Mountain View, CA - 16 November 2005. Popular Science announced that the Ergodex DX1, the first in a new category of input device that features movable programmable keys, has won Popular Science's 2005 Best of What's New Award, in the computing category. The DX1 consists of a Pad on which you place Keys anywhere you want and then you tell the computer what you want the Keys to do.

DX1 Keys can be assigned to match a single keyboard key, such as the letter "a", or to perform a more complex macro containing a series of keystrokes. The Keys are also "application" aware, so that as the user changes from, say, email to Photoshop, the Keys automatically change to the macros for Photoshop. Even though the keys contain advanced electronics, they have no batteries and no wires; they communicate wirelessly with the DX1 pad.

DX1 Keys attach to the DX1 Pad with Ergodex' "Molecular Velcro", an inexhaustible adhesive that allows a key, once set on the Pad, to adhere tightly. A slight twist loosens the Key from the Pad so that the Key can be moved or micro-positioned for optimal placement.

"What a terrific honor. Little innovation has occurred in the tactile part of the user interface since the development of the mouse, more than 25 years ago. DX1 technology opens a whole new level of convenience and power for people," said Ergodex CEO Larry Kelly. "For Popular Science to place it in the same league as the Ferrari F430, the Nokia N90/91 phones, the Mars Reconn Orbiter, and the Cell chip, among others, is indicative of the impact that the DX1 delivers for its users."

“Best of What's New is the ultimate Popular Science accolade, representing a year's worth of work evaluating thousands of products,” says Mark Jannot, editor of Popular Science. “These awards honor innovations that not only influence the way we live today, but that change the way we think about the future.”

"During the development of the Ergodex Sensory Platform (ESP) on which the DX1 is based, we prototyped several different technologies to get exactly the right match of performance, fidelity, convenience, power, and reliability," said Scott Rix, CTO of Ergodex. Some have referred to the DX1 as "the closest thing, other than using one's mind, to working with a PC".

The DX1 has already found its way into four markets: knowledge workers, such as Photoshop or CAD users, who use complex software for several hours a day to turn ideas into new products or services; "fast twitch" applications, such as PC gaming and financial securities trading, where speed and reaction time are important along with having complex functionality available on a single keypress; IT applications, e.g., SAP or Oracle applications, where difficult or hard-to-remember or repetitive operations can be combined on a single key; and health care and assistive technology where, for physical or neurological reasons, use of a standard keyboard is cumbersome, or even painful.

About Ergodex

Founded in 2000, Ergodex provides people with dramatically improved ways of interacting with computers and other equipment. Ergodex technology helps people gain the upper hand in controlling increasingly complex software. The new Ergodex Sensor Platform (ESP) technology is the next logical step in the keyboard-mouse continuum. ESP technology allows people to interact with computers in ways that are more intuitive, dynamic and powerful. Ergodex, DX1, and Ergodex Sensor Platform are trademarks of Ergodex. Ergodex is privately held.
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About Best of What's New

Each year, the editors of Popular Science review thousands of products in search of the top 100 tech innovations of the year; breakthrough products and technologies that represent a significant leap in their categories. The winners - the Best of What's New - are awarded inclusion in the much-anticipated December issue of Popular Science, the most widely read issue of the year

since the debut of Best of What's New in 1987. Best of What's New awards are presented to 100 new products and technologies in 12 categories: Auto Tech, Aviation & Space, Cars, Computing, Engineering, Gadgets, General Innovation, Home Entertainment, Home Tech, Personal Health, Photography and Recreation.

About Popular Science

Founded in 1872, Popular Science is the world's largest science and technology magazine; with a circulation of 1.45 million and 6.5 million monthly readers. Each month, Popular Science reports on the intersection of science and everyday life, with an eye toward what's new and why it matters. Popular Science is published by Time4 Media, a subsidiary of Time Inc., which is a wholly owned subsidiary of Time Warner Inc.