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