

# ICT SHOWROOM

5.3.2020  
ICT-CITY  
10-14

**TELESTE**

 **SOFOKUS**

 **VISMA**

 **CADMATIC**  
SOFTWARE SOLUTIONS



  
SHIPYARD 1737

**AIR**

**VINCIT**

**AGENTIT**

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**TechTurku  
Week 2020**

  
**TURKU AMK**  
TURKU UNIVERSITY OF  
APPLIED SCIENCES

  
**Åbo Akademi**

 **Turun yliopisto  
University of Turku**

## Schedule 5.3.2020

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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*

**15.00 - Cheers with Boost – free drinks and chat! @ICT City Lobby**

## Jury members

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- ATR Soft (Juha Järvinen)
- Cadmatic Oy (Teemu Valtonen)
- Nextfour (Niklas Öhman)
- Innofactor (Jussi Kokkonen)
- Sofokus (N.N)
- Boost Turku (Simranjit Singh)

## Sponsors of the event

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2M-IT Oy – AgentIT Finland Oy - ATR Soft – Cadmatic Oy – Hibox – Innofactor – Meyer Turku – Nextfour – Sofokus – Teleste – Vincit Oyj - Visma

## Organizers and contact information

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### ICT Showroom

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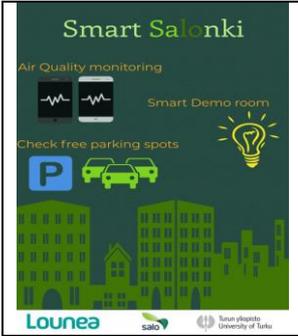
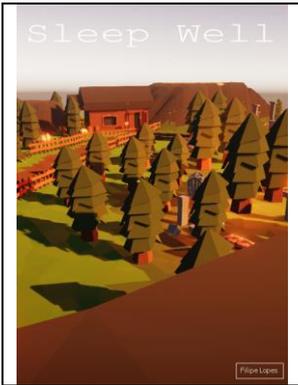
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Mikko Niskanen, Turun ammattikorkeakoulu, 050 3550802, mikko.niskanen@turkuamk.fi

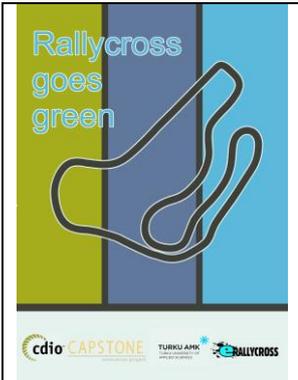
Janne Roslöf, Turun ammattikorkeakoulu, 050 598 5438, janne.roslof@turkuamk.fi

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

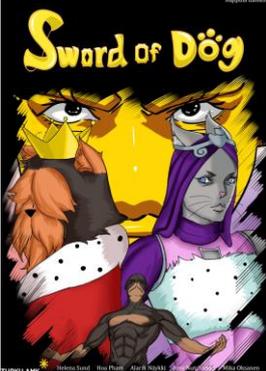
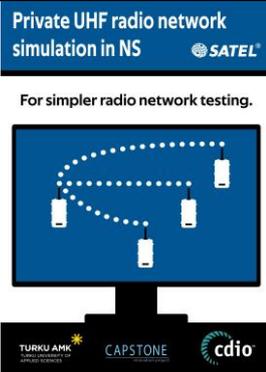
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	<p><b>S11 KorpiForRest</b> <span style="float: right;">IoT, Healthcare,</span></p> <p>A forest tour on digital platforms (VR, PC)</p> <p><i>Nuutti Jokinen, Villhelm Leppälä, Rafael Suominen, Juho Erkkilä, Ville Aro-Heinilä, Joel Vainikainen</i></p> <p><i>Contact person: villhelm.leppala@edu.turkuamk.fi</i> <i>Web:</i></p>	TUAS
	<p><b>S12 Salonki</b> <span style="float: right;">Embedded system, Web, IoT, Cloud Other, Smarthome</span></p> <p>Smart home systems for the city of Salo</p> <p><i>Kalle Päivärinne, Jessina Karlberg, Jaakko Kotitalo, Markus Saloranta, Kimmo Niemi, Patrick Tahtonen</i></p> <p><i>Contact person: kpvpai@utu.fi</i> <i>Web:</i></p> <p>The city of Salo is developing itself to a smart city. Salonki's goal is to make a demo room so the citizens of Salo can experience the benefits of having a smart home and to demonstrate the technologies and services available for every household. We have made an example smart home to the facilities of Lounea at Tehdaskatu 6, Salo. We used the existing solutions from Lounea Oiva Älykoti system and created embedded system solutions that suite the needs of people in Salo.</p>	UTU
	<p><b>S13 Anders Parkinghub</b> <span style="float: right;">Web, Mobile, Cloud, Public services,</span></p> <p>Web application visualising the density of parking and other parking statistics in different areas of a city.</p> <p><i>Antton Heinonen, Joonas Heinonen, Kasper Hätönen, Aleksanteri Jaakola, Teemu Kukko, Jani Laamanen, Anton Leinonen, Marko Parkkonen, Eemeli Ranta</i></p> <p><i>Contact person: teemu.kukko@edu.turkuamk.fi</i> <i>Web:</i></p> <p>Anders' team's goal in the Capstone project is to create new uses for open parking data provided by the city of Helsinki. Our goal is to create a web application with a dashboard that helps users find areas where parking is lighter at a given time. Parkinghub provides parking data from all different operators such as Easypark and Parkman. Real time parking monitoring Predicting parking behavior Analyzing open data</p>	TUAS
	<p><b>S14 SW</b> <span style="float: right;">Desktop, Games and entertainment</span></p> <p>Sleep Well</p> <p><i>Filipe Lopes</i></p> <p><i>Contact person: filipe.lopes@edu.turkuamk.fi</i> <i>Web:</i></p> <p>We are here to defeat the nightmares that hunt your dreams. Sleep well is an ARPG where you put yourself into the shoes of a protector of dreams. Defeat the nightmares and save everyone from the terrors that lurk inside their mind. Goodnight, sleep well.</p>	TUAS
	<p><b>S15 Break-Fast Derby</b> <span style="float: right;">Desktop, Games and entertainment</span></p> <p>Family friendly racing game</p> <p><i>Pasi Aaltonen, Martti Laato, Konstantin Ionin, Jukka Toivonen, Jussi Haapasaari</i></p> <p><i>Contact person: pasi.aaltonen@edu.turkuamk.fi</i> <i>Web:</i></p> <p>A family friendly kart racing game for kids and their parents. Taking inspiration from older Mario Kart and Micro Machines games. Players drive miniature cars in different environmental settings and compete against other race cars. Track changes lap by lap as the race progresses giving variation to each individual race. Tracks include environmental hazards to give some more challenges for the player other than just racing against other cars. The game also includes aiding features such as boost pads on tracks and a money collection system to buy upgrades to the player car to make it go faster or drive more stable.</p>	TUAS

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 <p><b>SIMULANDIA</b> A Virtual Learning Environment</p> <p><b>What is Simulandia?</b></p> <ul style="list-style-type: none"> <li>• Simulandia is a virtual learning environment that consists of simulated exercises for different areas of expertise.</li> <li>• The screenshots shown below show four scenarios that are currently part of it.</li> <li>• The scenarios have been tailored to be as realistic as possible to provide experiences that are very close to the real thing.</li> </ul> <p><b>VR Scenarios</b></p> <ol style="list-style-type: none"> <li>1. Operating a crane.</li> <li>2. Logging in a forest.</li> <li>3. Driving in a city.</li> <li>4. Reversing a truck.</li> </ol> <p>TURKU AMK UNIVERSITY OF APPLIED SCIENCES</p> <p>2D3D GAME LAB ACU</p>	<p><b>S16 S</b></p> <p><b>Educational Interactive VR Simulations</b></p> <p><i>Karl Lahdenranta, Axel Lindberg, Niko Laivuori, Paul Standing, Aku Lappalainen, Nikita Podhornyi, Marko Pakanen</i></p> <p>Simulandia is a learning environment that creates a completely new, wholesome, and practical virtual way for students to study for a profession. Included simulations in this version are reversing a truck, city driving, operating a crane, and forest logging.</p>	<p>Desktop, Education,</p> <p><i>Contact person: karl.lahdenranta@edu.turkuamk.fi</i> <i>Web:</i></p>	<p>TUAS</p>
 <p><b>THE ELEMENTS</b></p> <p>HERE YOUR ADVENTURE BEGINS</p>	<p><b>S17 TE</b></p> <p><b>The elements</b></p> <p><i>Yuxiao LEI, Emile JEANNIN, Xinyan ZHU, Markus SILVENNOINEN</i></p> <p>We'd like to create a 2D adventure game. The main idea of the game is that both heroes and enemies are formed of basic geometric figures. When they die, their body will fall apart and these parts can be recollected to form a new hero or an enemy. So they are "100% reusable".</p>	<p>,Godot Games and entertainment</p> <p><i>Contact person: haocheng.lin@abo.fi</i> <i>Web:</i></p>	<p>ÅÅ</p>
 <p><b>Rallycross goes green</b></p> <p>cdio CAPSTONE TURKU AMK RALLYCROSS</p>	<p><b>S18 eRallycross</b></p> <p><b>Wiring system for TUAS eRallycross car</b></p> <p><i>Janne Lamminen, Jesse Smedberg, Joonas Juntunen, Murtaza Abbas</i></p> <p>TUAS eRallycross car is a student project that is worked on by many students from different areas of education. The car is fully electric that is meant to be driven at fast speeds. We are working on the wiring system for the car from the engine to the batteries and for all the other electrical equipment in the car such as the BMS (battery monitoring system).</p>	<p>Embedded system,HW, Other,Transportation</p> <p><i>Contact person: janne.lamminen@edu.turkuamk.fi</i> <i>Web: https://erallycross.turkuamk.fi/</i></p>	<p>TUAS</p>
 <p><b>Lixie Universal Tuner</b></p> <p>Musician tired of boring tuner? come test ours!</p> <p>Lixie Team Andreas Salminen Jeremy Lesauvage</p>	<p><b>S19 LUT</b></p> <p><b>Lixie Universal Tuner</b></p> <p><i>Jérémy Lesauvage, Andreas Salminen, Oscar Schauman, Thibault Cormery, Marine Poidevin</i></p> <p>A fascinating and easy to use tuner working with string, woodwind, brass and percussion instruments. In addition to having chromatic mode our tuner has the Bb, Eb and F transposed modes. Making it one of the rare universal tuners, and furthermore, it can display the frequency. Our tuner is designed to work with a rechargeable battery, meaning you can take it everywhere your musical spirit will lead you. If you are a musician or just curious come and test it at our stand.</p>	<p>Embedded system,HW, Other,Music</p> <p><i>Contact person: jeremy.lesauvage@abo.fi</i> <i>Web:</i></p>	<p>ÅÅ</p>

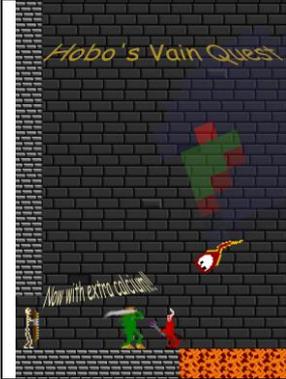
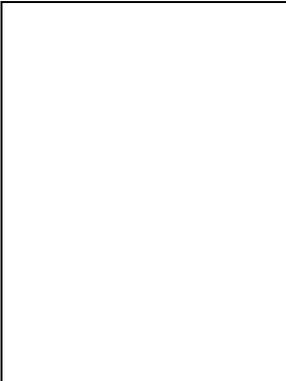
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	<b>S20 PaQu</b>		Desktop, Games and entertainment	TUAS
	<b>Paladin Quest</b>			
	<i>Marius Aho, Ville Suominen, Tiera Lintunen, Ville-Pekka Pajunen, Rasmus Kyyhkynen</i>		<i>Contact person: rojkyy@utu.fi</i> <i>Web:</i>	
	Guide the paladin on his quest to slay evil monsters in the temple in this isometric dungeon crawler game.			
	<b>S21 Sword of Dog</b>		Desktop, Games and entertainment	TUAS
	<b>3D adventure game with multiple endings</b>			
	<i>Helena Sund, Hoa Pham, Alarik Näykki, Mika Oksanen, Amy Nutchantart</i>		<i>Contact person: helena.sund@edu.turkuamk.fi</i> <i>Web:</i>	
	Sword of Dog is a 3D game where the player controls a dog called Rottwald, who is sent by the king of dogs to find the legendary sword and defeat the Kingdom of Cats. How the player carries out the mission, however, is up to them. The game features a story with multiple branches based on the player's choices.			
	<b>S22 Private UHF Radio Network Simulation</b>		HW, Radio Network Simulation Sustainable development, Infrastructure services, Communication	TUAS
	<b>Private UHF Radio Network Simulation</b>			
	<i>Jimi Österholm, Jere Kankaanpää, Lauri Kattelus, Mikael Jääskeläinen, Niko Hangan, Panu Porkka, Joni Tuomisto, Janne Salmi</i>		<i>Contact person: jimi.osterholm@edu.turkuamk.fi</i> <i>Web:</i>	
	The main goal of this project is to create a radio network simulation for a 4-radio modem network. The project is created for a company called Satel Oy. Testing radio networks by building them physically is time and resource consuming work. Simulating the network is much more ideal. The idea behind the project is to create a easy to use and easy to expand basis for testing radio networks. The project is done using NS-3 network simulator.			
	<b>S23 SUOS</b>		Web, Other, Online services	TUAS
	<b>Ordering system for Suomen Uusiokuori Oy</b>			
	<i>Sahar Nagar, Matti Wallenius, Hanna Vohlonen, Jarno Wetterstrand, Raheel Abbas, Vincent Somwe, Joel Halonen, Teemu Saarinen, Ville Vilander</i>		<i>Contact person: hanna.vohlonen@edu.turkuamk.fi</i> <i>Web:</i>	
	The purpose of the project is to create a new web-based ordering system for Suomen Uusiokuori Oy. With their current system the orders are handled manually which is inconvenient for both the company and the customer. The new ordering system will be behind a login. With login credentials the system will save the customer's last orders so that reordering is easy and quick.			

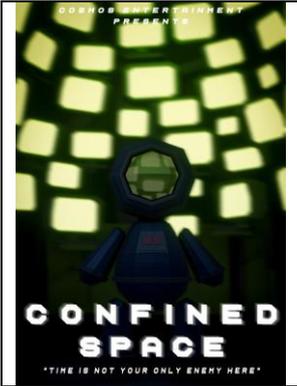
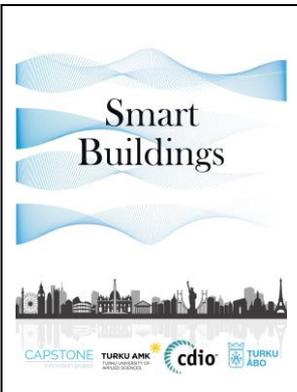
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	<p><b>S24 My Turku Memories</b> <span style="float: right;">Web, Other,Culture&amp;History</span></p> <p><b>Collect &amp; share personal stories of Turku residents?</b></p> <p><i>Haider Al Kaleedy, Matti Hietikko, Valentin Hulot, Kristian Koivuniemi, Ville Makinen, Petteri Peltokangas, Antti Rae, Daria Shishkina</i></p> <p><i>Contact person: myturkunmemories@gmail.com</i> <i>Web:</i></p> <p>Sometimes people have exciting stories about their past, they want to tell it to others but don't have a possibility to do it. Our project "My Turku Memories" can solve this problem. The main aim is to create a website for sharing any memories connected with the city of Turku. Users will have an opportunity to write a story, tag the particular place on the map, add the photo and publish a memory for everyone to see. The project is done in a partnership with the Turku museum, which is responsible for the city's cultural, art and natural history museums.</p>	TUAS
	<p><b>S25 Evacuation system/innovation</b> <span style="float: right;">,Innovation,3d modelling Healthcare,Infrastructure services</span></p> <p><b>Wounded person's evacuation system from an archipelago environment in a state of emergency for the Finnish naval forces</b></p> <p><i>Kosonen Ville-Veikko, Alanko Joonas, Kyynäräinen Riina, Lötjönen Mari, Puukka Mikko, Raittila Miikka</i></p> <p><i>Contact person: villeveikko.kosonen@edu.turkuamk.fi</i> <i>Web: https://evakuointijarjestelma.blogspot.com/</i></p> <p>We are innovating an evacuation system for Finnish naval forces. Naval forces may need to evacuate wounded person from very difficult environment, specially at archipelago environment in a state of emergency. We are going to make an idea for them how this could be done easier way than just carrying manually by three or four soldiers. Final product of this project is going to be an idea or several ideas, maybe even 2D or 3D model of our innovation.</p>	TUAS
	<p><b>S26 BAMV</b> <span style="float: right;">,Computer Vision Other,Research</span></p> <p><b>Brain Analysis - Machine Vision</b></p> <p><i>Dorin Doncenco, Sara Jose Roig, Joonas Schuurman, Jonatan Nissi, David Faßbender, Laanaya Salim</i></p> <p><i>Contact person: dorin.doncenco@edu.turkuamk.fi</i> <i>Web: not available</i></p> <p>Understanding how Alzheimer and other neurological diseases progress in human's brain is essential to find cures and solutions to those. Priority is high for our client, Turku PET Center. The problem is that the amount of data to analyze is extremely large and yet the analysis process relies entirely on manual and redundant labor. Our team is applying machine vision algorithms in order to speed up the analysis process. Our software analyzes and extracts data from the given images, and provides the client in a fast way with the information needed on their research.</p>	TUAS
	<p><b>S27 Opticale</b> <span style="float: right;">Desktop,AI, Sustainable development,Other</span></p> <p><i>Joakim Nordling, Juha Aarnio, Tudor Dumitrascu, Olavi Viitanen, Pranoy Ranjan Bhowmick</i></p> <p><i>Contact person: joakim.nordling@abo.fi</i> <i>Web: https://opticale.github.io/</i></p> <p>We are technology providers for the maritime industry specializing in autonomous shipping. Our solution utilizes industry standard camera hardware which we have combined with our in-house technology. By using multiple cameras, we identify, select and track objects and simultaneously maintain general overview for the user. Most significant benefits are increased awareness and efficiency when maneuvering large vessels.</p>	ÅÅ

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	<p><b>S28 H.V.Q</b> Desktop, Games and entertainment</p> <p><b>Hobo's Vain Quest: a Metroidvania-like adventure</b></p> <p><i>Aki Tervo, Antti Vuorinen, Kasimir Piispa, Pasi Ikonen, Ville Hietamäki</i> <i>Contact person: tervo.aki@gmail.com</i> <i>Web:</i></p> <p>A metroidvania-like game where you find keys to progress and find the treasure at the end. Player has to kill or avoid the enemies while going from room to room. Course Project for Project Course on Game Development 2020</p>	UTU
	<p><b>S29 360VISI</b> ,VR Games and entertainment, Healthcare, Education</p> <p><b>Operation Theater VR Simulation for Healthcare Students</b></p> <p><i>Joona Nieminen, Julius Kuorikoski, Juuso Liljeqvist, Joel Jaakola, Pham Tri Vien, Wille Korhonen, Elizaveta Kozlovskaja, Henrik Pyysalo</i> <i>Contact person: joona.nieminen@edu.turkuamk.fi</i> <i>Web:</i></p> <p>Our game is a Virtual Reality simulation that was commissioned by the Healthcare department of the university for the healthcare students. The aim of the simulation is to play the role of a nurse in an operation where you need to hand out correct instruments to the surgeon and receive feedback based on your accuracy and speed. The feedback will be stored externally for research purposes and future reference for teachers.</p>	TUAS
	<p><b>S30 3LoP</b> Mobile, Games and entertainment</p> <p><b>3rd Law of Potion</b></p> <p><i>Jarno Salo, Sally Makkonen, Noora Takkinen, Eero Kurkela, Melissa Laakso</i> <i>Contact person: jarno.salo1@edu.turkuamk.fi</i> <i>Web:</i></p> <p>3rd Law of Potion - "For every potion, there is an equal and opposite anti-potion." Welcome to the world of wizardry! It's potions class time, and you're having a competition to figure out who is the best potion mixer amongst the students! Try to beat your school's long-standing record to have your place in the eternal hall of fame!</p>	TUAS
	<p><b>S31 Information Security Day</b> IoT, Cloud, Public services, Education</p> <p><b>A day dedicated to spreading awareness about information security.</b></p> <p><i>Arbaaz Jariwala, Haisum Jehnagir?, Ossian Helmi?, Valtteri Hynnä?, Roosa Yli-Siuru, Eveliina Korjus?, Alekski Tikakoski, Moisan Anaelle?, Mika Rauhala?.</i> <i>Contact person: anaelle.moisan@edu.turkuamk.fi</i> <i>Web:</i></p> <p>Do you have some questions about IT security? Does your company think about how to protect its information? Information Security Day is the event where you can find any answer to your questions. This day is dedicated to companies who want to learn more about the subject. Companies who use security information will speak to share their experience. Do not hesitate anymore and come to end all your questions.</p>	TUAS

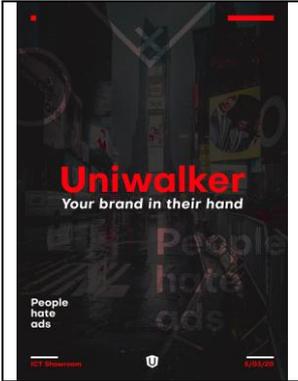
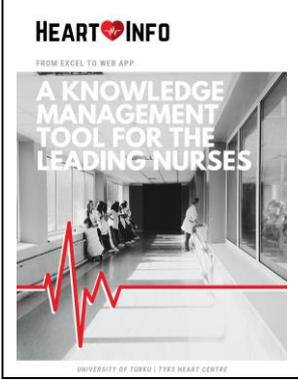
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	<p><b>S32 Confined Space</b> Desktop, Games and entertainment</p> <p><b>Atmospheric resource management game</b></p> <p><i>Timi Pahlstén, Jenni Hirvonen, Matti Liipola, Susanna Pynnönen, Miikka Koskivaara</i> <i>Contact person: timi.pahlsten@edu.turkuamk.fi</i> <i>Web:</i></p> <p>Confined Space is a resource management game in which the player must manage a spaceship to survive.</p>	TUAS
	<p><b>S33 BTVR</b> ,VR Other,VR Research</p> <p><b>Behavior Tracking in Virtual Reality</b></p> <p><i>Liisa Peippo, Timo Tiippana, Tapio Pensasmaa, Tuomas Tanskanen, Kasperi Rautio, Jari-Pekka Heinonen</i> <i>Contact person: liisa.m.peippo@utu.fi</i> <i>Web:</i></p> <p>The behavior of users who visually explore immersive virtual reality (VR) environments is not well understood, therefore our goal is to research how people explore virtual environments. Understanding this can be crucial for many applications, such as designing VR content, or learning computational models of saliency or visual attention. We provide analysis of our data, which leads to possibly important insight on how people observe their environment when tasked with finding a specific object in 360 degree photos in VR.</p>	UTU
	<p><b>S34 Firescape</b> Mobile,Augmented Reality Games and entertainment,Education</p> <p><b>Gamified fire safety learning with augmented reality</b></p> <p><i>Oskar Blomberg, Miguel Fernández, Timo Haavisto, Samuel Hovi, Joonas Muukkonen, Antti Muunoja, Duy Vu</i> <i>Contact person: timo.haavisto@edu.turkuamk.fi</i> <i>Web:</i></p> <p>Firescape is an educational augmented reality mobile game with image recognition, providing you with a fun way to learn (and notice the existence of) different fire safety signs through mesmerizing gameplay! Take your phone and scan signs in real life to get through corresponding obstacles which block your way in game. Learn about fire safety, solve the questionnaires, gather achievements and read the knowledge base. Earn various rewards like trophies and badges, unlock new levels and apparel to customize your character and climb to the top of the scoreboard!</p>	TUAS
	<p><b>S35 IoTMSB</b> Embedded system,Web,IoT,Cloud,AI Public services,Infrastructure services</p> <p><b>IoT Monitoring for Smart Buildings</b></p> <p><i>Rami Takala, Matti Saastamoinen, Sami Laine, Jan Stockfelt, Eetu Kaasalainen, Patrik Nordlund, Ifedayo Olaleye, Pyry Lahtinen, Minh Le, Anastasia Aisatsana</i> <i>Contact person: matti.saastamoinen@edu.turkuamk.fi</i> <i>Web:</i></p> <p>Our project aims to provide air quality monitoring for smart buildings utilizing NBloT/LoRaWAN connections paired with robust sensors and advanced machine learning. Monitoring the air quality and predicting the flow of people can have massive effects on the energy efficiency of any building, as airflow and room temperature can be adjusted accordingly and on the fly. Monitoring also provides the ability to follow the data over a long period of time, which may act as an early warning system for many problems our buildings may face, such as mold or gathering humidity.</p>	TUAS

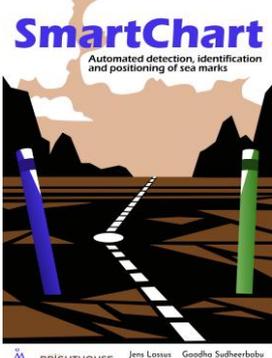
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	<h2>S36 Development of the O-t-D process</h2>	IoT, Other,	TUAS
	<h3>Development of the order-to-delivery process</h3>		
	<p><i>Joonas Hiltunen, Maksim Pokrovskii, Taneli Lehtinen, Frank Olowoniyi, Topi Ketola, David Dockhorn, Matias Kangas, Zohair Takaromt</i></p>	<p><i>Contact person: maksim.pokrovskii@edu.turkuamk.fi</i> <i>Web:</i></p>	
	<p>Creating a order-to-delivery process for the company's package delivery. Using company's own devices as a prototype.</p>		
	<h2>S37 UG</h2>	Mobile,Desktop, Games and entertainment,Education	TUAS
	<h3>A group game that aims to improve user's design skills</h3>		
	<p><i>Johannes Luukkonen, Konsta Kiiveri, Julius Virtanen, Markus Klemelä, Alekski Kouhi</i></p>	<p><i>Contact person: johannes.luukkonen@edu.turkuamk.fi</i> <i>Web: https://usability-game.blogspot.com/</i></p>	
	<p>Designing a good, usable item that fits the intended environment is quite hard to say the least. Teaching this is therefore much harder. Our solution is to develop a group game of sorts that lets design students, and enthusiasts as well, to approach modelling from different aspects. This could be cultural, physical, geographical, you name it. By being able to approach a subject in a specific way, one can commit all the energy into enhancing it. As a design group, this will improve the product and most importantly, improve a person's abilities.</p>		
	<h2>S38 Smashing Pixel Dudes</h2>	Desktop, Games and entertainment	TUAS
	<h3>2-Player Fighting Game</h3>		
	<p><i>Janne Soikkeli, Ville Aro-Heinilä, Akseli Tontti</i></p>	<p><i>Contact person: janne.soikkeli@edu.turkuamk.fi</i> <i>Web:</i></p>	
	<p>Smashing Pixel Dudes is a local 2-Player fighting game with unique characters and arenas to master. Choose your fighter, use its special abilities tactically and knock your opponent off the arena to win! Each character has their strenghts and weaknesses to learn. Enjoy the pixel graphics and soundscape to the fullest with a classic NES-controller!</p>		
	<h2>S39 Illuminator Device</h2>	Embedded system,Web,Desktop,HW,IoT,Cloud Healthcare,Research	TUAS
	<h3>A programmable device to control biological systems with light for the study of drug discovery against common diseases.</h3>		
	<p><i>Heikki Peltomäki, Miiikka Säteri, Hassan Farah, Khalef Mechenane, Jon Elvilä, Kyeonghwan Kim, Guillaume Durieux, Maria Usoltseva, Benedikt Knabe</i></p>	<p><i>Contact person: heikki.peltomaki@edu.turkuamk.fi</i> <i>Web: https://www.optimust.fi/illuminatordevice/</i></p>	
	<p>Illuminator device is an easy to use programmable device to control biological systems with light for the study of drug discovery against common diseases. The device is based on a Raspberry Pi and it controls an array of LEDs through an GUI, connected with WiFi. The project is an combination of electronics, front- and backend implementation, embedded systems, and mechanical engineering.</p>		

# ICT Showroom 2020

	<b>S40 Uniwalker</b>	AA
<b>Advertising platform</b>	<i>Carmen-Gabriela Popa, Valentin Ionita, Emil-Daniel Ciovica, Imran-Ahmad Shahid, Aliia Kodzhoshalieva</i>	
Uniwalker is a digital-out-of-home advertising platform with an innovative concept: the user has the chance of making an instant purchase decision. The product consists of a PWA (progressive web application), which looks like a native phone app, but it runs in the browser). The users install this on their phones and they will receive custom notifications whenever they are in the proximity of a company salesperson (uniwalker). This way, users can engage with the salesperson, learn more about the company and receive a free product or discount.	<i>Contact person: capopa@abo.fi</i> <i>Web: <a href="https://it-teaching-abo-akademi.github.io/project-uniwalker/onboarding">https://it-teaching-abo-akademi.github.io/project-uniwalker/onboarding</a></i>	
	<b>S41 Chaos Garden</b>	TUAS
<b>A 3D Hack n' Slash where the objective is to defeat plant based enemies.</b>	<i>Stefanos Kapsoritakis, Eetu Tubi, Eric Ng, Ville Vuorinen, Tran Tuan Nghia</i>	
Chaos Garden In a world where plants come to life, Survive the hoards of plant based enemies and power up to reach even greater heights.	<i>Contact person: stefanos.kapsoritakis@edu.turkuamk.fi</i> <i>Web:</i>	
	<b>S42 Robin</b>	UTU
<b>Minimally styled online first-person shooter for Steam Desktop</b>	<i>Toopi Vuorio, Tapio Pensasmaa, Jens Holmberg</i>	
Robin is an online shooter. In it you compete against other players. Robin runs on PC and tightly integrates with the popular Steam -platform. It is trying to provide a seamless experience on the platform.	<i>Contact person: jejoho@utu.fi</i> <i>Web:</i>	
	<b>S43 HeartInfo</b>	UTU
<b>A Knowledge Management Tool for Leading Nurses</b>	<i>Sanni Savonen, Jukka-Pekka Sirkiä, Marjo Kullannmäki, ASM Mir Hossain, Tuuli Sainio</i>	
HeartInfo is a web application designed for the leading nurses at TYKS heart centre. The main goal is to remove a lot of manual work and make it easy to keep track of coming and going patients. HeartInfo provides the nurses an easy way to gather data automatically from the database and handle it efficiently, enabling them to spend more time on other tasks. With mini maps and scalable tables, HeartInfo can show all the information the user needs – and only that with no extra clutter.	<i>Contact person: smmsav@utu.fi</i> <i>Web:</i>	

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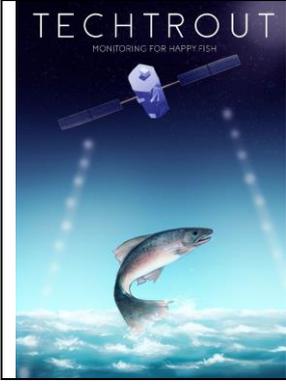
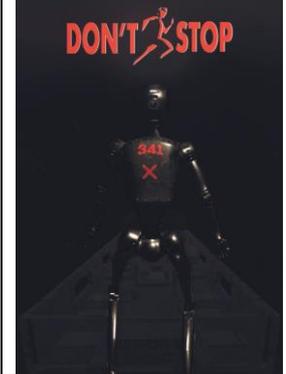
 <p><b>SmartChart</b> Automated detection, identification and positioning of sea marks</p>	<b>S44 SmartChart</b>	Embedded system, AI, Other, Maritime	ÅÅ
	<b>Automated detection, identification and positioning of sea marks</b>		
	<i>Henrik Hasselberg, Jens Lassus, Vid Sustar, Gaadha Sudheerbabu</i>	<i>Contact person: henrik.hasselberg@abo.fi</i> <i>Web:</i>	
<p>The main goal of the project is to detect sea marks on a boat using a regular camera. Using machine vision, we recognize familiar sea marks and calculate their position relative to the boat. The user interface can show the live view with detection boxes overlaid, as well as a map-view showing the sea marks. This software could be used for autonomous systems and as an aid in non-autonomous systems on ferries and ships. This project is carried out in cooperation with the company Brighthouse Intelligence.</p>			

 <p><b>SMARTSPACE</b> Don't replace your workspaces, reconnect it</p>	<b>S45 Smart Space</b>	Embedded system, IoT, AI Communicatin,	ÅÅ
	<b>A smart sensor for your home.</b>		
	<i>Linus Kvikant, Jimmy Fagerholm, Otto Söderholm, Matheos Mattsson, Oscar Björkgren</i>	<i>Contact person: lkvikant@abo.fi</i> <i>Web:</i>	
<p>A small device with multiple sensors that recognizes events of interest at your workplace.</p>			

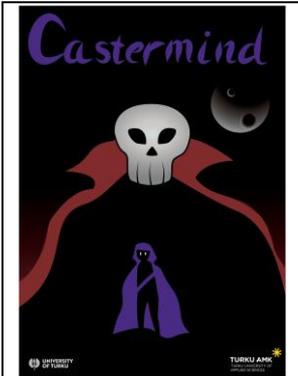
 <p><b>Subject 14</b></p>	<b>S46 Subject 14</b>	Desktop, Games and entertainment	TUAS
	<b>2D story game + Case study(change of previous GameDev team)</b>		
	<i>Miguel Ángel Benítez Alguacil, Ernesto Aranda del Valle, Paul Mathia, Tuomas Tanskanen, Paulina Frolovaite</i>	<i>Contact person: paul.mathia@edu.turkuamk.fi</i> <i>Web:</i>	
<p>Subject 14 is a single-player 2D game with a focus on its story narrative. Subject 14 is the first of a new generation of clones with superhuman abilities and wakes up in a laboratory of the evil organization "Yoogole Corp." and tries to find out about his origin. Additionally, this project is a case study of how easy/hard it is to continue a project from the previous semester with a totally different team of developers (2D artists, programmers) and a totally different vision for the game.</p>			

 <p><b>Use of natural fibers in composites</b></p>	<b>S47 Use of natural fibers in composites</b>	Desktop, Cloud, Sustainable development	TUAS
	<b>Manufacturing software and natural fiber composite development</b>		
	<i>Tomi Kajander, Mikko Virto, Simo Penttilä, Sami Patteri</i>	<i>Contact person: tomi.kajander@edu.turkuamk.fi</i> <i>Web: https://capstonekitko.home.blog/</i>	
<p>Development of manufacturing execution system for small-scale manufacturing. The software is a Windows desktop application that uses cloud database for storage. Main objective is to make production data and inventory status easily available and manageable. Documenting carbon footprint is an important part of that, as the software will be applied in the production of environmentally friendly composite material, as well as consumer products made from that material. Another part of the project focuses on developing the composite material itself.</p>			

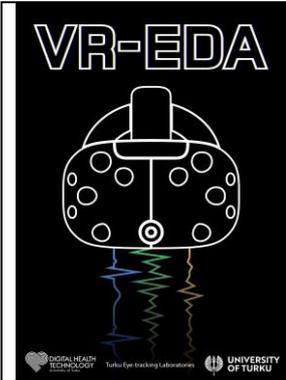
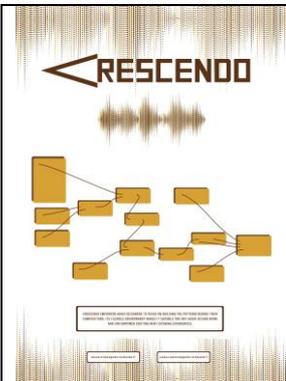
# ICT Showroom 2020

	<p><b>S48 AudioWizards Multiplayer</b> <span style="float: right;">Mobile, Desktop, Headphones Games and entertainment</span></p> <p><b>Competitive Multiplayer Audio game</b></p> <table border="1" style="width: 100%;"> <tr> <td style="width: 50%; vertical-align: top;"> <i>Axel Kola, Martti Kandelin, Vesterlund Topias, Tea Oinonen, Verner Kuusela, Tran Nghia, Stepaniak Jakub, Pietrzyk Krystian, Ahmad Faizan</i> </td> <td style="width: 50%; vertical-align: top;"> <i>Contact person: <a href="mailto:martti.kandelin@edu.turkuamk.fi">martti.kandelin@edu.turkuamk.fi</a> Web: <a href="https://audiowizardsmultiplayer.blogspot.com">https://audiowizardsmultiplayer.blogspot.com</a></i> </td> </tr> </table> <p>Audio Wizards Multiplayer is an extension to the well-received mobile game "AudioWizards". The idea is to take the concept of audio gaming to the next level by introducing it to the world of multiplayer gaming. Players will move around in an arena hunting for other players through sounds of movement and eliminating them with spells. They will choose a character that defines their strengths and weaknesses during the game. The aim is to have blind people take part in the world of multiplayer gaming.</p>	<i>Axel Kola, Martti Kandelin, Vesterlund Topias, Tea Oinonen, Verner Kuusela, Tran Nghia, Stepaniak Jakub, Pietrzyk Krystian, Ahmad Faizan</i>	<i>Contact person: <a href="mailto:martti.kandelin@edu.turkuamk.fi">martti.kandelin@edu.turkuamk.fi</a> Web: <a href="https://audiowizardsmultiplayer.blogspot.com">https://audiowizardsmultiplayer.blogspot.com</a></i>	TUAS
<i>Axel Kola, Martti Kandelin, Vesterlund Topias, Tea Oinonen, Verner Kuusela, Tran Nghia, Stepaniak Jakub, Pietrzyk Krystian, Ahmad Faizan</i>	<i>Contact person: <a href="mailto:martti.kandelin@edu.turkuamk.fi">martti.kandelin@edu.turkuamk.fi</a> Web: <a href="https://audiowizardsmultiplayer.blogspot.com">https://audiowizardsmultiplayer.blogspot.com</a></i>			
	<p><b>S49 Goblit</b> <span style="float: right;">Desktop, Games and entertainment</span></p> <p><b>2D steampunk adventure action game</b></p> <table border="1" style="width: 100%;"> <tr> <td style="width: 50%; vertical-align: top;"> <i>Ville Pikaloff, Aleksis Levälä, Julianna Ikonen, Julius Heine, Joonas Sibakov</i> </td> <td style="width: 50%; vertical-align: top;"> <i>Contact person: <a href="mailto:ville.pikaloff@edu.turkuamk.fi">ville.pikaloff@edu.turkuamk.fi</a> Web:</i> </td> </tr> </table> <p>Goblit is a 2D steampunk adventure action game project created by a group as a part of a Game Development course. It features turn-based combat and self-made 2D graphics.</p>	<i>Ville Pikaloff, Aleksis Levälä, Julianna Ikonen, Julius Heine, Joonas Sibakov</i>	<i>Contact person: <a href="mailto:ville.pikaloff@edu.turkuamk.fi">ville.pikaloff@edu.turkuamk.fi</a> Web:</i>	TUAS
<i>Ville Pikaloff, Aleksis Levälä, Julianna Ikonen, Julius Heine, Joonas Sibakov</i>	<i>Contact person: <a href="mailto:ville.pikaloff@edu.turkuamk.fi">ville.pikaloff@edu.turkuamk.fi</a> Web:</i>			
	<p><b>S50 TechTrout</b> <span style="float: right;">Web, Sustainable development</span></p> <p><b>Fish farm monitoring with satellite data</b></p> <table border="1" style="width: 100%;"> <tr> <td style="width: 50%; vertical-align: top;"> <i>Jasmiina Kantelus, Julia Ahjovaara, Rony Laitinen, Ari Mäkeläinen, Mikko Metsäranta</i> </td> <td style="width: 50%; vertical-align: top;"> <i>Contact person: <a href="mailto:misame@utu.fi">misame@utu.fi</a> Web:</i> </td> </tr> </table> <p>With TechTrout's solution fish farms can monitor their farms in a broader area. Combining satellite data to local measurements we are able to offer near real-time status of the water quality. Better monitoring means more sustainable fish production and possibilities of growth in the Baltic Sea.</p>	<i>Jasmiina Kantelus, Julia Ahjovaara, Rony Laitinen, Ari Mäkeläinen, Mikko Metsäranta</i>	<i>Contact person: <a href="mailto:misame@utu.fi">misame@utu.fi</a> Web:</i>	UTU
<i>Jasmiina Kantelus, Julia Ahjovaara, Rony Laitinen, Ari Mäkeläinen, Mikko Metsäranta</i>	<i>Contact person: <a href="mailto:misame@utu.fi">misame@utu.fi</a> Web:</i>			
	<p><b>S51 Don't Stop</b> <span style="float: right;">Desktop, Games and entertainment</span></p> <p><b>3D endless runner game in a sci-fi environment.</b></p> <table border="1" style="width: 100%;"> <tr> <td style="width: 50%; vertical-align: top;"> <i>Jaakko, Jaani, Jesse, Joonas, Manoj</i> </td> <td style="width: 50%; vertical-align: top;"> <i>Contact person: <a href="mailto:jaakko.puisto@gmail.com">jaakko.puisto@gmail.com</a> Web: <a href="https://jaakkopuisto.github.io/dontstop.html">https://jaakkopuisto.github.io/dontstop.html</a></i> </td> </tr> </table> <p>3rd person 3D endless runner game in a sci-fi environment with a cool soundtrack. Player is a robot that's trying to escape death. Level get generated based on an algorithm so the experience is different each time.</p>	<i>Jaakko, Jaani, Jesse, Joonas, Manoj</i>	<i>Contact person: <a href="mailto:jaakko.puisto@gmail.com">jaakko.puisto@gmail.com</a> Web: <a href="https://jaakkopuisto.github.io/dontstop.html">https://jaakkopuisto.github.io/dontstop.html</a></i>	TUAS
<i>Jaakko, Jaani, Jesse, Joonas, Manoj</i>	<i>Contact person: <a href="mailto:jaakko.puisto@gmail.com">jaakko.puisto@gmail.com</a> Web: <a href="https://jaakkopuisto.github.io/dontstop.html">https://jaakkopuisto.github.io/dontstop.html</a></i>			

# ICT Showroom 2020

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	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2" style="text-align: center;"><b>S55 Fantastic Energy</b></td> <td style="text-align: right;">Mobile, Games and entertainment</td> </tr> <tr> <td colspan="3"> <p>Fantastic Energy is a location based AR game that is not only entertaining and engaging, but also a tool for players to monitor their Carbon Footprint and Energy Efficiency. Players gather a currency called Fantastic Energy that is equal to the amount of energy they save in real life. Players use this currency to build and upgrade their homebase and battle energy-monsters in AR.</p> </td> </tr> <tr> <td style="width: 50%;"><i>Susanna Ilmonen, Noora Takkinen, Sally Makkonen, Jarno Salo, Aapo Nikkola, Eero Kurkela, Eetu Tubi, Melissa Laakso</i></td> <td style="width: 50%;"><i>Contact person: <a href="mailto:tipi@punnugames.com">tipi@punnugames.com</a> Web: <a href="https://www.punnugames.com/fantastic-energy">https://www.punnugames.com/fantastic-energy</a></i></td> <td></td> </tr> <tr> <td colspan="3"> <p>A location-based AR game focusing on Energy Efficiency and reducing the player's Carbon Footprint. The game offers information in an easily understandable and entertaining form about how to become more energy efficient. Fantastic Energy provides a tool where players focus on playing and having fun while changing their behavioral patterns to reduce their carbon footprint.</p> </td> </tr> </table>	<b>S55 Fantastic Energy</b>		Mobile, Games and entertainment	<p>Fantastic Energy is a location based AR game that is not only entertaining and engaging, but also a tool for players to monitor their Carbon Footprint and Energy Efficiency. Players gather a currency called Fantastic Energy that is equal to the amount of energy they save in real life. Players use this currency to build and upgrade their homebase and battle energy-monsters in AR.</p>			<i>Susanna Ilmonen, Noora Takkinen, Sally Makkonen, Jarno Salo, Aapo Nikkola, Eero Kurkela, Eetu Tubi, Melissa Laakso</i>	<i>Contact person: <a href="mailto:tipi@punnugames.com">tipi@punnugames.com</a> Web: <a href="https://www.punnugames.com/fantastic-energy">https://www.punnugames.com/fantastic-energy</a></i>		<p>A location-based AR game focusing on Energy Efficiency and reducing the player's Carbon Footprint. The game offers information in an easily understandable and entertaining form about how to become more energy efficient. Fantastic Energy provides a tool where players focus on playing and having fun while changing their behavioral patterns to reduce their carbon footprint.</p>			TUAS
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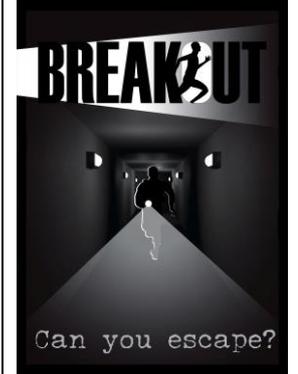
# ICT Showroom 2020

	<b>S56 Toxoplasma</b> <span style="float: right;">Desktop, Games and entertainment</span>	TUAS
<b>A cinematic RPG adventure</b>		
<i>Mikko Österman, Aapo Nikkola, Martti Kandelin</i>	<i>Contact person: mikko.osterman@edu.turkuamk.fi</i> <i>Web:</i>	
<p>Toxoplasma is a Roleplaying videogame adventure which borrows a lot of elements from old Japanese RPGs such as Final Fantasy VII. It has turnbased battles and a lot of cinematic story events. It is set in a world that is a mix of Steampunk and Scifi. You play a nobleman in an Empire that is at war with its democratic neighbour. There are no morally black and white characters in this world and everything depends on perspective.</p>		
	<b>S57 VR-EDA</b> <span style="float: right;">Other, Health Technology</span>	UTU
<b>Biosignal acquisition experiment with Virtual Reality</b>		
<i>Tiina Nokelainen, Vili Waaramäki, Minna Multala, Jaakko Susi, Markku Tuomola, Juho Laakso</i>	<i>Contact person: tmknok@utu.fi</i> <i>Web:</i>	
<p>We aim at evaluating and validating quality and usefulness of selected biosignals using help of VR-videos. Our goal is to compare the readings of the devices collecting electrodermal activity, one wearable with dry electrodes and other device with pre-gelled electrodes. We want to validate the typical studysensors used in Digital Health Lab, to see how well those comply with the latest findings stating that EDA dry electrodes require a stabilization period before those reach the performance of the pre-gelled electrodes.</p>		
	<b>S58 WTFS</b> <span style="float: right;">Web, Healthcare,</span>	UTU
<b>Surgery waiting time prediction and analysis</b>		
<i>Toni Laine, Kadir Demir, Emilia Lipponen, Ilkka Suuronen, Ville Vuorinen, Teppo Nygren</i>	<i>Contact person: toni.laine@utu.fi</i> <i>Web:</i>	
<p>Waiting Time for Surgery aims to predict future surgery times and analyse bottlenecks based on available past medical data and various other data sources. The web-based software provides useful information for both patients and medical staff, and gives insight into when and why surgery queues get longer. This information will help make decisions and resource plans to make way for more efficient healthcare.</p>		
	<b>S59 CNDO</b> <span style="float: right;">Desktop, Games and entertainment</span>	TUAS
<b>Crescendo: Computational Design Based Sound Synthesis</b>		
<i>Joshua Kennedy, Shane Wirkes</i>	<i>Contact person: joshua.kennedy@edu.turkuamk.fi</i> <i>Web:</i>	
<p>Synthesizing sound for games, music, or movies is a difficult and time-consuming process. Often designers are limited by their tools. Our project extends and enhances designers' workflows by using computational design. With Crescendo new and exciting audio experiences can be created and designers can focus on the work that matters.</p>		

# ICT Showroom 2020

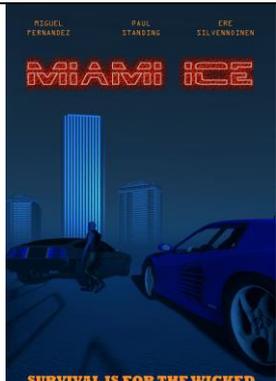
 <p><b>BUSINESS DEVELOPMENT UNICA DELICA</b></p> <p>UNICA &amp; TURKU AMK COLLABORATE TO DEVELOP A STUDENT RESTAURANT WITH A FOCUS ON THE USE OF ICT. THE PROJECT IS A PART OF THE UNICA DELICA PHASE 1 PROJECT.</p> <p><b>GOALS &amp; OBJECTIVES</b></p> <ul style="list-style-type: none"> <li>Develop a business plan for the restaurant.</li> <li>Improve the convenience of the facilities.</li> <li>Find a location for the restaurant.</li> <li>Make a strategy for developing the business.</li> </ul> <p><b>METHODS</b></p> <ul style="list-style-type: none"> <li>Interviews &amp; questionnaires to gather data and collect data analysis based on these interviews and questionnaires.</li> <li>Site &amp; shop improvement on decisions &amp; graphic design.</li> <li>Mapping meetings and discussion among the team members, product owner, team manager, and customer.</li> <li>Market analysis to make the restaurant more convenient and enjoyable.</li> </ul> <p><b>TEAM</b></p> <p>© TURKU AMK UNIVERSITY OF APPLIED SCIENCES</p>	<p><b>S60 UDBD</b></p> <p>,We use many web-technologies but the project focus doesn't really focus on technology ,Student restaurant</p> <p><b>Business development for Unica Delica</b></p> <p><i>Camille Duparc, Mathilde Jannet, Mikko Heinonen, Justine Michelin, Lauri Nieminen, Joonas Raittila, Satsuki Okada</i></p> <p><i>Contact person: Emmanuel.Querrec@turkuamk.fi</i> <i>Web:</i></p> <p>Business development plan for student restaurant Unica Delica, also Unica Deli Pharma. Main focus on information gathering and analyses about customers and competitors. Solutions to other uses of space/premises, rush hour, profit increase, enjoyability and convenience of premises, harmonization of space,</p>	<p>Web,Mobile, Games and entertainment,Education</p> <p>We develop an application game based on the ISO 9001 standard.</p> <p><i>Neea Laine, Niklas Pelander, Henna Jalo, Teemu Huovinen, Stefanos Kapsoritakis, Eric Ng, Mikko Österman, Akseli Tontti</i></p> <p><i>Contact person: niklas.pelander@edu.turkuamk.fi</i> <i>Web: http://jobittiqualitygame.simplesite.com/</i></p> <p>Are you tired of teachers' boring talk or lectures? We are developing a game that will immerse you in the world of ISO 9001. Quality in all its features of a commodity (product/service) that are customer needs. When building confidence in the conformity of a product or service, a quality standard system is created. In the game, you will experience new insights with the introduction of a quality standard at the factory. You will understand the meaning of standards and why they are used. And best of all, you decide for yourself when and how much you play.</p>	<p>TUAS</p>
 <p><b>QUALITY GAME JOBITTI</b></p> <p>LEARN BY PLAYING!</p> <p>TURKU AMK UNIVERSITY OF APPLIED SCIENCES</p>	<p><b>S61 Quality Game - Jobitti</b></p> <p>Web,Mobile, Games and entertainment,Education</p> <p>We develop an application game based on the ISO 9001 standard.</p> <p><i>Neea Laine, Niklas Pelander, Henna Jalo, Teemu Huovinen, Stefanos Kapsoritakis, Eric Ng, Mikko Österman, Akseli Tontti</i></p> <p><i>Contact person: niklas.pelander@edu.turkuamk.fi</i> <i>Web: http://jobittiqualitygame.simplesite.com/</i></p> <p>Are you tired of teachers' boring talk or lectures? We are developing a game that will immerse you in the world of ISO 9001. Quality in all its features of a commodity (product/service) that are customer needs. When building confidence in the conformity of a product or service, a quality standard system is created. In the game, you will experience new insights with the introduction of a quality standard at the factory. You will understand the meaning of standards and why they are used. And best of all, you decide for yourself when and how much you play.</p>	<p>Web,Mobile, Games and entertainment,Education</p> <p>We develop an application game based on the ISO 9001 standard.</p> <p><i>Neea Laine, Niklas Pelander, Henna Jalo, Teemu Huovinen, Stefanos Kapsoritakis, Eric Ng, Mikko Österman, Akseli Tontti</i></p> <p><i>Contact person: niklas.pelander@edu.turkuamk.fi</i> <i>Web: http://jobittiqualitygame.simplesite.com/</i></p> <p>Are you tired of teachers' boring talk or lectures? We are developing a game that will immerse you in the world of ISO 9001. Quality in all its features of a commodity (product/service) that are customer needs. When building confidence in the conformity of a product or service, a quality standard system is created. In the game, you will experience new insights with the introduction of a quality standard at the factory. You will understand the meaning of standards and why they are used. And best of all, you decide for yourself when and how much you play.</p>	<p>TUAS</p>
 <p><b>Saunaan -The Airbnb of Saunas</b></p> <p>IoT Sensors in Saunas for analytics</p> <p>Web application working on all devices</p> <p>New community for the Sauna lovers</p> <p>" The new way to sweat like an old Finn! "</p>	<p><b>S62 Saunaan</b></p> <p>Web, Other,Marketplace</p> <p>Online marketplace for renting saunas!</p> <p><i>Minna Kankaala, Srijan Chapagain, Ted Sjöblom, Mathias Mattsson</i></p> <p><i>Contact person: mathias.mattsson@abo.fi</i> <i>Web:</i></p> <p>The sauna is an important part of the Finnish culture and the way we see, discover and use saunas has been the same for many years. Saunaan is here to change that! Saunaan is focusing on building a new marketplace for renting out and using saunas. The application can be used in public or private Sauna markets and we aim to be the Airbnb of Saunas. Come and say hi at the ICT- Showroom and we will tell you more about our product! See you in the Sauna!</p>	<p>Web, Other,Marketplace</p> <p>Online marketplace for renting saunas!</p> <p><i>Minna Kankaala, Srijan Chapagain, Ted Sjöblom, Mathias Mattsson</i></p> <p><i>Contact person: mathias.mattsson@abo.fi</i> <i>Web:</i></p> <p>The sauna is an important part of the Finnish culture and the way we see, discover and use saunas has been the same for many years. Saunaan is here to change that! Saunaan is focusing on building a new marketplace for renting out and using saunas. The application can be used in public or private Sauna markets and we aim to be the Airbnb of Saunas. Come and say hi at the ICT- Showroom and we will tell you more about our product! See you in the Sauna!</p>	<p>ÅA</p>
 <p><b>PRINCE'S DECISION</b></p> <p>TURKU AMK UNIVERSITY OF APPLIED SCIENCES</p>	<p><b>S63 Prince's Decision</b></p> <p>Desktop, Games and entertainment</p> <p>Prince's Decision: An Action Role-playing Game</p> <p><i>Iida Myrskyvalkea, Max Westerback, Srijan Chapagain, Jouni Kiviperä, Oskari Salmivaara</i></p> <p><i>Contact person: iida.myrskyvalkea@edu.turkuamk.fi</i> <i>Web:</i></p> <p>Prince's Decision is an isometric sprite-based Action Role-playing Game where you need to find the King's crown in a castle infested with zombies.</p>	<p>Desktop, Games and entertainment</p> <p>Prince's Decision: An Action Role-playing Game</p> <p><i>Iida Myrskyvalkea, Max Westerback, Srijan Chapagain, Jouni Kiviperä, Oskari Salmivaara</i></p> <p><i>Contact person: iida.myrskyvalkea@edu.turkuamk.fi</i> <i>Web:</i></p> <p>Prince's Decision is an isometric sprite-based Action Role-playing Game where you need to find the King's crown in a castle infested with zombies.</p>	<p>TUAS</p>

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 <p><b>Know Your Hoods</b> The search engine for neighborhoods</p> <p>www.hoods.fi</p> <p>Search for more or interested in learning more about your neighborhood? Know Your Hoods is here to help you find the most fitting neighborhood and to learn more about the neighborhood you already live in.</p> <p>Capstone development has been focused on four major areas:</p> <ul style="list-style-type: none"> <li>• Creating a registration and user profile system</li> <li>• Researching AI to improve user experience</li> <li>• Optimizing the website for mobile platforms</li> <li>• Implementing a marketing strategy</li> </ul> <p>Everyone should feel at home</p> <p>TURKU AMK, CAPSTONE, cdtio, Know Your Hoods</p>	<p><b>S64 Know Your Hoods</b> Web, Mobile, Communication</p> <p>The search engine for neighborhoods</p> <p><i>Eerik Hannula, Hassan Maskati, Sakari Wahlsten, Tarvis Dyde, Vesa-Matti Mäntysaari, Martin Lehtomaa, Jimenez Noemi, Tristan Le Mauff, Mattijn Posthuma</i></p> <p>Contact person: <a href="mailto:martin.lehtomaa@edu.turkuamk.fi">martin.lehtomaa@edu.turkuamk.fi</a> Web: <a href="https://hoods.fi/">https://hoods.fi/</a></p> <p>Know Your Hoods is a search engine for neighborhoods that will help you find the perfect home to settle in by providing a portal of information on neighborhoods including locations of local services and real stories written by residents. Development has been focused on creating a registration and user profile system, researching the use of AI to improve user experience, optimizing the website for mobile platforms and implementing a marketing strategy.</p>	TUAS
	<p><b>S65 VR mindfulness decompression game (for dementia people)</b> VR game, Games and entertainment, Healthcare</p> <p>A VR game designed for dementia people for decrease depression, training cognitions and rehabilitations .</p> <p><i>Zhu Qing Ren, Zhenxu Wang, Jinli Xu, Lichen Kan, Yehonatan Moshe Hertsman, Habib Ullah Raj</i></p> <p>Contact person: <a href="mailto:zhuren@utu.fi">zhuren@utu.fi</a> Web:</p> <p>We plan to use MSS combined with the VR system to design a garden game for dementia people's training and evaluation, in which participants train their cognitive and memory abilities by completing specific tasks. The results will be evaluated upon completion of the training.</p>	UTU
 <p><b>IISY</b> Issue Information System</p> <p>New notification. Coffee machine is broken</p> <p>Engaging</p> <p>Quick and easy</p> <p>QR-code based reporting</p> <p>Report issues in just one click</p> <p>User driven issue reporting system</p> <p>Easily integrated with built in API</p>	<p><b>S66 IISY</b> Web, Mobile, IoT, Cloud, Public services, Sustainable development</p> <p>Maintenance system</p> <p><i>Philip Helenius, Tommy Löwendahl, Max Westerback, Viktor Österholm</i></p> <p>Contact person: <a href="mailto:philiphelenius@gmail.com">philiphelenius@gmail.com</a> Web: <a href="http://abo.newdomain.live/">http://abo.newdomain.live/</a></p> <p>Reporting issues is typically time consuming or difficult and this often discourages users from reporting them. At IISY, we want to solve this problem by using QR-codes for issue reporting. By scanning the QR-code, the user is able to report a new issue with just a few clicks. Once an issue has been reported it can be handled by the maintenance department in a simple modern dashboard provided by IISY.</p>	ÅA
 <p><b>BREAKOUT</b></p> <p>Can you escape?</p>	<p><b>S67 Breakout</b> Games and entertainment</p> <p>Escape room</p> <p><i>Eveliina Lehtinen, Kenneth Kujala, Daniel Benyamina, Katariina Pelto-Pihko, Mark Lugalia</i></p> <p>Contact person: <a href="mailto:eveliina.lehtinen@edu.turkuamk.fi">eveliina.lehtinen@edu.turkuamk.fi</a> Web:</p> <p>Five membered student group develops an escape room game for their course.</p>	TUAS

# ICT Showroom 2020

	<b>S68 ArchViz study</b>		Desktop,VR Games and entertainment,Research	TUAS
	<b>Architectual visualization in Unreal game engine and virtual reality.</b>			
	Aissa Nylund, Jaani Nordberg, Hung Nguyen, Maksymilian Poblocki-Klak, Walteri Nuutinen	Contact person: <a href="mailto:aissa.nylund@edu.turkuamk.fi">aissa.nylund@edu.turkuamk.fi</a> Web:		
Our research project focuses on architectural visualization and importing CAD models into Unreal game engine. We are studying how to utilize Unreal in producing photo-realistic renders of indoor and outdoor real life scenes. At the same time we're studying how to bring ArchViz to VR in a way that is lightweight and realistic looking.				

	<b>S69 Miami Ice</b>		Desktop, Games and entertainment	TUAS
	<b>VR Story drug-running escape game</b>			
	Miguel Fernández, Paul Standing, Ere Silvennoinen	Contact person: <a href="mailto:paul.standing@edu.turkuamk.fi">paul.standing@edu.turkuamk.fi</a> Web:		
Someone has just inconveniently throw a suitcase full of crystal meth into your Ferrari. Your brother has got into some bother, and it's up to you to help him out by delivering the drugs. Will you manage to escape from the police and complete your misson? Or will you end up doing some time, or worse, as fish bait.				

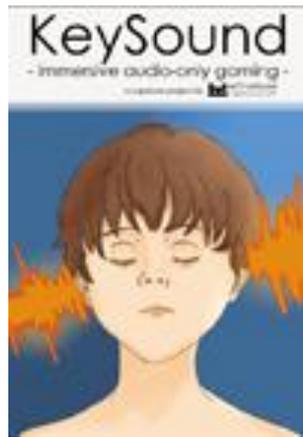
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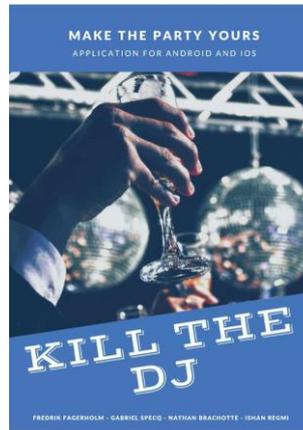
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2019



2018



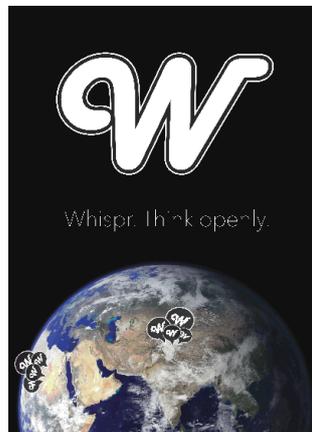
2017



2016



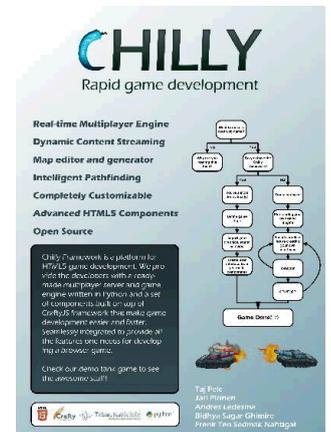
2015



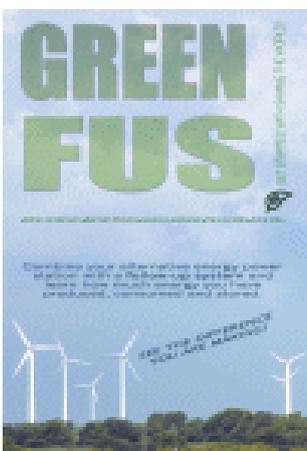
2014



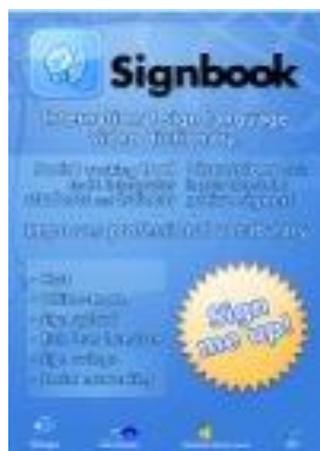
2013



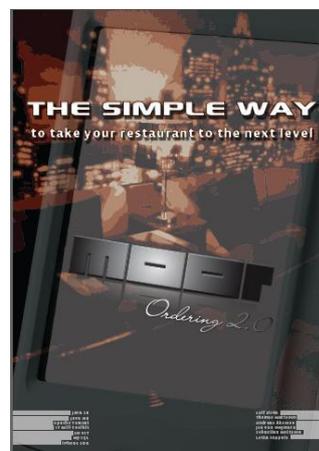
2012



2011



2010



2009



2008

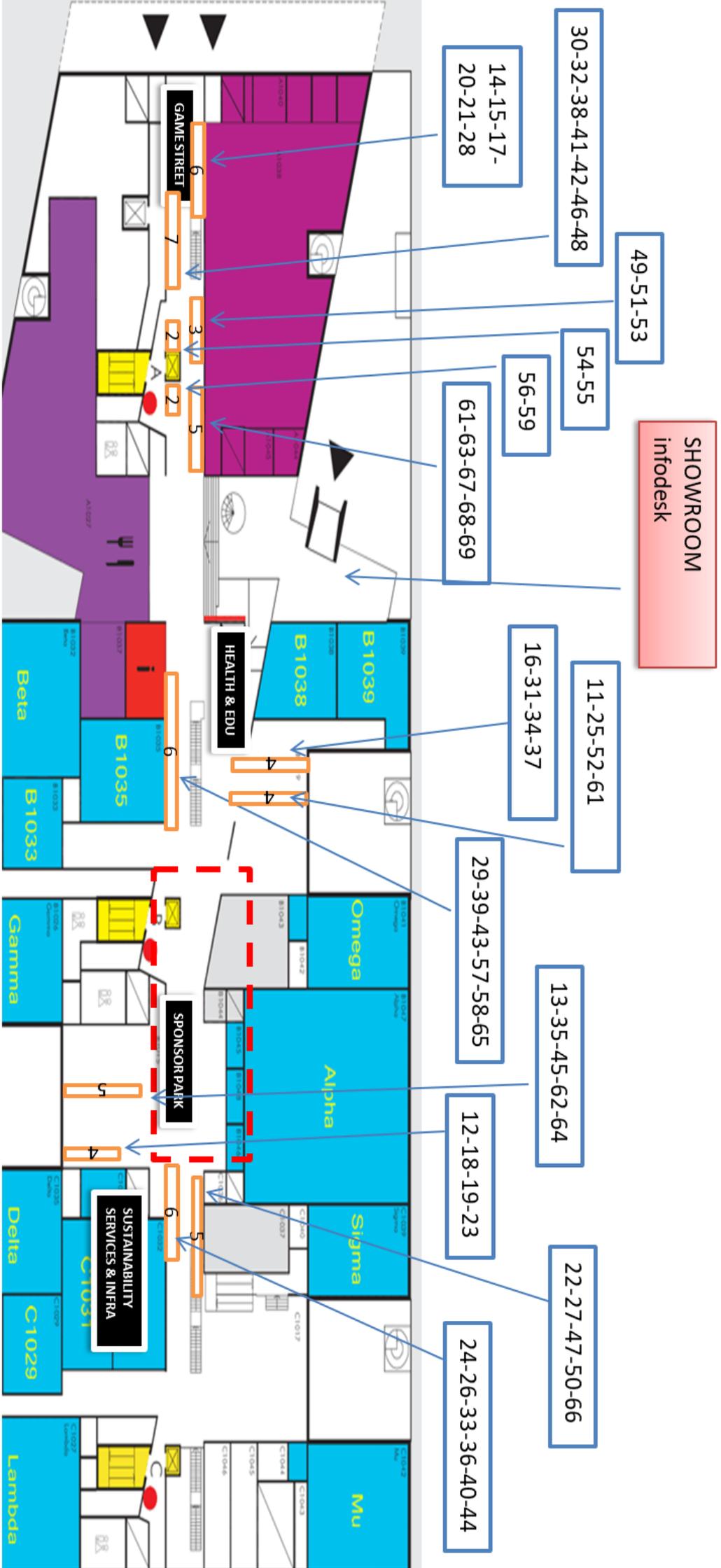
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Winners 2019

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**NEXTEOUR**



**ATR**



**TELESTE**

**AGENTIT**



**INNOFACTOR**