





ICT SHOWROOM 2026

Q-FACTORY


MEYER TURKU
SHIPYARD 1737

ictshowroom.fi

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TURKU AMK
TURKU UNIVERSITY OF
APPLIED SCIENCES


Åbo Akademi

 Turun yliopisto
University of Turku

Schedule 5.3.2026

Event takes place in EduCity / TurkuAMK

- 9.00 Building ICT Showroom starts
- 10.00 ICT Showroom Opens (EduCity)
- 10.00 Public voting opens
- 13.30 ICT Showroom ends
- 13.30-14.30 Dismantling
- 14.30 Pitch finalists announced
(ICT Showroom home page + team contact)
- 14.45 Pitch finals (Taidon portaat, EduCity), winners voted by Jury
- 15.15 Price ceremony (Taidon portaat, EduCity)
- 15.45 → Showroom Afterwork by Boost

Sponsors

- Meyer Turku
- Q-factory

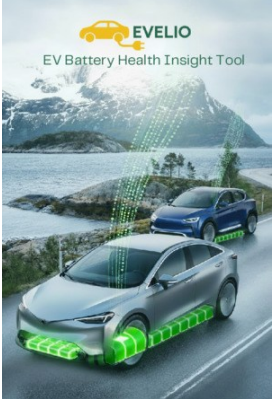
Jury


- Lauri Koittola / BoostTurku
- Mikko Rantanen / Kaupallistajat
- Elias Savonlahti / Business Turku
- Henrik Siiskonen / IF
- Olle Svanfeldt-Winter / Walkbase
- Viktor Söderlund / Q-factory

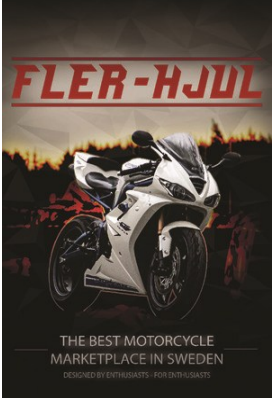
Organizers and contact information


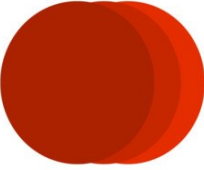
Åbo Akademi - Jerker Björkqvist, Jan Kraufvelin
TurkuAMK - Elina Karaus, Annukka Kinnari
Turun yliopisto - Timo Vasankari


Online leaflet: abacus.abo.fi/ictshowroom


	S12 Evelio	Embedded system, Mobile, Desktop, IoT Sustainable development, Other, Transport, EVs	ABO
	EV battery health insight tool for fleet managers		
	Hugo Perez, Malte Enlund, Emil Kristén, Hugo Söderholm, William Sjöblad, Alexander Blomqvist	Contact person: hugoperez2004trabajo@gmail.com Web: Video: https://drive.google.com/file/d/1D08Z1_7p8Mk3Xmw8VriDr9sEjWP_6FTR/view?usp=sharing	
This project explores a smart electric vehicle (EV) charging insight system aimed at encouraging more sustainable charging behavior. By collecting and analyzing high-level vehicle and charging data, the system seeks to identify patterns in energy use and provide actionable feedback to stakeholders. The focus is on practical feasibility, long-term deployment, and minimal operational complexity rather than technical novelty.			

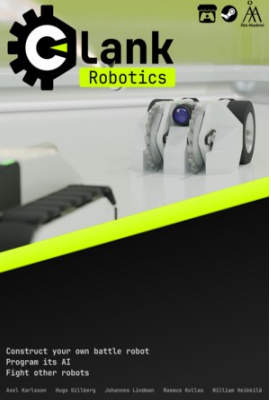
	S13 SPS	Embedded system, Web, IoT Other, Energy	ABO
	Smart Power Strip		
	Julien Pavard, Simon Lagorce, Samia Saif, Franck Martine	Contact person: franck.martine@abo.fi Web: Video: https://youtu.be/m36p0ZIdYQw	
This project aims to provide safety in using power strips and allow ease of mind when you use this kind of equipment. It also aims to help you reduce your electricity consumption to save money.			

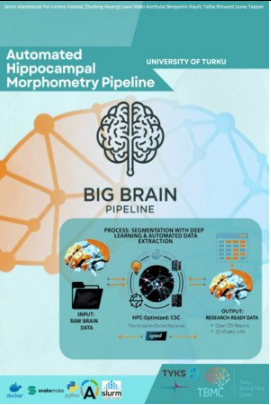
	S14 Fler-Hjul	Web Other, Marketplace	ABO
	Motorcycle marketplace for Sweden		
	Emilia Håkans, Ida Wiberg, Valter Lax, Robin Udell, Isac Schauman, Nico Rågård	Contact person: emilia.k.hakans@abo.fi Web: Video:	
(Empty space for additional information)			

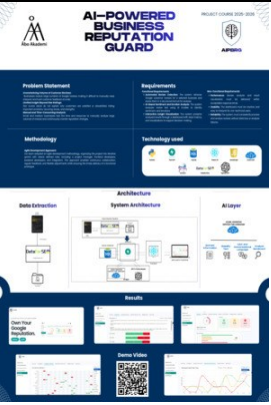
  <p>NEWBORN DRIED BLOOD SAMPLE DETECTOR</p>	S15 Blood Spot Classifier		Web,Mobile,AI Healthcare	UTU
	Mobile Application for Better Dried Blood Spot Quality			
	Waltteri Mynttinen, Tuula Rantala, Lauri Lahtinen, Lauris Seebeck, Henri Sippola, Tuomas Harju, Omar Polo	Contact person: wmmynt@utu.fi Web: Video: https://youtube.com/shorts/n3bE3a2J5qo		
	An application for visually detecting poor quality blood spot samples in newborn screening by utilizing deep learning for accurate sample classification within a robust PWA. Blood Spot Classifier helps patients by enabling timely treatment and reducing parental anxiety. Blood Spot Classifier also offers significant cost savings and freed resources by removing the need for additional sample collection.			

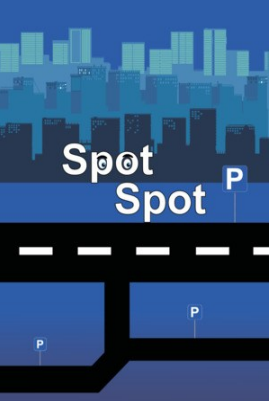
	S16 PaceCtrl		Embedded system,Web,Mobile,Desktop Sustainable development,Infrastructure services,Communication	ABO
	Collaborative Data Ecosystem for Green Shipping			
	Jonathan Back, Fredrik Lehto, Md Hasan, Nora Wallenius	Contact person: fredrik.lehto@abo.fi Web: Video: https://youtu.be/GbTQJco7IS8		
	PaceCtrl is a concept platform for greener maritime travel that makes the impact of sailing speed visible to passengers. PaceCtrl turns invisible emissions into understandable, shared decisions.			

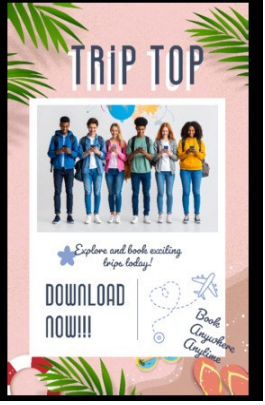
	S17 BTO		Web,Desktop Games and entertainment,Other,Productivity tool	ABO
	A gamified application that incentivizes focusing while studying or working on a computer.			
	Jesper Andersson, John Eriksson, Ivar Boström, Sebastian Back	Contact person: jesper.j.andersson@abo.fi Web: Video: https://youtu.be/V0QMITYuBzM		
	We have created a gamified productivity application that incentivizes focusing while studying or working on a Windows computer. Set a timer for how long you want to focus, distracting apps and web domains will be detected. Earn points after a completed focusing session, the points can later be spent on books for Barney The Owl. Can you make him the wisest owl by filling out his bookshelf? The application will be available on Steam for a few euros. We support Windows computers and for detecting web domains we use browser extensions, supporting Firefox, Edge and Chromium-based browsers (Chrome, Brave, Opera...)			

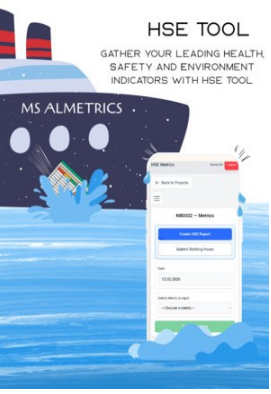
	S18 Clank-Robotics	Desktop Games and entertainment, Education	ABO
	A game, where you build and program your own robot and battle against others		
	Hugo Gillberg, Rasmus Kullas, Johannes Lindman, Axel Karlsson, William Heikkilä	Contact person: hugo.gillberg@abo.fi Web: Video: https://youtu.be/Mg66GTlCdbU	
	Come and build your own robot at the Clank-Robotics booth and compete against other peoples robots. The creators of the 3 best robots will be awarded with steam keys.		


	S19 Big Brain Pipeline	Desktop, Cloud, AI, 3D, HPC, HSF Healthcare, Automation	UTU
	Big data radiomic feature extraction project for automated extraction of 12 hippocampal regions using deep learning.		
	Jenni Alarakkola, Fei-Linnea Hakala, Zhufeng Huang, Leevi Mäki-Kerttula, Benjamin Rauh, Talha Rizwan, Uuno Tapper	Contact person: jaalar@utu.fi Web: Video: https://www.youtube.com/watch?v=313qQOoIFIU	
	Team Big Brain introduces an automated, high-performance computing pipeline designed for Turku Brain Bank. By leveraging deep learning and CSC's supercomputing infrastructure, the tool segments the hippocampus into 12 subregions from raw MRI scans in under 10 minutes per subject. Featuring a "checkpoint" system in case of failure and standardized CSV outputs, the pipeline transforms massive medical datasets into research-ready radiomic features, accelerating the discovery of structural biomarkers for memory disorders.		

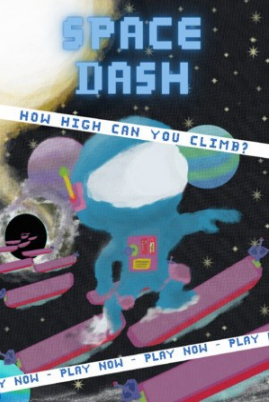
	S20 AIPBRG	Web, AI Business administration	ABO
	AI-Powered Business Reputation Guard		
	Ali Raza, Muhammad Nabeel, Muhammad Awais Sajid, Youssef Nouia, Syed Sarim Mahmood	Contact person: youssef.nouia@abo.fi Web: Video: https://www.youtube.com/watch?v=RuF1cZ_bls0	
	The AI-Powered Business Reputation Guard (AIPBRG) is a platform designed to help businesses understand and improve their online reputation. The system collects customer reviews from Google, processes them using sentiment and emotion analysis, and transforms unstructured feedback into actionable business insights. Through an interactive dashboard, businesses can monitor satisfaction trends, detect reputation risks, and make data-driven decisions to enhance customer experience. The platform follows a Pay-As-You-Go model and focuses on delivering a practical, scalable solution that turns customer feedback into measurable business value.		


	S21 SpotSpot		Web Infrastructure services	ABO
	Private parking spot marketplace			
	Alberth Martin, Max Nummila, Emil Forsander, Emil Karlais, Sebastian Boman	Contact person: maxnummila@gmail.com Web: Video: https://youtu.be/8kqdBU3DB-8		
	The purpose of the app is to make private parking more efficient by hosting a marketplace for privately owned spots to be rented out. The app will be a web application with a cloud-hosted client-server backend, which is due to ease of access when using the service. The service will provide the user with the capability of renting out a parking space they own, and to rent a listed parking space.			


	S22 TripTop		Mobile Other, Tourism and Travel	ABO
	Ayodeji Ibrahim, Marryam Azhar, Muhammad Zahid, Murong Miao, Pakeeza Aqdas Nazir Chaudary, Sadikshya Satyal			
	Contact person: sadikshya.satyal@abo.fi Web: Video: https://www.youtube.com/watch?v=vppERlWj3E			
	TripTop is an app that enables trip organisations to connect with students more easily. It helps to smooth the process of trip making and purchasing for the students and make memories. Designed to simplify the whole procedure from adding a trip by the organiser to buying the trip by the student. TripTop serves as an intermediary that helps both connect. No more "have to make a Google form" or "did I transfer money to the correct account?". All can be done with a single touch on your phone.			


	S23 HSEmetrics App and Reporting		Web, Cloud Business administration	UTU
	HSE metrics collection app and automated reporting			
	Eino Haikonen, Saara Mäkelä, Ermir Sahatciu, Nico Salo, Heli Salonen	Contact person: helsalz@utu.fi Web: Video: https://www.youtube.com/watch?v=o4_8nTgmANc		
	Our project developed an alternative to manual collection of HSE metrics and Excel spreadsheets. We developed a frontend interface to replace paper forms and random digital entries. Data can now be collected consistently and accurately from any device. We built a backend system to receive, categorize, and securely store all data, establishing a single, reliable source of truth. We implemented a Power BI dashboard to visualize key metrics, updated in real time. This allows managers to identify trends, assess risks, and clearly demonstrate the impact of safety initiatives. Our solution is an automated, low-maintenance, and scalable system, featuring an app and automated reporting.			


	<p>S24 MLB</p>	<p>Web, Mobile, Desktop</p> <p>Other</p>	<p>ABO</p>
	<p>Mobile log book app for sailors</p>		
	<p><i>Kenneth Andersson, Einar Helkkula, Marianne Matinvuori, Tristan Amiotte-Suchet</i></p>	<p>Contact person: einar.helkkula@abo.fi</p> <p>Web: sologit.com</p> <p>Video: https://www.youtube.com/watch?v=iZHMg6hDhTM</p>	
	<p>Mobile application to substitute the traditional written log books. This app streamlines creating log book entries and stores them automatically without the need for a person to write them manually.</p>		

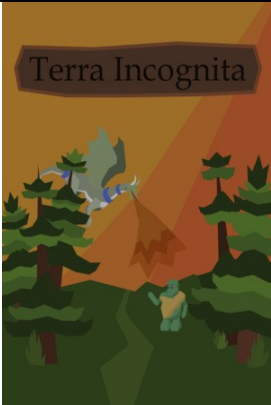
	<p>S25 Space Dash</p>	<p>Desktop</p> <p>Games and entertainment</p>	<p>TUAS</p>
	<p>Infinite Staircase Climb</p>		
	<p><i>Laurikkala Jalo, Mialon Herman, Miettinen Mikko, Tapper Uuno, Yan Hua, Nguyen Ngoc Thanh</i></p>	<p>Contact person: jalo.laurikkala@edu.turkuamk.fi</p> <p>Web:</p> <p>Video:</p>	
	<p>A neon colored infinity staircase game with the goal of reaching out as high as possible.</p>		


	<p>S26 Greendex</p>	<p>Web, Cloud</p> <p>Public services, Sustainable development</p>	<p>ABO</p>
	<p>Collaborative data eco-system for green shipping</p>		
	<p><i>Shahriar Raihan Romy, Dipankar Biswas, Mahshiat Tahsin Bably, Fatin Istiaq, Memoona Ishaq, Anzir Hossain Rafath</i></p>	<p>Contact person: shahriar.romy@abo.fi</p> <p>Web:</p> <p>Video: https://www.youtube.com/watch?v=V6AIUqHMXIs</p>	
	<p>GreenDex is a collaborative data ecosystem designed to promote greener and smarter shipping decisions through trusted data sharing. Built using Eclipse Dataspace Components (EDC), it connects road, sea, and air carriers with e-commerce platforms through APIs, enabling transparent CO₂ tracking without central data ownership. Using standardized JSON-based datasets and real-time analytics, GreenDex calculates emissions per shipment and provides APIs for businesses to integrate sustainability insights directly into their operations. The system aims to make carbon transparency a practical, data-driven standard in global logistics.</p>		


	S27 Urban Ninja Desktop		UTU
	Games and entertainment		
	A retro themed 2D beat-em-up game		
	Heikki Viljanen, Eemeli Lampén, Riki Savela, Kaniz Fatema Begum, Mete Yilmazbas	Contact person: hmvilj@utu.fi Web: Video: https://youtu.be/D8bTcsX5bzY	
Urban Ninja is a retro themed 2D beat-em-up game for Windows PC. The game is inspired by classic games like River city ransom and Double dragon. The game features a single level with endless, increasingly difficult enemy spawns and the goal is to defeat enemies and survive for as long as possible to beat the highscores.			

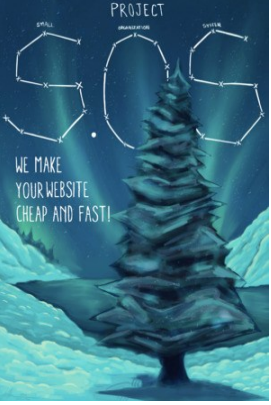
	S28 CycUp Web, Mobile, Cloud,		ABO
	Education, Sustainable development		
	CycUp : A Circular Economy Platform for Student Communities		
	Donald Yeboah, Khadija Bassoum, Khashayar Hajnabi, Ata Badr Barzegar, Joan Mateu Socias Palmer, Niladri Sah	Contact person: khadija.bassoum@abo.fi Web: Video: https://youtu.be/Fh9G3OWN-eQ?si=2E0uwrTiHBKTnz3R	
CycUp is a digital platform designed to support a circular economy within student communities. University students often accumulate unused items such as clothes, textbooks, gadgets, and food, while others struggle to afford basic necessities. CycUp provides a safe and structured environment where verified students can share, reuse, or exchange items easily. By simplifying the process to just taking a photo and uploading an item, CycUp helps reduce waste, save money, and strengthen campus communities. The project promotes sustainability and social connection by enabling resource sharing, one campus at a time.			


	S29 TS Games and entertainment		TUAS
	Games and entertainment		
	Turpasauna the video game		
	Chabhadiya Fenil, Koivula Aleksis, Nummelin Kristian, Rosendahl Lotta, Syrjälä Axel, Tatmiya Jignesh	Contact person: lotta.rosendahl@edu.turkuamk.fi Web: Video:	
Turpasauna is a roguelike video game, based on Finnish lifestyle and mythology. In the game the player is trying to relax in the beautiful Finnish nature, when suddenly bunch of mythological creatures show up to interrupt the nice summer evening. the player must defeat these waves of enemies in order to gain points and upgrades and ultimately the best high score.			


	S30 Terra Incognita Desktop, Games and entertainment	ABO	
	Card game with elements of exploration, expansion, exploitation and extermination.		
	<i>Niklas Linderoos, Erik Åström, Valter Lax, Axel Karlsson</i>		Contact person: erik.astrom@abo.fi Web: Video: https://youtu.be/Tow4n56ZADE
	Terra Incognita is a turn-based card game where two or more players fight to conquer the unexplored land. Set in a fantasy world, the players pick one out of three factions and must eliminate one another to win. But first, they must build an army, explore the unexplored and exploit the resources of the virgin land. Only then can there be one true victor!		


	S31 FlowPredictor Desktop Healthcare	UTU	
	Tool for Predicting Patient Flow		
	<i>Lenni Sigfridsson, Maija Rikala, Taru Kylä-Kaila, Tomi Saine, Joel Lindblom, Rhea Nurmi, Cecilia Risikko</i>		Contact person: losigf@utu.fi Web: Video:
	FlowPredictor analyses the number of patients that have visited Varha's phlebotomy units in the past, and predicts the number of patients in each unit in the future. The prediction is available in our application, and based on a machine learning model. Our predictive model can directly be used in shift planning to optimize the number of workers. Additionally, statistics regarding the past patient data are presented in different formats. With the help of our tool, the organization can reduce costs regarding personnel, increase customer experience, and lessen the load on employees. Stop guessing and start predicting!		


	S32 Slash in Cytopia Desktop Games and entertainment	UTU	
	Action Rogue-like Game		
	<i>Evert Mäkinen, Jaakko Pönnelin, Altti Äyräs, Olli-Pekka Nikkilä, Haocheng Su</i>		Contact person: eomaki@utu.fi Web: Video: https://utu-fi-my.sharepoint.com/:v/g/personal/jsponn_utu_fi/IQB8NCYZO1DcSLM0AbDK_ZFvAZRHhUFuluTQMZcD1c8u-Tw?nav=eyJyZWZlcnJhbEluZm8tOnsicmVmZXJyYWxBcHAI0iJPbmVEcml2ZUZvc2luZm8tOnsicmVmZXJyYWxBcHBQbGF0Zm9ybSI6IldlYiIsInJlZmVycmFsT W9kZSI6InZpZXciLCJyZWZlcnJhbFZpZXciOiJNeUZpbGVzTGlua0NvcHkiX0&e=jAwqbb
	Slash in Cytopia is a sci-fi themed action rogue-like game set in a cyberpunk world. Your task is to defeat hordes of enemies by hacking and slashing while getting stronger by gathering loot from enemies and the environment.		


	S33 Project S.O.S Web	ABO
	Business administration, Communication Small Organization System	
	Hanna Strömbäck, Wilma Karv, Linnéa Höysti, Anton Nyberg, Odin Rausk, Diba Jeihooni Contact person: hanna.stromback@abo.fi Web: Video: https://youtu.be/e51mCy6lmsI	
Keeping track of your organization can be a hassle, especially when it comes to managing your files. We offer you a fast and easy website built using our templates, to fit your unique needs. The website can be customized for you, and it can contain useful features such as a file tagging system with levelled permissions, as well as an inventory list and a task list, so that you can stay on top of what your organization needs. Contact us today for a consultation, so that you can focus on what you do best!		


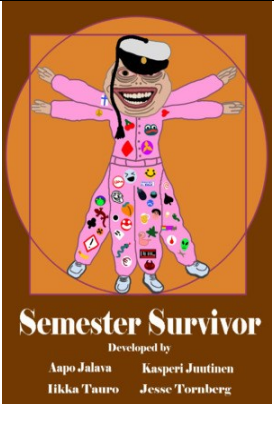

	S34 PropelSense AI Web, AI	ABO
	AI-Driven Propulsion Power Prediction and Operational Optimization Platform for Maritime Vessels	
	Hasnain Ajmal, Behroz Karim, Zafeer Ul Haq, Asfa Toor, Krister Nyholm, Faith Koleoso Contact person: Hasnain.Ajmal@abo.fi Web: https://propelsense.vercel.app/ Video: https://youtu.be/rj7JAQpmnxk	
PropelSense is a Ship Propulsion Intelligence Platform, developed in collaboration with Meyer Turku, that utilizes a trained machine learning model to provide instant, condition-aware propulsion power estimates for large vessels. By inputting ten specific vessel and environmental parameters such as speed, draft, wind, and wave height, naval engineers, sea trial teams, and ship operators receive accurate power estimates based on real operational data. Beyond its core predictive engine, the platform provides a comprehensive suite of analytical tools, including a sea trial management dashboard with automated PDF reporting, live marine weather analytics, interactive vessel traffic maps, and detailed propulsion monitoring. Together, these features equip users to actively optimize voyage speed and fuel consumption, support emissions regulatory compliance, and objectively verify vessel performance during sea trials.		


	S35 BCS Web, AI	TUAS
	Other	
	BCS is a tactical battle control system based on AI technology	
Nazar Huziichuk, Maksym Kucher Contact person: nazar.huziichuk@gmail.com Web: https://bcs-web.online Video: https://youtu.be/9bwuxy0L3II	BCS is a real-time AI-powered battlefield control system that analyzes live and recorded video streams to detect and classify military equipment, track targets, analyze enemy behavior, and generate tactical recommendations for combat decision-making. Built as a distributed, worker-based architecture, BCS offloads all intensive AI processing to independent worker nodes while a central server handles coordination, delivering live video and metadata to clients via WebRTC. The project is fully open source and horizontally scalable, allowing anyone to contribute computational resources by running a worker node.	

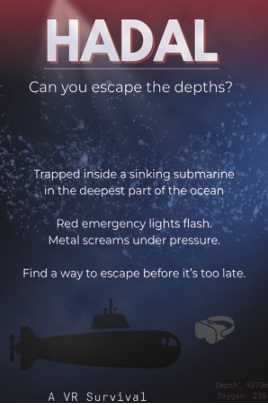
	S36 Paddle Pals		Desktop Games and entertainment	TUAS
	Co-op game with physics-based puzzle elements			
	Aarni Rossinen, Heikki Heinonen, Saaga Suonpää, Elias Keihäs, Vyacheslav Denisov, Leevi Mikkonen	Contact person: heikki.heinonen@edu.turkuamk.fi Web: Video: https://www.youtube.com/watch?v=21-bKM0_FBc		
	Players work together to paddle a raft along a hazardous river and solve physics-based puzzles. Moving the boat is designed to be challenging and players need to collaborate and synchronize their timings to achieve their goals.			


	S37 CNC-capstone26		Embedded system, Desktop Education, Infrastructure services, Industrial automation	UTU
	Preparing a Legacy CNC Machine for Modern Control and UI			
	Valtteri Ingman, Joonatan Taurio, Ville Nieminen, Jeremias Salonen, William Ngue, Nea Karpelin	Contact person: vbingm@utu.fi Web: Video: https://seafile.utu.fi/f/5b88c55b4f5f42fe8e3a/		
	This project examines the modernization of a legacy CNC machine from both a system architecture and operator interface perspective. The work focuses on analyzing the limitations of legacy motion control systems compared to modern CNC controllers, and on identifying realistic boundaries for future upgrades. Based on this analysis, a concept for a modern operator user interface is presented, illustrating how control and monitoring could be approached once the machine is modernized. The project serves as a technical groundwork for future CNC upgrades rather than an implementation.			

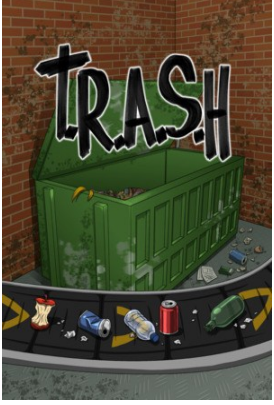
	S38 ICPR		Desktop Games and entertainment	TUAS
	Ice Persists			
	Noora Remes, Daniel Raita, Dana Loca, Nanna Nyblom, Alekski Goossen	Contact person: dansku.mikael@gmail.com Web: Video: https://drive.google.com/file/d/1j5JowvAmytJJht6nVIlpWoRWTdD7PCtJ/view?usp=sharing		
	A game where the player is a lab experiment who must escape the laboratory she was trapped in. The player uses the thermodynamics of water to solve puzzles to progress.			


 <p>Stardust A 2D platformer space adventure Destroy an illegal stardust business and free your fellow aliens Watch out for the robots!</p>	S39 Stardust <p style="text-align: right;">Desktop Games and entertainment</p>	Other
2D platformer space adventure <i>Maija Rikala, Toni Kivistö, Lukas Ilanen, Roosa Muranen, Svante Fors</i>	<i>Contact person: mkrika@utu.fi</i> <i>Web:</i> <i>Video: https://m.youtube.com/watch?v=6JlvFBazgWA&pp=0gcJCY4Bo7VqN5tD</i>	
<p>Stardust is a 2D platformer game set in space. You play as an alien who discovers an illegal stardust production chain on their planet and sets out to destroy it. Free your friends from the influence of the stardust business, collect weapons, and destroy the production machines – as well as anything else that might stand in your way.</p>		
 <p>Semester Survivor Developed by Aapo Jalava Kasper Juntinen Ilkka Tauro Jesse Tornberg</p>	S40 Semester Survivor <p style="text-align: right;">Desktop, Games and entertainment</p>	UTU
Microgame gauntlet that blends arcade-style reflexes with student life absurdity <i>Aapo Jalava, Kasper Juntinen, Ilkka Tauro, Jesse Tornberg</i>	<i>Contact person: jatorn@utu.fi</i> <i>Web:</i> <i>Video: https://youtu.be/pdD9eyIrQN8</i>	
<p>A microgame collection where fast thinking and quick fingers determine if you survive the semester. From frantic exam-day scrambles to late-night beer pong battles.</p>		
 <p>SIMULATING TRANSPORTATION CONDITIONS</p>	S41 Vibration simulation device for stability study <p style="text-align: right;">,Vibration simulation equipment Healthcare</p>	UTU
Device for vibration testing in transportation stability study of pre-filled syringes <i>Inka Pulli, Ellen Kärkelä, Tatu Koistinen, Viljami Nuutinen, Joshua Okonkwo, Juha Mäkelä</i>	<i>Contact person: eekark@utu.fi</i> <i>Web:</i> <i>Video: https://www.youtube.com/watch?v=RcHmJiedvBc</i>	
<p>Companies often need to ship items abroad, but shipping conditions can be harsh, causing products to become damaged. Our customer, DelSiTech, a drug delivery and development company, has identified an issue with pre-filled syringes, as they may experience loss or changes in properties during transport. To ensure quality and safety, we have designed a device that enables the effects of vibration on syringes to be studied under laboratory conditions. The device operates based on shipping and transportation vibration standards to simulate truck and aircraft vibration environments.</p>		

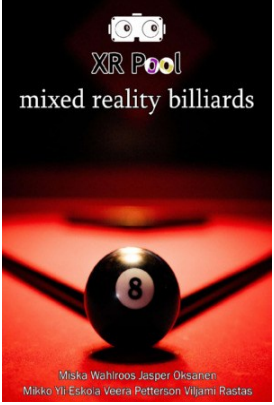
	S42 Chem Lab VR		Mobile,AI,VR Games and entertainment,Education	TUAS
	Chemistry Playground			
	Oskari Asikainen, Petteri Koskinen, Tuomas Järvenkylä, Axel Bäcklund, Aleksi Nieminen	Contact person: tuomas.jarvenkyla@edu.turkuamk.fi Web: Video:		
	Fun and interactable way to experience the world of chemistry.			

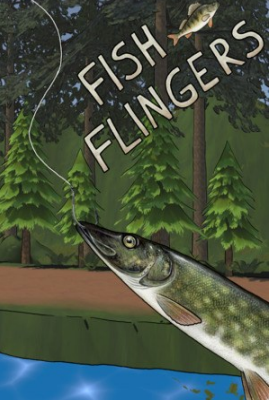
	S43 Hadal		Desktop,AI,VR Games and entertainment	TUAS
	VR game			
	Denis Kravtsov, Miska Savolainen, Marko Juva, Sampo Kurttila, Henrik Forsse	Contact person: sampo.kurttila@edu.turkuamk.fi Web: Video: https://drive.google.com/drive/folders/188NOYxVriVY77RlqeCqNp-3ffzGMxx79?usp=sharing		
	Virtual reality game where you are stuck in a submarine. You have to save yourself and maybe also your AI companion.			

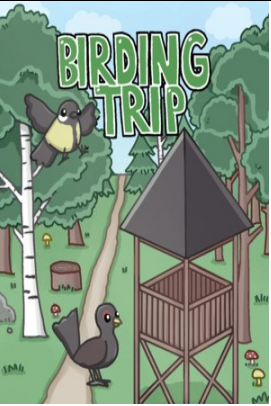
	S44 S.P.E.L.L		AI,VR,MR,XR Games and entertainment	TUAS
	Learning Magic in Mixed Reality: An AI-Assisted Spellcasting Game			
	Africa Munoz Fernandez, Javier Ruperez Miranda, Radu Constantin, Akam Alnabi, Ville Haila	Contact person: radu.constantin@edu.turkuamk.fi Web: Video: https://youtu.be/HoLWTA357VY		
	Explore a mixed-reality world of magical runes and spellcasting. With the guidance of an AI assistant, you'll learn how to interpret ancient symbols, combine them into spells, and bring magic to life. An interactive experience where learning meets immersive play.			


	S45 T.R.A.S.H Desktop,VR		TUAS
	Games and entertainment,Education		
	Arcade style waste sorting VR game		
	Viivi Heinonen, Jiri Vartiainen, Wiljam Sundström, Gabriel Haapaniemi	Contact person: wiljam.sundstrom@edu.turkuamk.fi Web: Video: https://youtu.be/ONMBCadmRbg	
A fast-paced VR arcade game that teaches real-world recycling, by challenging players to identify and sort trash into correct bins.			


	S46 M.E.L.A Desktop,AI		TUAS
	Games and entertainment,Education		
	Mela VR		
	Erkki Viitala, Lassi Nöjd, Samuel Nordström, Tuomas Mattila	Contact person: tuomas.mattila@edu.turkuamk.fi Web: - Video: https://www.youtube.com/watch?v=W7nJrlzWqhE	
The project is a VR game about trying to survive in a sinking boat. Plug the holes that appear and make sure to remove excess water. How long can you float?			

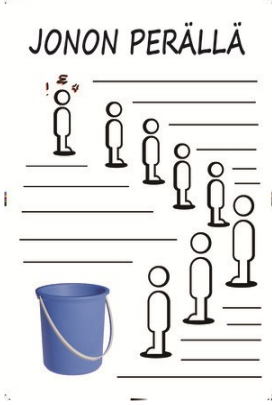
	S47 XR Pool AI,XR		TUAS
	Games and entertainment		
	Mixed Reality 8 Ball Pool Game.		
	Mikko Yli-Eskola, Veera Petterson, Viljami Rastas, Miska Walroos, Jasper Oksanen	Contact person: Mikko.Yli-Eskola@edu.turkuamk.fi Web: Video:	
Mixed Reality 8 Ball pool, play 8 ball pool in real space.			


	S48 Fish Flingers Desktop, AI	TUAS
	Games and entertainment, Education	
	Informative Fishing Game	
	<i>Marcus Simolin, Emilia Villanen, Valtteri Vasenkari, Piia Pylvänen, Ville Soikkeli</i> <i>Contact person: Marcus.Simolin@edu.turkuamk.fi</i> <i>Web:</i> <i>Video:</i> https://www.youtube.com/watch?v=eT63mz0i2JM 	
Our project is an informative game about fishing, where the player is fishing with different fishing rods using all kind of baits while the AI assistant (), is guiding the player with tips and useful information.		


	S49 Birding Trip AI, Virtual Reality, Mixed Reality	TUAS
	Games and entertainment	
	Trip to birdwatching with your AI friend.	
	<i>Jami Heinonen, Heta Lisma, Roosa Rissanen, Nico Kaunisto</i> <i>Contact person: jami.heinonen@edu.turkuamk.fi</i> <i>Web:</i> <i>Video:</i> 	
You go spotting Finnish wildlife with your friend in an immersive VR birdwatching simulation. Explore peaceful Nordic landscapes while observing birds and other native animals in their natural habitats. Your AI buddy guides the experience, helping you identify species, sharing interesting facts, and teaching you about Finnish wildlife and ecosystems. The goal is to spot and recognize as many animals as possible while learning through calm exploration, making the experience both educational and relaxing.		


	S50 Renovation Game Games and entertainment	TUAS
	VR renovation game	
	<i>Shadi Fereidooni, Damian Barbura, Juri Auvinen, Ilona Romunen</i> <i>Contact person: ilona.romunen@edu.turkuamk.fi</i> <i>Web:</i> <i>Video:</i> https://www.youtube.com/watch?v=cInVSNM4bsU&list=PL2x5x1m0z5RxtDYCQk4YSj9Q0tCJN2UV0 	
	Our game is a casual VR game where players renovate a small room by moving furniture, painting walls, and decorating. A friendly AI assistant NPC follows the player, offers tips, hands tools, and sets mini-challenges, making the renovation experience interactive and fun. The goal is to complete tasks efficiently while enjoying the immersive VR environment.	


	S51 Virtual Puzzlebox		TUAS
	Games and entertainment		
	Mixed reality puzzle box experience.		
	Marius Simolin, Niklas Kauppila, Haakon Helsko, Tommi Nuuttinen	Contact person: marius.simolin@edu.turkuamk.fi Web: Video: https://drive.google.com/file/d/188DDbuvmHmvOa-Kau1laPmDmLRux9kCi/view	
A mixed reality virtual puzzle box that teaches the user about cryptography with the help of an AI assistant robot.			


	S52 Jonon Perällä		TUAS
	Games and entertainment		
	VR game about waiting in a line.		
	Oskar Österman, Selma Remander, Jamal Metsälampi, Jere Pölönen	Contact person: oskar.osterman@edu.turkuamk.fi Web: Video: https://youtu.be/L6e5ThFb8AM?si=YE4yd-FCUEeW88BU	
Have you ever waited in a line? Of course you have! This hilarious VR game where patience is a thing of the past. Use clever tricks and dialogue to bypass the crowd and cut your way to the front. The goal? A free bucket.			

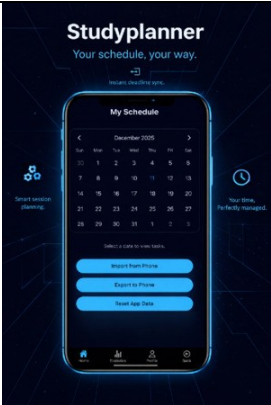
	S53 DM		TUAS
	Desktop Games and entertainment		
	Duo Meltdown: A Fast-Spaced Two Player PvP Game		
	Hassan Husni, Backman Kai, Xiarongjiang Chen, Hoàng Nam Anh, Fereidooni Shadi, Heikkilä Daniel	Contact person: husni.hassan@edu.turkuamk.fi Web: Video: https://drive.google.com/file/d/1PwKpI6IHj1eoQsHKM3E8Yu974_i6dIkV/view?usp=sharing	
A fast paced pvp arena game where players dual and use unique items for a tactical advantage to beat their opponent and move on to further levels.			

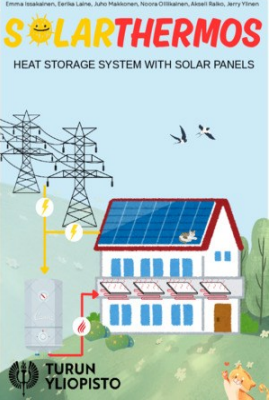
	<p>S54 QuickFix Mobile Public services</p>	<p>ABO</p>
<p>A mobile app designed to make bicycle repair quick, reliable, and hassle-free in Turku. The app connects people who need cycle repair services (e.g., flat tire, loose chain, winter tire change, wheel alignment) with skilled individuals who can provide these services at their doorstep. This creates a convenient solution for cyclists while offering job opportunities for service providers.</p>		
<p><i>Moazzam, Bhawish, Zakaria, Teddy</i></p>	<p>Contact person: moazzam.sadiq@abo.fi Web: Video: https://streamable.com/sf2vca</p>	
<p>A mobile app designed to make bicycle repair quick, reliable, and hassle-free in Turku. The app connects people who need cycle repair services (e.g., flat tire, loose chain, winter tire change, wheel alignment) with skilled individuals who can provide these services at their doorstep. This creates a convenient solution for cyclists while offering job opportunities for service providers.</p>		

	<p>S55 Upsana Web,Cloud Other,Software as a Service (SaaS)</p>	<p>ABO</p>
<p>Form creation and hosting service for event organizers</p>		
<p><i>Mirek Kudinoff, Jesse Aspnäs, Felix Nygård, Olivia Oukka, Fredrik Snårbacka</i></p>	<p>Contact person: felix.nygaard@abo.fi Web: Video: https://www.youtube.com/watch?v=4uLhJ5DCYzE</p>	
<p>Upsana is an application that helps organizations and individuals simplify event hosting by providing a usable, reliable and performant platform for creating registration forms. The forms are custom-built by the user to satisfy their specific needs. Upsana can handle a large number of participants signing up for an event without suffering in responsiveness.</p>		

	<p>S56 Outburst Desktop Games and entertainment</p>	<p>TUAS</p>
<p>Mini story-telling XR game</p>		
<p><i>Nguyen Thi, Jignesh Tatmiya, Fenil Chabhadiya, Jaimin Gadhiya, Chintan Goti, Nidhi Chauhan</i></p>	<p>Contact person: thi.nguyen@edu.turkuamk.fi Web: Video:</p>	
<p>Our game explores a teenager's emotional outburst after being scolded, portraying how bottled-up stress can erupt into destructive behavior. Players experience the moment through XR interaction, allowing them to trash a bedroom and break objects as a form of stress release. By placing players inside this emotional episode, the game aims to highlight the importance of healthy emotional expression and different coping mechanisms.</p>		

	S57 Movement Shooter Desktop		UTU
	Games and entertainment		
	First-person multiplayer arena shooter		
	Tomas Alivuotila, Micke Sarro, Paavo Westerlund, Markus Leppihalme	Contact person: tsaliv@utu.fi Web: https://sbox.game/peliryhma/movementshooter Video: https://seafile.utu.fi/d/3c50386b0270457097cb/	
A fast-paced multiplayer FPS inspired by classic arena shooters. Designed for both competitive and casual players, it blends nostalgic, skill-based combat with modern visuals, fluid movement, and contemporary matchmaking systems to deliver a fresh yet familiar experience. With a low skill floor and a high skill ceiling, players can quickly jump in while still finding deep mastery, refining their movement and honing their aim over time.			

	S58 SP Mobile,		TUAS
	Education,		
	Automated planning		
	tomas petrell, oliver förström, walton atrila, otto honkanen, edwin ehrnrooth, ikenna ihetu	Contact person: tomas.petrell@abo.fi Web: Video: https://abofi-my.sharepoint.com/:v:/g/personal/tomas_petrell_abo_fi/IQB_NXxc6rIxTaoNwKU3pcJiASmdRLCWsc2lA9sMks_SYJI?nav=eyJyZWZlcnJhbEluZm8iOnsicmVmZXJyYWxBcHBIQbGF0Zm9ybSI6IldlYiIsInJlZmVycmFsTW9kZSI6InZpZXciLCJyZWZlcnJhbFZpZXciOiJNeUZpbGVzTGlua0NvcHkiX0&e=xRSakO	
Problem: Keeping track of deadlines and when to start preparing for them can be messy, especially when there is a lot of them. Solution: A system that keeps track of all your deadlines and creates a study plan for the user to follow - saving them time, energy and focus! Our aim is to simplify the planning process of students by automatically importing the course deadlines from moodle. The user can estimate how long each task will take and prioritize them. Personal preferences such as concentration time, weekdays, time of day etc can also be filled in. The system generates a personalized study plan that divides the workload into smaller segments throughout the course. It schedules study sessions based on the personal preferences and estimations. This helps the student to stay on track and meet deadlines in time.			

 <p>SOLARTHERMOS HEAT STORAGE SYSTEM WITH SOLAR PANELS</p> <p>TURUN YLIOPISTO</p>	<h2>S59 Solar Thermos</h2> <p>Renewable Energy Technology Other, Renewable Energy</p>		UTU
	<h3>Solar Energy Powered Thermal Energy Storage System for a Detached House</h3>		
	<p><i>Juho Makkonen, Akseli Raiko, Jerry Ylinen, Eerika Laine, Noora Ollikainen, Emma Issakainen</i></p>	<p>Contact person: eaissa@utu.fi</p> <p>Web: Video:</p>	
	<p>We have designed a heat storage system that utilizes solar energy to heat the heat storage. Stored heat is used for domestic hot water, space heating, and seasonal thermal storage to at least partially cover the energy demand from March to September. System is designed for detached house, 4 persons, with annual electricity consumption of 20 000 kWh. Our focus has been on balancing affordability, efficiency and sustainability.</p>		

Sudoku Puzzle #14739 (Hard)

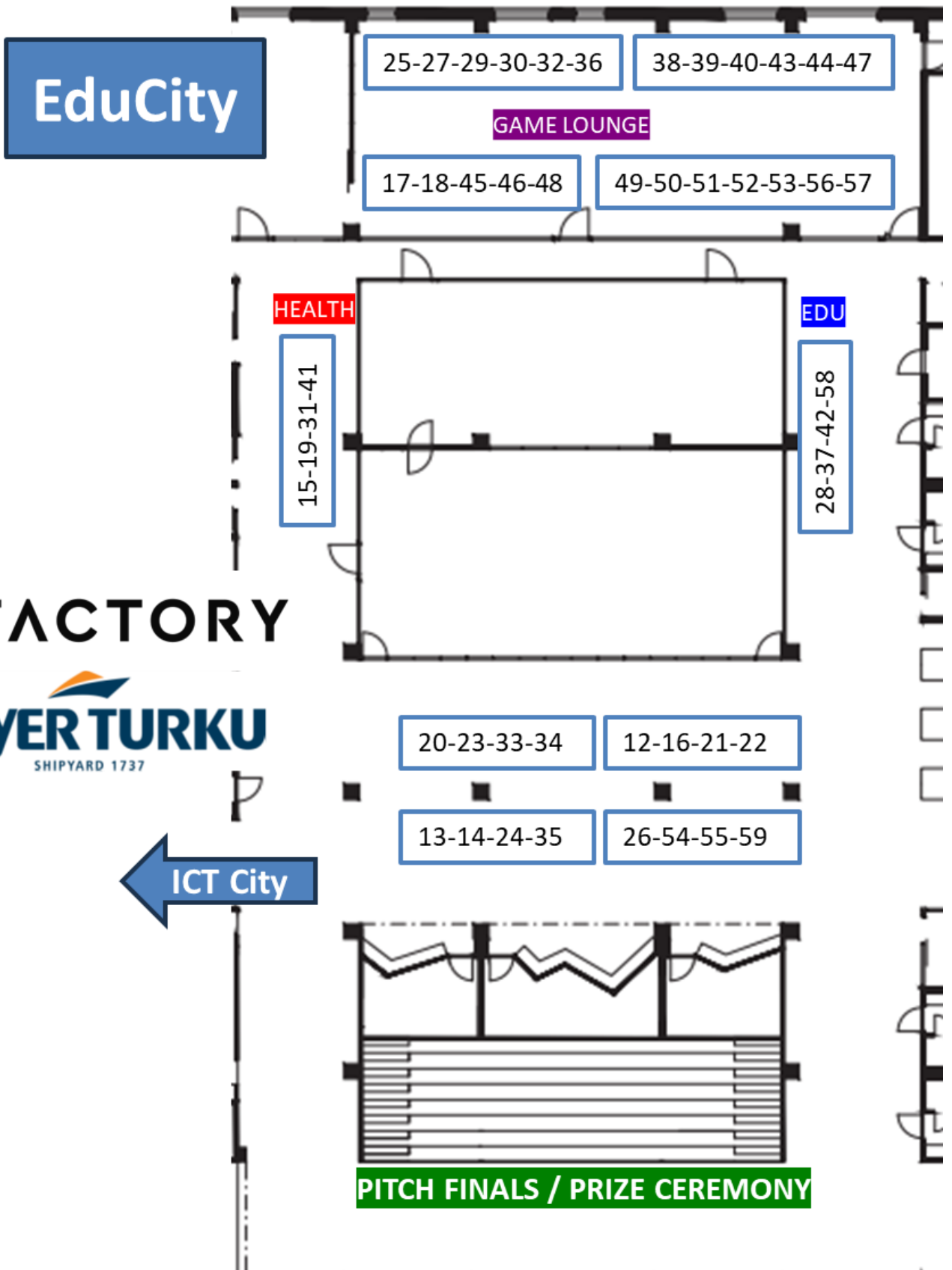
2			5		7	4		6
				3	1			
						2	3	
				2				
8	6		3	1				
	4	5						
		9				7		
		6	9	5				2
		1			6			8

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Sudoku Puzzle #5571 (Medium)

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

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