



## **World-First Music and Audio Navigation Headset Announced by AudioDimension at CES 2026**

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**Follow your music to your destination with AudioDimension's SAND-e, a World First Headphone with Audio Navigation Engine Built In**

**CES, Las Vegas – Jan 4th, 2026** – AudioDimension, the deep-tech startup pioneering spatial audio navigation, today announced the first headphones incorporating its patented audio navigation engine allowing anyone to follow their music to find a destination. Previously AudioDimension technology was available as an app when paired with spatial enabled earbuds or headphones.

**Demos with prototypes will be available on the AudioDimension booth Eureka Park, 60643**

““Our CES launch is a milestone for AudioDimension and for accessible navigation technology,” said Philippe Le Borgne, Co-Founder and CEO. “By integrating our engine into bone conduction headphones, we’re making navigation safer, more intuitive, and more inclusive at an affordable price point. CES is the perfect venue to introduce SAND-e to the world.

We are making the technology easily and readily accessible by providing our own reference headset which can also be used by the visually impaired and unsighted customers. We are of course in discussion with buds and smart glasses manufacturers for licenses to incorporate our engine in their devices.

Professor François Alouges, Co-Founder and Chief Product Officer added: “We know the challenges of entering physical hardware domain. The positives of this move were more than persuasive in terms of product. We get a headset that is usable with any streaming platform in addition to our own app, and can understand natural language such as “get me to the Eiffel tower”. Users include tourists looking to walk around a city enjoying the views without looking at a screen, finding their way around airports, joggers running new routes and of course the visually-impaired and unsighted users who have ready been demanding this product.”

Named SAND-e (Sandy) for Spatial Audio Navigation De-vice, the headphones will be available in the second half of 2026. In addition to high quality audio, the bone-conduction headphones will enable anyone with a Bluetooth phone or watch to ask for a destination and follow music or podcasts to find their way there.

AudioDimension's core innovation transforms navigation by creating dynamic, spatial audio cues that guide users through physical environments. Instead of intrusive voice commands or constant screen-checking, the system uses a "musical map" to allow for intuitive, heads-up navigation. Initially conceived to empower visually impaired and unsighted individuals, the technology's applications have expanded to airports, stations and campuses.

With a growing patent portfolio, AudioDimension is poised at the intersection of accessibility, augmented reality, and audio engineering, ready to make navigation more intuitive, immersive, and inclusive through the power of sound.

SAND-e will be available for purchase in second half of 2026. For media inquiries, partnership opportunities, or to request a demo, contact Manelli Hoseini at [manelli@audiodimension.io](mailto:manelli@audiodimension.io) or visit <https://www.audiodimension.io>

**About AudioDimension:** AudioDimension is a French deep-tech company, originally started as Runblind at Ecole Polytechnique in France to help the visually impaired. AudioDimension was created with a vision of making getting from A to B safer, and easier and more fun. Incorporating own-developed patented spatial audio technology, AudioDimension offers immersive navigation and augmented reality experiences. Its solutions enable intuitive, hands-free guidance through use of dynamic spatial audio, with applications ranging from accessibility for the visually-impaired to tourism, and sports.

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Photo of Philippe Le Borgne, Co-Founder and CEO



Professor François Alouges, Co-Founder and Chief Product Officer, Ecole Normale Supérieure, Paris-Saclay.



Impression Photos of SAND-e (product photos are indication only and not final)

