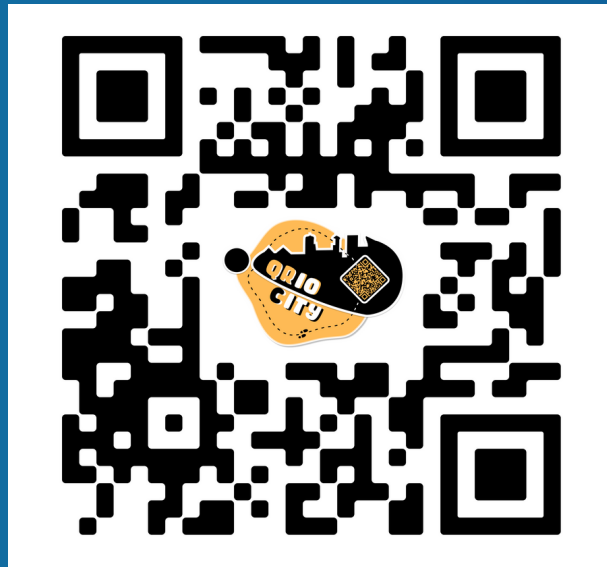




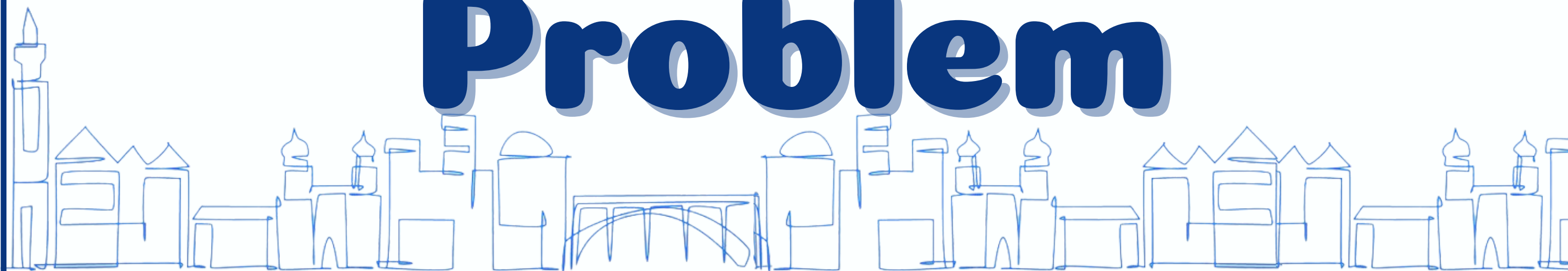
SCAN ME
for agenda

QRioCity

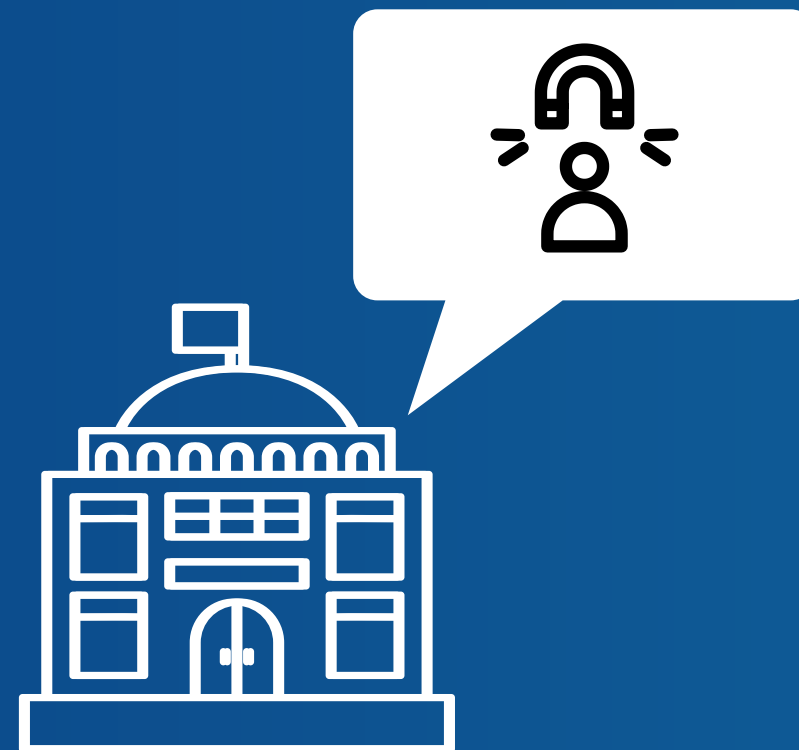


URBAN EXPLORATION GAME BY DRAGONICS

Problem



Problem Statement



Cities / Municipalities



Derived Requirements

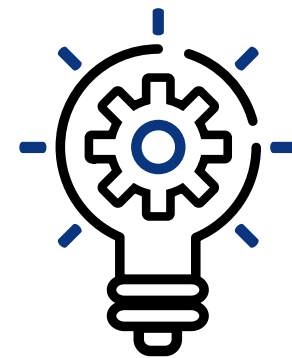
Sustainability



Marketing



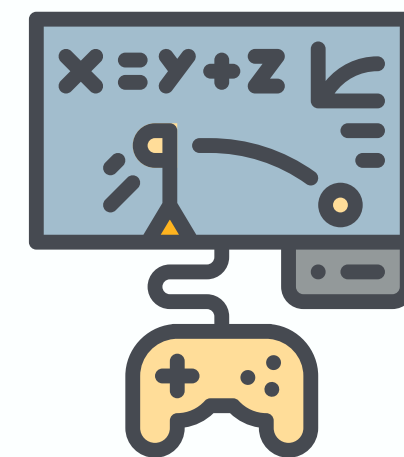
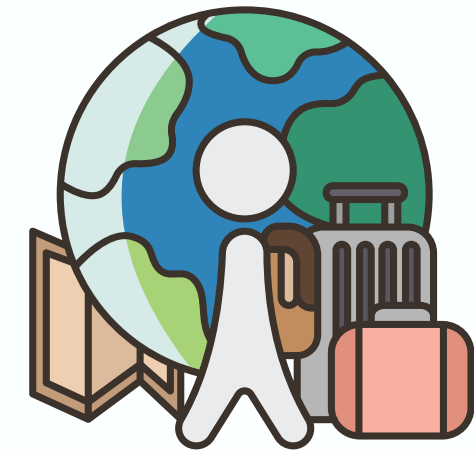
Ethics



Proposed Solution



Concept

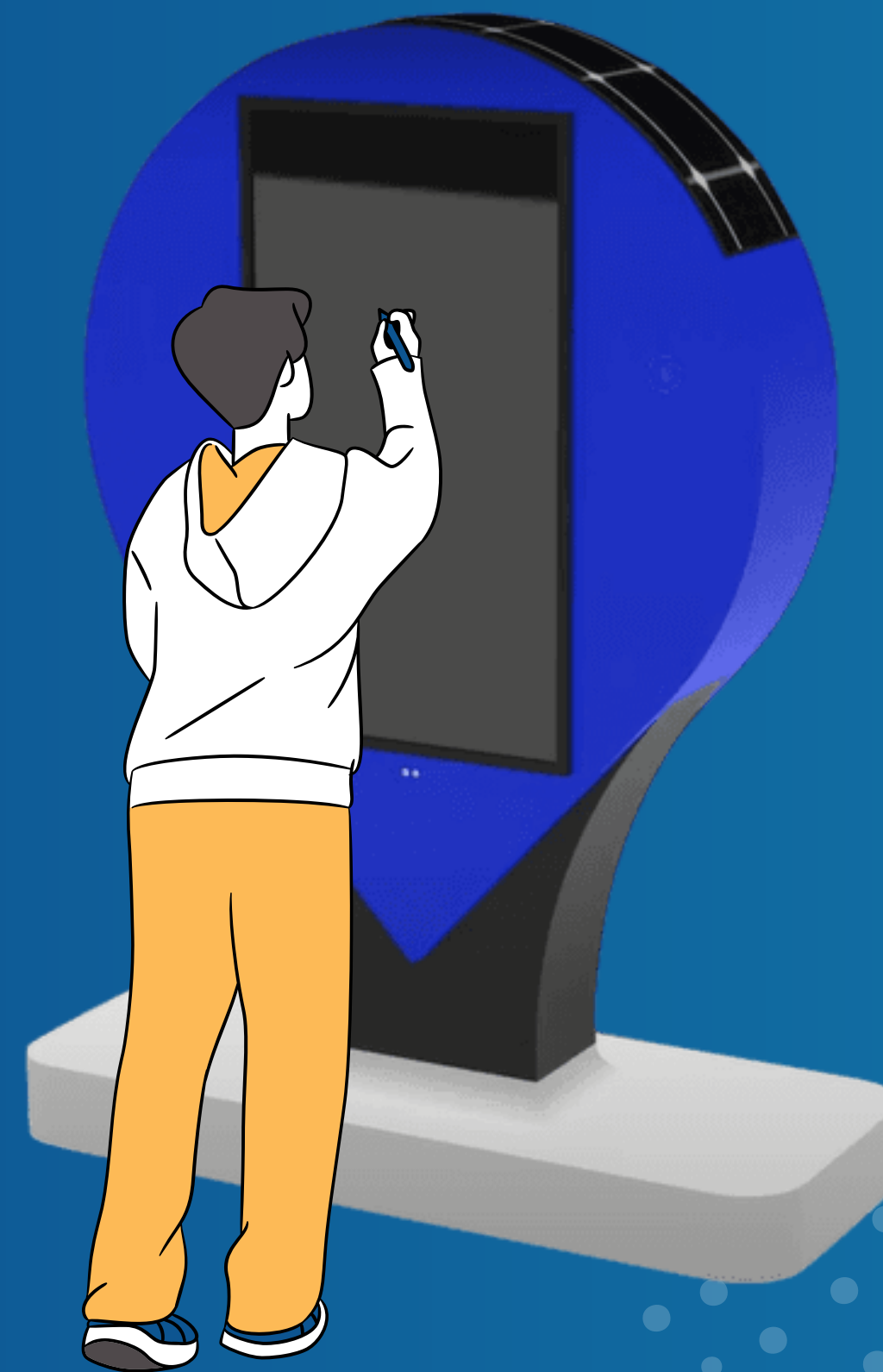


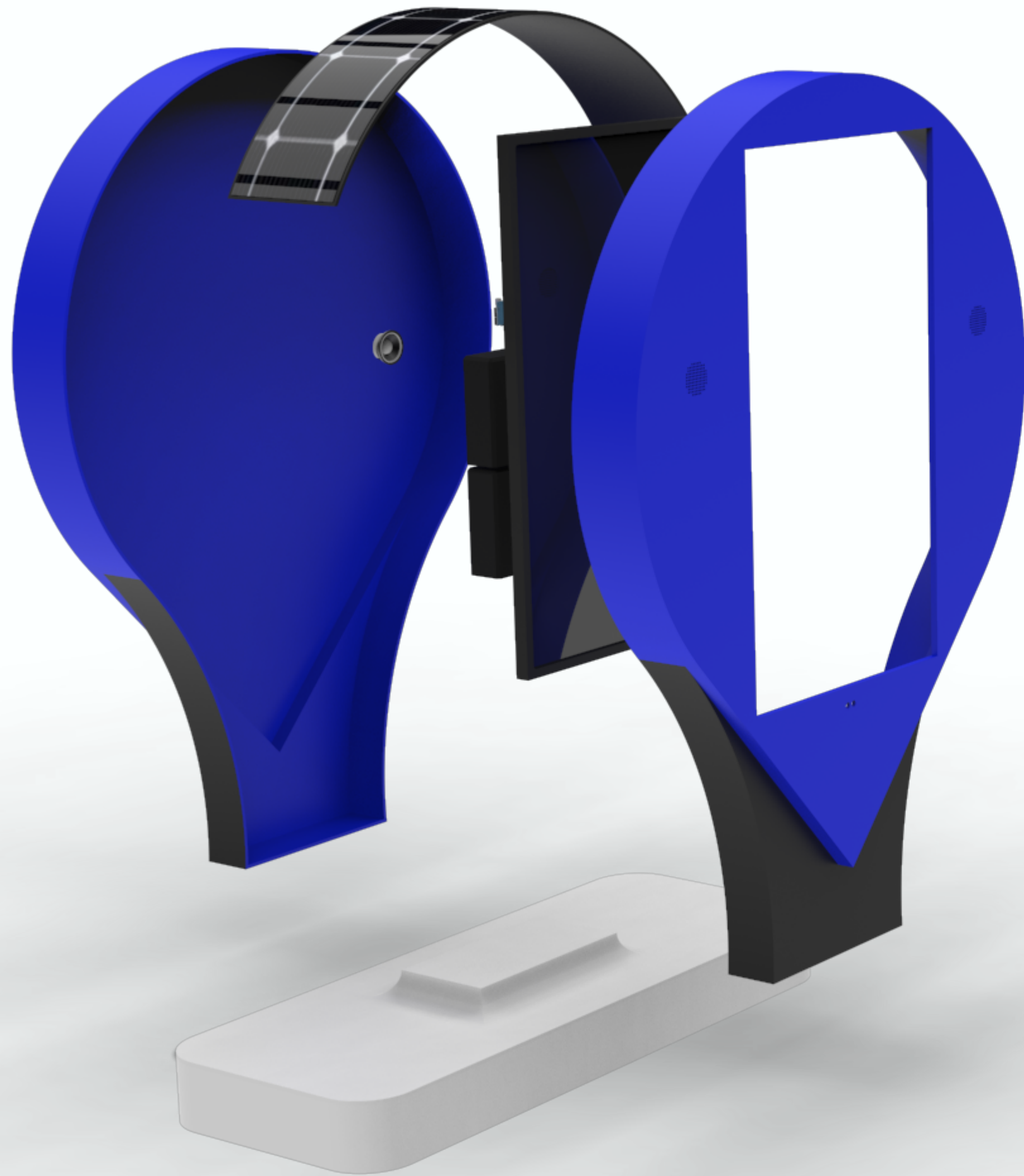
Design - Public Display

Landmark

Aluminium

Epoxy coated





SOLAR PANEL



**INTERACTIVE
TOUCHSCREEN**

*Draws attention, select tour,
read details*



SPEAKER

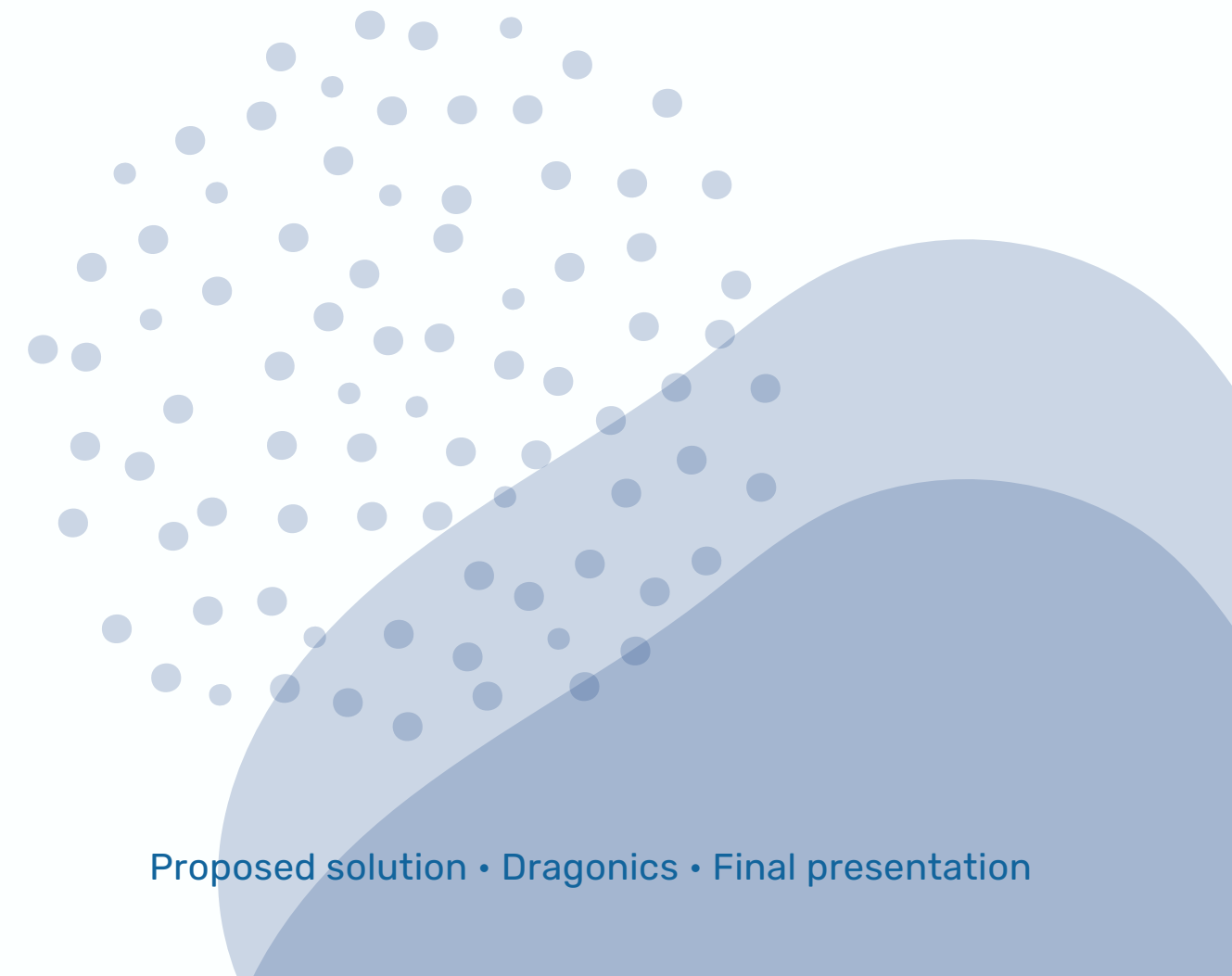
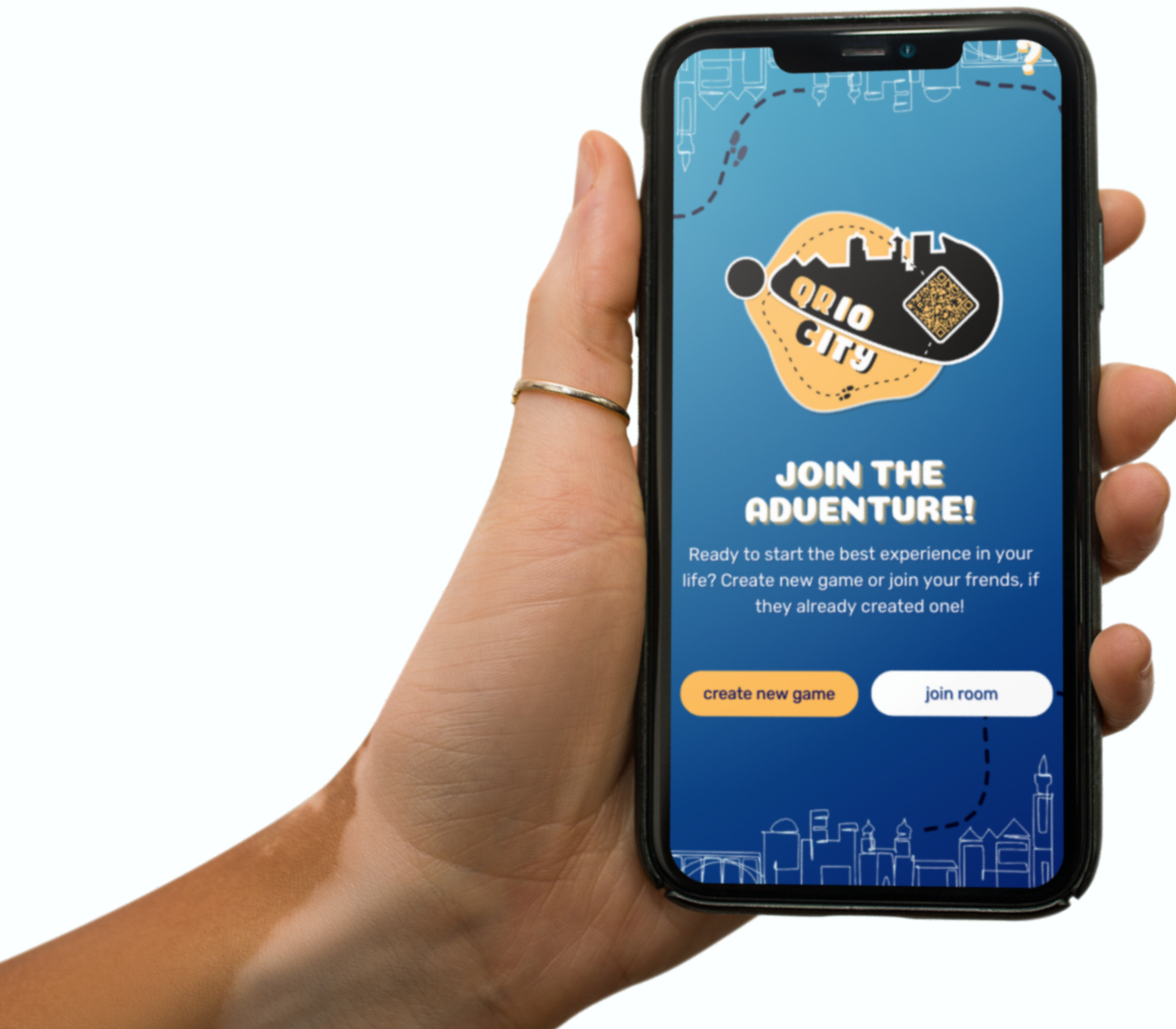
Attracts attention

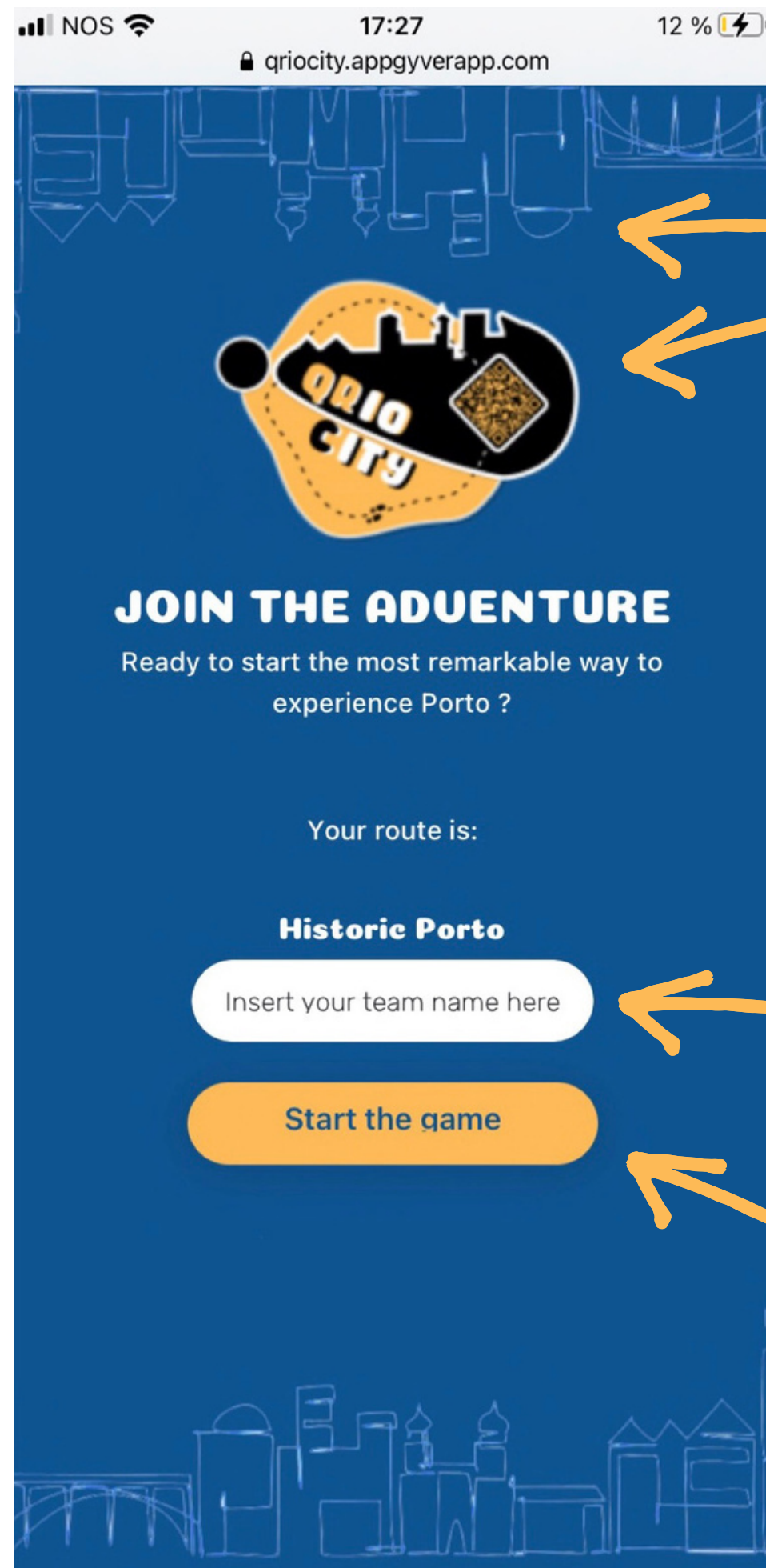


PROXIMITY SENSOR

Detects movement

Design - Webapp

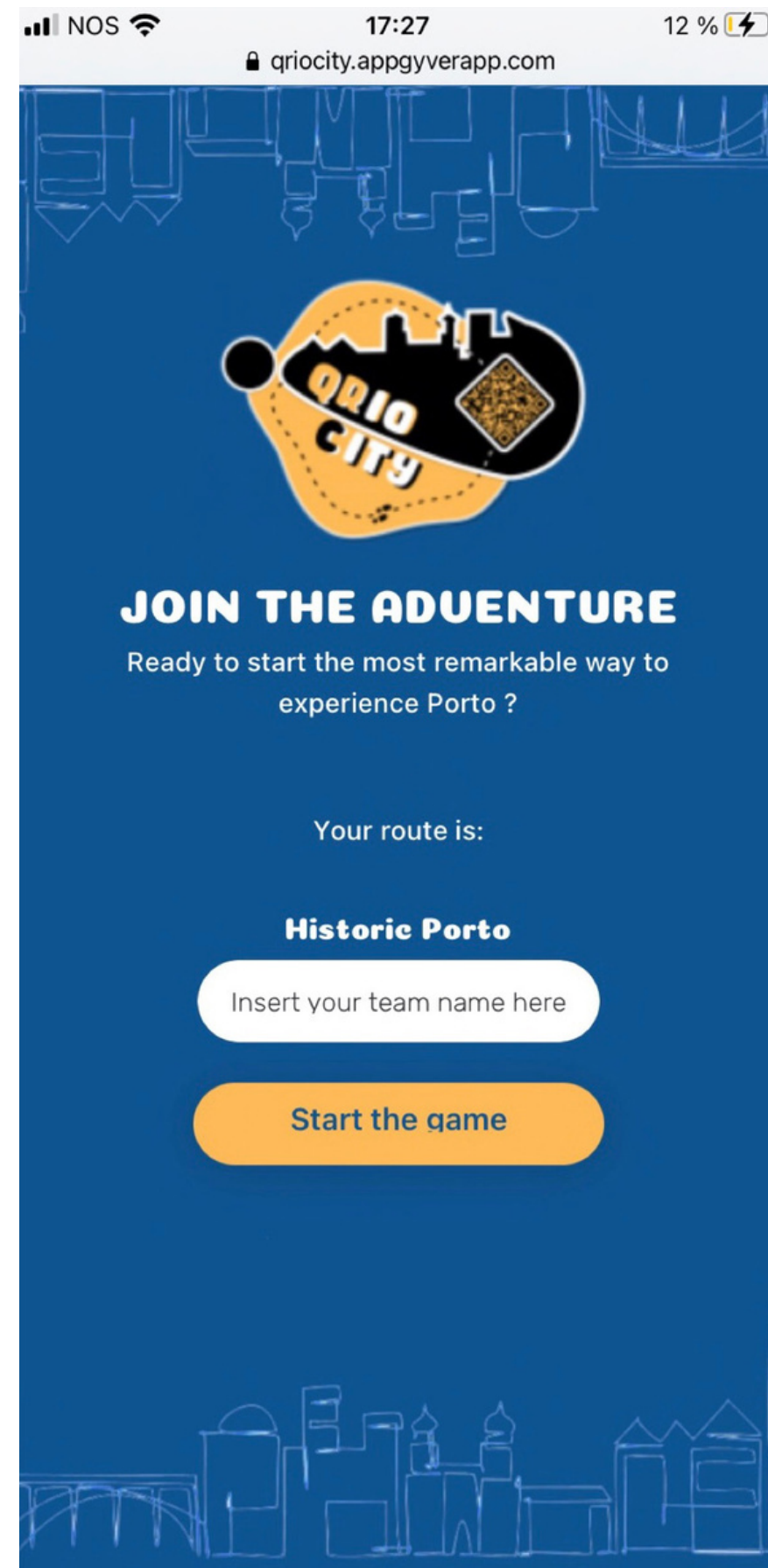




**LOGO &
THEME**

**INSERT
TEAM NAME**

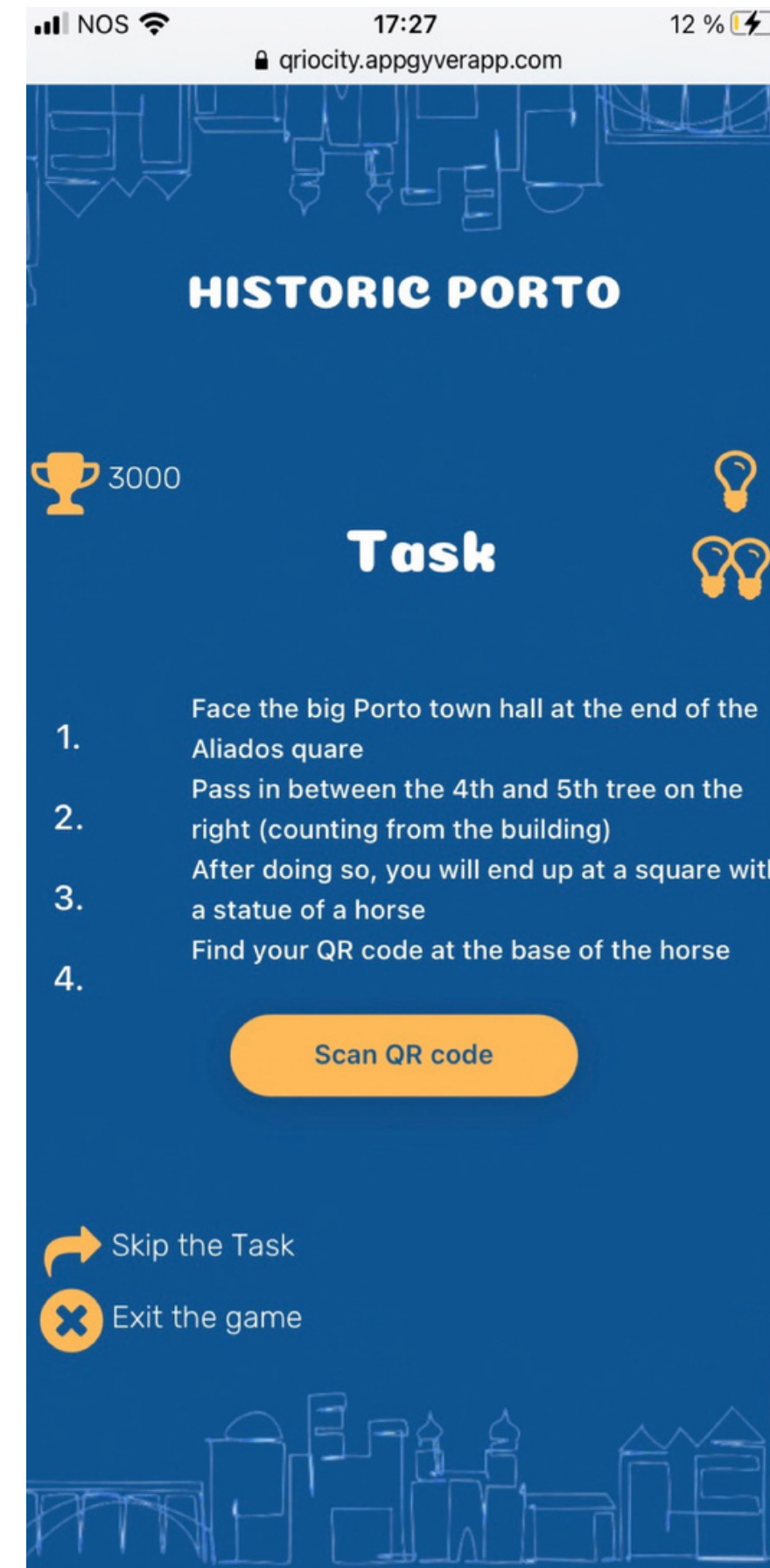
**START
PLAYING**



SCORE



SKIP
TASK



HINTS



ADVICES

Prototype



Prototype of Webapp



Information

- Provide tasks
- Background Information
- Get vouchers



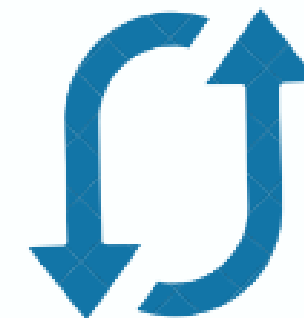
Location

- Make sure that people are at specific place
- QR codes
- Local knowledge required



Score

- Competitive element (Game)
- Solved tasks
- Taken hints
- Taken time



Game flow

- Store data locally
- Hints
- Skip task
- End game

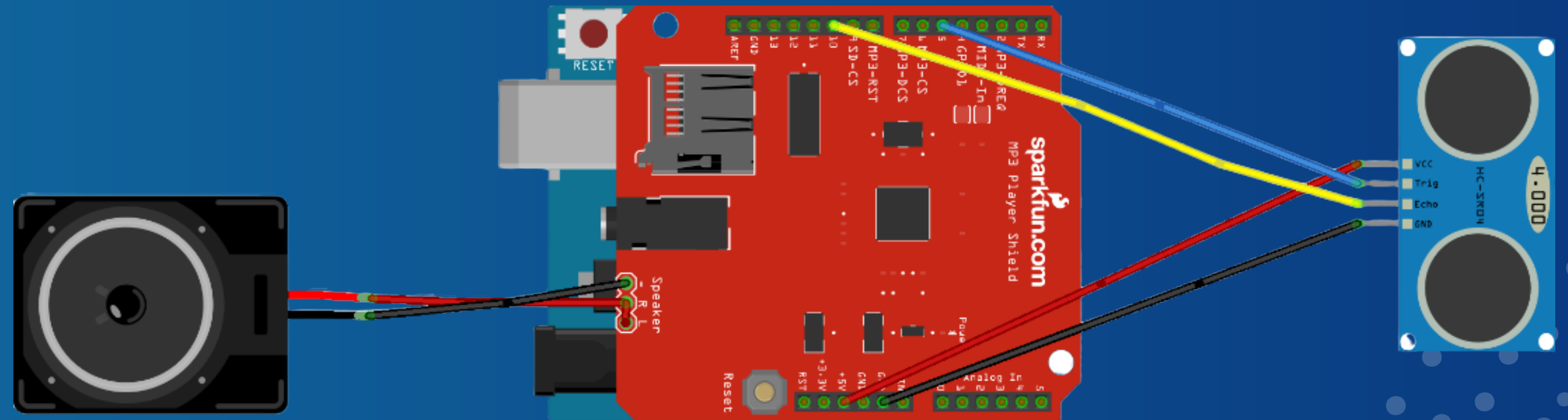
Prototype Kiosk

TECHNICAL SET UP

Arduino Uno R3
Ultrasonic sensor
MP3 shield
Computer speakers
and I-Pad

APPLICATION

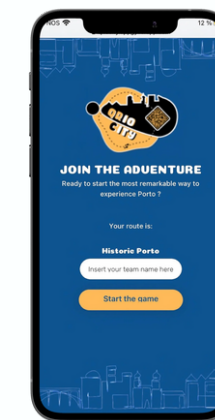
AppGyver application



Testing

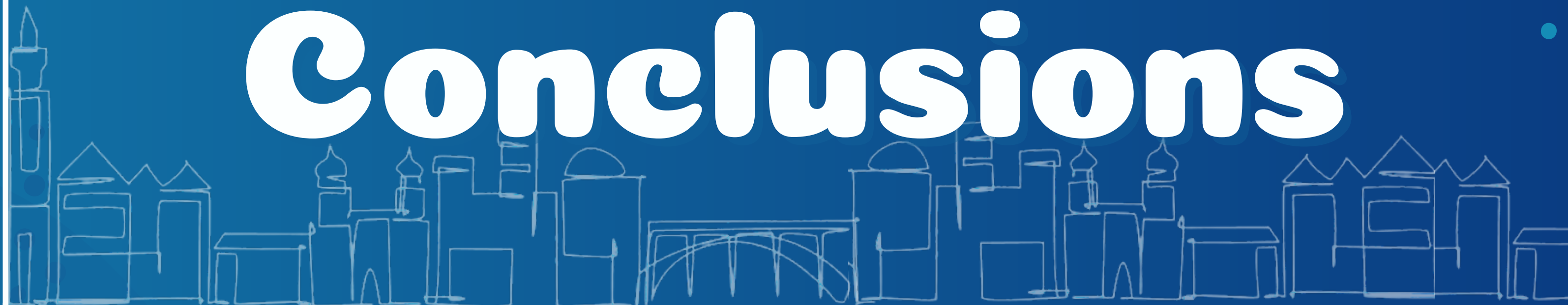


Testing of Display:
Technical Setup: 10 out
of 10 times succeeded
All functionalities met



Testing of the web app:
Most functionalities met

Conclusions

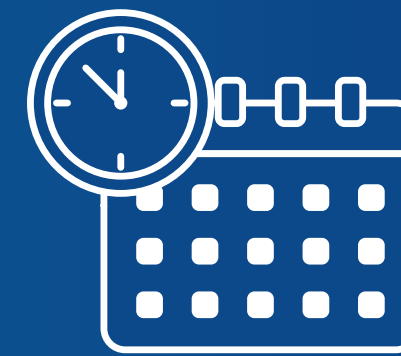
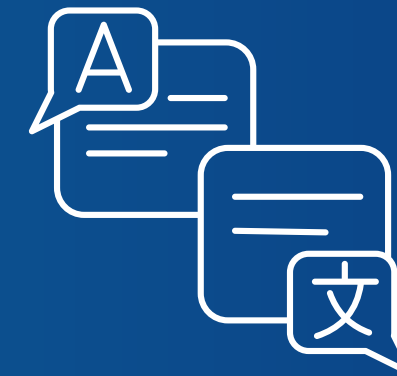


Our Achievements

PROJECT



TEAM



Future Work

EXPANSION



MAINTENANCE



IMPROVEMENT



Thank you for your attention

