CLAIMS

~~The Peekmeup's code (on Peekmeup's home site) regards always an item, the part of my life shared with that item.~~

~~Unlike other details, such as email address or nickname or personal website, the Peekmeup is uniquely linked to the object, follows it in its journey, has a life on its own, it detaches by the person and, while remaining an extension, never identifies with her, it always and only keeps telling the story of the tagged item. Because of its visibility, the Peekmeup is able to overcome the natural barriers that prevent us from stopping strangers on the street, by making that the first contact possible in a more discreet and non-invasive way.~~

~~So: the Peekmeup is not a tag on one's person (even if, anyway, someone might decide to make his own body Peekmeup-tagged by a tattoo).~~

~~The Peekmeup is a label to be applied to items in the real world, an opportunity for sharing pieces of life, and always requires a visual contact with the tagged item.~~

~~It can revolutionize the way of communicating, moving, and living.~~

~~Despite using existing technology the different use and integrations of them make this system unique and totally unknown and never used on the market/society. The Peekmeup's innovation resides in these but not limited factors:~~

1. ~~"Social networking" system back into reality, with visual connection/contact and through devices, in real time and geo-located.~~

2. ~~Privacy: every user can choose the level of privacy that better corresponds to his/her intentions or moods. The privacy levels can be changed, according to the platform in use, in real time and in the reality world.~~

3. ~~On Peekmeups's home site the level of privacy can be set as mentioned on previous example as well.~~