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SPEAKERS

Ryan Fleury, Amos Miller, Steve Barclay, Rob Mineault

R **Rob Mineault** 00:15

Hey and welcome to another episode of AT Banter.

S **Steve Barclay** 00:21

Banter, banter.

R **Rob Mineault** 00:23

Hey, this is, of course, the podcast where we talk with advocates and members of the disability community to educate and inspire better conversation about disability. Hey, my name is Rob Mineault and joining me at this fine hour, it's Mr. Ryan Fleury.

R **Ryan Fleury** 00:41

Good morning. Good morning.

R **Rob Mineault** 00:43

Wow. What has he been having in his Corn Flakes? And also with us today. It's Mr. Steve Barclay.

S **Steve Barclay** 00:53

I am, apparently a couple of cups of coffee behind Ryan,

R Rob Mineault 00:57

I know, but hey, we're here. Ryan, in his infinite wisdom, in the September schedule, scheduled two 8am shows in a row.

S Steve Barclay 01:18

At least it's not 6am.

R Ryan Fleury 01:20

Oh, Steve wants to do 6am? Then all right, 6am shows,

R Rob Mineault 01:27

Well, listen, just because you get up early with the birds...

A Amos Miller 01:31

That's right.

R Rob Mineault 01:33

But you know what, hey, at least it's, it's in the Fall, like I find that, you know, as long as it's, it's still light out and it was, this would really suck if it was February and it's like, you know, it's dark and cold and miserable.

R Ryan Fleury 01:49

What else have you got to do?

R Rob Mineault 01:50

True. Yeah, listen. What? What better things do we have to do, other than this podcast? It's true. Hey, Ryan?

R Ryan Fleury 02:02

Yeah, Rob?

R **Rob Mineault** 02:04

You know what? Let's get things started. What the heck are we doing today?

R **Ryan Fleury** 02:10

Today we are welcoming back to AT Banter, the CEO and founder of Glidance, Amos Miller, to update us on Glide. Amos, welcome back to the show.

A **Amos Miller** 02:21

Hi everyone Great to be here. Thank you for inviting me.

R **Rob Mineault** 02:24

Yeah, thanks for thanks for coming back. I am really excited. And I know you know, from our experience in the blindness community here, there's a lot of there's a lot of buzz and a lot of excitement about it, so we are really excited to have you back.

A **Amos Miller** 02:40

Okay, yeah, thank you. Hey, we've spoken about this before. I know that for some folks, it's fairly new, but I'd love to hear from what you've heard in the last, I don't know, year, 18 months.

R **Ryan Fleury** 02:58

Sure. So other you know, podcasts that I've listened to and reviews I've heard people say they're very excited about the capabilities of Glide and how it is allowing them freedom of travel, again, similar to what a guide dog gives. I'm looking forward to trying it next week, when you're here and having a guide dog in the past, being able to just walk freely, not worry about parking meters, sandwich signs, sandwich signs on sidewalks, you know, being able to navigate around obstacles without really having to concentrate really hard on your surroundings or what your cane is feeling. People are just really jazzed about the potential of the Glide. And that doesn't seem to be stopping you know, I understand that Glidance has delayed the release until, I think, spring of next year, but that hasn't really dampened people's attitudes towards Glide. From what I'm hearing, people are still really excited about it. So like I said, I'm looking forward to giving it a go next week.

A **Amos Miller** 04:11

Great. Thank you, Ryan. I appreciate the comments and also the accurate understanding of what we are trying to do here, at Glidance. Just by way of background, I'm Amos Miller. My

background is computer science, software engineering and everything. I spent many years at Microsoft, and you know, some folks on the call may be familiar with my work on Soundscape, which is my first foray into exploring how we can use incredible technologies as our fingertips to empower and feel more independent when we're out and about. I'm blind myself. It's probably worth adding so it's a lot of that's my own experience. Science, but built on others as well. And really one of the things that I've learned from my work on Soundscape and exploring other audio based and haptic based solutions is that they really do a great job at providing additional information about our surroundings. But the core of mobility and movement is still very physical. It's still very connected to the ground. And what I saw is that we still have lots of blind people who don't have enough confidence with their cane or dog or have had but something has changed in their lives, and maybe they can't use it, get another dog for for whatever reason, or have lost some faculties and are struggling to echolocate the cane. We just need to look at other options as for primary mobility aid. And that's that's really been my with a quest, if you like, and where, where I think that the interesting pivot happened is when I, when my, when I started researching the idea that we need something that is physically connected to the ground, rather than something that is wearable, that's in the air. Yeah, which, interestingly, for for us blind people, that makes a ton of sense. For every sighted person who's thinking about this problem space, it doesn't make any sense. Like, why would you go through the trouble of building something that's physically connected to the ground, if you can plug something into the phone and wear a headset or something like that, right, right? But I think the proof is in the pudding, right? I mean, we've put that idea to the test already, two years ago, even longer than that, and once we it was evident that if you hold on to, you know, it's a wheeled device, two wheels on the ground, a long stick, you hold on to the handle you walk and and the device autonomously steers the way. If you're walking down a sidewalk, it will nicely weave amongst the obstacles. You won't meet them even just like you wouldn't with a with a guide dog. And so the concept played out, and now the goal is to build it right, to build the physical device, the autonomy, the autonomous navigation that steers the wheels, and that's what we've been at for the last two years or so. And I, you know, it's one of the things that I I can't wait to start using in my life on a day by day basis. I am using it in certain scenarios where I know we've, we've built a reliable experience. I also know where it's where we still have a lot of work to do. And you know that's, that's what the Glidance team is very much hard at work at.

R Ryan Fleury 07:58

And one of the big, big, big things that you guys have done right is engage the community for feedback. You guys, for the last couple of years, have been going to shows and conferences and getting as much feedback as you possibly can to make this product as good as it can. So there should be a lot of excitement. And there is.

A Amos Miller 08:19

Yeah, I mean, there is the feedback about this. There's two aspects to the engagement, which, you know, anybody who's done product development, it's the most crazy thing to do to engage your customer that early, because you're going to be changing direction. The product development is never linear. You go one step, next step, next step, next step, and you get that, you kind of get stuck on step five, and then you need to go back to step three, and then, like, it's a very zig zaggy type of process. And so exposing the community to that on anybody else's

books is a crazy but, but the way I think about it is, it's not only the feedback about the product and the like the handle and how it steers, and you know, are you able to follow it in the right way? Are you feeling it like, yeah, what needs to change? That's like, product level, feature level feedback, but for me, it's more about raising the questions about this. I really think that once intelligent guides like I become part of become a real option for people, it's going to change the landscape of orientation and mobility training. The public needs to understand what's going on, accessibility in buildings and like, like, it's going to change a lot of things once we get many more blind people out and about using the devices. And I think that's that's for me has been, you know, the conversations that we have with Guide Dog organizations, who you'd think are, you know, would be freaking out. Oh, my God, another mobility aid. Yeah, absolutely not. I mean, they know just as well as we do how difficult it is to train enough dogs for the demand. And, you know, they have waiting lists. And they also know that a lot of people don't qualify to the dog for a variety of reasons. And so they know that there has to be other solutions. Yeah. So all of that is, in my book, part of this, creating this, this future together.

R Rob Mineault 10:38

Well, you know, I'm, you know, I can sort of speak to this because, you know, I work for an organization that works with kiddos in is who are blind or partially sighted. And I know for a fact that orientation and mobility training is can be very hard for people to get. For a lot of people, orientation and mobility training, it can be really tricky to to acquire when, when they need it. So I think that that's one of the really important aspects of this, is that if we can put another tool in people's toolboxes that that can ease the demand on that, that could very well be a game changer.

A Amos Miller 11:23

I think we have to see how the future plays out and be very open. And that's one of the things that I've seen, is the level of openness. So you probably, you may be aware, we had a workshop with pretty much all the Canadian orientation & mobility instructors, I think, 70 people in the room. We had a four hour workshop event. And the question was, what does this mean, right? And you you'd be amazed how, how excited. There's definitely a lot of concern and reality, right? Like, you know, like, there's a lot of questions which are very important, right? Like, can, to what extent can somebody really go out, or what's the minimum bar on the skills that they need to build in order to go out and start moving around? But then they evolved that question and asked themselves, well, if we can get them starting to move around very early on in the process, would that help them actually acquire the skills faster? Like, for example, if you, if you imagine, and that's not something that we are kind of, that we you know that may be maybe on the immediate horizon, but if you imagine somebody who loses their sight later in life, and after the first O & M visit, they can Glide. Can walk them around the block, like, completely on rails, no decisions on the part of the user, like, completely pre-programmed route, yeah, but just being able to do that walk after one hour, like, no road crossings, like, nothing crazy. But just get them moving. You know, would that A excite them to get going, and B, help them to accelerate their skill acquisition, right? I mean, those are the, I think the exciting questions that these, these kind of technologies, would would open up. I don't have the answers to that, right? I mean, that's, we haven't, haven't put that to the test yet.

We're looking forward to starting to do that in the coming months. But that's, that's what this, this, that's what I mean by, you know, remaining openly minded. And, you know, I'm excited to see that being the community is open minded for these things.

R Rob Mineault 14:03

Yeah. I mean, that must be an exciting part for you as the developer and the builder of this to just kind of see how how it is embraced by the community and how it begins to be used, because that's something that you don't necessarily have direct control over. All you can do is sort of build a product and they will come sort of an idea. What kind of, what kind of responses have you been getting around the product as you go around and show it off and work with, you know, and provide workshops and stuff for both professionals and people within the community.

A Amos Miller 14:40

Look, I'm not gonna lie, it's the feedback. It's the energy, right? Can you imagine if we go to all of these places, and people say, I can imagine using this, but I'm not sure it's for me, right? Like that would blow out all the air from the balloon. Yes, it's, it's it goes on passion and on money, but it mainly goes on the energy that comes from the community, right? And it's, that's the signal that myself as an entrepreneur and the team needs to see that there is incredible interest and belief in the direction that we're going. And you know we've all seen other technologies that have explored this space, or other spaces that that struggled because they don't necessarily, they just don't hit the mark for one reason or another. And then it's, it's difficult to create energy around that. So, you know, like, if I would say the opposite, if I would say, if we, if we didn't feel that energy, we'd probably be pivoting from here already, right? Yeah, there's no point of devoting so much energy and resources into something that isn't gonna really move the needle and change the world in a positive way. All the way from we've been running around these demos with Glide 1.6 most recently, and it's still pretty rickety - 3-D printed parts and wires hanging off it and but people like say, you know, I'll have it like this. I'll take it now. I mean, I don't even need you guys to finish it. That's that's exciting, right? We still have to finish a few things. I mean, by now it does, but when, like in the spring, it didn't quite give, didn't detect sidewalks properly and so on. But that's that's exciting, because it means that it's actually working for people at the same time you hear, you know, a lot of the I think that, as we know, Glide has, it's basically a connected device that will get constant feature updates and improvements and model improvements and so on and so a lot of this, a lot of questions that we ask ourselves is, where do we need to start, and where do we need to go next? In terms of capabilities, think about the two extremes. Okay, one is complete freestyle where, where you're basically using Glide as like a guide dog who's in an area that the dog doesn't know. Yeah, but you know the route, versus the other extreme, where you are holding on to a some robot that's going to give you no options whatsoever. You just have to press a button and it will guide you all the way from, I don't know, the entrance to your building, to your office, and just no options whatsoever on the side of the user. Okay, I'm deliberately putting those two extremes, yeah, the path that we chose to take is that I feel that glide first needs to prove itself as a primary mobility aid, which means that you can do whatever you're doing today, but with glide as your mobility aid, okay, which means it's it's freestyle, you are determining the route. It's keeping you safe, avoiding obstacles, helping you detect targets in your environment. Like, if like a dog, you can say, hey, hey dog, find the curb or find the door,

right? So you get those foundational features. But we do get feedback from people. You know, I'm not interested in that. I need the mapping. I need Glide to take me to places I've never been to, and navigate through hotels and take me all the way from the entrance. Good. That's the kind of feedback we want to hear. And we have to do the weighing on where we devote the resources and where do we start? Yeah, so, so, you know, that's that's really an important part of this, of this journey, like, we'll get everywhere eventually, but we have to start somewhere. I mean, I love if you, if you guys have an opinion on that, I'd love to hear it as well. At the moment, we are very much on the like you said, I think Ryan, or one of you said in the beginning, right? Like, yeah, ironic with you right. Like, just walking down the sidewalk and not walking into parking meters, that's where we're starting, right and maintaining thatline right, and making clear turns and not not losing a real. Crossing the road in a straight line. Yeah, that's really the foundation in my book, as that's when we can say we have a new primary mobility. And once we're there, we can build all the rest.

R Ryan Fleury 19:47

Yeah, it makes sense to be able to start people where they're at right, being able to get from, if you know your route to the grocery store, you know Glide will take you there. If you're used to using your dog or your cane to get there, you know what you're doing today is what you'll still be able to do tomorrow with Glide.

A Amos Miller 20:31

Hopefully, more easily, faster, less effort, right? Like all the good things that come with it.

R Ryan Fleury 20:36

You don't have to worry about ride rideshare denials because they won't, like, take your dog.

R Rob Mineault 20:44

Yeah, and, you know, I think it's important to note that, we're not talking about something that's that an all encompassing solution to absolutely everything, are you. But what you want to think about is sort of all of the downstream effects of a product like this. This goes for a lot of assistive technology, especially those that kind of break ground and become sort of primary aids. That is the confidence that it builds in the people who are using it. So just, you know, beyond going from point A to point B, but you know, you would, you hope that with with something like this, what it can do for people is have a real impact on their daily lives, use case scenarios, building that confidence to be able to just be like, I haven't been to this area before, I haven't had orientation & mobility training on it. But, you know, with Glide, I can, I can figure it out. I can go out there and figure out and if I really get stuck, I sort of have Glide to fall back on. So, I mean, I think that that building that confidence in people can have all sorts of, you know, downstream implications, whether that's, you know, more social inclusion, more willingingness to just explore more willingness to sort of get out there in the world that that can be or have a huge impact on the community.

A Amos Miller 22:13

Make it fun as well. Yeah, I don't know if it's just me being a techie, but, like, I just love walking with it, because it's amazing, right? It's a robot. It's responding to me. I'll walk along the sidewalk and deliberately sort of turn it towards the edge of the sidewalk to kind of feel how it's turning against me and bringing me back to the center right? But I do, I do that not to test it, I do that because I enjoy that interaction with you know, you hear the little motors running. It's fun, and it's, it's really, actually quite interesting. We it's an aside story, but a few, a few months ago, we visited Boston Dynamics Research Lab, just we were there, and they invited us over to talk about what we're doing. And we they had a very cool they call it the jumping bicycle, which is literally exactly what it is. It basically rides very fast on the side of a mountain and jumps over things. What for? Who knows, that's what they've been working on. And they and they had one, and it's really, really, really, really cool, right? And they had one in the like, they had a cage in the middle of the room where they been testing their device, and it'll just walk from the floor onto the table, and then after that, it's crazy. And I was, I was saying, you know, when Glide is going to work perfectly, it's going to be boring, going to be ordinary, right? Like you're not. You don't even see that it's doing anything, because you're just walking like, right? Okay, well, you could have done that straight walk without it. No, you couldn't. But, well, it's not doing, you know, back flips and things like that. It's, it's, it's just very subtle and very smooth.

S Steve Barclay 24:15

So, so no jumping Glide.

A Amos Miller 24:19

You want one flying?

R Ryan Fleury 24:24

I just want one where I can press a button and it takes me back home.

A Amos Miller 24:27

There you go, just like a drone. Picks you up and yeah on the back, yep, one step at a time. Yeah. I mean, you can imagine like, one of the things that I'm excited about, you know, like, basically, we get to really work hard on pedestrian level, navigate, autonomous driving. And steering and, yeah, like building AI that really understands the pedestrian spaces, right? The next thing that can come up from the come out from that is, how does that integrate into micro mobility devices? I mean, we, we can't use any of those scooters and line bikes and whatever they are, right? If everybody else seems to be using then we never blind. People would never even imagine picking one up and zoom across this town to a meeting, right? Why not? And the reason these things would could not, because nobody is working on autonomous navigation for them, because it doesn't, isn't really necessary, and it's we've got a long way from, yeah, but,

but we are, you know, with glide, we are already working on that, and a few years time, you can start to see that these capabilities could become relevant in other other scenarios. Again, we can't predict right now where, where things would be in three, four years, but, yeah, well, there's a lot of people I'm excited about these things.

R Ryan Fleury 26:02

A lot of people in the blind community are waiting for the self driving cars, right? So here we are talking about autonomous e bikes, same idea, and you're already working on that, that technology is there just needs to be improved on.

A Amos Miller 26:16

Yeah, yeah. I mean, self driving cars and E bikes are quite different in the autonomy just because it's self driving cars. So a they have a ton of power, and E bikes don't like just in terms of battery, right? So they can run seven cameras and five computers, and, you know, generate heat, like there's no tomorrow, and you're fine. You can't do that on E bikes and be there in, very largely, in pretty organized spaces. Pedestrian space is just not organized. You need to use more sense to make choices, right? On the other hand, you know, like, yeah, so there's, they're quite different scenarios. And I'm, you know, I don't think, I think it's entirely feasible to get there and again, like, what Glide enables us to do is to actually get head start with a device that is functional, you know, functioning that works now we can create real value for lots of people and really hone down, hone those autonomous, driving capabilities for future scenarios, right?

R Rob Mineault 27:32

Yeah. Well, you know, it's an exciting time for for assistive technology. AI is really, has really driven the ball forward in a bunch of different aspects through, you know, a bunch of different disability product groups. And even, you know, there's even been some surprises. Think about the Meta Glasses, yeah, you know, this was a mainstream device that was sort of a bit of a novelty and a gimmick, and yet it was, it's, it's being really embraced by the blind and low vision communities for all of the ways that it can act as an augmentation for for both mobility and just, sort of just day to day, around the house stuff. So, you know, it's, it's, it's causing all kinds of of waves, I think, through assistive technology.

A Amos Miller 28:31

And I think we're just starting to scratch the surface on what I mean. Every time I go to the fridge to look for a beer, you know, I pull up Chat-GPT, and ask it, where is the beer? And it usually gets it right, right. I mean, before then, I had to open three cans of Coke before I got to the beer, right? So, yeah, it's pretty and I'm really enjoying to explore. You know, it's the ability of AI to describe scenes environments, make predictions on which direction something might be, even if it's not in view. I mean, there's, I think there's all kinds of things that we can really start to explore there's still, I think, the delivery of those, of those capabilities, it's still very costly, talking about the economics of AI right now, but it's, I don't know how sustainable it's

going to be, right? And also, obviously it's very connectivity intensive and all kinds of things that make it, but in general, it's incredibly accessible right now, and I can't wait to see applications that are going to be built on, built on. And, you know, make like, I can imagine, you know, all these stupid apps that we have on our phone, like, like, so many of them can consolidate into like, who needs to open the Weather app anymore, right? Just ask the weather, right?

R Rob Mineault 30:30

And does that ever kind of keep you up at night as a developer like you know, be being sort of having this technology that is still evolving very fast and still changing and maybe hasn't quite landed in a place that is necessarily sustainable, does that concern you at all?

A Amos Miller 30:54

I would say, I would say it's, it's exciting, but you like, like, I mean, I've been in product development, software development, for 30 years, and you always have to build, like, with some headroom for things that you haven't the things are going to change. Yeah, sometimes you can predict it more than others. For example, when we're building Glide, we are, we are making sure we're building headroom for, you know, more powerful models, and if we want to really lean into connectivity for models in the cloud, we're going to make sure that there's connectivity possibilities. Like we're putting in place the puzzle pieces so that we, based on what we know today, we can leverage new developments. And that's very important. But what's really interesting that's happening right now is almost the community, the customer, the market, is moving just as fast as we are. We don't have the benefit of being ahead of the curve of the market like the expectations are already moving right. People know what's available. People play with Meta Ray Bans. People experiment, do those exact same experiments that we do. And then if you come out with a product that's not doing it, because it takes time to do. It doesn't happen from one day to the next. It takes a few years, right then you are sort of already behind the curve, because the expectation in the market has moved so fast. And can you imagine the roads traveled just in the last 18 months, right? With what we know to be entirely in the tip of our fingers today, to what it was 18 months ago. Like, it's unbelievable, right? So those are the things that worry me as a product developer is to make sure we create the headroom as we fit into the emerging ecosystem as as well as possible, and really give people the best that we can bring, and also create that opening to continue to update the system and update the models and update and leverage things that we don't know about right now.

R Rob Mineault 33:40

And as you've been out there like showing it off, what, how have you been finding the learning curve in terms of of, you know, the first time that that someone tries out Glide. is it fairly fast? Will there be much of a learning curve for onboarding new users?

A Amos Miller 34:01

I think that's something that we're still learning. What I can say pretty confidently, is it learning

I think that's something that we're still learning. What I can say pretty confidently, is it learning to you to follow Glide is only a matter of a few minutes. Like, it depends the like somebody, will start walking with the Glide. You just, you know, we just say, you know, here's how you hold it. Start walking. And they rarely get it wrong. Sometimes they don't properly follow it. It's a bit like when you first use a guide dog. The guide dog will start turning and users, you're continuing straight and you say, hey, hey, you know, stay behind the dog, follow the dog right, like those kind of initial nudges, right? But generally, I would say 95% of people, what we work with, pick it up very quickly. It's very easy, really, right? And then the turns. And, you know, the foundational things I think are pretty easy to train. Like basically, button left, button, right, like people very quickly, with a short exercise, pick it up. I think the interesting thing will be once, like, I see Glide as a tool that you need to understand, and you need to start learn how to use it in different situations, right? Like, if you are walking along and you're trying to find an entrance to or turning somewhere right, like giving it a slight tilt and pressing the button to give it so to nudge it towards the wall, but it will continue to avoid the wall until it finds the opening. There's things you can do with it to make your movement you know like to use it as a tool to almost study the environment around you, to make your navigation decisions that I think would take some some practice. I think some people will want to sit back and let it do everything for them, and other people would really want to push it and use it to to test the space, like, to find that, you know, that moment that it does a little zigzag around the the the lamp posts give you that same signal that you're close to where you want, like, these kind of things, right? Like, so that's where I think there's going to be an interesting. I don't it's learning curve so much as learning the tool, building practice with it, understanding like becoming one with it, right? I think that's but, but, but I think the on the off, the kickstart would be, would be fairly, fairly easy, like you guys, I have no doubt that you, you'll pick it up and start working with it,

R Rob Mineault 37:07

Well and it's interesting too - I feel like that is a definite positive for the product, because, you know, as we know, everybody has different needs, and everybody's going to want to use it in a different way. And so I think that, yeah, it needs to be versatile like that in order to be successful. I think that, you know, all of us have been in in the industry long enough to see a lot of sort of failed attempts at different different mobility aids or augmentations, and a lot of times it's because the product is very fixed. It's very good in one particular situation, but not that great in in others. And I think that, you know, the more versatile that you can make something, and the more open it can be to be useful in any given situation. I mean, I think that that's that makes it much more of a impactful piece of assistive technology.

A Amos Miller 38:05

Yeah, I mean, that's, that's the quest we are on, and we'll one step at a time for sure, yeah.

R Rob Mineault 38:14

So, so now, when, when are you looking at release?

A Amos Miller 38:19

So we are now really started pushing, and we'll talk about it more in upcoming Zoom calls and so on, really starting to take Glide through its paces at the moment. In Seattle, working with a number of pioneers, like people, people who've pre ordered the device here in Seattle, basically on their home routes, and building building the confidence around that. In parallel we are going to go into manufacturing very soon, so we're pretty much penciled down on the hardware, I think, the physical, physicality of the device, and then there is a setup time over the manufacturing line until it starts spitting out products. The other end of it, that takes multiple months. So at the moment, we are very much on track for a spring 2026 timeframe where we all start to roll out devices to pioneers. Pioneers are people who pre order the device last year right, and then once that will be a fairly gradual rollout, we want to make sure that we want to get it right. We don't just, you know, send out a truckload of devices, and everybody has the same problem on day one, like we want to make sure we get it right. So we're going to do it a little gradual orbit over the over 2026 and then we'll start to roll it out at greater scale after that.

R Ryan Fleury 39:59

Yeah, and you're about to start a Canadian Demo Days tour. So what can people expect to see at these Demo Days?

A Amos Miller 40:09

Yeah, we are. We will be going through multiple prototypes over coming couple of months, not prototypes, but sort of versions of the device. I would say that at the baseline, you will be able to see the prototype and the foundations for freestyle navigation, which is about line maintenance, taking turns avoiding obstacles, moving around in a confident, confident way in a space. Next week we have, we're going to be in Vancouver, so I think we'll see, see a few of you, that'll be exciting. So really, we the goal is to give people the experience ask lots of questions. I would say that by the end of the year, we will be going for a few iterations of the prototypes. Just they're all in pipeline, but they're not quite ready for them days yet. So as as we go for the next few few months, we'll see evolution, very quick evolution, because we're going as manufacturing very soon.

R Rob Mineault 41:30

Yeah. Well, I mean, spring 2026, sounds like a long time away, but it's actually not, we're talking six months.

A Amos Miller 41:38

Yeah, every day of that time frame is accounted for.

R Rob Mineault 41:51

Well, that's very exciting. You're gonna be here in Vancouver. We'll all be there, actually going to Canadian Assistive Technology the office

to Canadian Assistive Technology the office.

A Amos Miller 42:05

I'm looking forward to meeting you in person.

R Rob Mineault 42:08

And, you know, I know the folks in the blindness community here are all really excited to be checking it out as well. So, yeah, it sounds like you have, you still have your work cut out you.

A Amos Miller 42:08

Yeah, absolutely. Oh, yeah, but it's exciting, like, you know, I things change, you know, features go up and down. We change the structure things, you know, maybe the timeline has changed - but the goal is still the same, and, and we have an incredible team here at Glidance. And, like we talked earlier, right, the positive energy from the community to make it worthwhile is, is, is why and what we live on and why, why everybody is so committed to bring about this future. It will happen.

R Rob Mineault 43:02

Yeah. So, if anybody out there is interested in checking to see whether or not you're the tour is coming to their area or not, where can people go to find that out? To register to come see the Glide? Where's all that happening?

A Amos Miller 43:22

Yeah, so first of all, so our website guidance.io, is, is the place with all the information, glidance.io, it's basically the word guidance with an L instead of a U, and we. There's an Events page where you can see the schedule of over all the upcoming demo days for the next quarter, next next three months. And I always encourage people to register. If you have not registered, we don't spam you. We basically send a news, one newsletter a month. Occasionally, we'll make an announcement when you we feel that it's going to be worth, worthwhile for you, like the demo days, tours, tour we will be announcing more formally in the coming weeks that we will be opening for the second batch of pre orders soon as well for people. So that's the place to be released. Register with us. You'll get our newsletters. You can always write to us to find out more information, engage with the team, ask questions, and yeah, that's that's the way we're doing it. We're doing Zoom calls every, every Wednesday, last Wednesday of every month, for folks to join. We average around 200 people every call so it's a pretty lively Zoom call. Thank you guys, thank you for what you're doing. Enjoyed the conversation and looking forward, looking forward to seeing you next week.

R Rob Mineault 45:15

Awesome. Best of luck, sir. And yeah, we'll see you next week.

S Steve Barclay 45:19

Thanks, Amos, thank you. So I just want to, I just went on to guidances website here, and I just want to run through the demo days that are coming up, because we've got Vancouver, September 24 but there's a whole bunch of other ones. So I just thought I'd run through them, because we never know where people are listening from. So Orlando, Florida, at the NFB state convention. October 3 and 4th, Portland, Oregon. October 9 and 10th, Salt Lake City, Utah. October 11, Fort Lauderdale, Florida at the Abilities Expo. October 16 through 18th, Chicago, Illinois, at the Chicago Lighthouse rise to shine race. October 19, St Louis, Missouri. October 22 Montreal, Quebec. October 28 Dallas, Texas. November 4 and fifth, Austin, Texas, November 7, London, UK, at Site village, November 18 and 19th, which is also the 18th is my birthday. So everybody in London send me birthday wishes Atherton, UK, November 21 and I'm sure there will be more to come. But again, those are all listed at glidance.io/events, so if you want to sign up for any of them, just go there and click on the link for the particular event, and you'll be able to sign up for it. And of course, ours that we're hosting here at Canadian Assistive Technology is September 24 there are still spots open. So if you want to get in on it, get in quick before they fill up.

R Rob Mineault 46:56

Man, that's, that's a lot of that's a lot of air travel. That's a lot of airplane food, indeed. Yeah, this is so cool. I pause to be really hyperbolic about this, because you never know. You just don't know. And especially with evolving technology and assistive technology, there's been lots of things that have come down the pipe that seem really cool, and then they just kind of flop, they don't go anywhere. This does not feel like one of them. This really does feel like a game changing technology that can really make a pretty big impact on the community. What's your guys's take?

R Ryan Fleury 47:38

Yeah, I totally agree. Like I said in the conversation. You know, the one thing that they've they took a risk on, and it seems to have paid off, is engaging with the community. And sure, the community has a lot of questions, but the feedback the community has provided and continues to provide will only make the product better, more efficient down the road. And it sounds like the people at Glidance are listening to the community and doing what they can. You know, they're really taking their time to make sure that when you travel with Glide, you're going to be competent in knowing that glide is going to do what it's supposed to do. You know, like I said earlier, I'm looking forward to it, and I know there's a lot of people who are really excited about the real world experience they'll have with Glide.

S Steve Barclay 48:25

Yeah, I've, you know, in 35 years of dealing with Assistive Technology, I have seen so many takes on secondary mobility aids, and I've never actually seen a primary mobility aid that that

has this kind of potential. You know, this is really a union of, you know, modern technology bringing about a possibility of a primary mobility aid that's got a realistic shot at doing the job. You know, will, will there be differences from traditional methods, absolutely, but I think it's going to be really interesting to watch this technology evolve and see where it goes in the future. You know, this is, this is not just, you know, an add on to a cane with overhead detection. This is something that can, you know, get you to the grocery store, navigate the aisles, dodge the other shopping carts in the aisles. This is, this is really neat. And, yeah, I'm really, really looking forward to the Demo Day.

R Rob Mineault 49:37

Yeah, you know. And it really addresses a real problem, which is orientation and mobility services can be really challenging to get for people, and this isn't looking to necessarily replace that. It's not necessarily looking to replace guide dogs. It's not looking to replace a cane. But the problem is, is that the. Realistically, in the real world. You know, resources are spread thin in a lot of organizations, and for a lot of people who provide on them services, it's just it's not easy to get, for people, to access, for people, and that's just the the cold, hard reality of it. And so something like Glide, if it can help people fill in those gaps, those service gaps, I mean, that's kind of what, really, you know, galvanizes me behind this product because it's like we need something like this to be able to give to folks. We think people need more tools in their toolbox. And this really looks like it could, it could be, you know, a pretty major tool that can, that can really fill in those, those service gaps. And same thing with guide dogs, like, you know, we're not, it's not looking to replace a guide dog, necessarily. But you know what? Guide Dogs don't necessarily work for everybody. So, you know, that's why having something like this in the world is going to be so important.

R Ryan Fleury 51:10

Yeah, and again, it's a tool. And I want to make sure that we're clear that, you know, there is still a place for orientation and mobility instructors. You need to be able to travel confidently and safely. There is training that you should have to be confident in where you're going and how you're getting there, right? So you know, again, even if you are out and about with a Glide, I would probably still have a cane with me anyway, in my bag or my back pocket, whatever, right? Because you just don't know what may occur.

S Steve Barclay 51:42

I mean, what happens if the battery dies right? Or a wheel comes of? You know, who knows it is a mechanical device. So you know something, something could go wrong. Now, the one thing that won't happen is it's not going to chase a cat. That's right.

R Ryan Fleury 51:57

Most Guide Dogs don't.

S Steve Barclay 52:00

I've known some people who've had guide dogs that do, though.

R Rob Mineault 52:08

I think about things like the Meta Glasses and and the glide and like, how, wow, wouldn't it be so cool if you know this is, these are all like tools that you can combine to really make an overall mobility experience a lot easier for people and give them a lot more confidence to just sort of go out and to be able to explore, or be able to go navigate through a space that they haven't had on him training for I just think that's that's going to be a game changer, and that's probably what has got the community so excited.

R Ryan Fleury 52:48

Yeah. It's really quite jarring when you think about even, like, just go back 10 years and think about what mobility was like and what the options for people were, there's literally nothing. And now we've got things like Be My Eyes. We've got Glide, we've got the Meta Glasses.

R Ryan Fleury 52:48

There's definitely a lot of potential. You know, the people with the Meta Glasses have often complained about connectivity issues. But the one selling point that people keep referring to is the hands free obstacle identification or object identification, or querying meta AI for you know, what is this, or read the menu to me. But also, if you are with Glide or your dog, or your cane, you could call AIRA and say, you know, hey, I'm little little lost here on the corner. Can you tell me what's around me and look around with your Meta glasses, right? So again, another tool in your toolbox to build, build that confidence.

R Ryan Fleury 53:48

We had haptic shoes. Come on.

R Rob Mineault 53:56

The buzz clip. All of these were good tries. You know, the hearts were in the right place, but you know, they just, it just wasn't the technology wasn't there to really make, I think, a new primary mobility aid. But here we are, so we'll see. Let's see what happens next Wednesday. So hey, anybody, anybody's listening out there is in the Vancouver area, come on down to Canadian Assistive Technology. Come check out the Glide. It's September 24 and, yeah, as a bonus, you could probably meet the podcast hosts of this podcast. So, yeah, we should be, we should be touting that we probably get get flooded.

R Ryan Fleury 54:46

I just saw the cancelations. Great. Thanks, Rob.

R Rob Mineault 54:55

All right, well, I think we should get the heck out of here. What do you guys think?

R Ryan Fleury 54:58

Yeah, time to go to work.

R Rob Mineault 55:00

Yeah, hey. Ryan?

R Rob Mineault 55:03

Yeah. Rob?

R Rob Mineault 55:04

Where can people find us?

R Rob Mineault 55:05

I don't know. Steve, where can people find us?

S Steve Barclay 55:08

Well, they can find me currently at Unit 106-828, West, Eighth Avenue, Vancouver. They can also find us at cowbell@atbanter.com

R Rob Mineault 55:29

Hey, and they can also find us at@banter.com at banter.com.com. We're getting really getting really good at these plugs. Yeah, all right, well, I think that is going to about do it for us this week. Big Thanks, of course, Amos for joining us, and we will see everybody next week.

R Ryan Fleury 55:59

Maybe some of you literally.

S Steve Barclay 56:05

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