

Principles of Business Information Systems

Hands-on activities – Chapter 10

1. Wearable computing

Search the web for three examples of wearable computing. Try to think of business applications for what you have found, using the following table to document your ideas.

Wearable computing	Application(s)

2. Wikis

Edit the Wikipedia article on a subject you feel you are an expert in. You can add your knowledge to the article or simply format the article in some way that pleases you.

Return to the page in a few days and to see whether your edit have been changed by someone else.