



Mobile Business Solutions

What is gamification? Gamification is the use of gaming mechanics within non-game applications to make these tasks more engaging and less monotonous. These concepts are something we can all identify with. The saying goes "Time flies when you are having fun". By introducing reward points, and competition, the WithoutWire I Pick application bring a sense of fun to the warehouse operator that has a hard time being motivated. Performance based pay can also provide instant feedback.

Our industry solutions are designed to bring new solutions for mobile to the Distribution, Healthcare, Retail and Manufacturing industries.

Warehouse Management

Our I Pick application communicates to the same Microsoft based backend as our WithoutWire Warehouse product providing you a stable workhorse to handle the mission critical nature of inventory tracking.

Magnetic Strip Reader

Security is always a big concern with applications. We take advantage of the magnetic strip reader for login. We also allow the standard user name and PIN entry.

Picking

WithoutWire I Pick includes 2 modes:

Standard Mode – The user is presented with orders to pick via scanning. The rate of picking and the time lapsed is presented. Points are gained for successful scans.

Multi-Player Mode – Users are matched in a competitive mode where the rate of scan determines a winner. Points are gained for successful scans.