, trust interaction modeling                  | Phones, smart TVs, surveillance systems, and voice assistants                     |
| Surveillance cameras        | Al vision, gait/facial recognition, anomaly detection                         | Facial expressions, movement trends, interaction mapping       | Crowd behavior inference, emotional response estimation, predictive safety monitoring | Doorbells, home hubs, smart mirrors, phones                                       |
| Voice assistants            | Natural language interface, contextual memory, emotion detection              | Speech tone, command semantics, query patterns                 | Conversational nudging, language pattern shaping, dependency modeling                 | Phones, TVs, appliances, wearables  |
| Smart mirrors               | Facial emotion detection, body analysis, health feedback                      | Mood, expressions, health signs                                | Self-image modulation, behavior reflection reinforcement                              | Wearables, smart bathroom fixtures, phones, home hubs                             |
| Fitness wearables           | HR monitoring, sleep & stress analysis, movement sensing                      | HRV, steps, sleep patterns, oxygenation                        | Wellness nudges, burnout detection, activity-based mood prediction                    | Phones, health apps, AR/VR, digital mirrors                                       |
| Smart appliances            | Routine learning, food inventory, predictive interaction                      | Usage timing, frequency, consumption patterns                  | Habit reinforcement, subtle health guidance, decision simplification                  | Hubs, voice assistants  |
| Connected vehicles          | Eye tracking, biometric input, driving pattern monitoring                     | Fatigue, stress, driving style                                 | Adaptive warning systems, emotion-aware navigation, calmness optimization             | Phones, wearables, voice assistants, AR glasses                                   |
| Smart desks & chairs        | Posture feedback, productivity tracking, motion sensing                       | Sitting behavior, usage cycles, micro-break detection          | Ergonomic coaching, cognitive fatigue reduction                                       | Smart assistants, AR work environments  |
| AR / VR headsets            | Spatial interaction, gaze tracking, haptic immersion                          | Attention span, engagement rate, stress markers                | Immersive cognitive conditioning, perceptual re-framing                               | Gaming platforms, wearables, smart environments                                   |
| Smart clothing              | Integrated biosensors, posture and motion sensing                             | Muscle tension, fatigue, thermal changes                       | Real-time body-cognition feedback, physical-cognitive state linking                   | Fitness wearables, AR/VR  |
| Smart toilets / bathrooms   | Biometric analysis, health signal detection                                   | Metabolic waste markers, hydration, hormonal shifts            | Health risk signaling, subconscious health behavior shaping                           | Smart mirrors, home hubs, fitness apps  |
| Educational devices / Toys  | Adaptive response, learning analytics, voice input                            | Learning progress, engagement levels, choice dynamics          | Individualized learning feedback, emotion-driven knowledge retention                  | Phones, voice assistants  |
| EEG headbands / Neurotech   | Brainwave sensing (focus, relaxation, stress)                                 | Alpha/beta/gamma EEG activity, attention metrics               | Neurofeedback loops, meditation assistance, state-dependent interface adaptation      | AR/VR, digital health dashboards  |
| Digital in-car assistants   | Voice-based control, predictive interaction, cognitive state estimation       | Driving stress, urgency, voice tone                            | Adaptive instructions, emotional routing, mental state-aware suggestions              | Vehicle systems, phones, voice interfaces   |
| Smart home hubs             | Multi-device orchestration, learning algorithms                               | Behavioral patterns, device usage trends                       | Habit formation steering, invisible cognitive feedback                                | Smart devices: lighting, appliances, sensors, voice assistants                    |
| Ambient environment sensors | CO <sup>2</sup> /light/sound/temp monitoring                                  | Environmental triggers, circadian rhythm patterns              | Mood stabilization, attention optimization via environmental tuning                   | Smart home hub, thermostat, lighting, wearables                                   |

