The present invention is an interactive reversible apron and is used to amuse and entertain a baby with an assortment of interactive items and mobile media devices. The assortment of interactive items includes but is not limited to objects such as baby toys, a pacifier, and finger puppets. The mobile media devices can include objects such as a smart phone and a tablet personal computer. The assortment of interactive items and the mobile media devices held in place and support on the user’s chest by the present invention. The user puts the present invention on, sits down, and places the baby on the lap so that the baby can access the assortment of interactive items and the mobile media devices. While the baby is sitting on the user’s lap, the present invention prevents both the user and the baby from getting restless and allows the user to develop a personal connection with the baby.
INTERACTIVE REVERSIBLE WEARABLE ACTIVITY CENTER FOR BABIES AND TODDLERS

FIELD OF THE INVENTION

[0001] The present invention relates generally to interactive baby toys and media devices, which are used to entertain and help a baby or a toddler learn.

BACKGROUND OF THE INVENTION

[0002] Traditionally, a person will sit a baby on their lap in order to form a personal connection with the baby. After a while, the baby may become restless on the person's lap without an assortment of interactive items to keep the baby amused. The present invention is a wearable activity center that keeps the baby amused with an assortment of interactive items such as toys, a pacifier, and finger puppets, which allows the baby to play with the assortment of interactive items while sitting on the person's lap. In addition to the assortment of interactive items, the present invention supports mobile media devices such as a smart phone or a tablet personal computer on the chest of the person, which similarly allows the baby to view the mobile media devices on sitting on the person's lap. The assortment of interactive items and the mobile media devices not only keep the baby amused and entertained on the person's lap, but also keeps the baby learning.

BRIEF DESCRIPTION OF THE DRAWINGS

[0003] FIG. 1 is a perspective view of the present invention highlighting the plurality of loops, the plurality of hooks, and the assortment of interactive items.
[0004] FIG. 2 is a front view of the present invention without the plurality of hooks and the assortment of interactive items.
[0005] FIG. 3 is a back view of the present invention highlighting the large pocket and the orientation changing pocket.
[0006] FIG. 4 is a view illustrating the left side of the present invention.
[0007] FIG. 5 is a view illustrating the right side of the present invention.

DETAIL DESCRIPTIONS OF THE INVENTION

[0008] All illustrations of the drawings are for the purpose of describing selected versions of the present invention and are not intended to limit the scope of the present invention.

[0009] The present invention is an interactive reversible wearable activity center for babies and toddlers as shown in FIG. 1, which is worn by a user to entertain a baby with interactive items and mobile media devices while the baby sits on the user's lap. The user can be anyone including mothers, fathers, grandparents, great-grandfathers, and nannies. The baby refers to any small child ranging from a newborn to a toddler. The present invention allows the user to personally interact with the baby as the baby is playing with the interactive items or watching and interacting with the mobile media devices. The interactive reversible wearable activity center for babies and toddlers is very portable, which provides means to amuse and keep the baby quiet in public places. The interactive reversible wearable activity center for babies and toddlers comprises a main canvass 1 and a support system 23.

The main canvass 1 is a sheet of material that forms the primary shape of the present invention and serves as a base for all the other components of the present invention to be connected together. The user secures the interactive items and the mobile devices onto the main canvass 1. The support system 23 allows the user to attach the main canvass 1 to the front of the user's body. The support system 23 is designed to properly secure the present invention the user without inhibiting the user's mobility.

[0010] The main canvass 1 provides the user a centralized area for the user to secure the interactive items and the mobile media devices. The main canvass is shown in its entirety in FIGS. 1, 2, and 3. The main canvass 1 comprises a plurality of pockets 2, a plurality of fasteners 3, a left arm curve 4, right arm curve 5, a left hip brace 6, a right hip brace 7, a front side 8, and a back side 14. The left arm curve 4 is a curvature of the edge of the main canvass 1 and is positioned at the top left corner of the main canvass 1. The right arm curve 5 is also a curvature of the edge of the main canvass 1 but is positioned at the top right corner of the main canvass 1. The left arm curve 4 and the right arm curve 5 prevents the main canvass 1 from interfering with the mobility of the user's left arm and the mobility of the user's right arm. The left hip brace 6 is a portion of the main canvass 1 that wraps around the user's left hip and is positioned below the left arm curve 4. The right hip brace 7 is a portion of the main canvass 1 that wraps around the user's right hip and is positioned below the right arm curve 5. The left hip brace 6 and the right hip brace 7 provide the present invention with the additional support required to keep the main canvass 1 front and center on the user's body, which is significant because the baby is on the user's lap and does not have access to the interactive items and the mobile media devices if the main canvass 1 is not front and center on the user's body. The plurality of pockets 2 can be positioned on either the front side 8 of the main canvass 1 or the back side 14 of the main canvass 1. The plurality of pockets 2 are not specified for any particular use, but the plurality of pockets 2 do provide the user with a convenient compartment to store small articles or to place their hands.

[0011] The main canvass 1 allows the user to use either the front side 8, as shown in FIG. 2, or the back side 14, as shown in FIG. 3, to interact or entertain with the baby. The front side 8 comprises a plurality of loops 9, a plurality of hooks 10, a small pocket 11, a small viewing hole 12, and an assortment of interactive items 13. The small pocket 11 is centrally positioned on the front side 8 and is attached to the main canvass 1 around the entire perimeter of the small pocket 11. The small pocket 11 provides the user a means to store and support a display that the user wants the baby to see. In the preferred embodiment, the display is a mobile media device such as a smart phone or a portable media player, but the display can also be a picture that the user wants to show the baby. The small viewing hole 12 is centrally positioned on the small pocket 11 allowing the baby to view the display. The plurality of loops 9 are attached to the front side 8 across the main canvass 1 and allow the plurality of hooks 10 to engage to the main canvass 1. In the preferred embodiment, the plurality of loops 9 are not placed on the left hip brace 6 and the right hip brace 7 because the baby would not be able to reach the loops located on the left hip brace 6 and the right hip brace 7. The plurality of hooks 10 is engaged to and dangle from the plurality of loops 9. The plurality of hooks 10 is not hooks in the traditional sense and are constructed to be completely safe for the baby. In the preferred embodiment, the plurality of hooks 10 is colorful annular objects with a gap to engage the plurality of loops 9 and with rounded edges to protect the
The present invention is reversible, which allows the user to turn the main canvass 1 to the back side 14 as shown in FIG. 3 in order to entertain the baby in another manner. The back side 14 comprises a small entrance 15, a large pocket 16, a large entrance 17, a large viewing hole 18, an orientation changing pocket 19, an orientation changing entrance 20, a portrait hole 21, and a landscape hole 22. The large pocket 16 is centrally positioned on the back side 14. The large pocket 16 is attached to the main canvass 1 around the entire perimeter of the large pocket 16, expect on the large entrance 17. The large entrance 17 is positioned atop the large pocket 16 so that gravity does not empty the contents of the large pocket 16 while the present invention is being worn by the user. The large pocket 16 allows the present invention to store and support a larger display that the user wants the baby to see. The large entrance 17 allows the larger display to enter into the large pocket 16. In the preferred embodiment, the larger display is a larger mobile media device such as a tablet personal computer, but the larger display can instead be a larger picture that the user wants to show the baby. The large viewing hole 18 is centrally positioned on the large pocket 16 allowing the baby to view the larger display within the large pocket 16. The small entrance 15 is positioned above the large entrance 17 and allows the display to go through the main canvass 1 from the back side 14 and enter the small pocket 11. The orientation changing pocket 19 is positioned within the large pocket 16. The orientation changing pocket 19 is attached to the main canvass 1 around the entire perimeter of the orientation changing pocket 19, expect on the orientation changing entrance 20. The orientation changing entrance 20 is positioned atop the orientation changing pocket 19 so that gravity does not empty the contents of the orientation changing pocket 19 while the present invention is being worn by the user. The orientation changing pocket 19 allows the present invention to have another pocket, beside the small pocket 11, which can store and support the display discussed above. The difference between the small pocket 11 and the orientation changing pocket 19 is that the small pocket 11 is designed to accommodate only one orientation for the display, either a portrait orientation or a landscape orientation. The orientation changing pocket 19 is wide enough to allow the user to change the display to either the portrait orientation or the landscape orientation. The orientation changing pocket 19 is only useful in the preferred embodiment where the display is a mobile media device because the mobile media device is able to automatically change the orientation of its screen when the orientation of the mobile media device changes. The portrait hole 21 and the landscape hole 22 are positioned on the orientation changing pocket 19 adjacent to each other. The user can move the display around in the orientation changing pocket 19 to place the display behind the portrait hole 21 when the user wants the baby to view the display in the portrait orientation and place the display behind the landscape hole 22 when the user wants the baby to view the display in the landscape orientation. The portrait hole 21 and the landscape hole 22 are positioned in such a way that both the portrait hole 21 and the landscape hole 22 can be seen through the large viewing hole 18. Finally, the plurality of fasteners 3 are positioned on the small entrance 15 and the large entrance 17 in order to secure either the display in the small pocket 11 or the larger display in the larger pocket 16.

Although the invention has been explained in relation to its preferred embodiment, it is to be understood that many other possible modifications and variations can be made without departing from the spirit and scope of the invention as hereinafter claimed.

What is claimed is:

1. An interactive reversible wearable activity center for babies and toddlers comprises,
   - a main canvass;
   - a support system;
   - said main canvass comprises a plurality of pockets, a plurality of fasteners, a left arm curve, a right arm curve, a left hip brace, a right hip brace, a front side, and a back side;
   - said support system comprises a left shoulder strap, a right shoulder strap, a left apron string, a right apron string, a left hole, and a right hole;
   - said front side comprises a plurality of loops, a plurality of hooks, a small pocket, a small viewing hole, and an assortment of interactive items; and
   - said back side comprises a small entrance, a large pocket, a large entrance, an orientation changing pocket, an orientation changing entrance, a portrait hole, and a landscape hole.
2. The interactive reversible wearable activity center for babies and toddlers as claimed in claim 1 comprises, said left arm curve being located on said main canvass above said left hip brace; said right arm curve being located on said main canvass above said right hip brace; said left arm curve being located on said main canvass opposite said right arm curve; and said left hip brace being located on said main canvass opposite said right hip brace.

3. The interactive reversible wearable activity center for babies and toddlers as claimed in claim 1 comprises, said small pocket being centrally positioned on said front side; said small viewing hole being centrally positioned on said small pocket; said plurality of loops being connected to said front side and being positioned around said small pocket; said plurality of hooks being engaged to said plurality of loops; and said assortment of interactive items being hung from said plurality of hooks.

4. The interactive reversible wearable activity center for babies and toddlers as claimed in claim 1 comprises, said large pocket being centrally positioned on said back side; said large entrance being positioned atop said large pocket; and said large viewing hole being centrally positioned on said large pocket.

5. The interactive reversible wearable activity center for babies and toddlers as claimed in claim 4 comprises, said orientation changing pocket being positioned on said back side; said orientation changing pocket being located inside of said large pocket; said orientation changing entrance being positioned atop said orientation changing pocket; said portrait hole being positioned on said orientation changing pocket adjacent to said portrait hole; and said portrait hole and said landscape hole being positioned within said large viewing hole.

6. The interactive reversible wearable activity center for babies and toddlers as claimed in claim 1 comprises, said plurality of fasteners being located on said small entrance and said large entrance.

7. The interactive reversible wearable activity center for babies and toddlers as claimed in claim 3 comprises, said small entrance being positioned on said back side and above said large pocket; and said small entrance being connected atop said small pocket through said main canvass.

8. The interactive reversible wearable activity center for babies and toddlers as claimed in claim 1 comprises, said left shoulder strap being connected to said main canvass atop said left arm curve; said right shoulder strap being connected to main canvass atop said right arm curve; said left apron string being connected to said left shoulder strap opposite to said main canvass; said right apron string being connected to said right shoulder strap opposite to said main canvass; said left hole being positioned on said left hip brace; said right hole being positioned on said right hip brace; said left hole being traversed by said left apron string; and said right hole being traversed by said right apron string.

9. An interactive reversible wearable activity center for babies and toddlers comprises, a main canvass; a support system; said main canvass comprises a plurality of pockets, a plurality of fasteners, a left arm curve, a right arm curve, a left hip brace, a right hip brace, a front side, and a back side; said support system comprises a left shoulder strap, a right shoulder strap, a left apron string, a right apron string, a left hole, and a right hole; said front side comprises a plurality of loops, a plurality of hooks, a small pocket, a small viewing hole, and an assortment of interactive items; said back side comprises a small entrance, a large pocket, a large entrance, an orientation changing pocket, an orientation changing entrance, a portrait hole, and a landscape hole; said orientation changing pocket being positioned on said back side; said orientation changing pocket being located inside of said large pocket; said orientation changing entrance being positioned atop said orientation changing entrance; said portrait hole being positioned on said orientation changing pocket; said landscape hole being positioned on said orientation changing pocket adjacent to said portrait hole; and said portrait hole and said landscape hole being positioned within said large viewing hole.

10. The interactive reversible wearable activity center for babies and toddlers as claimed in claim 9 comprises, said left arm curve being located on said main canvass above said left hip brace; said right arm curve being located on said main canvass above said right hip brace; said left arm curve being located on said main canvass opposite said right arm curve; said left hip brace being located on said main canvass opposite said right hip brace; said left shoulder strap being connected to said main canvass atop said left arm curve; said right shoulder strap being connected to main canvass atop said right arm curve; said left apron string being connected to said left shoulder strap opposite to said main canvass; said right apron string being connected to said right shoulder strap opposite to said main canvass; said left hole being positioned on said left hip brace; said right hole being positioned on said right hip brace; said left hole being traversed by said left apron string; and said right hole being traversed by said right apron string.

11. The interactive reversible wearable activity center for babies and toddlers as claimed in claim 9 comprises, said small pocket being centrally positioned on said front side; said small viewing hole being centrally positioned on said small pocket; said plurality of loops being connected to said front side and being positioned around said small pocket;
said plurality of hooks being engaged to said plurality of loops;  
said assortment of interactive items being hung from said plurality of hooks;  
said large pocket being centrally positioned on said back side;  
said large entrance being positioned atop said large pocket;  
said large viewing hole being centrally positioned on said large pocket; and  
said small entrance being positioned on said back side and above said large pocket.

12. The interactive reversible wearable activity center for babies and toddlers as claimed in claim 11 comprises,  
said plurality of fasteners being located on said small entrance and said large entrance.

13. An interactive reversible wearable activity center for babies and toddlers comprises,  
a main canvass;  
a support system;  
said main canvass comprises a plurality of pockets, a plurality of fasteners, a left arm curve, a right arm curve, a left hip brace, a right hip brace, a front side, and a back side;  
said support system comprises a left shoulder strap, a right shoulder strap, a left apron string, a right apron string, a left hole, and a right hole;  
said front side comprises a plurality of loops, a plurality of hooks, a small pocket, a small viewing hole, and an assortment of interactive items;  
said back side comprises a small entrance, a large pocket, a large entrance, an orientation changing pocket, an orientation changing entrance, a portrait hole, and a landscape hole;  
said small pocket being centrally positioned on said front side;  
said small viewing hole being centrally positioned on said small pocket;  
said plurality of loops being connected to said front side and being positioned around said small pocket;  
said plurality of hooks being engaged to said plurality of loops;  
said assortment of interactive items being hung from said plurality of hooks;  
said large pocket being centrally positioned on said back side;  
said large entrance being positioned atop said large pocket;  
said large viewing hole being centrally positioned on said large pocket;  
said orientation changing pocket being positioned on said back side;  
said orientation changing pocket being located inside of said large pocket;  
said orientation changing entrance being positioned atop said orientation changing entrance;  
said portrait hole being positioned on said orientation changing pocket;  
said landscape hole being positioned on said orientation changing pocket adjacent to said portrait hole; and  
said portrait hole and said landscape hole being positioned within said large viewing hole.

14. The interactive reversible wearable activity center for babies and toddlers as claimed in claim 13 comprises,  
said left arm curve being located on said main canvass above said left hip brace;  
said right arm curve being located on said main canvass above said right hip brace;  
said left arm curve being located on said main canvass opposite said right arm curve;  
said left hip brace being located on said main canvass opposite said right hip brace;  
said left shoulder strap being connected to said main canvass atop said left arm curve;  
said right shoulder strap being connected to main canvass atop said right arm curve;  
said left apron string being connected to said left shoulder strap opposite to said main canvass;  
said right apron string being connected to said right shoulder strap opposite to said main canvass;  
said left hole being positioned on said left hip brace;  
said right hole being positioned on said right hip brace;  
said left hole being traversed by said left apron string and said right hole being traversed by said right apron string.

15. The interactive reversible wearable activity center for babies and toddlers as claimed in claim 13 comprises,  
said plurality of fasteners being located on said small entrance and said large entrance.

16. The interactive reversible wearable activity center for babies and toddlers as claimed in claim 13 comprises,  
said small entrance being positioned on said back side and above said large pocket.

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