

ICT SHOWROOM

STUDENT PROJECT EXHIBITION AND COMPETITION

2021



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SOFOKUS



CADMATIC

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TURKU AMK
TURKU UNIVERSITY OF
APPLIED SCIENCES


Åbo Akademi



Turun yliopisto
University of Turku

Schedule 11.3.2021

This Covid-19 year everything is online:

10:00 ICT Showroom opens, <https://abacus.abo.fi/ictshowroom>

10:00 [Public voting opens \(Click to vote\)](#),

(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 online on [Zoom](#)

Jury members

- Anders Innovation (Riku Voipio)
- Cadmatic (Teemu Valtonen)
- Nextfour (Niklas Öhman)
- Sofokus (Osku Laurila)
- Vaadin (Pekka Perälä, Sami Ekblad)
- Boost Turku (Venla Elovaara)

Sponsors of the event

2M-IT Oy – Anders Innovation - ATR Soft – Cadmatic – Nextfour – Sofokus - Vaadin

Organizers and contact information

ICT Showroom

Jerker Björkqvist, Åbo Akademi, 0400 528 758, jerker.bjorkqvist@abo.fi

Jan Kraufvelin, Åbo Akademi, 050 536 5886, jan.kraufvelin@abo.fi

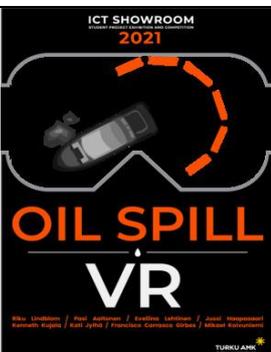
Mikko Niskanen, Turun ammattikorkeakoulu, 050 3550802, mikko.niskanen@turkuamk.fi

Marika Säisä, Turun ammattikorkeakoulu, 044 9072 080, marika.saisa@turkuamk.fi

Timo Vasankari, Turun yliopisto, 040 554 6246, timo.vasankari@utu.fi

ICT Showroom 2021

1 - EDU

	<p>S11 EGCG Desktop, Games and entertainment, Education</p> <p>Educational Game About Cancer Genetics</p> <p><i>Janne Saarinen, Rasmus Kyyhkynen, Pasi Ikonen, Aki Tervo, Sofia Hakala, Jarno Helminen</i></p> <p>Contact person: jmjsaa@utu.fi Web: Video: https://youtu.be/WaeTesMz2fI</p> <p>Our team has developed an educational game for medical school students that teaches them the basics of cancer genetics. The player must perform well enough in mini-games to progress to the doctor phase, which contains imaginary patient cases for the player to solve.</p>	UTU
	<p>S14 SAVEST Mobile, Desktop, Games and entertainment, Education</p> <p>educational and interactive mobile game for young adults that will learn how to invest and budget</p> <p><i>Prashani Jayasingha, Rasmus Karlsson, Elias Jahnukainen, Albert Lindberg, Jonas Kylliäinen; Melissa Oberberger</i></p> <p>Contact person: Elias.Jahnukainen@abo.fi Web: Video: https://youtu.be/3O6sR-g4_VU</p> <p>We developed an education game focusing on budgeting and investing on the stock market. We wanted to create a user-friendly game where teenagers can learn how to manage and invest their money in a smart way. Our research showed that current apps on how to learn investing and budgeting lack an inspiration of 3D-world usage. We see this as a crucial point for young users. The game's goal is to teach the basic principles in a realistic and creative approach by providing pop-up events, hints as well as challenges and rewards.</p>	ABO
	<p>S17 AT Desktop, Games and entertainment</p> <p>ARoundTec</p> <p><i>Markku Himanen, Joonas Pietilä, Jesse Kiiskinen, Axel Lahti, Alex Porri, Jérôme Cara, Rami Mustikkamaa, Juho Sandbacka, Jesse Paananen, Jennifer Hernes</i></p> <p>Contact person: jesse.kiiskinen@edu.turkuamk.fi Web: Video: <i>Unavailable</i></p> <p>This project aims to create an augmented reality training platform for security and military personnel.</p>	TUAS
	<p>S29 Capstone: Oil Spill Using VR AI, Games and entertainment, Education</p> <p>VR Training Program for Preventing Oil Spills</p> <p><i>Eveliina Lehtinen, Riku Lindblom, Kati Jylhä, Jussi Haapasaari, Kenneth Kujala, Francisco Carrasco Gírbés, Pasi Aaltonen, Jere Oksanen, Mikael Koivuniemi, Nancy Honkavuori</i></p> <p>Contact person: kati.jylha@edu.turkuamk.fi Web: Video: https://www.youtube.com/watch?v=QtwCRn4cizg</p>	TUAS

ICT Showroom 2021

	S39 AudioWizards Multiplayer	Desktop, Games and entertainment	TUAS
	AudioWizards is a multiplayer first person game that unites visual impaired and non-visual impair people together and gets them to play against each other in an equal and fun battlefield.		
	Filipe, Jaakko, Janne, Martti, Susanna, Anna, Julius, Aleksis	Contact person: filipe.lobes@edu.turkuamk.fi Web: mytruesound.com/audiowizards-home Video: https://tuas365-my.sharepoint.com/personal/jaakko_puisto_edu_turkuamk_fi/_layouts/15/onedrive.aspx?id=%2Fpersonal%2Fjaakko%5Fpuisto%5Fedu%5Fturkuamk%5Ffi%2FDocuments%2FFilipeHelp&originalPath=aHR0cHM6Ly9OdWFzZmZlLW15LnNoYXJlcG9pbmQuY29tLzpmOi9nL3BlcnNybmFsL2phYWtrb19wdWlzdG9fZWV1X3R1cm11YW1rX2ZpL0VodnR4ZklqSzJOQmo4ZFROTU1WRj13QjlPYW5xWUFNz1Z4dDdvZFPDamdQekE_cnRpbWU9N3NtUGZ3bmkyRWc	
AudioWizards is an exciting multiplayer first person game that unites visual impaired and non-visual impair people together and gets them to play against each other on an equal and fun battlefield. The world is set in beautiful cave environments, where light is scarce. The player will be able to start with one of four total elementals whose main objective is to eliminate as many opponents as possible in a short time, by navigating through the tunnels and locating enemies.			

	S46 OffBeat	Desktop, Games and entertainment	TUAS
	A turn based music themed role playing game.		
	Ken Kuusalu, Roulin Laine, Iulia Alexandru, Jaro Virta	Contact person: jaro.virta@edu.turkuamk.fi Web: Video: https://www.youtube.com/watch?v=pCgLOHF6pQ4	
A turn based role playing game set in a world where you must form a band and defeat your stage frights to progress and become popular!			

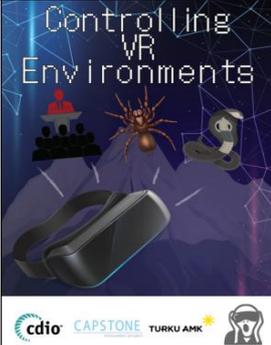
2 - HEALTH

	S13 HoPeMa	Web, Mobile, Desktop, Healthcare,	UTU
	A Visual Dashboard to facilitate nursing leaders in making essential decisions		
	Kari Vahteri, Simo Vuorinen, Pia Salo, Md. Ibrahim, Farzana Tajuddin	Contact person: fataju@utu.fi Web: Video: https://drive.google.com/file/d/1TOPOPX3SdVcAxbYrdowymMuES_zfTSJ/view?usp=sharing	
The idea/scope of this dashboard is to help shift leaders take decisions with respect to allocating nurses to patients and vice versa. The visual representation of the dashboard helps the shift leader to know where the problem is (for eg. a patient is not assigned a nurse) and can fix the problem (select the best nurse for that patient).			

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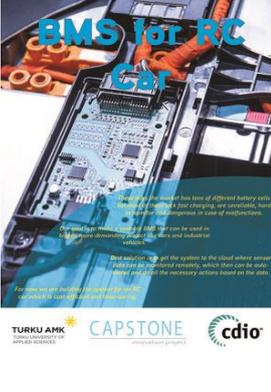
 <p>EEG and Machine Learning #TUAHealthTech</p> <p>Keywords:</p> <ul style="list-style-type: none"> • EEG-headset • Brain activity • Machine learning • Turn off/on TV • Neural network <p>Operating principle</p> <p>EEG-headset is used to record brainwave data. Raw data will be turned to readable form. Patterns in the data will be used to recognize and act upon in turning the user's machine-related tasks. This allows the user to control electronic devices with the EEG-headset just by thinking. Machine-learning will help enhance the brainwave data.</p> <p>TURKU AMK Applied Sciences University of Applied Sciences</p>	S19 EEGML	TUAS
EEG and Machin Learning	<p><i>Juuso Torikka, Emil Vaihela, Matias Mäkivaara, Anna Siltanen, Tiia Pajunen, Kaspar Kaasikoja, Jenni Lindström</i></p> <p><i>Contact person: juuso.torikka@edu.turkuamk.fi</i> <i>Web:</i> <i>Video: https://youtu.be/q31OBDgZG98</i></p>	
<p>The ultimate goal of this project is to produce consistently clean signal from EEG-headgear by utilizing machine learning. These clean signals can then be used to affect user's environment, because imagining a movement gives the same EEG reading as physically moving. With the help of EEG-headgear we are trying to turn tv off/on.</p>		
	S24 CCW	TUAS
Customer-Centric Welfare Application	<p><i>Seppänen Leevi, Kuusela Lasse, Aarnio Charlotta, Sormunen Ville, Hietakari Matias, Lehtimäki Niklas, Ekman Niclas</i></p> <p><i>Contact person: leevi.seppanen@edu.turkuamk.fi</i> <i>Web:</i> <i>Video:</i></p>	
<p>The customer-centric welfare application was created to assist healthcare professionals better track their patients' condition through the data collected by their smart devices. It aims for a user-friendly, and safe experience, offering a great viewpoint into the daily activity level of the patient, as well as an easy way to track long term change.</p>		
 <p>Sens-In</p> <p>Web app for sensor installation and its management.</p> <ul style="list-style-type: none"> • Helps you to install sensors that tracks the moment and activities of people in their residences • Scan the QR code from various types of sensors or register with unique id manually • Save the location of the sensors • Connecting you and our client company Benete Oy 	S26 Sens-In	ABO
Web app development that helps in installing sensor	<p><i>Ajeet Lowagun BK, Alexander Sorto, Ali Bitarafan, Martin Rejström, Robert Meller, Tsegaye Tefare</i></p> <p><i>Contact person: ajeet.lowagunbk@abo.fi</i> <i>Web:</i> <i>Video: https://youtu.be/RPZOLJk7wyc</i></p>	
<p>We are building an app for our client company Benete. This app will help their customer to install their product without any specialised person. Every required guidance will be provided through this app.</p>		
 <p>Voint.io</p> <p>Efficient communication between therapist and client</p> <p>OUR PURPOSE</p> <p>Effective and structured communication between a therapist and their patients, through digital, the therapist can gain insight into the daily life of the patient and with the help of data analytics and visualization, more effective decisions about the treatment can be made.</p>	S31 voint.io	ABO
Platform to enhance communication and support decision-making in psychotherapy	<p><i>Jakob Nordman, Niclas Ringbom, Max Lundström, Kristian Nykänen</i></p> <p><i>Contact person: janordma@abo.fi</i> <i>Web:</i> <i>Video: https://www.youtube.com/watch?v=gBkdWGGbJHs</i></p>	
<p>In Finland, approximately 1 in 5 people are at some point in their lives affected by mental health problems. This is of course very costly to our society and effective treatment is therefore vital. In an attempt to solve this problem, we have created a platform that enables more effective and structured communication between a therapist and his or her patients. Through our platform, the therapist can gain insight into the daily life of the patient in real-time and with the help of data analytics and visualization, more effective decisions about the treatment can be taken.</p>		

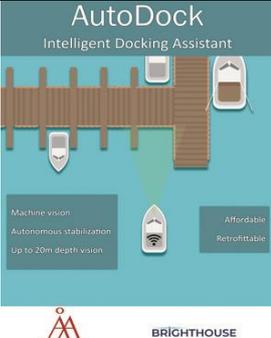
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	S37 Controlling VR Environments	,Virtual Reality Games and entertainment,Healthcare	TUAS
	Controlling VR Environments		
	Samuli Gratscheff, Artturi Kakriainen, Miikka Koskivaara, Hermain Ahmed Jehangir, Tatu Virtanen, Zuzanna Grabowska	Contact person: samuli.gratscheff@edu.turkuamk.fi Web: https://controllingvrenvironments.wordpress.com/ Video: https://www.youtube.com/watch?v=itcbozDFqfI	
Controlling what happens in a virtual reality environment using a persons own heartrate and/or other functions.			

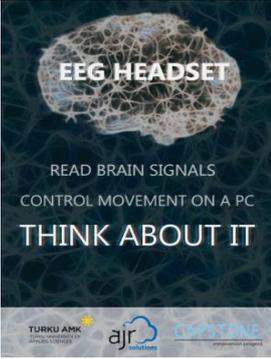
	S49 RestQuest	Desktop, Healthcare,	UTU
	RestQuest Dashboard - Track your rest & gain insight on your recovery		
	Jacob Costa, Anton Glad, Santtu Hietamäki, Samu Jokiaho, Piita Koivisto, Tiina Willberg-Laine	Contact person: jareco@utu.fi Web: Video: https://www.youtube.com/watch?v=HdG1Fo6lBXY&feature=youtu.be&ab_channel=jacobcosta	
RestQuest tracks your rest and wellbeing in a convenient manner. The interactive, web-based dashboard is accessible anywhere and shows the users their stress, recovery and work-related wellbeing levels on a weekly and daily basis. The dashboard personalizes motivating comments for each user based on their data, and offers general information about the effects of nature on recovery.			

3 – TECH / AI

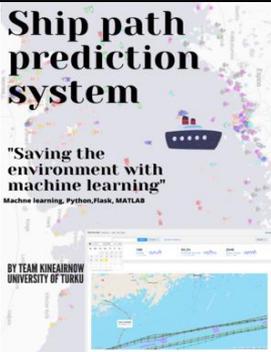
	S25 BMS RC	Embedded system,HW,IoT ,Electric vehicle research project	TUAS
	Battery management system for rc car		
	Joonas Yli-Saari, Amir Farhadi, Matias Kainulainen, Yasir Al-Ameri, Suxin Shi, Moys Mulabu, Niklas Kujala, Toni Kangasoja	Contact person: joonas.ylisaari@edu.turkuamk.fi Web: https://bmscapstoneproject.blogspot.com/ Video: https://www.youtube.com/watch?v=EjfGhbJLUTQ	
Our group is working alongside TUAS researchers as a part of the e3Power research project to create an electric vehicle testbench comprising of a smaller scale electric vehicle fitted with Lithium-titanate (LTO) battery cells. The cells are connected to a battery management system (BMS) solution consisting of hardware and software. The testbench will provide valuable data on how LTO cells perform under different loads and whether any parameters for the BMS need adjusting. Our contribution will better prepare researchers for the next phases of testing and development.			

	S45 AD	HW,IoT,AI, Sustainable development,Other,Infrastructure services,Boats	ABO
	A modular retrofittable course-stabilizing docking assistant using off-the-shelf sensors.		
	Maximilian Jarvinen, Maximilian Järvinen, Viktor Sjöström, Nurlan Musazade, Benjamin Finell, Monire Vatandoust, Anders Ahlström	Contact person: maximilian.jarvinen@abo.fi Web: Video: https://youtu.be/2EOsba1IXLA	
Our product provides AI-powered course stabilization that is both affordable and retrofittable.			

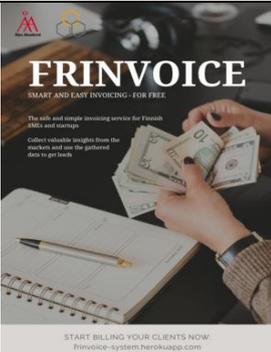
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 <p>EEG HEADSET</p> <p>READ BRAIN SIGNALS CONTROL MOVEMENT ON A PC THINK ABOUT IT</p> <p>TURKU AMK ajr LAPSTONE</p>	S47 EEG Headset Innovation	Desktop,HW,Cloud,AI, Games and entertainment,Communicatin	TUAS
	Using Machine Learning and AI to read EEG signals and predict a users input		
	Juho Piispanen, Teemu Pihlainen, Otto Heldt, Vasco Cardoso, Tino Nummela, Essi Varjonen, Viljami Ruokonen, Joni Rajamäki, Melinda Backström	Contact person: melinda.backstrom@edu.turkuamk.fi Web: Video: https://vimeo.com/514196864	
The EEG Headset will allow people to move objects on a screen with the power of their brains. Our project provides valuable insight into how we can start using our existing technologies to help people, who have been lacking the equipment to join in on all the possibilities of the internet. It only scratches the surface of analysing stimuli from our brain with a computer, but it's a step in the right direction. Using the provided signals, we will be able to construct an interface that will tell us what the person is thinking.			

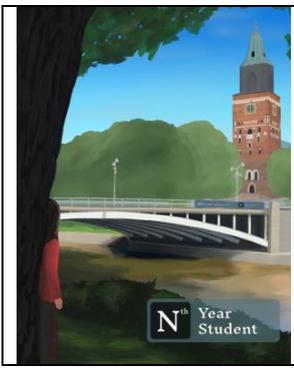
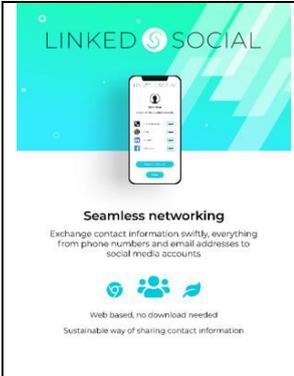
 <p>GREENER COOLING WITH COOLGREEN</p> <p>SOLUTIONS FOR AIR CONDITIONERS</p>	S48 CoolGreen	Web,IoT,Cloud,AI, Sustainable development,Infrastructure services	UTU
	An IoT cloud solution to monitor and manage air conditioning units to save electricity.		
	Jaakko Paju, Aleksi Papalitsas, Joaquin Rives Gambin, Joel Isotahdon, Antti Auranen	Contact person: ajABOr@utu.fi Web: Video:	

 <p>Ship path prediction system</p> <p>"Saving the environment with machine learning"</p> <p>Machine learning, Python, Flask, MATLAB</p> <p>BY TEAM KINEARNOW UNIVERSITY OF TURKU</p>	S50 Ship path prediction	AI, Infrastructure services	UTU
	Ship path prediction system		
	Iikka Luoma-aho, Johanna Koho, Oskari Honkasalo, Niko Jousjärvi, Kimmo Pyyhtiä	Contact person: ijluah@utu.fi Web: Video: https://www.youtube.com/watch?v=LCPxap7yGnI	
Our team has created a ship path prediction system. Goal of this system is to predict marine traffic movement ahead of time based on AIS data. Project is based on previous work related to this topic in University of Turku.			

4 - TOOLS

 <p>FRINVOICE</p> <p>SMART AND EASY INVOICING - FOR FREE</p> <p>The only and simple invoicing service for Finnish SMEs and startups</p> <p>Collect valuable insights from the market and use the gathered data to get leads</p> <p>START BILLING YOUR CLIENTS NOW! frinvoice-system.herokuapp.com</p>	S12 Frinvoice	Web, Business administration	ABO
	Free invoicing service - providing free to use and safe invoicing service to be used by Finnish SMEs and startups.		
	Maija Hakala, Sami Karimaa, Trung Bui, Sunil Maharjan, Mala Shrestha, Ishwor Khadka	Contact person: maiya.hakala@abo.fi Web: https://frinvoice-system.herokuapp.com/ Video: https://vimeo.com/520857479	
Free invoicing service - providing free to use and safe invoicing service to be used by Finish SMEs and startups. Generating data - invoicing service by itself can also generate valuable (anonymized!) data, which not only providing insights to what services/products generate turnover for Finnish companies but it creates good playground for exercising AI (artificial intelligence) tools - data generated here is very clean and structured (due to invoicing standards). Using data to get insights- solution with invoicing service can be integrated deep to sales funnel providing insights on e.g. where from most valuable (well paying) leads are coming.			

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 <p>Project VR RTA VR Reaction Test Arena</p> <p>Test your shooting skills in a virtual shooting range using Varjo's advanced VR headset. RTA collects data of the shot accuracy and reaction time using eye tracking, and presents the statistics to you.</p> <p>TURKU AMK VARJO</p>	<p>S16 VR Reaction Test Arena Desktop,VR Games and entertainment</p> <p>Shooting range game in virtual reality where the player can test their reaction time and accuracy.</p> <p><i>Jesse Ahtiainen, Francisco Carrasco Girbés, Ville Aro-Heinilä, Melissa Laakso</i></p> <p>Contact person: melissa.laakso@edu.turkuamk.fi Web: Video: https://youtu.be/MpzHpp_T_-w</p> <p>VR RTA (Reaction Test Arena) is a desktop entertainment game that utilizes Varjo's VR headset. In the game the player will be in a shooting range environment and their objective is to hit all the targets as fast and accurately as they can. The game collects data of the player's shot accuracy and reaction time using the eye tracking feature in Varjo's VR headset. After downing all targets, the player will be presented with their statistics.</p>	TUAS
 <p>SoNetAg Your trusted Social Network Aggregator</p> <p>Designed for collecting contents from multiple Social Network Services into one unified presentation.</p> <p>Image from Freepress</p>	<p>S30 OneFeed Web,Mobile, Communicatin,</p> <p>Social Network Aggregator with one feed</p> <p><i>Benjamin BOURG, Geoffrey MOTTIER, Jobair ISLAM</i></p> <p>Contact person: benjamin.bourg@abo.fi Web: https://sonetag.web.app/ Video: https://drive.google.com/file/d/1mSDjTucTOUZJCO0PkvOU5hfdJdS-4YPm/view?usp=sharing</p> <p>This OneFeed project's vision statement is to 'help the user see everything in one go'. In other words, the idea is to bring different online service platforms under a common umbrella through an application system. Therefore, the final products will be an android app and a web app. It will allow a user to consult all his/her social networks post into the same app. Instead of switching app or account to get information from a specific service, the user will have his/her feed in one place. Moreover, the system will allow the user to link multiple account from a same platform. Additionally, the application will have a filter functionality. Regarding this information we can imagine a user adding professional and personal account into the system.</p>	ABO
 <p>Nth Year Student</p>	<p>S35 NYS Desktop, Games and entertainment</p> <p>Nth Year Student - only a few more credits...</p> <p><i>Kimmo Jakonen, Lauri Levälehto, Vilhelm Lindholm, Marko Niiranen</i></p> <p>Contact person: lavili@utu.fi Web: Video: https://www.youtube.com/watch?v=J3kn0OLYM2k</p> <p>The player plays a broke university student, who is desperate to complete a few required courses before the term ends, so he can retain his student aid. The menu-based game features familiar surroundings for students of the University of Turku, with gameplay centering on managing resources (mental, physical, social, money) while trying to accrue enough Learning to pass the required courses and assignments.</p>	UTU
 <p>LINKED SOCIAL</p> <p>Seamless networking Exchange contact information swiftly, everything from phone numbers and email addresses to social media accounts</p> <p>Web based, no download needed Sustainable way of sharing contact information</p>	<p>S38 LinkedSocial Web, Communicatin,</p> <p>Networking platform</p> <p><i>Jonatan Klemets, Ida Örn, Linus Wiberg, Odin Röblom, Filip Kaukiainen, Julius Paulin</i></p> <p>Contact person: julius@linkedsocial.fi Web: https://app.linkedsocial.fi/ Video: https://www.youtube.com/watch?v=B5ndc9tHpKc</p> <p>We created a platform where your contact information and all your social media accounts are gathered to one place and can easily be shared via QR codes. When a user scans the QR code he/she will be brought to the persons profile page where you can follow the person in question on different social media accounts. The product is intended for everyone who is keen on broadening their network and making new connections. However, in the beginning we are going to focus on university students and students from university of applied sciences.</p>	ABO

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	S43 Watcher		Web, Games and entertainment	ABO
	Movie picker of indecisive groups			
	<i>Otto Lindfors, Magnus Thölix, Walteri Nuutinen, Mikael Jäppila, Ville-Markus Yli-Suutala, Jonatan Lahtivuori</i>	<i>Contact person: jonatan.lahtivuori@abo.fi</i> <i>Web: http://watcherapp.xyz/</i> <i>Video: https://www.youtube.com/watch?v=7u-SFfNtAfs</i>		
<p>Matchmaker for movies and series, to find the entertainment everyone in your group would enjoy. Watcher is a tool find movies you and your friends would enjoy together. Pick the shows you are interested in, and Watcher will give recommendations for your group, based on everyone's choices.</p>				

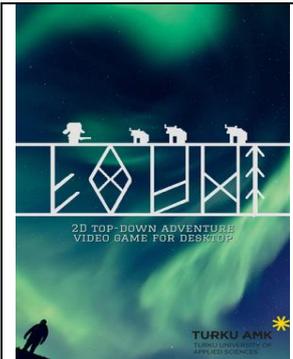
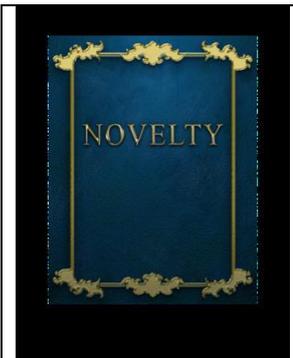
5 – GAME 1

	S15 Bored games		Mobile,AR Games and entertainment	TUAS
	AR board game			
	<i>Akseli Tontti, Eetu Tubi, Eric Ng, Markus Klemelä, Stefanos Kapsoritakis, Verner Kuusela</i>	<i>Contact person: stefanos.kapsoritakis@edu.turkuamk.fi</i> <i>Web:</i> <i>Video: https://youtu.be/0vmLTvB7x1E</i>		
<p>A fun party game with an unexpected twist. An Augmented Reality experience that can be enjoyed with friends and family.</p>				

	S22 M7I		Desktop, Games and entertainment	TUAS
	Mus7ikkamettä: It's All Downhill From Bear			
	<i>Iida Siljander, Anton Gustafsson, Roni Martiskainen, Luukas Hellsten, Sini Kujala</i>	<i>Contact person: sini.kujala@edu.turkuamk.fi</i> <i>Web:</i> <i>Video: https://www.youtube.com/watch?v=sue3kL4siCo</i>		
<p>Endless runner game where a bear skis down a slope chased by a giant lingonberry while avoiding obstacles and collecting blueberries to earn points. Game by the Group 7.</p>				

	S32 SNAGARI		Desktop, Games and entertainment	TUAS
	SNAGARI: Regreased - A satirical fighting game based on Finnish grill-fighting culture			
	<i>Timi Ahlfors, Viljami Heikkilä, Jere Stenius, Jarkko Kankaanpää, Juho Hella</i>	<i>Contact person: timi.ahlfors@edu.turkuamk.fi</i> <i>Web: https://azurioner.itch.io/snagari-regreased</i> <i>Video: https://youtu.be/Z86gwBcVD1A</i>		
<p>SNAGARI is a 1v1 arcade-like fighting game, based on the old and almost forgotten Finnish folk sport of grill-fighting. With SNAGARI, you can experience it yourself from the safety of your own PC, without the missing teeth and risk of serious injury! Fight your way through the line filled with stereotypical Finnish grill patrons, get that singular idiot out of the way from hogging the counter, or just make up an excuse to beat on somebody you don't like the look of! DISCLAIMER - Historical / cultural accuracy and realistic interpretations of the average grill patron's martial arts skills are not guaranteed!</p>				

ICT Showroom 2021

	<p>S33 NRG Mobile, Games and entertainment, Other, Serious games</p>	TUAS
<p>Nature Retreat Game</p>		
<p><i>Timi Pahlstén, Jenni Hirvonen, Alarik Näykkki, Helena Sund, Mika Oksanen, Joni Paakki, Kim Backman, Janaina Flor Kaufmann, Pekka Korhonen, Amy Nutchanart, Jasmine Lundgren, Anne Reichert</i></p> <p><i>Contact person: timipahlsten@gmail.com Web: https://natureretreatgameproject.blogspot.com/ Video: https://youtu.be/tMwsVr8ErXU</i></p>		
<p>Nature Retreat Game is a mobile game designed to relieve stress and anxiety during school and work using virtual nature.</p>		
	<p>S36 Louhi Desktop, Games and entertainment</p>	TUAS
<p>2D top-down adventure video game for desktop</p>		
<p><i>Miira Kemppi, Aleksi Reinvall, Tiina Lehtimäki, Sakari Komscha, Joni Virtanen</i></p> <p><i>Contact person: joni.virtanen2@edu.turkuamk.fi Web: Video: https://youtu.be/pxTZ7kcUyKI</i></p>		
<p>Louhi is a top down action-adventure game for Windows PCs, set in a fictive version of early 1900's Finland. The game draws inspiration from the old Finnish myths of Kalevala. The player is tasked to travel into the woods to discover secrets about the local village, and it's residents. Louhi is made with Unity.</p>		
	<p>S41 Novelty Desktop, Games and entertainment</p>	TUAS
<p>First-person story based puzzle game.</p>		
<p><i>Polina Petrova, Pavel Smagljuk, Andreia Rocha, Christy Green</i></p> <p><i>Contact person: polina.petrova@edu.turkuamk.fi Web: Video: https://tuas365-my.sharepoint.com/:v/g/personal/christy_green_edu_turkuamk_fi/EQ4V6Be5ErdGq1hiRjpxWEIB9wgU4o5kH8X0GtFY1FWU7w?e=J9kzdm</i></p>		
<p>Novelty is a first person puzzle game, where the player has to look for clues and solve intricate puzzles to unlock the end of the level. Hidden throughout the house, the player will find several notes alluding to the house's dark history.</p>		
	<p>S42 Lingsoft TSR-app Mobile, Games and entertainment</p>	TUAS
<p>Mobile application to lift up the experience of the visitors of Tall Ships Races 2021</p>		
<p><i>Sudeep Pandeya, Ilmari Tyrkkö, Matti Liipola, Ville Lahtinen, Miikka Wirtanen, Jaani Kekäläinen, Juho Metsävuori</i></p> <p><i>Contact person: jaani.kekalainen@edu.turkuamk.fi Web: Video: https://www.youtube.com/watch?v=v0KePNcRs4g</i></p>		
<p>Tall Ships Races -mobile application, or TSR-app, is a free GPS-based application made for Android and IOS devices to help people to lift their experience when visiting Tall Ships Races 2021, big and crowded event with lots to see and learn. It aids the visitor to navigate into desired locations, shows the schedule and has an virtual sailor, who provides the information and quizzes about the ships with a possibility to win prizes.</p>		

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	S44 Maakravut Desktop, Games and entertainment		TUAS
	Maakravut - a pirate-themed local multiplayer game		
	<i>Eetu Väre, Mikael Virtanen, Tino Tuomisto, Waltter Kettunen</i>	<i>Contact person: waltter.kettunen@edu.turkuamk.fi</i> <i>Web:</i> <i>Video: https://youtu.be/Yt_rg9zds0E</i>	
	Maakravut is a cartoony, pirate-themed local multiplayer game in which your goal is to sink the opponents' ships, all the while trying to navigate the hazardous Seven Seas.		

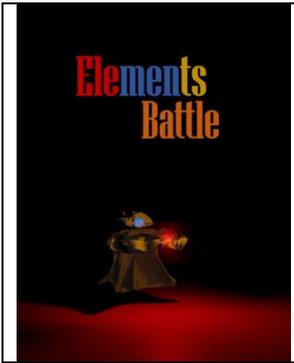
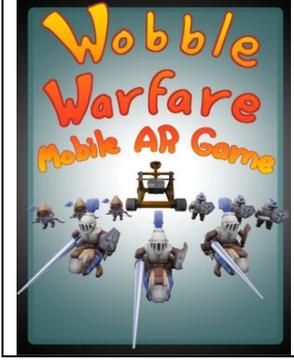
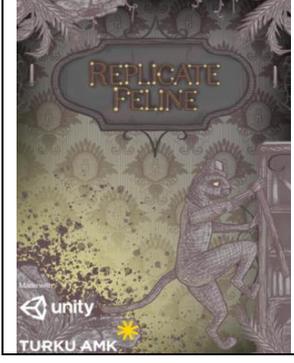
6 – GAME 2

	S18 AFA Desktop, Games and entertainment		TUAS
	Aiko's Forest Adventure		
	<i>Ville Venetpalo, Jennifer Hernes, Tuomas Vuorinen, Atte Peltola, Markus Koivisto</i>	<i>Contact person: ville.venetpalo@edu.turkuamk.fi</i> <i>Web:</i> <i>Video: https://www.youtube.com/watch?v=uv-CCKmVLD4</i>	
	This game follows Aiko as he tries to escape the forest and find his way home. This game is a 2D platformer created with Unity for PC.		

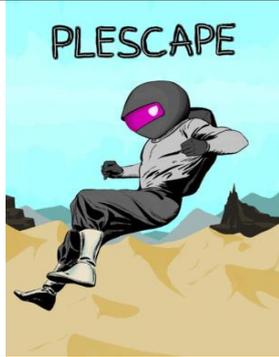
	S20 Forest Cries Desktop, Games and entertainment		TUAS
	Dark-themed 2D platform game		
	<i>Maria Hänninen, Oona Ahonen, Lotta Asikainen, Jaakko Haavisto, Niklas Kärppä, Eetu Nummelin</i>	<i>Contact person: maria.hanninen@edu.turkuamk.fi</i> <i>Web: https://mevnieenn.itch.io/the-forest-cries</i> <i>Video: https://www.youtube.com/watch?v=A7vpGyun5Xo</i>	
	Forest Cries is a 2D platform jumping game, where the goal is to get through a forest. The player is a little girl whose only weapon is her umbrella, which seems to have multiple uses. The forest around hides hostile animals and a corrupted forest god who doesn't approve the girl's journey through his domain.		

	S21 Mouse Sweeper Desktop, Games and entertainment		TUAS
	3D Minesweeper Maze Puzzle Game		
	<i>Roni Andersson, Alberto Fuente, Lassi Muukkonen, Samuli Nieminen, Ere Silvennoinen, Veikko Virtanen</i>	<i>Contact person: ere.silvennoinen@edu.turkuamk.fi</i> <i>Web:</i> <i>Video:</i>	
	A modern take on the classic minesweeper game. Help a brave lab mouse survive the dangerous minefield escape experiments! Flag all the mines, find the hidden cheese, beat the timer and reach the exit before the mouse hungry Mice Mincer™ gets loose!		

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	<p>S23 Elements Battle Desktop, Games and entertainment</p> <p>A bullet hell arena fighting game</p> <p><i>Jere Asp, Sofia Hakala, Niko Kivimäki, Elina Salo, Aleksii Torri</i></p> <p><i>Contact person: ajtorr@utu.fi</i> <i>Web:</i> <i>Video: https://youtu.be/7QppETfw_aI</i></p> <p>This Elements Battle is a bullet hell arena game where the player controls a unit capable of shooting projectiles of different sizes and different elements.</p>	UTU
	<p>S27 B&C Mobile,AR Games and entertainment</p> <p>Bugflix & Chill (AR Mobile Game)</p> <p><i>Aapo Nikkola, Tea Kuusela, Eero Kurkela, Jarno Salo, Oskari Salmivaara, Susanna Ilmonen, Sally Makkonen</i></p> <p><i>Contact person: sallymakkonen@gmail.com</i> <i>Web:</i> <i>Video: https://youtu.be/qSBJ8-GpOMY</i></p> <p>AR mobile game where you play as a hungry chameleon and make use of your tongue to eat all the bugs that keep crawling ever closer. Oh and don't forget to protect your precious TV. Defeat hunger, eat all the bugs, watch TV in peace.</p>	TUAS
	<p>S28 WW Mobile,Augmented reality Games and entertainment</p> <p>Augmented reality mobile strategy game</p> <p><i>Janne Soikkeli, Tran Tuan Nghia, Mikko Österman, Martti Kandelin, Noora Takkinen, Tiera Lintunen</i></p> <p><i>Contact person: martti.kandelin@edu.turkuamk.fi</i> <i>Web:</i> <i>Video: https://youtu.be/4psYL5Wk3E0</i></p> <p>Wobble Warfare is a minimalistic real-time strategy, player vs. player mobile game that uses Augmented Reality to present a stylized medieval battlefield. Two players each have four unit groups that they can command to move and attack against their opponent. The player with the last unit standing is victorious.</p>	TUAS
	<p>S34 Replicate Feline Desktop, Games and entertainment</p> <p>Mouse aiming 2D platformer</p> <p><i>Tran Anh, Krister Leppänen, Artem Petrov, Elmeri Rusi, Milla Suomalainen</i></p> <p><i>Contact person: milla.suomalainen@edu.turkuamk.fi</i> <i>Web:</i> <i>Video: https://www.youtube.com/watch?v=0pBKfuBP48s&feature=youtu.be</i></p> <p>In this newspaper comic strip stylized platformer the player controls a fancy humanoid cat with a crane. Aiming and moving forward with their mouse, the player collects individual letters and tries to complete the full word given to them at the beginning of the level. Not all letters allow themselves to be grabbed - some of them are trying to prevent the player from filling out the word.</p>	TUAS

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	S40 PLESCAPE		TUAS
	Desktop, Games and entertainment		
	A challenging 2D platformer with gravity shifting elements		
	Samppa Kemppainen, Eemeli Elgfors, Stefan Frunza, Paavo Hirsimäki	Contact person: samppa.kemppainen@edu.turkuamk.fi Web: Video: https://vimeo.com/520837746	
PLESCAPE is a challenging 2D platformer focused on precise movement and gravity shifting, You as a player control a spaceship pilot who has crashed into an alien planet and your objective is to escape the planet by going through different areas and levels that will increase in difficulty as you go and test the skills you have learned during the game. It is a product of an 8-week school project.			



2020



2019



2018



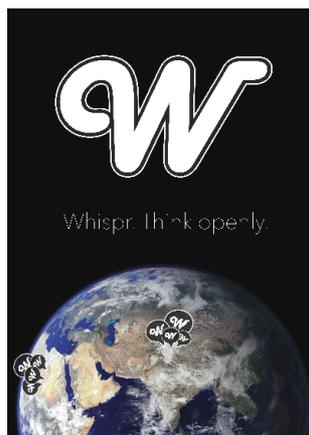
2017



2016



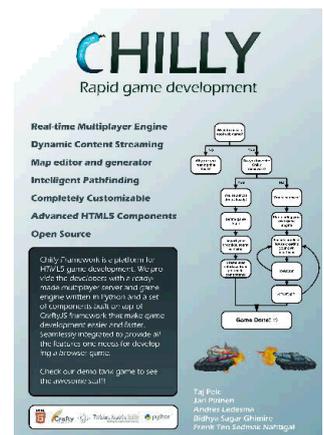
2015



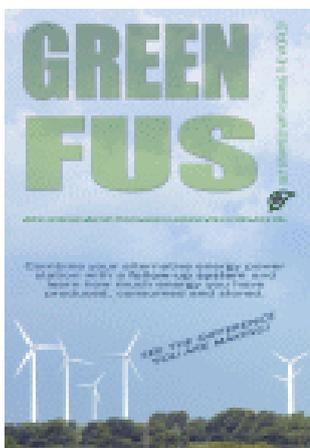
2014



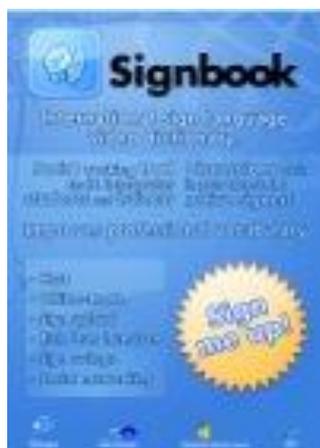
2013



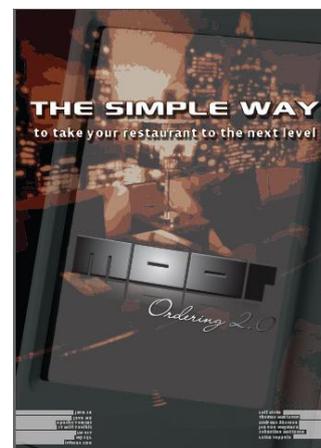
2012



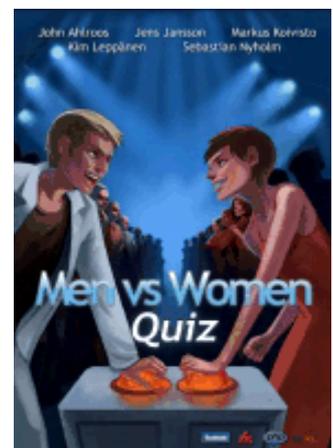
2011



2010



2009



2008

ICT Showroom 2021



Winners 2020

			4	6	5		8	
		9					1	5
	5		9	1				3
3	8			7	4		5	
9	1		6		8		3	
5		6	2					
						8		
7				8	9		2	6
		3						4

	9		4	6	7			
				8	5	4		
7			2				6	
			3	2		6		1
	5				9	8		2
	6			5	1			4
		5						
	3			7	4		8	5
1	2					7	4	

THE LOUNGE

ICT SHOWROOM

STUDENT PROJECT EXHIBITION AND COMPETITION
2021



Game lounge 1

Game lounge 2

Health room

Tools room

Tech / AI

Education

ICT-city

A central display area featuring several logos and graphics. At the top, it says "ICT-city". Below that are logos for "woodin", "anders", "PIR", "N4", "SOFOKUS", and "CADMATIC". There are also some abstract graphics and smaller text elements.