










Functions	Idea 1	Idea 2	Idea 3	Idea 4	Idea 5	Idea 6
Attach to helmet/person	 Clip on ear	Embed in padding	 Mouthguard	Chin Strap	Skull Cap	
Survive Impact	Cover in foam padding	protective rubberized casing	plastic enclosure	metallic enclosure		
Detect concussion	customer's sensor	IMU	Accelerometer	G force sensor	Player Self Report	Gyroscope
Data Acquisition	Cloud database	Data sent to cell/app/tablet 	No Data			
Alert Personnel	 LED	vibration warning 	UI/App 	Physical device breaks on impact	Audio 	
Power for Entire Game	Disposable batteries 	recharable batteries 	solar	body heat	movement	
Display Information	waveform	table	bar graph	digital		
Continual Monitoring	Lowering of threshold after impact	No continual monitoring	time based monitoring			
Communication Method	Bluetooth	wifi	cellular			
Data Transmission	Transmit constantly	Transmit Every 5 Mins	Transmit when requested	Transmit when hit detected		