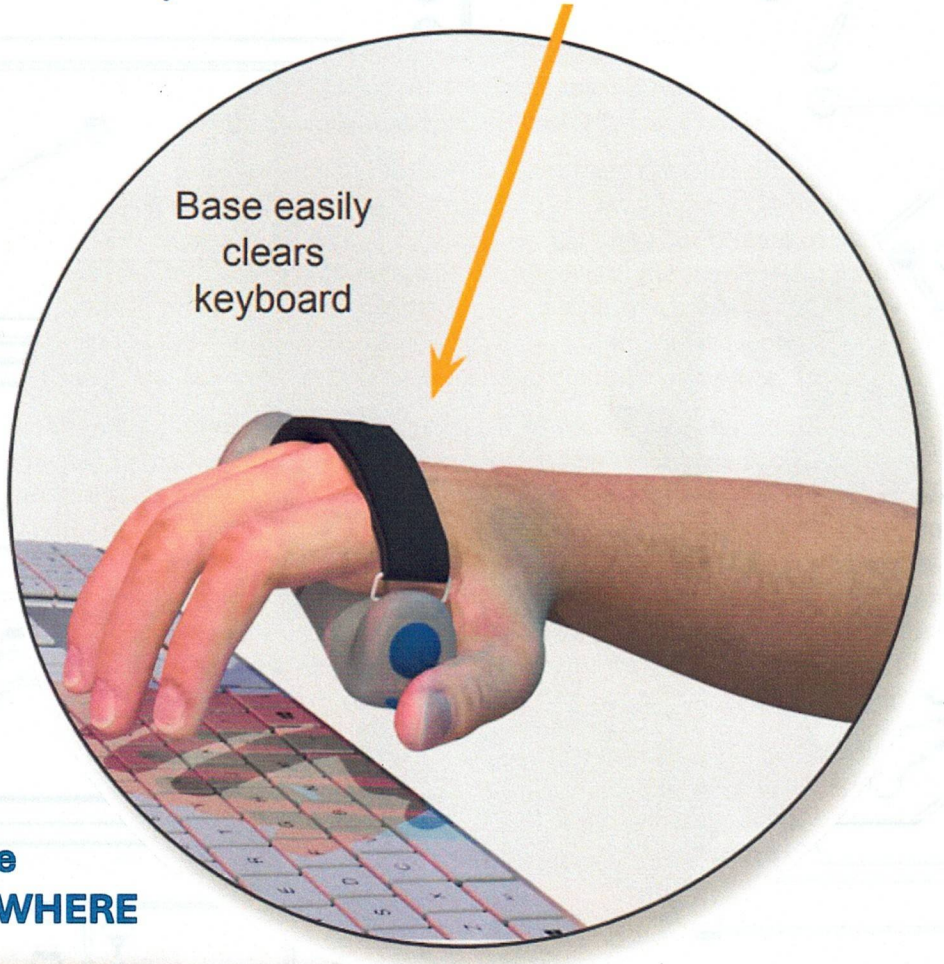
Palm Mouse

Patent Pending

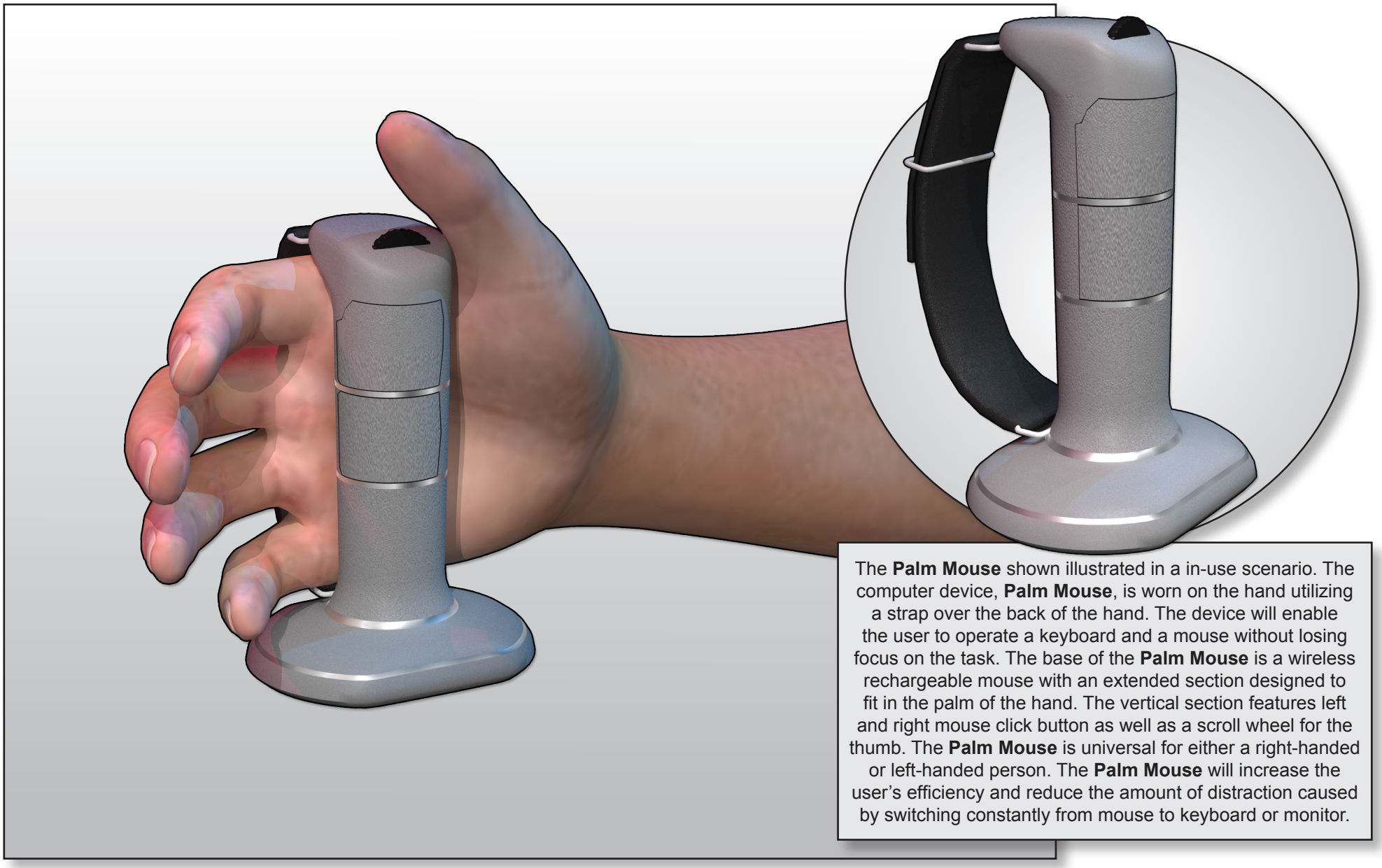
Palm Mouse stays in place with strap over the hand so the users can easily switch from keyboard to mouse function and back.



Palm Mouse
USE IT ANYWHERE

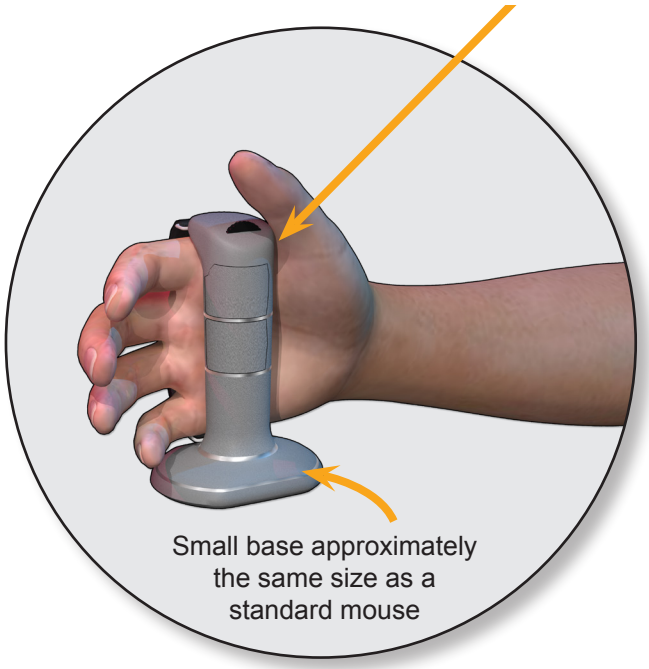
Invented By:
Keith D. Braun
571-377-8142
PalmMouse2025@gmail.com

Palm Mouse



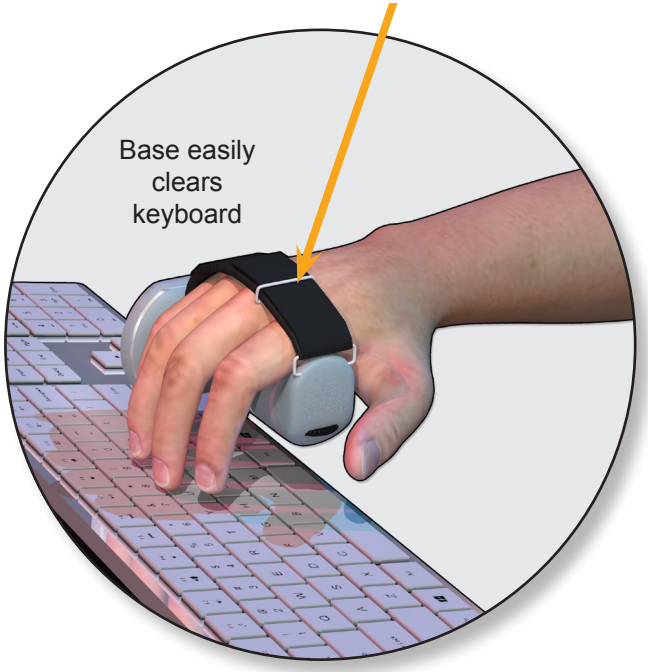
The **Palm Mouse** shown illustrated in a in-use scenario. The computer device, **Palm Mouse**, is worn on the hand utilizing a strap over the back of the hand. The device will enable the user to operate a keyboard and a mouse without losing focus on the task. The base of the **Palm Mouse** is a wireless rechargeable mouse with an extended section designed to fit in the palm of the hand. The vertical section features left and right mouse click button as well as a scroll wheel for the thumb. The **Palm Mouse** is universal for either a right-handed or left-handed person. The **Palm Mouse** will increase the user's efficiency and reduce the amount of distraction caused by switching constantly from mouse to keyboard or monitor.

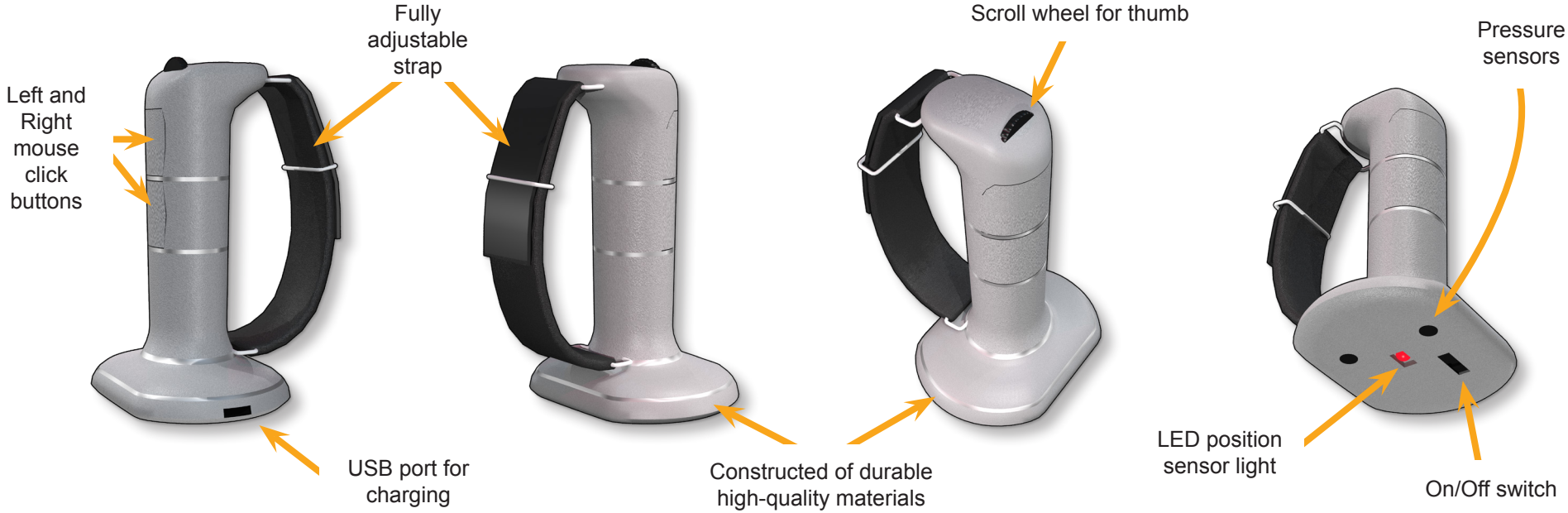
Fits neatly in the palm of the hand. (Left or Right)



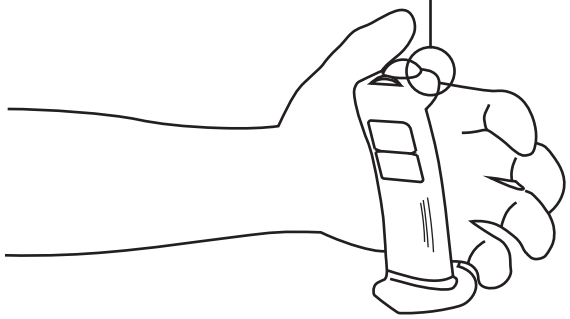
Left and right click buttons fit perfectly over the index and middle finger. Scroll wheel is located under thumb.

Palm Mouse stays in place with strap over the hand so the users can easily switch form keyboard to mouse function and back.

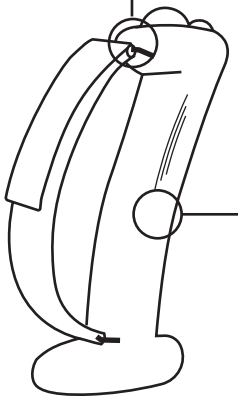




(1)
The Palm Mouse is a novel computer mouse design that allows the user full time contact with the mouse while simultaneously utilizing a keyboard. Providing seamless motion between keyboard and mouse.

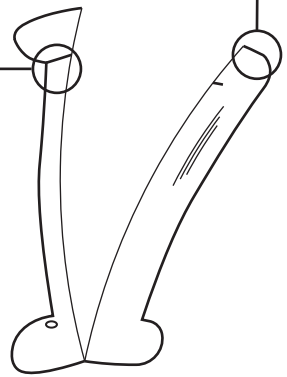


(2)
The Palm Mouse has a sleek and ergonomic design that is easily transferred to mass manufacturing through polymer injection molding.



(3)
The durable shell of the Palm Mouse can withstand the rigors of everyday use and protect the internal components from damage by drops or other impact events.

(4)
The two bodies of the Palm Mouse housing are assembled using sonic welding, screws or industrial strength adhesives.



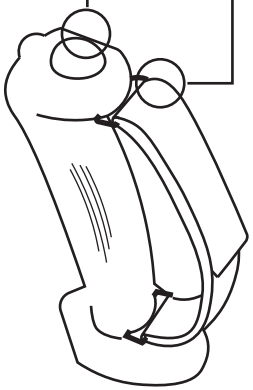
(5)
Steel rings are attached by pre-molded holes in the body of the Palm Mouse.

1

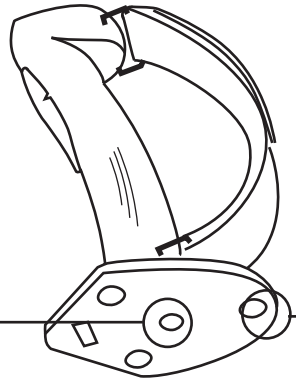
PALM MOUSE - ISOMETRIC VIEW

(6)
The roller ball is set into a three-point depression and held in place by the closure of the two main bodies.

(7)
Velcro strapping is attached through the steel rings of the Palm Mouse.



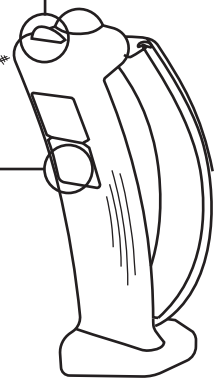
(8)
An optic sensor detects movement and can activate the Palm Mouse when picked up.



(11)
Pressure sensors are imbedded in the bottom of the Palm Mouse using a pre-formed setting and industrial adhesive.

(9)
The thumb wheel of the Palm Mouse is held in place by set screw or pin through the middle of the wheel.

(10)
The rubber grip is attached with industrial strength adhesives.



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PALM MOUSE - BOTTOM VIEW

Invention: Palm Mouse Inventor: Keith Braun File: LPS5847-TX	Product Component Clarification	Intellitrace Solutions Date: 06/28/24 Rev #: A Date: 06/28/24

Innovative Brief

Invention: **Palm Mouse**

Inventor(s): **Keith Braun**

Status: Patent Pending

Product Description:

The computer mouse was first developed in the mid to late1960s as a hand-held pointing device that controls a cursor on the screen. The early mouse used a tracking ball to track movement on the screen, whereas the modern equivalent relies on an optical sensor with no moving parts. The early mouse also relied on a cord connecting it to the computer for tracking data and power. The cord is responsible for the name since it resembles a mouse with a tail. Most modern computers use a wireless mouse with batteries, and some are rechargeable.

Mouse operation involves at least two selection buttons, usually referred to as the left or right-click, and each will prompt a display or menu for the user. In addition to the buttons, a center scroll wheel is usually present to facilitate up and down movement of the display page. The functions of the mouse are well established and are still the standard for most desktop or laptop computers. Tablets and phones usually rely on their touch-screen capabilities, with some computers adapting the touch-screen technology also, but the mouse technology is still one of the most efficient and accurate ways to interface and control a computer.

One of the most prevalent issues concerning the human-computer interface is the input from the mouse to the keyboard. One hand is occupied by the mouse and its controls while the other inputs commands on the keyboard. The keyboard input often requires both hands, particularly for creating text or data entry. This simultaneous input characteristic of computer operation requires the momentary release of the mouse for hands to function correctly on the keyboard. The operation necessitates reacquiring the mouse when back-to-mouse input is demanded. The series of actions involved breaks concentration momentarily, and it may happen hundreds of times a day without the user realizing it. The cumulative effect is a loss of efficiency and time while using a mouse-keyboard combination.

The **Palm Mouse** presents a unique and intelligently thought-out device designed to eliminate the back-and-forth inefficient actions involved when operating a mouse-keyboard computer input operation. The **Palm Mouse** will allow the user to concentrate on their monitor and keep their visual focus on the monitor.

The **Palm Mouse** is optimally sized to fit the palm of the right or left hand, allowing the thumb to sit on top of the device. A mouse base functions the same as any other optical mouse except for two pressure sensors, which will activate the base after it has been lifted from the operating surface. The overall shape is a mouse-like base with a shaft extending up to the top of the hand. The user has two or three fingers in place for the click select buttons left and right, with the thumb positioned at the top with a scroll wheel positioned underneath.

This configuration allows the user to grip the device similar to a joystick. The user would operate the device like a mouse with the optical sensor underneath the bottom section. An adjustable strap will keep the device attached firmly to the hand so that the user can easily pick up the entire unit and switch to the keyboard. The unit is small enough and is designed not to interfere with the keyboard, allowing the user to function on the keyboard entirely. When switching back to mouse input operation, the user will place the base back on the surface, and

the pressure sensors will reactivate the mouse mode. The user can continue to operate the unit in this manner indefinitely, requiring no break in concentration to visually reacquire the mouse for input.

A second version of the **Palm Mouse** involves a trackball between the thumb and index finger. The trackball is operated with the thumb, while the scroll wheel and the select button are operated with the index and middle fingers. The **Palm Mouse** is highly efficient and reduces or eliminates the visual break in concentration required with the usual mouse keyboard setup.

Unique Functions of Invention:

- Ergonomic shape
- Fits in palm of hand
- Adjustable hand strap
- Does not obstruct keyboard
- Optical mouse operation
- Scroll wheel and click select buttons
- Eliminates loss of focus when transferring mouse to keyboard and back
- Buttons align with fingers
- Thumb scroll wheel
- On/Off switch
- Battery operation with rechargeable option
- Trackball version optional
- Efficient, and cost-effective

PRODUCT COMPONENT CLARIFICATION

TITLE OF INVENTION:	Palm Mouse
INVENTOR:	Keith Braun
STATUS:	*Patent Pending*

Abstract: The computer mouse, an essential tool for modern computing, was first developed in the mid to late 1960s by Douglas Engelbart and his team at the Stanford Research Institute. The initial design, known as the "X-Y Position Indicator for a Display System," featured a wooden shell and two metal wheels, allowing users to navigate graphical interfaces more intuitively than with a keyboard alone. The term "mouse" originated from its resemblance to a small rodent, complete with a cord tail connecting it to the computer. Early versions utilized mechanical tracking with a rolling ball to detect movement, a design that dominated the market for several decades.

As technology progressed, the mouse evolved significantly. By the 1980s, optical mice, which use a light-emitting diode and photodiodes to detect movement relative to a surface, began to emerge, offering greater precision and durability without the need for a rolling ball. The advent of wireless technology in the late 1990s further enhanced the mouse's functionality, freeing it from physical cords and improving user convenience. Today, the mouse remains a crucial input device, widely used alongside touchpads and touchscreens, due to its ergonomic design and efficiency in facilitating detailed, precise control of computer interfaces.

Problem description: In the realm of computer interaction, one of the most persistent issues is the inefficiency created by the constant switching between mouse and keyboard. Traditional computer mice, while highly effective for navigation and selection, necessitate frequent hand movements away from the keyboard. This back-and-forth action disrupts the user's workflow, breaks concentration, and can result in significant cumulative time loss, particularly during tasks that require intensive typing and frequent cursor movements. Additionally, this repetitive motion can contribute to physical strain, increasing the risk of repetitive stress injuries.

Moreover, the physical design of standard mice often requires users to reorient their hands and visually locate the mouse each time they switch from typing to pointing. This process, although seemingly trivial, can lead to a fragmented user experience and decreased productivity. The constant need to reposition the hand breaks the flow of work, leading to micro-interruptions that can accumulate into substantial delays over extended periods. Addressing this challenge requires a solution that seamlessly integrates mouse functionality with the user's hand movements, maintaining ergonomic efficiency and minimizing disruption.

Solution: The **Palm Mouse** offers a revolutionary solution to the inefficiencies of traditional mouse and keyboard interactions by combining the functionality of a standard mouse with the ergonomic design of a hand-held device. Designed to fit comfortably in the palm of either hand, the **Palm Mouse** features an optical sensor for precise tracking and a unique configuration that allows users to operate it without lifting their hands away from the keyboard. With pressure sensors that deactivate the device when lifted from a surface, the **Palm Mouse** ensures that users can seamlessly transition between typing and navigating without losing focus or breaking their workflow.

In addition to its ergonomic design, the **Palm Mouse** includes a Velcro adjustable strap to secure the device to the user's hand, enabling easy switching between mouse and keyboard tasks without the need to reorient or visually locate the mouse. The strategically placed buttons and scroll wheel align with the natural positioning of the thumb and fingers, facilitating intuitive control and reducing the risk of repetitive strain injuries. By streamlining the interaction process and maintaining constant hand-to-device contact, the **Palm Mouse** enhances productivity and offers a more efficient, user-friendly computing experience.

The **"Palm Mouse"** invention is fabricated, but not limited to, the following materials and processes.

Ergonomic Design: The Palm Mouse is optimally sized to fit comfortably in the palm of the user's hand, ensuring easy and intuitive operation without obstructing keyboard use. This ergonomic shape reduces the need for constant hand repositioning, enhancing user comfort and efficiency.

Pressure Sensor Activation: The Palm Mouse features pressure sensors that deactivate the device when it is lifted from a flat surface. This ensures that the mouse is only active when in use, preventing accidental movements and conserving battery life, thereby improving overall functionality and user experience.

Adjustable Velcro Strap: An adjustable Velcro strap secures the Palm Mouse to the user's hand, allowing for seamless transitions between typing and mouse tasks. This strap provides a secure fit, ensuring the mouse stays in place during use and eliminating the need for constant hand adjustments.

Integrated Control Buttons: The Palm Mouse includes strategically placed buttons and a scroll wheel, aligned with the natural positioning of the thumb and fingers. This design allows for easy and intuitive control, reducing physical strain and improving the efficiency of computer interactions.

The "**Palm Mouse**" is intended to be both practical and functional. The manufacturer's marketability is enhanced by the relative simplicity of manufacturing and reasonably priced components. Improved ergonomics and workflow efficiency benefit the user, which should generate significant market interest in the product.

The invention is illustrated in the following drawings of the essential points as explained to us in the documentation.

Drawing 1, Block 1: Palm Mouse - *Isometric View*

1) The Palm Mouse is a novel computer mouse design that allows the user full time contact with the mouse while simultaneously utilizing a keyboard. Providing seamless motion between keyboard and mouse.
2) The Palm Mouse has a sleek and ergonomic design that is easily transferred to mass manufacturing through polymer injection molding.
3) The durable shell of the Palm Mouse can withstand the rigors of everyday use and protect the internal components from damage by drops or other impact events.
4) The two bodies of the Palm Mouse housing are assembled using sonic welding, screws or industrial strength adhesives.
5) Steel rings are attached by pre-molded holes in the body of the Palm Mouse.

Drawing 1, Block 2: *Palm Mouse – Bottom View*

6) The roller ball is set into a three-point depression and held in place by the closure of the two main bodies.
7) Velcro strapping is attached through the steel rings of the Palm Mouse.
8) Pressure sensors are imbedded in the bottom of the Palm Mouse using a pre-formed setting and industrial adhesive.
9) An optic sensor is turned on when the pressure sensors are activated by placing the Palm Mouse on a surface.
10) The thumb wheel of the Palm Mouse is held in place by set screw or pin through the middle of the wheel.
11) The rubber grip is attached with industrial strength adhesives.

*****

Although the invention has been illustrated in the accompanying drawings and described in detail in the preceding detailed description, it will be understood that the invention is not limited to the embodiment developed herein, but is capable of numerous rearrangements, modifications, and substitutions of parts and elements without departing from the spirit and scope of the invention.

*****

This document has been developed for the benefit of the manufacturer. This product should be considered for licensing (offering intellectual property protection for their product sales in exchange for a royalty payment over a number of years) or outright acquisition of the patent for a negotiated cost by the manufacturer's decision makers. The inventor and their team are ready to entertain license or outright purchase bids for the invention.

NOTE FROM THE INVENTOR

To whom it may concern:

I often telework on the couch and get aggravated with the touchpad. I went online and searched for a mouse I could keep in my hand while typing. I purchased several different pointing peripherals, but nothing worked well.

I took a mouse apart and realized that the components are small compared to the shell. I could build a mouse small enough to fit in the palm of my hand. I had a Velcro strap near me. It occurred to me I could easily strap a thin ergonomically shaped mouse to the palm of my hand. I sculpted a new design for a mouse case to fit in my palm and added loops for a strap. I held the new mouse and imagined the multiple possibilities of how to position the buttons, scroll wheel, ball and laser.

The palm mouse will be a time saver for computer users whether sitting on a couch, standing at a desk, or reclining in bed. Users can easily switch between typing and pointing because the mouse is already in their palm.

Keith D. Braun

DESCRIPTION

Keith D. Braun's *Palm Mouse* is made up of several components that can best be identified, fully described, and illustrated by the inventor.

For a brief description, the *Palm Mouse* is an innovative solution to the inefficiencies of traditional mouse and keyboard interactions by combining the functionality of a standard mouse with the ergonomic design of a hand-held device. Designed to fit comfortably in the palm of either hand, the *Palm Mouse* features an optical sensor for precise tracking and a unique configuration that allows users to operate it without lifting their hands away from the keyboard. With pressure sensors that deactivate the device when lifted from a surface, the *Palm Mouse* ensures that users can seamlessly transition between typing and navigating without losing focus or breaking their workflow.

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NEED

In the realm of computer interaction, one of the most persistent issues is the inefficiency created by the constant switching between mouse and keyboard. Traditional computer mice, while highly effective for navigation and selection, necessitate frequent hand movements away from the keyboard. This back-and-forth action disrupts the user's workflow, breaks concentration, and can result in significant cumulative time loss, particularly during tasks that require intensive typing and frequent cursor movements. Additionally, this repetitive motion can contribute to physical strain, increasing the risk of repetitive stress injuries.

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CONSUMER BASE

The consumer base for any product could be said to be the entire population of any given area in which the product is marketed. While this may seem unrealistic, most authorities agree that target marketing, no matter how carefully designed, will inevitably attract consumers from non-targeted or unexpected markets. The trick for a manufacturer is to identify which ones and plan production accordingly.

Because the *Palm Mouse* can serve so many potential consumers from a variety of different backgrounds, its primary target market seems very broad. The markets analyzed are those of possible use, determined by specific applications of the product.

The information listed below details potential markets for the *Palm Mouse*, but it must be noted that these particular markets are very wide. Please take note of the width and breadth of each category.

U.S. Population Characteristics	
Total Resident Pop. (2023)	334,914,895
Population density	93.29 people per sq. mi (2023)
Males	165,113,043 (49.3% of pop.)
Females	169,801,852 (50.7% of pop.)
White	194,250,639 (58% of pop.)

Black	40,524,702 (12.1% of pop.)
Asian	20,764,723 (6.2% of pop.)
American Indian and Alaska Native	6,698,298 (2% of pop.)
Hispanic Latino	65,308,405 (19.5% of pop.)
Native Hawaiian and Other Pacific Islander	1,674,574 (0.5% of pop.)
Median age	38.5
Metropolitan population	316,997,304 (2023)
Nonmetropolitan population	46,888,085 (2023)
Families	83.09 m
Average family size	3.13
Homeownership (2023).	65.69 % of pop
Married couples (2022)	61.44 m
Never Married	22% of Adults
Single	117.6 m
Divorce Rate (2023)	2.4 1000
Widowed (2022)	15.18 m

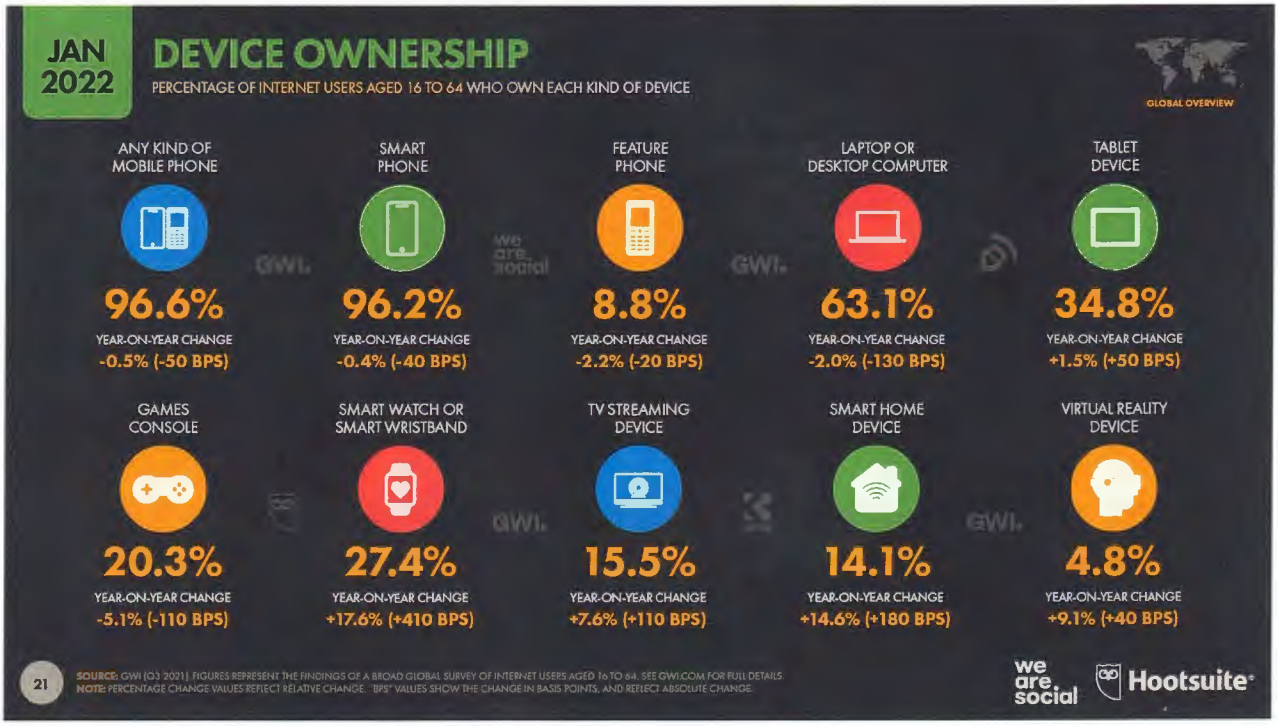
1: Includes data not distributed by state.
Source U.S. Census Bureau: State and County QuickFacts. Data derived from Population Estimates, Census of Population and Housing, Small Area Income and Poverty Estimates, State and County Housing Unit Estimates, County Business Patterns, Nonemployer Statistics, Economic Census, Survey of Business Owners, Building Permits, Consolidated Federal Funds Report

Computer and Internet Use in the United States

The U.S. Census Bureau released a report that examines trends in computer and internet use in 2018. The report, Computer and Internet use in the United States: 2018, is based on statistics from the American Community Survey (ACS) and examines trends at the national, state and county levels.
Computer use has grown considerably over the past few decades. The percentage of households using the internet has also increased over time. The internet has impacted our work life as well by facilitating greater ability to work from home. The report uses data from the Current Population Survey to provide historical context and data from the ACS to highlight more current patterns. The main highlights are below:

- Among all households in 2018, 92% had at least one type of computer and 85% had a broadband internet subscription. The ACS considers desktops, laptops, tablets, and smartphones as computers, along with selected computing technologies such as smart home devices and single-board computers.
- Smartphone ownership surpassed ownership of all other computing devices. Smartphones were present in 84% of households, while 78% of households owned a desktop or laptop. Tablet ownership fell behind at 63%.

- Urban residents were more likely than rural residents to use computing devices (93% of urban households compared to 89% of rural households) and were more likely to have any sort of internet subscription (86% of urban households compared to 81% of rural households).
- Higher rates of internet subscription were found in households with higher household income and those where the householder had a higher level of educational attainment. Characteristics associated with lower subscription rates were a householder who rented rather than owned a home, households with limited English speaking ability and households with at least one person who was disabled.
- Over one-half of all households (53%) had "high connectivity" – a term used here to refer to households with a laptop or desktop computer, smartphone, tablet, and a broadband internet connection.

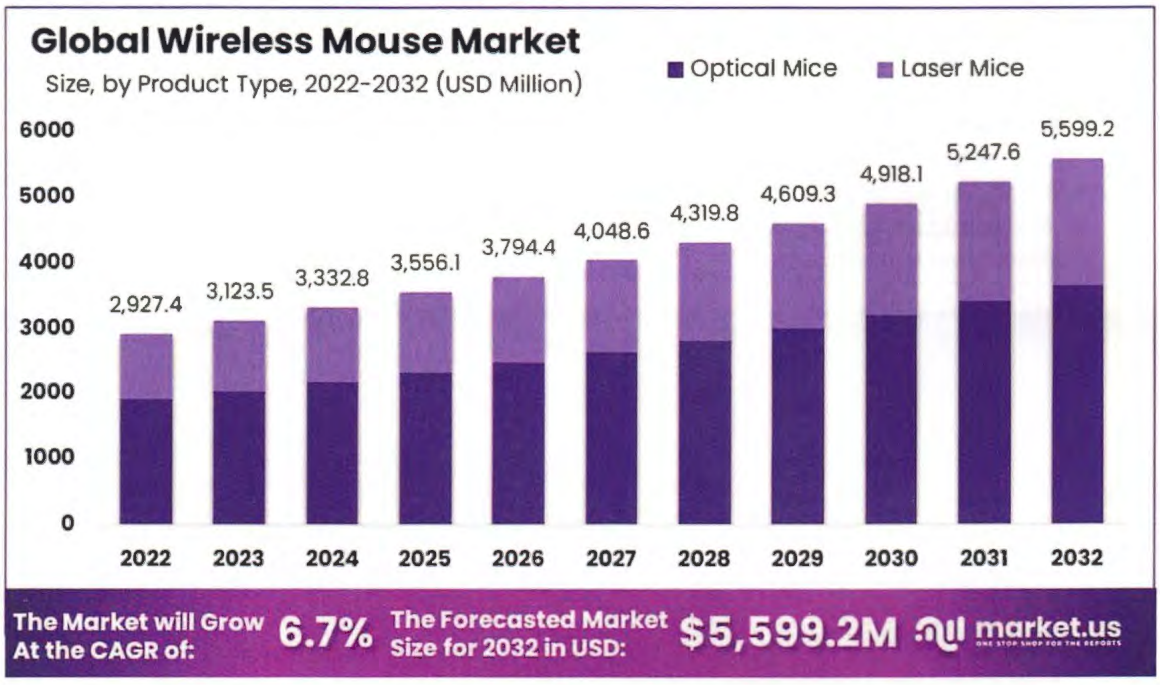


The Global Wireless Mouse Market size is expected to be worth around USD 5,599.2 Million by 2033, from USD 2,927.4 Million in 2023, growing at a CAGR of 6.7% during the forecast period from 2024 to 2033.

The global wireless mouse market has been witnessing remarkable growth recently due to rising demand for convenient and efficient input devices among users. Wireless mice have become preferred choices for both professional and personal use, eliminating cord tangling and offering greater flexibility. Continuous technological advancements have led to improved wireless connectivity, battery life, and ergonomic design, enhancing user experiences.

Furthermore, the surge in gaming and the need for precise input devices have further boosted demand for advanced wireless mice. Traditionally, North America and Europe have dominated

the wireless mouse market, given their tech-savvy populations and strong manufacturer presence. Nevertheless, Asia-Pacific is emerging as a lucrative market due to its expanding IT sector and increasing wireless technology adoption.



Key Takeaways

- In 2022, the Global Wireless Mouse Market was valued at US$ 2,927.4 Million.
- By Product Type, the Optical Mice segment held a major market share of 65.3% in 2022.
- By Connectivity Type, the Radio Frequency (RF) segment held a major market share of 67.2% in 2022.
- By End-Use, the Personal Use segment held a major market share of 70.6% in 2022.
- By Distribution Channel, the Offline Stores segment dominated the market
- In 2022, North America dominated the market with the highest revenue share of 37.4%.
- Growing Remote Work and E-Learning Trends are expected to positively affect demand for Wireless Mouse.
- Battery Life and Charging Concerns may hamper the adoption of Wireless Mouse among End-Users.
- Growth in E-Sports and Gaming is expected to create lucrative opportunities in the market.
- Wireless mouse with ergonomic designs for enhanced comfort and health are expected to be a trend in the market.
- Key players include Logitech International S.A., HP Inc., Microsoft Corporation, and others.

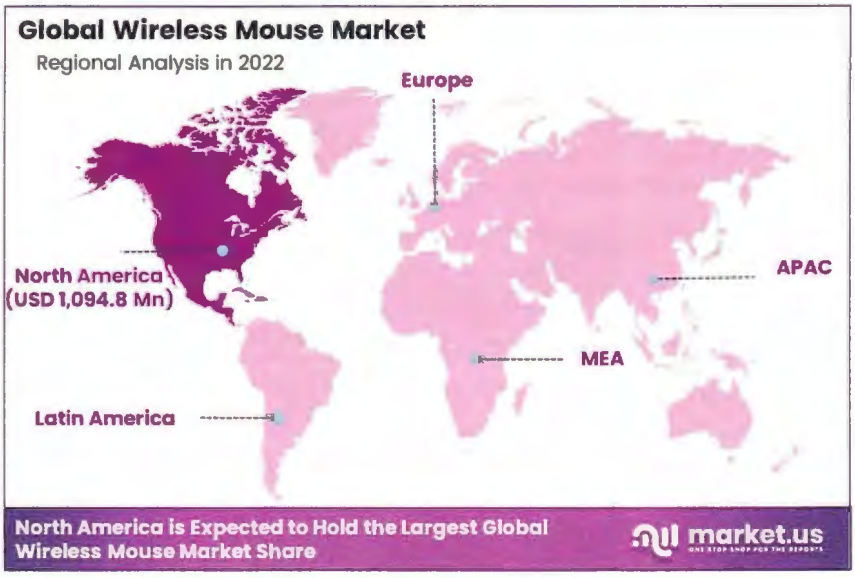
Driving Factor

The global shift towards remote work and online education, accelerated by the COVID-19 pandemic, has boosted the demand for wireless mice. Professionals and students require efficient, portable input devices that enable productivity and flexibility. Wireless mice provide the mobility and convenience needed for remote work setups and e-learning environments. This trend is not limited to the pandemic era; remote work and online education are expected to remain prevalent in the post-pandemic world, sustaining the demand for wireless mice. As individuals seek reliable and ergonomic peripherals for extended usage, the wireless mouse market is positioned for continued growth, making it a vital driver in the market's trajectory.

The growing gaming industry is a prime opportunity for wireless mouse manufacturers. Both casual and professional gamers demand high-performance input devices with features like advanced sensors, customization buttons, and low latency. This creates a specialized niche within the wireless mouse market. Companies can capitalize on this by developing gaming-specific wireless mice that cater to the unique needs of gamers. Additionally, forming strategic partnerships with gaming influencers and e-sports teams can help boost visibility and market penetration in this segment. As gaming continues to gain mainstream popularity, this opportunity is expected to expand further, making it a lucrative avenue for growth.

Based on End-Use, the market is segmented into personal use and professional use. Among these End-user segments, the personal use segment held a major revenue share of 70.6% in 2022. This growth of the personal use segment can be attributed to various reasons. Personal use encompasses a broad spectrum of individuals, from students to professionals and gamers, making it the largest market segment.

The *Palm Mouse* does not need a hard flat surface to function and can be used in casual situations such as on a couch or in bed.



Keith D. Braun / Palm Mouse
Patent Pending

While all would not necessarily benefit from this product, these statistics are instructive and indicative of the potential consumer base. This information is intended to provide information on the relevant markets and consumers for the product but is not intended to serve as an authoritative indicator.

None of the data listed is to serve as an influence on any decision made by the inventor, but to provide information of possible relevance to the *Palm Mouse.*

POTENTIAL RETAIL OUTLETS

SIC Code	Industry	No. of Retailers	Sales ($ Billions)
454113	Catalog & Mail Order Houses	10,317	95.767
452112	Discount/Mass Merchandise Stores (ex. Wal-Mart)	5,650	133.886
452910	Ware house Clubs and Supercenters	2,912	191.252
452111	Department Stores	3,705	86.856
44411	Home centers	3,997	51.627
454111	Electronic Shopping	14,185	24.05

454113 Mail-Order Houses
This U.S. industry comprises establishments primarily engaged in retailing all types of merchandise using mail catalogs or television to generate clients and display merchandise. Included in this industry are establishments primarily engaged in retailing from catalog showrooms of mail-order houses as well as establishments providing a combination of Internet and mail-order sales.

2002 NAICS	2007 NAICS	2012 NAICS	Corresponding Index Entries
454113	454113	454110	Book clubs, not publishing, mail-order
454113	454113	454110	Catalog (i.e., order taking) offices of mail-order houses
454113	454113	454110	Collector's items, mail-order houses
454113	454113	454110	Computer software, mail-order houses
454113	454113	454110	Direct mailers (i.e., selling own merchandise)

454113	454113	454110	Mail-order houses
454113	454113	454110	Order taking offices of mail-order houses
454113	454113	454110	Prerecorded tape, compact disc, and record mail-order houses
454113	454113	454110	Television order, home shopping

52112 Discount Department Stores

This U.S. industry comprises establishments known as department stores that have central customer checkout areas, generally in the front of the store, and that may have additional cash registers located in one or more individual departments. Department stores in this industry sell a wide range of general merchandise (except fresh, perishable foods).

2007 NAICS	2002 NAICS	1997 NAICS	Corresponding Index Entries
452112	452112	452110	Department stores, discount
452112	452112	452110	Discount department stores

452910 Warehouse Clubs and Supercenters

This industry comprises establishments known as warehouse clubs, superstores or supercenters primarily engaged in retailing a general line of groceries in combination with general lines of new merchandise, such as apparel, furniture, and appliances.

2002 NAICS	2007 NAICS	2012 NAICS	Corresponding Index Entries
452910	452910	452910	Superstores (i.e., food and general merchandise)
452910	452910	452910	Warehouse clubs (i.e., food and general merchandise)

44411 Home Centers

This industry comprises establishments known as home centers primarily engaged in retailing a general line of new home repair and improvement materials and supplies, such as lumber, plumbing goods, electrical goods, tools, housewares, hardware, and lawn and garden supplies, with no one merchandise line predominating. The merchandise lines are normally arranged in separate departments.

2002 NAICS	2007 NAICS	2012 NAICS	Corresponding Index Entries
444110	444110	444110	Home centers, building materials
444110	444110	444110	Home improvement centers

U.S. Retail Industry Overview				
	Amount	Unit	Year	Source
Total Retail Sales in 2022[1]	7,040.0	Bil. US$	2022	Census
Total Retail Sales in 2021[1]	6,519.8	Bil. US$	2021	Census
GAFO[2] sales in 2022	1,527.7	Bil. US$	2022	Census
Total e-Commerce Retail Sales in 2023	1.3	Trill. US$	2023	eMarketer
Total e-Commerce Retail Sales in 2022	1.07	Trill. US$	2022	Census
Motor Vehicle & Parts Dealers	4,929.73	Bil. US$	2023	Census
Furniture & Home Furnishings	92.6	Bil. US$	2023	Census
Electronics & Appliance Stores	101.498	Bil. US$	2018	Census
Bldg. Materials & Garden Equip. & Supplies Dealers	377.51	Bil. US$	2018	Census
Food & Beverage Stores	755.39	Bil. US$	2018	Census
Health & Personal Care Stores	399.37	Bil. US$	2022	Census
Gasoline Stations	452.86	Bil. US$	2017	Statista
Clothing & Accessories Stores	1318.16	Bil. US$	2023	Statista
Sporting Goods, Hobby, Book & Music Stores	104.06	Bil. US$	2022	Statista
General Merchandise Stores	683.85	Bil. US$	2017	Statista
Miscellaneous Store Retailers	130.456	Bil. US$	2018	Census
Nonstore Retailers	110.66	Bil. US$	2022	Census
Food Services & Drinking Places	94,237	Bil. US$	2018	Census
Annual Disposable Personal Income per Capita, 2022[3]	50,068	Current US$	2022	BEA
Annual Disposable Personal Income per Capita, 2023[4]	60,317	Current US$	2023	BEA
Total Exports of Goods	2.1	Trill. US$	2022	ITA
Total Imports of Goods	3.2	Trill. US$	2022	ITA
Employment in Retail Trade	15,602.7	Thou.	2023	BLS
Number of U.S. Shopping Centers	115,409	Thou.	2021	STATISTA

[1] Total excluding motor vehicle & parts and gasoline sales [2] GAFO sales include general merchandise, apparel, furniture and miscellaneous specialty store segments within the retail industry. The term excludes automotive and food stores. [3] As of December 2022 [4] As of December 2023

Census = U.S. Census Bureau; BEA = U.S. Bureau of Economic Analysis; ITA = International Trade Administration; BLS = U.S. Bureau of Labor Statistics; Statista = a leading provider of market and consumer data

CONCLUSION

We hope that the detailed information enclosed in this report provides some insight and helps with any decision-making. Let us remind you that the information and economic figures enclosed are the most recent ones attainable at this time.

PLEASE NOTE: The totals shown in the tables and graphic illustrations shown in this document are for all manufacturers, suppliers, distributors or outlets in the individual categories, as grouped by the Federal Government. They do not necessarily indicate that these categories of companies are the only ones that could be listed.

Additionally, every company thus categorized is not necessarily engaged in the use, production, distribution or sales of the subject product of this profile.

Please remember that any report of growth or decline in an applicable industry would not automatically represent the same result for the *Palm Mouse*.

Due to requisite confidentiality, the information provided within this General Marketing Information report should be considered general or preliminary in nature and may or may not be further refined by your Product Development and Licensing as the *Palm Mouse* reaches the Inventor's Submission stage.

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Palm Mouse

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