ICT SHOWROOM 2024

SADEinnovations

2M IT   √incit

N4   EPEC

vaadin }>   Navielektro

TURKU BUSINESS REGION

TURKU BUSINESS REGION TechTurku Week 7.-11.3. 2022

TURKU AMK
TURKU UNIVERSITY OF APPLIED SCIENCES

Åbo Akademi

Turun yliopisto
University of Turku

Schedule 7.3.2024

Event takes place in ICT City / Educity, TurkAMK

 9.00 Building ICT Showroom starts
10.00 ICT Showroom Opens (ICT City)
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 @ Sparkup

Sponsors and Jury members

- 2M-IT Oy
- Boost
- Epec
- Nextfour
- Sade Innovations
- Vaadin
- Navielektro
- Vincit

Organizers and contact information

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

Streaming: Rasmus Holmalahti, Annukka Kinnari

Online leaflet: https://abacus.abo.fi/ictshowroom

S12 AFU

Web,Mobile, Sustainable development,Other,Research,Restaurant

UTU

Appetite for UX: Improving UI and UX of MyFlavoria application

Joonas Seppä, Jukka Reiniharju, Oskari Savonen, Teemu Kerkola, Tarita Mäkelä, Md Sharifur Rahman, Riku Muuriaisniemi

Contact person: ritumu@utu.fi
Web: https://beta.myflavoria.fi/app/home
Video: https://youtu.be/MxyuytD9oPs

MyFlavoria is an application for the research restaurant Flavoria where you can register your meals into the application. We're providing a new, improved web-application for MyFlavoria that has been redesigned with ease of use and compatibility with the restaurant in mind. Our solution lets the users easily keep track of their nutritional intake and bio waste generated at Flavoria while letting them compare their eating habits to national recommendations and earn discounts to Flavoria.

S13 Ketch-Up

Web, Other,Communication,Social Networking

AA

Connecting people through events, empowering local businesses.

Guillaume Gréard, Emma Lacroix, Javier Ponce Gómez, Nazmus Sakib, Rui Cai, Ali Haider

Contact person: Nazmus.x.Sakib@abo.fi
Web: https://ketchup-front.netlify.app/
Video: https://youtu.be/S5idVp09QIk

The primary objective of this web app is to facilitate connections among individuals while simultaneously supporting local businesses. It aims to unite strangers based on their shared interests, where users initiate events for various activities, specifying the activity, location and time. For instance, if users decide to dine at a particular restaurant, they create an event on the app, inviting others to join them for a meal. The app's scope extends to a range of activities such as food, cafe, music, travel, language exchange, party, museum visits and more. In essence, the app acts as a bridge, connecting people who share common interests, while simultaneously bolstering local businesses by driving customer traffic and offering promotional opportunities during hosted events.

S14 E-Burst

Embedded system, Sustainable development

AA

Blueprint of electric bike controller together with mobile application

Matilda Wik, Max Tulus, Svante Fors, Andreas Fellman, Johannes Stenbäck, Hilda Malm

Contact person: matilda.wik@abo.fi
Web:
Video: https://youtu.be/ylw27uEq31Y

E-Burst is a project where the intent is to build an electric bike along with a mobile application. The final product we will deliver to our customers is a blueprint of an electric bike controller, as well as the mobile application. The blueprint for the controller is intended to provide an easy-to-build DIY project for individuals with some technical knowhow wanting to build their own electric bike. The mobile application serves as a bike companion showing important ride information. With the blueprint, the customers themselves will be able to repair the controller if something breaks, making it a sustainable option.

S15 PixelSecrets

Web, Communication,

AA

Web-based privacy tool for hiding messages in images

Anton Winquist, Tony Hokkanen, Axel Engberg, Umar Mushtaq, Udani Bandara

Contact person: udanibandara26@gmail.com
Web: pixelsecrets.net
Video: https://vimeo.com/918907998?share=copy

PixelSecrets is a privacy tool for hiding secret messages in images. We offer multiple different encoding algorithms and even the ability to encrypt your messages. As our tool is web-based people can encode and decode on the go, from both mobile and desktop devices.

S16 PowerWatch

Embedded system,Web,HW,IoT
Sustainable development,Infrastructure services

ÅA

Power consumption monitoring in real-time

Erik Klemets, Axel Björkqvist, Wendla Stenbacka, Filippa Piazolo, Rashedul Alam, Johannes Björkqvist

Contact person: johannes.o.bjorkqvist@abo.fi
Web:
Video: https://youtu.be/4aIETmpahYo

The aim of the project is to build a real-time power consumption monitoring system for a household. Presently it is difficult to save energy by assessing what your power consumption consists of because the consumption data is infrequent and provided in hourly intervals. Our product will solve this problem by providing real-time power usage on a web app. The system will also feature the history of power consumption, cost of power consumption based on market price and configurable alerts. The notification tells when power is relatively cheap, so you can save money by optimizing consumption with regards to time.

S17 UWS

Embedded system,Web,Mobile,HW,IoT,Cloud
Infrastructure services

ÅA

Ultrasonic wind sensor

John Adolfsson, Erik Ehrström, Toffe Tanninen, John Rapp, Hamish Simpson

Contact person: hamish.simpson@abo.fi
Web: https://sonic-wind-sensors.github.io/
Video: https://streamable.com/uam7wd

Empowering cottage owners with real-time wind insights, our ultrasonic wind sensor project aims to enhance safety and outdoor experiences by delivering accurate, accessible, and reliable wind speed data.

S18 MW

Desktop,
Games and entertainment

TUAS

Frog teleports between dimensions to get to his goal

Alexander Willför, Aleksi Haavisto, Francesco Burdel, Jakkko Anrikainen

Contact person: Alexander.willfor@edu.turkuamk.fi
Web: https://github.com/Mangic-man4/IGDT-Game
Video: https://youtu.be/j5RFv05dit4

Mirror World is a 2d platforming game. Players navigate through challenging levels using a teleportation mechanism that allows them to move between an upper and a lower dimension. As they progress, they'll encounter various obstacles and puzzles to overcome. Additionally, Mirror World includes a dynamic scoring system that rewards players based on their speed through the levels and the number of coins they collect along the way.

S19 Scroll of Ingadt

Desktop,
Games and entertainment

UTU

16 bit fantasy adventure game

Eden Kurki, Viivi Nevalainen, Samppa Alatalo, Riku Muuriaisniemi

Contact person: Vmneva@utu.fi
Web:
Video: https://youtu.be/59FCu-sflx0

The evil has tainted the world by stealing the scroll of Ingadt. Help to restore the balance by defeating the evil and finding the sroll.

S20 Shadow Wizard Buddy Game

Desktop,
Games and entertainment

TUAS

1st Person PvP Arena Brawler

Jere Välimaa, Matias Laivo, Nuutti Sointusalo, Niklas Räsänen, Niilo Korte, Juho Mäensivu

Contact person: jere.valimaa@edu.turkuamk.fi
Web:
Video: https://youtu.be/k7sVrknQgIQ

A 1st person 1v1 PvP wizard brawling game, where you try knock out the other player out of the arena with your magic spells and avoid deadly traps.
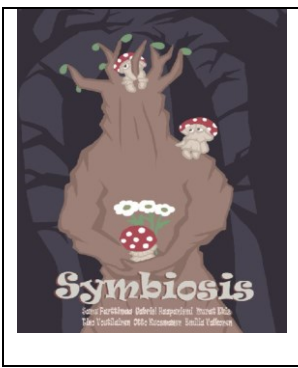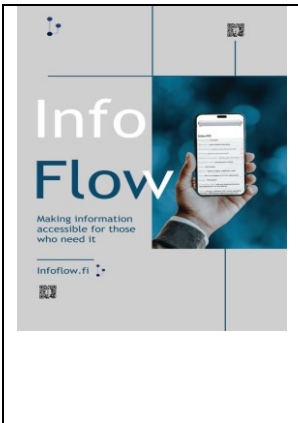
S21 GMM

,Music and Audio
Games and entertainment

TUAS

Game Music by Milo

Ruuttunen Milo	Contact person: milo.ruuttunen@edu.turkuamk.fi Web: https://on.soundcloud.com/RDZ5M Video: https://on.soundcloud.com/RDZ5M

An often overlooked factor of game design is audio work and it's importance in making games impactful and memorable. This project encompasses the collaborative creation of music and audio design for several game project groups. To elevate the game-feel, and sow the thematic elements of the games in the core experience.

S22 EightyPercentBattleArena

Desktop,Unity
Games and entertainment

TUAS

Minimalistic twin-stick-shooter deathmatch game

Arttu Haarakangas, Alex Syrjälä, Max Lindholm	Contact person: arttu.haarakangas@edu.turkuamk.fi Web: Video:

EightyPercentBattleArena is a minimalistic deathmatch computer game with twin-stick-shooting, a minimalistic artstyle, and wacky bullet physics. The game is developed as part of the Project Course on Game Development - 2024.

S23 OptiSolar

,consultation material
Sustainable development

UTU

Relfective roof insulation to increase solar panel output

Laura Mariscal, Viljami Kukkola, Rasmus Pulkkanen, Elli Virtanen, Milla Virtanen	Contact person: ana.l.mariscalgonzalez@utu.fi Web: Video: https://youtu.be/LscOsSp8jSQ

Our target is to come up with a mathematical program Finnfoam Oy can easily use for calculations. The program is made to calculate the optimum dimensions and angles for extra insulation wedges with reflective surfaces that are placed in residential house roofs in between solar panel rows. The reflective surface then increases solar irradiation to the solar panel, which increases the electricity yield per panel. Increase in yield especially during winter time is highly desired.

S24 SoundByNature Practice Room

,Virtual reality
Games and entertainment,Other,Singing teaching

UTU

Singing practice in a virtual reality environment

Eero Nirhamo, Atte Aapalampi, Jennica Harju, Joni Ranta, Janek Tuisk	Contact person: atte.j.aapalampi@utu.fi Web: Video:

Our project aims to create an immersive experience for singing practice in a virtual reality nature environment. Our client (SoundByNature) takes students out to nature for singing practice, and with this VR experience the same calming natural environment can be recreated virtually. The user tunes into the atmosphere of their natural surroundings and can interact with the environment by experimenting with the echo of their own voice. The user benefits from the experience by decreased stress and alleviated performance anxiety.

S25 Fisheye Imaging Software Handling

IoT,Cloud,AI,
Other,Cameras & Video Processing

UTU

Software calibaration of fisheye-lens cameras

Joni Rajamäki, Elli-Noora Juntunen, Otto Heldt, Joona Helenius, Oona Leppänen, Mahkameh Salehi	Contact person: t09jraja@utu.fi Web: Video: https://www.youtube.com/watch?v=ix2pb7Hn7kU

Software designed to automatically calibrate the video feed of a fisheye camera. This technology allows for the use of cheaper and lighter cameras in applications such as photogrammetry and intercomparable drone footage. The implementation is based on the research of Paavo Nevalainen from the University of Turku.

S26 JANGS

Web,
Other,

Bridging the Gap Between Online and Physical Shopping in Turku

Ali, Janani, Gao, Sajjad, Nippon

Contact person: okletsbesocial@gmail.com
Web:
Video: https://youtu.be/Kz4no7wbnGY

AA

JANGS is an innovative web app designed to revolutionize the way users experience clothes shopping in Turku. Serving as a comprehensive online guide, JANGS seamlessly connects users with local stores, offering a swift and pleasant shopping experience. This platform allows users to efficiently search for specific items, compare options from various shops, and ultimately facilitates a smooth transition from online exploration to in-store purchases. With a user-friendly interface and no prerequisite technical skills, JANGS aims to simplify the shopping process, providing clear and comprehensive information at the users' fingertips. Pitch: https://www.canva.com/design/DAFzeBCZifo/5ZyIsGR86h_3fs48rBqdIg/edit?utm_content=DAFzeBCZifo&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton

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S27 OJO < A Smart Surveillance System />

Web,HW,Machine Learning
Public services,Infrastructure services

A Real-Time, Non-Invasive Smart Surveillance System to Detect Armed Activity and Report Violence.

Abdullah Mughees, M. Shehroz Wali Khan, Suleman Saeed, Nouman Qureshi, Shameer Khan, Usama Riaz

Contact person: abdullah.mughees@abo.fi
Web:
Video: https://youtu.be/mGyI8Yw7rRE

AA

The increasing population problem has contributed to an uprise in crime rates across urban and rural areas. Organizational constraints in terms of human and hardware resources and limitations in visual capabilities pose significant challenges. Responding promptly to criminal activities is a crucial issue for Law Enforcement Agencies (LEAs) as well. Introducing OJO – a sophisticated Smart Surveillance System, with the goal of developing a web-based platform for continuous surveillance. This system is designed to identify and promptly report aggressive, violent behavior and armed activities directly to the Administration. The implementation of OJO aims to decrease the crime rate and reduce response times during instances of violence in specified areas.

S28 AJ

Desktop,
Games and entertainment

DaTe 25th anniversary game - Albins Jubbe

Janina Heikkala, Kasper Renlund, Nicola Sandblom, Wendla Stenbacka, Alexander Winberg

Contact person: alexander.c.winberg@abo.fi
Web:
Video: https://drive.google.com/file/d/1ZbrRk2ib7b4a6E1QAj2IiwZ5acjigopC/view?usp=sharing

AA

Albins Jubbe is a platforming game created to celebrate the student organization DaTe's 25th anniversary. Rich in lore and gameplay, with a strong sense of humor.

S29 PolicyGen

Web,
Other,Network Security

Firewall policy generator

Santeri Hautala, Millina Lehikoinen, Amy Nymalm, Yacine Elhamer, Mohd Junaid Ahmed, Pekka Näyskä

Contact person: milehi@utu.fi
Web:
Video: https://www.youtube.com/watch?v=aQLSeJqr5-A

UTU

A firewall with non-suitable rules is next to useless, but configuring one can be tedious and difficult. With network traffic logs, Policygen is able to create a tailored firewall policy that you can customize in our easy-to-use application. With just a few easy steps, you can have a functioning baseline policy made just for your network.

S30 SM

Desktop,
Games and entertainment

A cross between a city builder and a cookie clicker, in space! Except not. Not simply a cross between those two genres, that is... It is definitely in space!

Toni Saari, Eetu Äikäs, Teivo Hyvärinen, Aleksi Syrjämäki	*Contact person: toni.t.saari@edu.turkuamk.fi* *Web:* *Video:*

TUAS

Station Maximizer merges the resource accumulation of cookie clickers, with the planning gameplay of city builders and tops that off with the branching storylines of a visual novel. In the latter days of Regnum Astra, an ambitious senator embarks on a daring plan: To revitalize a dilapidated space station with the use of an experimental AI. If the plan is to work, the station must stand! Gather resources, manage trade flows, improve your station - space and otherwise - decide the fate of Regnum Astra. All the while juggling the indiscriminate demands of your masters. Unless you break free.

S31 Muuvit

Web,
Other,Social media

Web application for exercise events

Blessed Agbaje,Louise Hammarström,Sk Samiur Rahman,Viktor Ohneu,Tanjim Pranto,Fredrik Wasström	*Contact person: blessed.agbaje@abo.fi* *Web:* *Video: https://www.canva.com/design/DAF-TSOgzTg/dNkx4db1zX4bIi05A2QtsA/watch?utm_content=DAF-TSOgzTg&utm_campaign=designshare&utm_medium=link&utm_source=editor*

ÅA

Muuvit is a media platform where users can host and participate in exercise events.

S32 Sherpa Food N Bar

Web,
Infrastructure services

Sherpa Food and Restaurant Bar represents an innovative, modern web application aiming to transform the dynamics of dining and restaurant operations in to the next level. This advanced web platform allows customer to access a diverse array of culinary options across multiple Helsinki branches, with potential expansion to other cities. Thanks to its scalability and seamlessly connecting to customer, it promises a whole new dining experience by providing menu management, table reservation for events and personal dining, customer feedback, Branch listing on map etc.

Amit Saif, Dan Le, Md Haider, Nabil Arman Ayon, Aqsa Yaseen, Bikash Ghimire	*Contact person: amit.saif@abo.fi* *Web: https://bikashghimire.github.io/sherpa-food-and-bar-dev-team/* *Video: https://www.canva.com/design/DAF-e32cG2c/5Am4tfgvLYEaAuSaZnwLyQ/watch?utm_content=DAF-e32cG2c&utm_campaign=share_your_design&utm_medium=link&utm_source=shareyourdesignpanel*

ÅA

Sherpa Food and Bar is introduces an innovative web application, elevating dining experiences. This platform provides customers access to diverse culinary options across multiple Helsinki branches, with potential expansion. Offering menu management, table reservations, and customer feedback, it redefines restaurant operations. Functional requirements include user registration, branch listing, menu management. Non-functional requirements ensure security, reliability, usability, and scalability. The system architecture relies on Django, CSS, HTML, MongoDB, Python, React, GitHub, and tools like clockify and Jira for efficient implementation

S33 BuildMyTrips

Web,AI,
Public services,Other,Travel

Machine Learning based recommendation system and travel budget planner

Reza Amrollaheian, Md Shahnawaz Ahmed, Md Wakilul Islam, Parisa Poorhasani, Nethmi Fonseka, , Muhammad Salman Rashid

Contact person: Reza.Amrollaheian@abo.fi
Web: http://buildmytrips.online/
Video: https://drive.google.com/file/d/1yd2xjt3tI3thrZbDkubq0uUNsGUckvaF/view?usp=sharing

AA

"Build My Trip" is a project about helping travelers to budget their travels, and get the best suggestions based on their interests. It is going to be built with the help of modern AI technologies. The AI system will learn the behavior of the traveler and it will suggest places and locations based on the prediction. However, the main motto of this project is, that it will try to accommodate the maximum possible best itineraries within a given budget. For example, if the traveler wants to go to the northern part of Finland and has a budget of 1500 euros, then the application will show him all possible places, foods, and tickets based on his/her interests within this budget. Team "Aurora" is going to build this project. It consists of 6 persons, with some developers, a project manager, a product owner, and some researchers. The project will be built using the best possible microservice architecture and with the models of Artificial Intelligence. This project is mainly going to be tracked using JIRA, and Cloackify. GitHub will be used for versioning. Agile methodology is followed to build the system and application. The team holds spring meetings twice a week. Stories are being created parallelly for each sprint. It will help the team to track their progress and accept changes openly. At the start, we will be going with free service to acquire the users. Later on, we will start earning incentives from merchants to promote their relevant services. Also, we will bring some premium features at the later part, so that we can charge from the users also.

S34 Symbiosis

Desktop,
Games and entertainment

Multiplayer Co-op Forest Revival Puzzle Platformer

Samu Parttimaa, Emilia Valkonen, Gabriel Haapaniemi, Murat Ekiz, Otto Kuosmanen, Tino Voutilainen

Contact person: samu.parttimaa@edu.turkuamk.fi
Web:
Video: https://drive.google.com/drive/folders/1Vv_m5pXqvsNDNsb8zHjM_eXUnoNrguWY

TUAS

In a withered forest, a symbiotic co-op puzzle game takes place where you play as a living tree and a group of fungi and it's your task to work together to bring life back to this forest you once called home. Cooperation is key and no puzzle can be completed alone. Both playable characters have their unique movesets which you'll be using to help each other to get through the game.

S35 Infoflow

Web,
Communication,

Webapplication for distributing product information. The information can be reached through a QR code

Johannes Vähäkangas, Jonas Pihlaja, Simon Kjällberg, Lucas Liljekvist, Miika Salminen

Contact person: johannes.vahakangas@abo.fi
Web:
Video: https://www.youtube.com/watch?v=e8k8d5rCwFU

AA

Project started by realizing that a lot of information and paper goes to waste and cannot be found when needed. Infoflows main idea is to help businesses distribute information digitally, making it easy to find and available for everyone when needed. The target users are the customers of the companies in question. The information can be what the companies want to give to their customers (manuals, videos, PDF-files, etc.), which the customers then can reach through a QR code or through the browser.
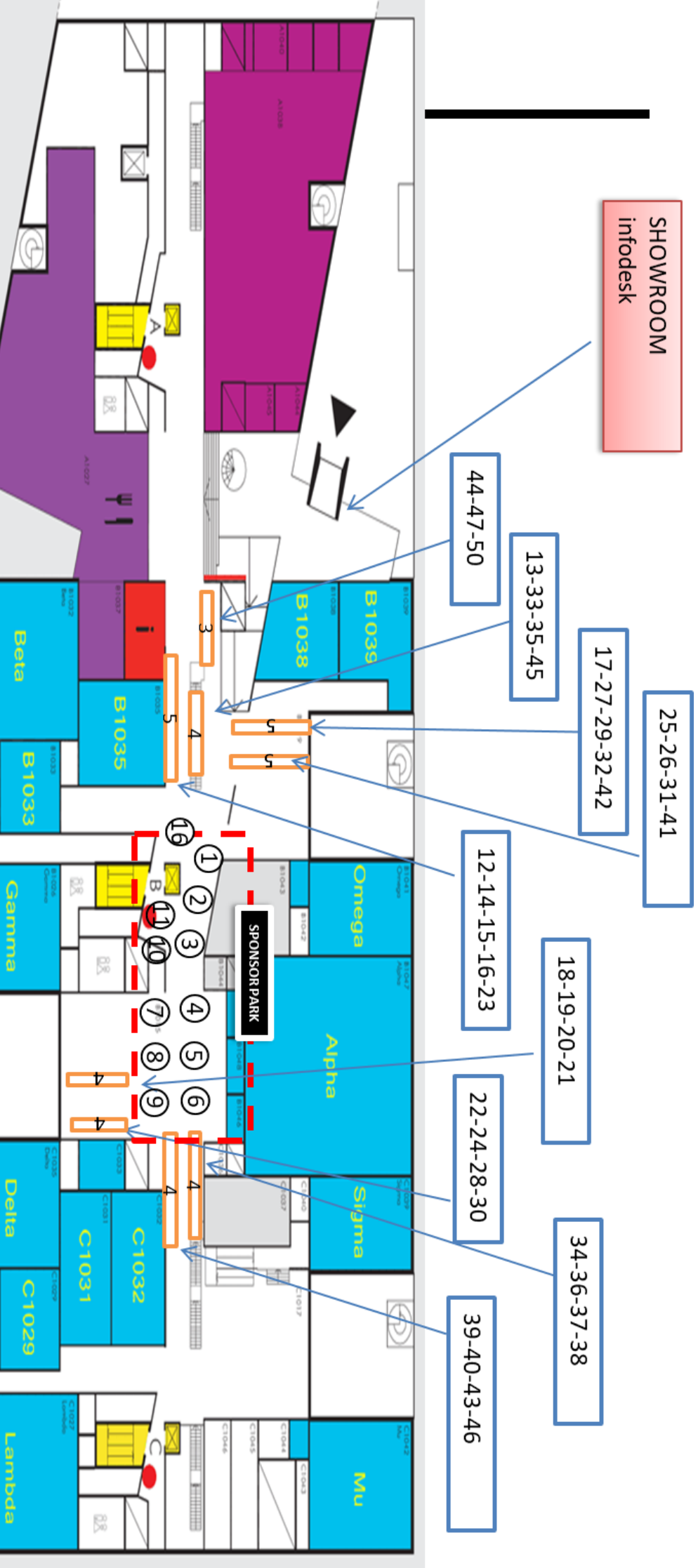
S36 Depths of the Abyss

Desktop,
Games and entertainment

ÅA

Top-down Roguelite Adventure Game

Anton Backman, Alexander Johansson, Alexander Norrvik, Alex Blomqvist, Anders Stubb, Kevin Koljonen	*Contact person: anton.backman@abo.fi* *Web:* *Video:* *https://www.youtube.com/watch?v=_AN6a8l8r70&ab_channel=DepthsOfTheAbyss*

Depths of the Abyss is a 2d top-down action-adventure game with combat and stealth gameplay. To add replayability for the game, unique roguelike mechanics are found. Roguelite means that you lose some but not all of your progress upon losing. Depths of the Abyss features a unique 2D pixel-art artstyle and a stand-out soundtrack for players to enjoy!

S37 Fate's Gambit

Desktop,
Games and entertainment

UTU

A 2D strategy/platformer pickpocketing game

Leman Jere, Mowloughi Aref, You Sangjun, Zorman Eva	*Contact person: ehzorm@utu.fi* *Web:* *Video: https://youtu.be/MNwsN73j6Ro*

"Fate's Gambit: A Greedy Heist" immerses players in Eldoria, steering the nimble pickpocketer, Adrian Shadowblade, through engrossing levels. This 2D pixel art strategy/platformer game demands skillful finesse to navigate crowded streets, avoiding detection while deftly pickpocketing passersby. As players progress, the stakes rise, introducing new challenges and strategic elements. The vibrant pixel art brings Eldoria to life, enhancing the allure of each captivating level.

S38 Shaky Stacks

Desktop,
Games and entertainment

UTU

Physics-Based Stacking Game

Laura Lumme, Elma Nurmiaho, Hannu Salo, Emre ?im?ek	*Contact person: emsims@utu.fi* *Web:* *Video:* *https://drive.google.com/file/d/1I0wmxBbSTtcDEXWRs6STb7lx-9xfKOb1/view?usp=sharing*

S39 The Veil of Sorcery

Desktop,
Games and entertainment

TUAS

Open world RPG

Antonenko Mariia, Ojala Johannes, Tien Hung Nguyen, Bowen Zhou, Watana Siriwat	*Contact person: mariia.antonenko@edu.turkuamk.fi* *Web:* *Video:*

Explore the magical forest and find out its deepest mysteries!

S40 Bog Duty

Desktop,
Games and entertainment

TUAS

A survival base defence game

Juho-Emil Lauren, Eevi Lähde, Oliver Vesa	*Contact person: juho-emil.lauren@edu.turkuamk.fi* *Web:* *Video: https://youtu.be/63CuRUzVzeg*

"Bog Duty" is a survival base defence game made using unity engine where you have to survive as long as possible against endless waves of enemies. During the day you must collect resources and build fortifications in preparation for the night when the monsters lurking in the shadows emerge.

S41 Localink

Web,
Other,Social App

Connecting people around a locality through local commerce, events and neighborly conversations.

Farhan Amjad, Li Qing, Omar Farooq, Zeshan Javaid, Hamid Rizwan	*Contact person: farhan.amjad@abo.fi* *Web:* *Video:*

Localink is a social platform that connects you with the people, events, and opportunities in your local community, making it easy for you to stay informed and engaged. Whether you're looking for exciting local events, want to buy or sell items in your community, or simply want to chat with your neighbors, Localink has got you covered. With Localink, you can explore a diverse range of events, from festivals to workshops, and never miss out on what's happening in your area. You can also buy and sell items locally, which is not only convenient but also supports local businesses. Additionally, Localink's chat feature enables you to connect with your neighbors, fostering a sense of community and making it easy to reach out and get to know people around you. Localink is the ultimate solution for anyone looking to stay connected with their local community and take advantage of all the opportunities it has to offer.

ÅA

S42 Traffi Track

IoT,AI,
Public services,Infrastructure services

A cost-effective, open-source videobased traffic analyzer

Fadul Badreldin, Hafiz Imam, Arafat Mollik , Kashrif Shabir, Muzahidur Rahman, Mahmudur Rahman , Muhammad Abu Baker Ashfaq	*Contact person: badoryousif.by@gmail.com* *Web:* *Video: https://youtu.be/jgCeYErf-rs*

Traffi Track is a cost-effective, open-source video-based traffic analyzer. We envision a future where our solution will be able to identify and analyze traffic patterns to drive a positive change in urban environments. We envision by understanding traffic patterns to benefit the environment, optimize transportation, inform urban planning, and enhance road safety.

ÅA

S43 Daybreak

Desktop,
Games and entertainment

Tile breaker with an artistic spin

Markus Alkio, Juliana Bragge, Aatu Leppä, Niklas Lönnqvist, Otto Pihlamo	*Contact person: juliana.bragge@edu.turkuamk.fi* *Web:* *Video:*

This captivating gaming experience combines classic breakout mechanics with a mesmerizing twist in this breakout-like game. As you break blocks, each shattered piece gradually brings the world to life, revealing vibrant colors that paint the cityscape step by step. Witness the city come alive, one block at a time.

TUAS

S44 RAXA

Web,
Public services,Communication

Your project, our construction network

Ben Hägglund, Max Sirén, Casper Holmström, Joakim Stewen, Tommy Kauppinen	*Contact person: max.siren@abo.fi* *Web:* *Video: https://youtu.be/CekeXj-W-eA*

The product is an application that should make it easy for customers and companies to find construction work that could be done in the nearby area. The construction work can differ from small scale work like a sauna and a terrace, to larger scale for example multiple room renovations. The app will contain companies that work in construction and customers looking for construction work in one centralized place for a smoother user experience.

ÅA

S45 SickWeld

Embedded system,Desktop,IoT ,Industry

Weld analysis tool

Carlos Cueto, Jere Leman, Juuso Pyykkönen, Nevil Sandaradura, Sakshi Amin, Miika Wallius

Contact person: crcuzu@utu.fi
Web:
Video: https://youtu.be/zAphxcD_WHY

UTU

 SICKWeld showcases an innovative solution for weld monitoring. Utilizing advanced technology, including lasers and cameras, this multidisciplinary effort aims to measure weld beads accurately. The primary goal is to identify and quantify welding defects, providing a critical tool for improving welding analysis.

S46 CR

Mobile, Games and entertainment

City Runner

Aleksi Runola

Contact person: aleksi.runola@gmail.com
Web:
Video: https://youtu.be/0sS4X0wyeb4

UTU

 A New York City themed endless runner game. Avoid obstacles and don't get caught to reach a new high score. The game gets endlessly harder by regular increments of speed, creating jumping, rolling, and lane switching more difficult. The art is stylized 3D, and it's complemented with suitable music and sound effects.

S47 Precision Playmakers

Web, ,Sport,ICT

Football player performance optimization through positioning data analysis

Hiba Daafane, Shadman Ishraq, Ibrahim Jalloh, MD Shah Noor Khan, Inka Mustajoki,Maryam Teimouri

Contact person: immust@utu.fi
Web:
Video: https://youtu.be/9kt7oZ6LpBQ

UTU

 SPÅT excels in delivering a cutting-edge wireless tracking (UWB) system, designed to meticulously monitor football players during training sessions and matches. This project focuses on extracting key features from UWB data. With our features, for example powerplay counts and accelerations, the coaches get access to tangible insights, such as training objectives, temporal trends, and player comparisons, empowering teams to enhance player performance. Our analysis translates complex data into easily comprehensible figures. Ensuring that coaches, regardless of their technical expertise, can get valuable information to drive informed decision-making and elevate team dynamics easily.

S50 Medical NFC

Mobile,Desktop, Healthcare,

Enhanced Emergency Response using NFC

Junnu Danhammer, Niko Lehtonen

Contact person: junnu.danhammer@edu.turkuamk.fi
Web:
Video:

TUAS

 The Medical NFC Chip project, introduces an innovative offline, secure NFC-based system designed to provide first responders with immediate access to critical medical data of unresponsive individuals.   Aimed at enhancing the quality of emergency medical care, this prototype features a wearable encrypted NFC chip to ensure data protection, accessible exclusively via certified medical devices. The project encompasses software development for NFC chip usage, user-friendly interfaces for medical centres, first responders and advanced data security measures including an audit log for transparency.   This innovation promises to significantly improve outcomes for individuals in emergency situations by enabling informed medical interventions.

SHOWROOM
infodesk

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SPONSOR PARK

Beta

B1035

B1033

Gamma

Omega

Alpha

Sigma

Delta

C1031

C1032

C1029

Lambda

Mu

B1038

B1039

Navielektro ⑤

vaadin ⑫

N4 ①

2M ⑪

Vincit ⑯

SADE Innovations ③

EPEC ⑦

Boost ⑧