

CLAIMS

1. A system for wireless computing, comprising:
 - a wearable computing device comprising:
 - a computer processor;
 - a first WiGig interface; and
 - a Li-Fi receiver;
 - a display device comprising:
 - a display;
 - a second WiGig interface, the second WiGig interface communicating with the first WiGig interface over a WiGig communication network; and
 - a human interface device that receives a human input; and
 - a plurality of Li-Fi transmitters at a plurality of locations, each of the plurality of Li-Fi transmitters associated with a different user persona;

wherein the wearable computing device streams video output data over the WiGig communication network to the display device, and receives human input data from the human interface device using the WiGig communication network so that the wearable computing device functions as a central processing unit for the display device;

wherein the wearable computing device streams video output data for a first plurality of computer applications associated with a first of the plurality of Li-Fi transmitter over the WiGig communication network to the display device when the wearable computing device is within a predetermined distance of the first Li-Fi transmitter; and

wherein the wearable computing device streams video output data for a second plurality of computer applications associated with a second of the

plurality of Li-Fi transmitters over the WiGig communication network to the display device when the wearable computing device is within a predetermined distance of the second Li-Fi transmitter, wherein at least one of the first plurality of computer applications is different from at least one of the second plurality of computer applications.

2. The system of claim 1, wherein one of the first computer applications is associated with a service provided in an area in which the first Li-Fi transmitter is located.

3. The system of claim 2, wherein the service is a customer-related service.

4. The system of claim 2, wherein the service is a service provided by a user of the wearable computing device.

5. The system of claim 1, wherein one of the first plurality of first computer applications provides access to customer data.

6. The system of claim 1, wherein the wearable computing device further comprises a sensor that senses whether the wearable computing device is being worn by a user, wherein the sensor either enables the WiGig interface when it senses that the wearable computing device is being worn, or disables the WiGig interface when it senses that the wearable computing device is not being worn.

7. A method for wireless computing, comprising:

a wearable computing device comprising a first computer processor, a first WiGig interface, and a Li-Fi receiver:

establishing a two-way WiGig communication over a WiGig communication network with a display device comprising a display, a second WiGig interface, and a human interface device, wherein the wearable computing device streams video output data to the display device using the WiGig communication network, and receives human input data from the display device using the WiGig communication network so that the wearable computing device functions as a central processing unit for the display device; and

streaming video output data for a first plurality of first computer applications associated with a first of the plurality of Li-Fi transmitters over the WiGig communication network to the display device when the wearable computing device is within a predetermined distance of the first Li-Fi transmitter; and

streaming video output data for a second plurality of first computer applications associated with a second of the plurality of Li-Fi transmitters over the WiGig communication network to the display device when the wearable computing device is within a predetermined distance of the second Li-Fi transmitter, wherein at least one of the first plurality of computer applications is different from at least one of the second plurality of computer applications.

8. The method of claim 7, wherein one of the first computer applications is associated with a service provided in an area in which the first Li-Fi transmitter is located.

9. The method of claim 8, wherein the service is a customer-related service.
10. The method of claim 8, wherein the service is a service provided by a user of the wearable computing device.
11. The method of claim 7, wherein one of the first plurality of first computer applications provides access to customer data.
12. The method of claim 7, wherein the wearable computing device further comprises a sensor that senses whether the wearable computing device is being worn, and the wearable computing device determines that the wearable computing device is being worn by a user before establishing the two-way WiGig communication.