Consumer Robots are Here to Help

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Happy New Year 2021! I sincerely wish a normal and healthy future for all from 2021.

I welcome the readers to the first issue of year 2021, the January 2021 issue, of the IEEE Consumer Electronics Magazine (MCE).

CONSUMER ROBOTS IN VARIOUS ROLES

This issue of MCE is dedicated to Consumer Robots. While I thought of this theme, the first thing that came to mind is the robots of series of movies of Star Wars. Probably, R2-D2 and C3-PO are the widely popular fictional robots/characters among all of the presented in Star Wars.

Simplistically, we can say that robot is a machine that can automatically sense, make decisions and perform actions. In general robots are of various categories including aerospace, consumer, disaster response, humanoid, and industrial. Specifically, the consumer robots are the robots for personal help and fun, for example, AI-powered robot assistants and a variety of robotic toys and even vacuum cleaners.

Consumer robots which have serious demand for growth in future includes cleaning robots, smart speakers, and consumer drones. Consumer robots' market is estimated to be US\$ 17B in 2020 and expected to grow to US\$ 76B in 2026.

FEATURE ARTICLES

Mixed-Reality Robotic Games: Design Guidelines for Effective Entertainment with Consumer Robots: This article presents guidelines for enhancing design of consumer robots using consumer-grade augmented reality.

VISU: A 3D Printed Functional Robot for Crowd Surveillance: This article presents a 3D printed robot whose effectiveness has been demonstrated for crowd surveillance.

Deep Super-Resolution Imaging Technology: Toward Optical Super-Vision: This article discusses a deep neural network based imaging sharping mechanism to reduce optical blur in high quality images.

Precision of Wearable GPS in Marathon Races: This article introduces a method for analyzing the precision of the GPS models which are deployed in the marathon races which can be used by manufacturers to get field information about the real-life behavior of the devices.

Piezoelectric Based Insole Force Sensing for Gait Analysis in the Internet of Health Things: This article presents an Internet-of-Medical-Things (IoMT) enabled accurate and real-time gait monitoring solution that relies on smart integration of piezoelectric films.

Ethernet TCP/IP-based Audio Interface for DSP System Verification: This article presents an ethernet TCP/IP-based cost-effective audio interface framework which leverages on the standard hardware.

COLUMNS

Bits Versus Electrons -- After TV: The Age of "Content": This article presents vision of content delivery in a post-television era.

The Art of Storage -- Working from Home with External Storage: This article discusses the trend in the usage of storage due to work from home.

Future Directions -- Impact of COVID-19 on the Consumer Electronics Market: This article discusses the impact that COVID-19 can have on the worldwide consumer electronics market.

Standards -- The Standard for Biometric Multi-modal Fusion IEEE P2859TM has been Initiated: This article discusses activities for Biometric Multi-modal Fusion standardization by IEEE.

Market Analysis -- Market Based Values: Learning from the Game: This article discusses consumer electronics market trends from game design perspectives.

Professional Development -- Interview with the Entrepreneur: Anna Iarotska: This article presents an interview with Anna Iarotska who is the CEO of Robo Wunderkind.

SOCIOECONOMIC IMPACTS

Smart Healthcare for Diabetes during COVID-19: This article discusses different options for smart healthcare for people with diabetes during COVID-19.

SPECIAL SECTION

This Special Section on *Novel Cybersecurity Paradigms for Consumer Technology* presents a selected set of articles to cover the scope. I would like to thank the guest editors Fernando Pescador and Saraju P. Mohanty for all their hard work for this strong special section which will be an excellent reading for the community around the globe.

LOOKING FORWARD

I hope that the current issue dedicated to Consumer Robots becomes a good reading for a wider set of Consumer Technology community to advance their knowledge. Consumer Electronics magazine which is sponsored by the IEEE Consumer Technology Society (CTSoc) will continue the trend of covering more themes for its enthusiastic readers in future issues on the latest hot topics with the active support of the editorial board members, reviewers, and authors, around the globe.

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