For more info visit:
www.facebook.com/ictshowroom

MARCH 8

10:00–14:00

ICT CITY

ICT SHOW-ROOM 2018

STUDENT PROJECT EXHIBITION AND COMPETITION

siili_

anders enabling your e-success

BCB medical

Wapice

vaadin

TELESTE

Reaktor

wunder

VINCIT

Nortal

SOFOKUS

FUJITSU

CADMATIC SOFTWARE SOLUTIONS

TURKU SCIENCE PARK

Boost

TURKU AMK TURKU UNIVERSITY OF APPLIED SCIENCES

Åbo Akademi

Turun yliopisto University of Turku

TUCS

Schedule 8.3.2018

10:00 ICT Showroom opens
10:00 Public voting opens
(the audience may vote for **best performance** and **best technical content**)
10:30 Jury starts to evaluate the projects
13:30 Jury ends their evaluation round
14:00 Public voting ends
14:00 ICT Showroom ends
14:30-15:00 Winners are announced in *auditorium Alpha*

Jury members

- Anders Innovation Oy (Riku Voipio)
- BCB Medical (Tapani Loikkanen)
- Boost Turku (Liisa Lehtonen)
- Cadmatic Oy (Teemu Valtonen)
- Reaktor (Sami Suo-Heikki)
- Sofokus Oy (Tomi Neulanen)
- Turku Science Park (Mikael Lindholm)
- Wapice Oy (Kati Korolainen-Kujala)
- Wunder (Ville Honkanen)

Sponsors of the event

Anders Innovation Oy – BCB Medical – Cadmatic Oy – Fujitsu Finland Oy – Nortal - Reaktor – Siili Solutions - Sofokus – Teleste - Turku Science Park – Vaadin – Vincit - Wapice Oy – Wunder

Organizers and contact information

ICT Showroom - facebook.com/ictshowroom
Jerker Björkqvist, Åbo Akademi, 0400 528 758, jerker.bjorkqvist@abo.fi
Kan Kraufvelin, Åbo Akademi, jan.kraufvelin@abo.fi
Mikko Niskanen, Turun ammattikorekakoulu, mikko.niskanen@turkuamk.fi
Janne Roslöf, Turun ammattikorekakoulu, 050 598 5438, janne.roslof@turkuamk.fi
Timo Vasankari, Turun yliopisto, timo.vasankari@utu.fi
Seppo Virtanen, Turun yliopisto, (02) 333 8886, seppo.virtanen@utu.fi

S11 Lights On!

Games and entertainment, Mobile,

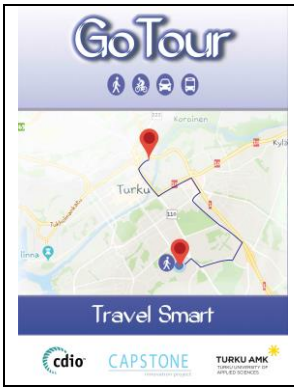
Mobile AR Game Application

Konsta Snellman, Emmi-Kaisa Roivas, Henri Vuorio, Joona Kulta, Joonas Kangaskorte, Joonas Törmänen, Sebastian Kaunisto, Tuomas Willgren, Ville-Pekka Keisala

Contact person: konsta.snellman@edu.turkuamk.fi
Web: https://lightson641.wordpress.com/

Our location-based augmented reality mobile game will help to learn history by interacting with the characters of the past. The goal of the Lights on! -project is to attract new visitors to the ancient castle locations around the archipelago of Finland and Estonia and improve their experience. That's what we call the gamification of education.

TUAS



S12 GoTour

Public services, Web,

Tour planning webpage

Arkadiusz Mączkowski, Arttu Seppä-Lassila, Eppu Peltonen, Olavi Viitanen, Alfons Salmi, Łukasz Tomczyk, Sirine Achich

Contact person: olavi.viitanen@edu.turkuamk.fi
Web:

GoTour is a web application that helps planning a full day or a tour for sightseeing in Turku, by giving you detailed information about the city; its attractions and the public transport options.

TUAS

S13 PIHC

Healthcare,Public services, IoT,

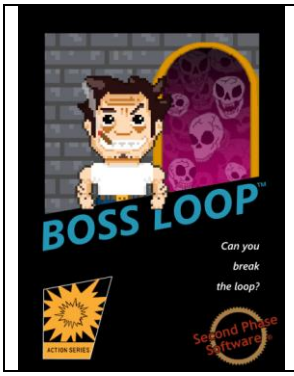
Personal IoT in Health and Care Capstone project

Tommi Hautaviita, Phong Nguyen, Juho Laine, Patrik Jokinen, Minna Ahopelto, Tatu

Contact person: Tommi.Hautaviita@edu.turkuamk.fi
Web: personaliotinhealthandcare.blogspot.com

Captone project done with Mediconsult. We plan on using a IoT device provided by Vivago and implement data sent by the device into Mediatri, a patients record system.

TUAS



S14 BL

Games and entertainment, Desktop,

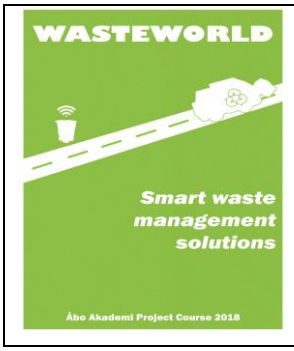
2D Action-adventure video game

Toni Sipari, Matias Huhta, Santeri Wikström, Antti Pakkanen, Jussi Ketomäki

Contact person: toni.sipari@edu.turkuamk.fi
Web:

BossLoop is a game, developed for players who seek challenge within fairness. The main idea of the game is to fight epic boss battles in varying, independent regions, eras and dimensions and to gain more powerful tools to outbid new threats. Our team is creating a graphically unique 2D-world that pays homage to other retro games out there. The Player must survive one boss battle after another until he finds his way home - or will he? Great challenges await. Master the game and break the loop once and for all.

TUAS



S15 WasteWorld

Public services,Sustainable development,Infrastructure services,Waste Management
Embedded system,Web,HW,IoT,Cloud,

Modern waste management with new NarrowBand-IoT technology

Sebastian Nyberg, Kim Le, Michael Wessman, Elin Nylund, Lars Sundman

Contact person: senyberg@abo.fi
Web: https://wasteworld.dy.fi/

New and modern solution for waste management. By using sensors and NarrowBand IoT technology we aim to automate the industry. Different sensors can be attached to the main board as needed, and by using NarrowBand IoT we can get up to 10 years of battery life. This simple device will save money for both service providers and for customers.

ÅA

S16 ARLE

Education, Mobile,

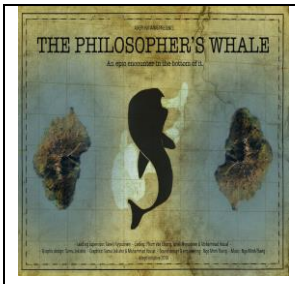
AR learning environment

Sebastian Preussner, Mikael Heikkinen, Leevi Rinne, Juha Toivola, Lari Muuriaisniemi

Contact person: sebastian.preussner@edu.turkuamk.fi
Web: https://arlivingenvironment.wordpress.com/

Application for students to learn school subjects via augmented reality.

TUAS



S17 PW

Games and entertainment, Desktop,

Philosopher's Whale

Taneli Nyyssönen, Muhammad Yousaf, Samu Jokiaho, Ngo Minh Thang, Pham van Chung

Contact person: ttjnyy@utu.fi
Web:

Why does the grass always look greener on the other side? Is there a way to see both sides of the fence simultaneously? Find out on the Philosopher's Whale today (or tomorrow time is a relative concept)! In this 3-dimensional point and click enclosed adventure puzzle game you can create YOUR future, literally. Whether you enjoy the future you have created remains to be seen..

UTU

S18 SBS

Public services,Other,Smart City Web,Mobile,Computter vision

Project Smart Bus Stop

Markus Willman, Roope Lehtonen, Mikko Raula, Vesa Halenius, Maria Macocinschii

Contact person: mpewil@utu.fi
Web:

Project SBS consists of an application, a socialogical survey and a legal review. The application is for infotainment displays at bus stops, with the concept of "safe and smart bus stop". It provides live information such as a feed of buses arriving or in transit nearby. Additionally, other informational pages can be easily added. Users can take it with them by opening it on their smart devices, thus making it portable and scalable. Web technologies and computer vision are used. Computer vision is used for dynamic content and collecting metrics about bus stop usage. The topic is provided by Teleste.

UTU

S19 CMI

Public services,Infrastructure services, Embedded system,Web,

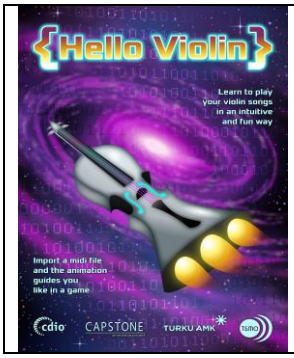
System for counting people in indoor areas

Robert Andrei Damian, Zandra Lundegård, Mamadou DIambar Ndour, Imran Hafeez, Lucie Jordan

Contact person: lucie.jordan@abo.fi
Web:

The CountMeIn system is designed to keep track of the number of people in a closed area, keeping people's identities anonymous. The idea is to have a mountable system that can be installed on a door and communicate information to a computer. This system could be adapted to different situations. For instance, what if you want to know if the gym is crowded? Wouldn't you rather like coming at non-rush hours? Considering the safety issues in a building, in case of emergency, the rescue team needs to know the number of people: the system would provide this information.

ÅA



S20 Violin learning app project

Games and entertainment,Education, Mobile,

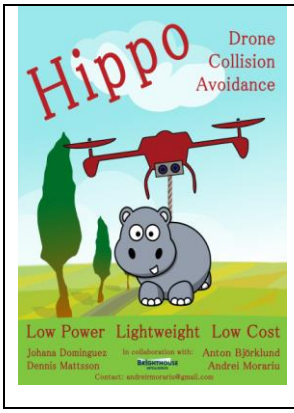
Innovative violin learning app for mobile devices.

Joonas Aaltonen, Juho Alhola, Markus Drufva, Gauthier Heyob, Joel Heinonen, Ville Vainio, Verner Villikka

Contact person: joel.heinonen@edu.turkuamk.fi
Web: https://violinlearningapp.wordpress.com/

{Hello Violin} is a mobile game that finally brings violin learning to the modern time. You start your journey with aided practice and in no time, you find yourself playing alongside with your favorite songs. The app listens to you play, gives you feedback and most importantly: keeps you motivated.

TUAS



S21 Hippo

Sustainable development,Infrastructure services, Embedded system,HW,

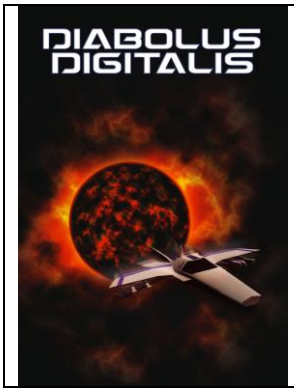
Hippo project aims to create a 3D object detection for avoiding collisions while flying autonomous drones

Andrei Morariu, Dennis Mattson, Anton Björklund, Johana Dominguez

Contact person: amorariu@abo.fi
Web:

The goal of the project is to create a low-power and low-cost collision avoidance module using stereo cameras. The two cameras are used for object detection and a small embedded computer is used to calculate a path that avoids collisions and uses the path to guide the drone's autopilot. Our vision is creating an autonomous drone package delivery system. For companies this will reduce the costs for personnel and cars and making deliveries more flexible. And for customers, imagine the experience of receiving a pizza delivered by a flying drone.

ÅA



S22 Diabolus Digitalis

Games and entertainment, Desktop,

Bullethell Spaceshooter game

Heikki Koski, Roy Grönroos, Ville Vahtera, Ville Lehtinen, Minna Multala

Contact person: htmkos@utu.fi
Web:

Diabolus Digitalis is a spaceshooter game where player is thrown to the dark universe of Digitalis where he must fight and dodge his way trough the ever increasing hordes of enemies corrupted by the Digitalis itself. Features include a story mode where you soar trough the Digitalis and an arcade mode where the goal is to get as high of a score as you can and achieve greatness.

UTU

S23 Curling Trainer

Other,Sports Embedded system,Web,Mobile,Desktop,HW,IoT,

Tool to facilitate curling training

Teemu Laakso, Tero Laakso, Jarno Laihinen, Susanna Landström, Markus Lindberg, Lauri Mukkala

Contact person: tetalaa@utu.fi
Web:

Target of this project is to create a system that can be used as an aid when training curling at the new curling hall in Impivaara. Primarily the system provides information about the speed and the direction of current slides. In addition to this information, the system also offers information of how the slide curves on the sheet that is visualized on a user interface that scales to computers and mobile devices. Implementation is done using machine vision to achieve user friendliness and to avoid impractical attachments to the sheet of ice or to sliding stones.

UTU

S24 UA

Games and entertainment, Desktop,

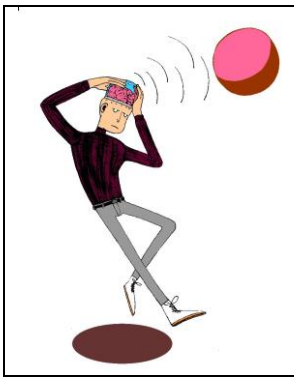
Unlucky Astronaut

Miika Oja-Nisula, Mirva Tapola, Bikram Pangeni, Lukasz Tomczyk, Joonas Kangaskorte

Contact person: mikatap@utu.fi
Web:

Unlucky Astronaut is 2D platform game situated in space

UTU



S25 Brain Brawl

Games and entertainment, Desktop,

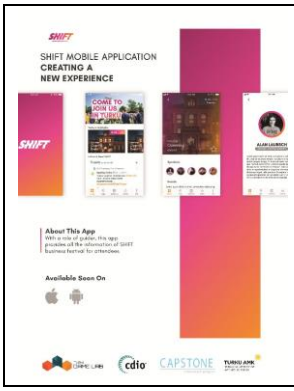
Telekinetic king of the hill fighting game, Brain Brawl

Oskar Lappi, Mikal Kostian, Aleksandr Osipov,

Contact person: olappi@abo.fi
Web:

A side-view fighting game where brains beat brawn. With a ball. Players fight each other on a floating stage and attempt to push each other off the stage, like in smash. Players are given a set amount of stocks and whoever runs out of stocks first loses the game. The game mechanic given to players is telekinetically pushing a ball towards the other player. Both players control the same ball.

TUAS



S26 SHIFT

Games and entertainment, Mobile,

Shift Business Festival - Mobile Experience

Roni Alho, Hoai Truong, Huy Nguyen, Joonas-Petteri Matikainen, Mikko Turunen, Toni Ojanperä, Toni Virtanen, Tung Vo, Dinh Duong, Zhuan Wang

Contact person: roni.alho@edu.turkuamk.fi
Web: theshift.fi

We are creating a new experience for SHIFT Business Festival. Shift Business Festival can be found on mobile devices.

TUAS

S27 QUBE

Healthcare,Public services, Desktop,HW,

QUBE - Self Measurement Enviroment

Joonas Aaltonen, Atte Laakso, Roni Alho, Aleksi Aaltonen, Samuel Klas

Contact person: mittauskuutio@turkuamk.fi
Web:

QUBE will be free public self measurement enviroment in ICT-City. In QUBE you can measure your body composition and blood pressure on your own.

TUAS

S28 ExMan3D

Games and entertainment,Healthcare,Business administration,Education, Desktop,

Educational game about company management

Sampsa Kaskela, Vladimir Sakharov, Jussi Inkeroinen, Frans Auranen, Gaurav Thapa, Sanna Kulesova, Tuovi Eskelinen

Contact person: sampsa.kaskela@edu.turkuamk.fi
Web:

ExMan3D is a Sims-like game aimed at the food service industry predominantly and will find itself at all training institutions (Universities, culinary schools and hotel management modules at schools etc) but also in the hotel, recreation and catering sector that would offer operational management courses/modules of such food service units.

TUAS

S29 FuzzyRunners

Games and entertainment, Mobile,

2D obstacle course game for mobile market

Sampsa Kaskela, Vesa Lankila, Sade Sirén, Joonas Törmänen

Contact person: sade.siren@edu.turkuamk.fi
Web:

Fuzzy Runners is a fast-paced mobile game where the player can set up traps for their opponent. But then they must run through the obstacle course the opponent set up for them! Winning gains more traps to be used in the following runs. Prizes also include accessories and options to customize your own adorable fuzzy avatar. It's the new game you can play, even in a rush!

TUAS

S30 Grounded!

Games and entertainment, Desktop,

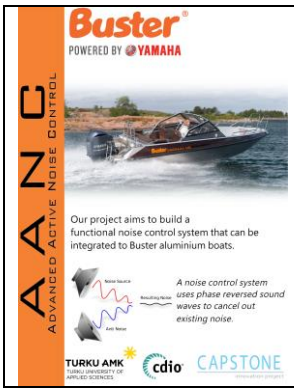
Grounded! - A puzzle escape game.

Toni Virtanen, Mikko Turunen, Toni Ojanperä, Henri Vuorio

Contact person: henri.vuorio@edu.turkuamk.fi
Web:

Grounded! - A puzzle escape game. You are grounded! Solve puzzles to escape your house and don't get caught!

TUAS



S31 AANC

,Audio Embedded system,HW,

Advance Active Noise Control

Marko Pekkala, Mohammed Räsänen, Petteri Horn, Juho Pärssinen

Contact person: juho.parssinen@edu.turkuamk.fi
Web: https://anc-project.blogspot.fi/

This project aims to build a functional noise cancellation system for Buster boats that can be used to reduce excess noise aboard boats to improve crew and passenger comfort. The functionality of a noise cancellation system is relatively simple; speakers emit the same sound as the unwanted source but in different phase. This “anti-phase” wave combined with the original wave form a new wave and effectively cancel each other out. Based on last year’s Buster project’s research, our project aims to expand on their findings to create a functional prototype that can be tested aboard Buster boats.

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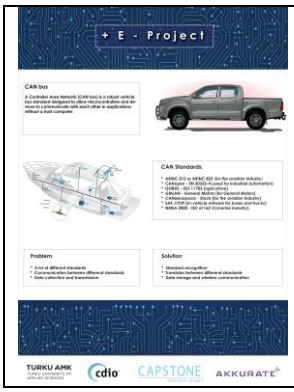

S33 +E-

Communicatin, Embedded system,HW,IoT,Cloud,

Protocol translator for CAN

Taneli Veistinen, Otso Kuokka, Valtteri Viitapohja, Riku Nupponen, Verneri Paunonen, Sami Hindsber, Karri Silvonen, Mikko Jalonen

Contact person: taneli.veistinen@edu.turkuamk.fi
Web: https://pluse-project.blogspot.fi/

A project to create a simple device meant to ease the gap between Control Area Network protocols. Additionally with the function of collecting data to cloud.

TUAS

S34 Tree-Mendous

Games and entertainment, Desktop,

TreeMendous - Fun 2D platformer

Jussi Inkeroinen, Frans Auranen, Huy Nguyen

Contact person: jussi.inkeroinen@edu.turkuamk.fi
Web:

Tree-Mendous is a fun and action-packed 2D platformer game, where you take on the character of Woody McBranch, an intrepid tree with an adventurous spirit and a heart of gold. Well, actually, wood! His goal is to find his missing friends and liberate them from the vile clutches of the lumberjacks, who want to collect all the trees in the forest and turn them into wood chips!

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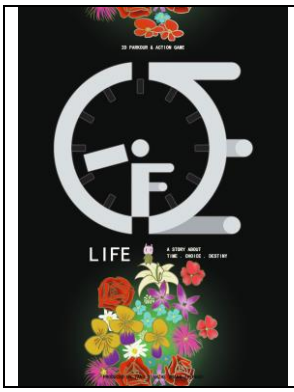

S35 Life

Games and entertainment, ,

2D parkour & action game,

Tang Xianzhe, Zhang Zhenhao

Contact person: xitang@utu.fi
Web:

A 2D parkour & action game with hand-drawn style. Make choices and get over challenges with this small rabbit.

UTU

S36 Archery Trainer

Other,Sport Mobile,HW,Cloud,

Mobile Application for Archers and Their Trainers

Anna Paloposki, Leena Hölttä, Mika Kivijoki, Teppo Huhtala, Tessa Ricard, Timo Heinonen

Contact person: anna.e.paloposki@utu.fi
Web:

A mobile application for archers and their coaches. The aim of the Archery Trainer application is to provide help in micromanaging the position in the field of muscle tension. With the app coach can monitor athlete's muscle tensions during his/her performance and later they can review the data and the score and analyze the performance. Targeted especially to professional archers and their coaches but also amateurs can utilize it.

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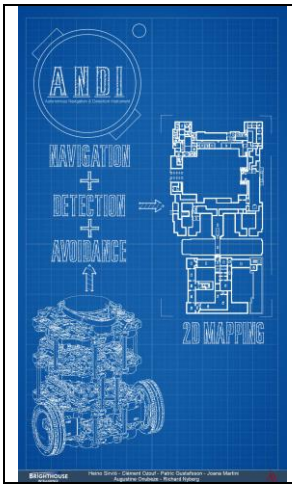

S37 ANDI

Other,Autonomous devices Embedded system,

Autonomous navigation and mapping using an array of Time-of-Flight sensors

Heino Sirviö, Patric Gustafsson, Richard Nyberg, Joana Martini, Clément Ozouf, Augustine Onubeze

Contact person: heino.sirvio@abo.fi, patric.gustafsson@abo.fi
Web:

Using an array of Time-of-Flight sensors, we are creating an affordable module for autonomous navigation and mapping in robotic vacuum cleaners. The robot will be able to navigate around the area bumping in to things, and it will create a real-time map of its surroundings. This map can be viewed and used for optimization. It can also be used to allow for multiple robots to work together without crossing each others paths.

ÅA

S38 GNv

Other,Framework Development Web,Mobile,

GoNative - A framework for converting web based application into mobile android apps

Salman Gill, Md. Wali Ul Alam, Arif Hossain, Faisal Mahmood

Contact person: salman.gill@abo.fi
Web:

A framework based web application that generates android apk from html app. A lot of people know how to make html app/website but they sometimes need a mobile version of that app. It is time consuming to make an android app from the scratch or they have to hire a specific android developer to make an android app. So, the main concept of this project is to build a framework that will generate an apk from HTML+CSS+JS based app and allow users to customize their app looks and add features like push notifications and ad monetization..

ÅA

S39 DoCM

Communication, Web,

Digitalization of Company Managemnt

Satumaarit Ketola, Joshua Scott, Robin Jacobs, Trong Khoi Huynh, Xuan Lan Nguyen, Brian ?oàn, Lauri Turpeinen, Elmita Baidhya, Mala Shrestha, Ilja Shustov

Contact person: robin.jacobs@edu.turkuamk.fi
Web: https://docm17-18.blogspot.fi/

Digitalization of Company Management is a project for Renotech Oy involving the complete overhaul of their customer facing website, implementation of an automated sales system, and implementation of an automated inventory tracking system.

TUAS

S40 Buxio

Other,Industrial Quality Assurance Desktop,

Intelligent Pipe Inspection

Masinde Mtesigwa Masinde, Markus Isaksson, Robert Talling, Karel Lang, Dan Björkgren

Contact person: rtalling@abo.fi
Web:

Buxio's piping solutions aims to drastically reduce the workload associated with performing quality assurance through video inspection. We support every stage of the quality assurance workflow, including automated defect detection, report generation and notification. Using image recognition we reduce the manual labor associated with finding defects through real-time video playback, while our report generation guarantees detailed issue documentation that also aids in end customer communication. Together these features lay the foundation for an agile and successful operation, with emphasis on problem solving rather than problem finding. Interested? See our application in action and learn more at our booth!

ÅA

S41 RAMBOW

Games and entertainment, Desktop,

2D platformer game where you defeat your enemies with a bow and arrow

Joakim Rantala, Lari Muuriaisniemi, Lasse Pouru

Contact person: joakim.rantala@edu.turkuamk.fi
Web:

2D platformer where you have to utilize bow in-order to get by your enemies. The game has semi realistic gravity which, will curve the trajectory of your arrows, so you have to take that in to consideration when, you are traversing through the levels of the game.

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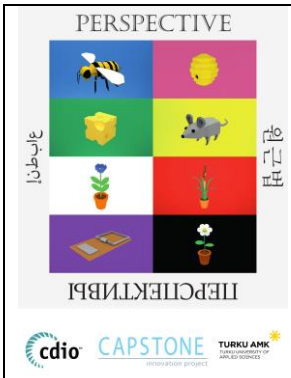


S42 Perspective

Games and entertainment, Mobile,Desktop,

Mobile game with intuitive controls to fly around doing what you do best

Oskari Rintamäki

Contact person: oskari.rintamaki@edu.turkuamk.fi
Web:

Explore your environment from the perspective of a pest! Fly around as a bee collecting nectar and pollen or maybe scurry from room to room as a mouse scavenging food and things to build your little nest. It's all about survival.

TUAS

S43 Endless Woods

Games and entertainment, Mobile,Desktop,

Endless Runner in Dark Woods

Juha, Sakari, Anssi, Tung

Contact person: juha.aarnio@edu.turkuamk.fi
Web:

A game developed as a part of Project Course on Video game Development. The goal of the game is to survive as long as possible in dark woods while avoiding trees and hostile creatures. The player also has to collect batteries to prevent his flashlight from dying out! Farther the player survives, the more points they get.

TUAS

S44 Energized worklife with wearable technology

Healthcare, Mobile,

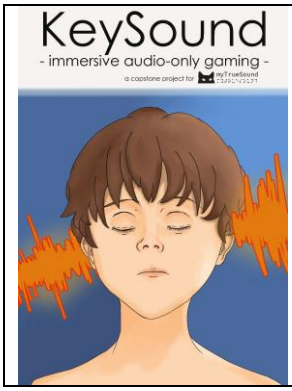
Smart watch application that improves office workers well-being and activity at work.

Valtteri Vainio, Tuomo Pihlasto, Antti Cavén, Niklas Helin, Jani Salminen, Nhi Tong

Contact person: valtteri.vainio2@edu.turkuamk.fi
Web: http://energizedworkinglife.blogspot.fi/

The project is about creating smart watch application for a better working environment by motivating and energizing the employees. Motivated and active employees are healthier and more productive, and therefore have a greater value for company. Application uses available data from different sensors of the watch.

TUAS



S45 KeySound

Games and entertainment, Mobile,

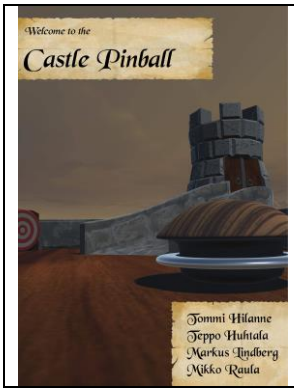
Audio-only 3D mobile game

Joel Hoisko,Dang Trinh Ha,Teemu Heinämäki,Joni Keto-Tokoi,Ville Vahtera

Contact person: joanhoi@utu.fi
Web:

KeySound is a audio-only mobile game, where the player has to navigate a 3D environment completely blind, relying only on their ears to guide them. Our is aim is to learn how 3D-audio works, how it can be used in games and how would one create a game for visually impaired gamers.

UTU



S46 Castle Pinball

Games and entertainment, Desktop,

A game of pinball with text based story.

Markus Lindberg, Teppo Huhtala, Tommi Hilanne, Mikko Raula

Contact person: tehhuh@utu.fi
Web:

In Castle Pinball you explore an ancient castle and its mysteries. The game is a mixture of text-based story and pinball challenges. The story evolves through your choices and pinball skills.

UTU

S47 Harava

Infrastructure services, Mobile,

Modern and intuitive mobile app for crowdsourcing

Patric Tirri, Oskari Rintamäki, Matias Suihkonen, Juuso Malin, Teemu Ruonti, Joakim Rantala, Ville Lehti

Contact person: juuso.malin@edu.turkuamk.fi
Web:

Our project`s goal is to facilitate city planning and similar things by using crowdsourcing. At the core of the project is a mobile app, Harava. It gives the people the tools to inform city planners on what can be done to improve cities and areas. The app allows surveys to be made, allowing information gathering using questionaires and maps. Harava already exists as a web version, our task is to transfer into a mobile version.

TUAS

S48 EMS IAQ

Healthcare,Marketing Embedded system,Web,

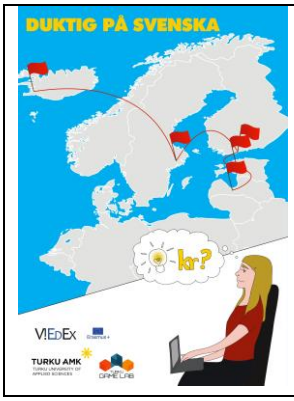
Envic MultiSens Indoor Air Quality Measurements

Samuli Spakstrom, Teemu Paasonen, Valtteri Toivonen, Mika Viksten, Roope Terkomaa, Denis Osipov

Contact person: mikko.koskinen@edu.turkuamk.fi
Web: https://capstonemultisens.wordpress.com/

Envic MultiSens IAQ Measurements Envic MultiSens is an indoor air quality monitor (IAQ). Its distinguishing aspects feature sensors designed for measurements of air pressure, humidity, and concentration of organic compounds present in the air. The logged data can be accessed not only via local means but also remotely thanks to the GPRS connection capabilities present in the MultiSens model. And, if something goes terribly wrong this device will be able to send alarm signals to the programmed destination. MultiSens by Envic is a versatile datalogger for simultaneous measurement of all main IAQ quantities.

TUAS



S49 Duktig på svenska

Games and entertainment,Education, Web,Unity 3D

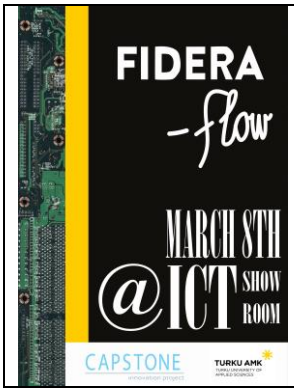
Swedish 2D learning game for founding business

Georgina Szép, Karin Näsman, Mette Johansson, Mitra Kohnesheen, Minja Kuusisto, Juha Aarnio, Pham Chung, Eerik Ilomäki, Bikram Pangeni, Aarne Kuusisto

Contact person: aarne.kuusisto@edu.turkuamk.fi
Web:
https://mettejohansson.wixsite.com/capstoneviedex

This project is part of Eu funded V!EdEx-project. With our partner counties Estonia, Sweden, Finland, Latvia and Iceland we are making a game in which you as a player start up moving food truck company in Swedish. We are starting this project and our goal is to make prototype for the game. You as a player perform one main task and 5 mini tasks in each country Latvia, Estonia, Finland, Sweden and Iceland. You will learn professional Swedish, business culture in every country and culture of the countries in general.

TUAS



S50 Fidera Flow

Other, Embedded system,HW,IoT,

Smart automatic tracking

Jussi Jokela, Atte Laakso, Santeri Tuhkalainen, Otto Kari, Valtteri Pastila, Jesse Kiviniitty, Janne Vaittinen, Joonas Lapinmäki

Contact person: jussi.jokela@edu.turkuamk.fi
Web: https://fideraflowproject.blogspot.fi/

Improve already existing solutions for tracking and create new ones.

TUAS

S51 CEP

Healthcare, Embedded system,HW,IoT,

COPD exacerbation prediction tools

Joona Arponen, Risto Katila, Petteri Mäki, Pyry Vanamo, Prashant Mahato

Contact person: rijukat@utu.fi
Web: -

Chronic obstructive pulmonary disease (COPD) is a progressive lung disease which is characterized by breathing difficulties, coughing and wheezing. It is caused by obstructed airflow from the lungs and it is known to have acute exacerbation periods. The disease affects nearly 329 million people of whole global population and can eventually lead to death if left untreated. In addition to the data provided by Emfit bed sensor, the project group is researching more ways to gather data from the COPD patients and do analysis including sound recognition and oxygen saturation measurement to improve the accuracy.

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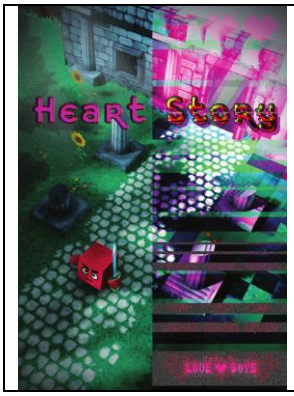


S52 Heart Story

Games and entertainment, Mobile,

Nonfunctional action adventure for mobile

Aku Lukka, Tomi Mäntylä, Ville Mäntylä

Contact person: vianman@utu.fi
Web:

This game has stopped working properly a long time ago, but it's never too late to find love, right?

UTU

S53 New Age Digi Care

Healthcare, Web,Mobile,

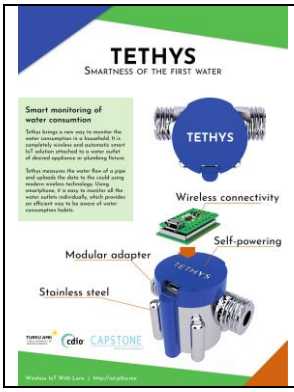
An App to Help Elderly age people to find appointments and Medical Assistants.

Kiet, Pragesh, Sunil, Raj

Contact person: raj.tiwari@edu.turkuamk.fi
Web: https://newagedigicare91.wordpress.com/blog/

This project aims to help elderly age population in their needy health situations.

TUAS



S54 Tethys

Other, IoT,

Smartness of the first water

Joonas, Jousia, Johannes, Riccardo, Valtteri

Contact person: valtteri.immonen@edu.turkuamk.fi
Web:

We are making small and easy to install IoT devices to use in every water outlet in your house to easily measure how much warm and cold water you use and where. The device makes it easier to track your water consuming habits, so that you may make informed decisions on conserving water.

TUAS

S55 Weather Chamber Project

Education,Electronics testing Embedded system,Web,HW,Cloud,

To create a weather chamber lab for TUAS and nearby companies.

Anssi Lehto, Petra-Johanna Valtonen, Pirita Pettersson, Kristian Kivinen

Contact person: anssi.lehto@edu.turkuamk.fi
Web: http://weatherchamber.iproject.gruschke.fr/

Weather chamber project is about creating a weather chamber lab for Turku University of Applied Sciences and market it for nearby companies. We implement it, repair and calibrate the devices and make it ready for use. We are also going to create a data logging service for the devices.

TUAS

S57 ARCar

Infrastructure services, Embedded system,Web,HW,

Autonomous Raspberry Pi Car

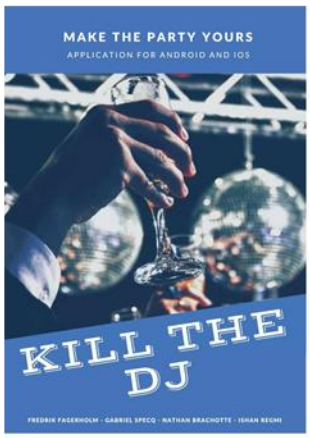
Edgar Kemppinen, Antti Preede, Mikko Kokkonen, Villeveikko Sula

Contact person: edgkem@utu.fi
Web:

ARCar is an autonomous driving project with the goal to create complex, autonomous movement in a Traxxas RC car with a Raspberry Pi and small-budget sensors. Our goal is to have the car following a line on the ground in front of it while avoiding obstacles. Obstacle avoidance is achieved via a LiDAR and ultrasonic sensors, while line detection works through Raspberry's own camera. Our team plans to thoroughly document the challenges working with sub-par hardware in order to help future research about efficient automation.

UTU

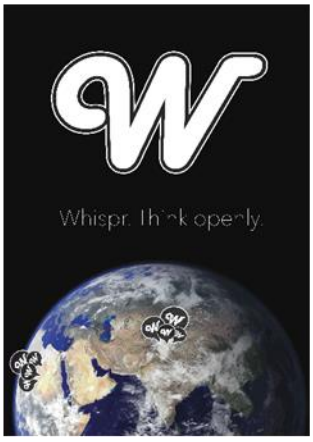
2018



2017

2016

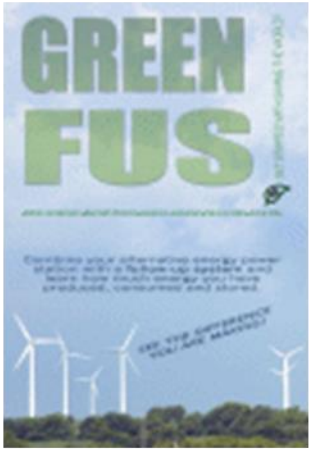
2015



2014

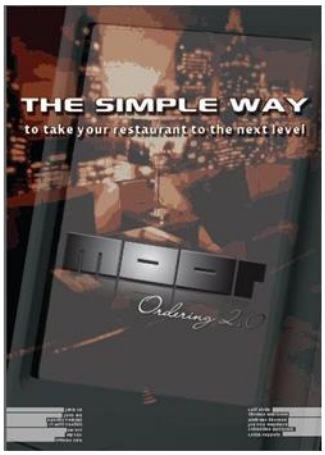
2013

2012

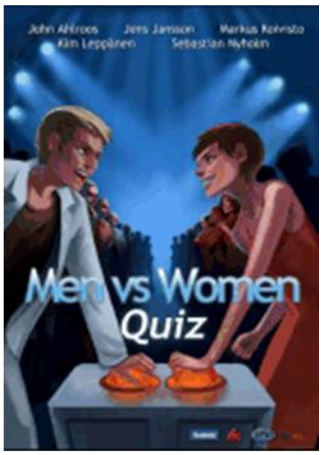


2011

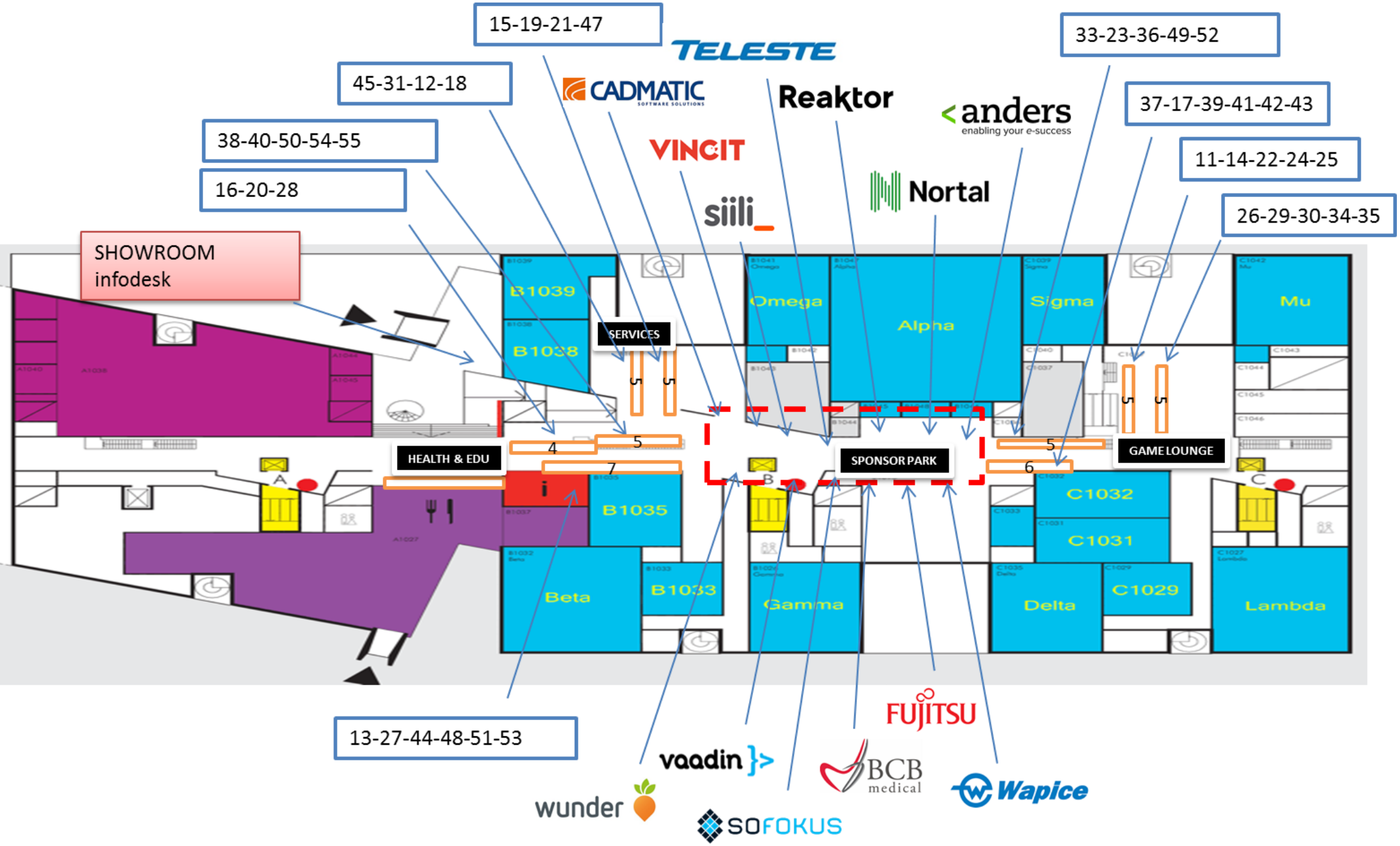
2010



2009



2008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SERVICES
Omega
Alpha
Sigma
Mu
HEALTH & EDU
SPONSOR PARK
GAME LOUNGE
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C1032
C1031
Beta
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FUJITSU
vaadin
BCB medical
Wapice
wunder
SOFOKUS