

ICT SHOWROOM 2017



Student project exhibition
and competition



University of Turku



Schedule 9.3.2017

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 10 Years - Celebration!!

Jury members

- AgentIT Finland Oy (Toni Salminen)
- Cadmatic Oy (Teemu Valtonen)
- Progman Oy (Teemu Yllikäinen)
- Sofokus Oy (Otto Sunnari)
- Staria Oyj (Juha Mäntynen)
- Vaadin Oy (Henri Muurimaa)
- Wapice Oy (N.N)

Sponsors of the event

AgentIT Finland Oy – Cadmatic Oy – Nortal Oy - Progman Oy – Sofokus Oy – Staria Oyj - Vaadin Oy – Wapice Oy – Wunder

Organizers and contact information

ICT Showroom - [facebook.com/ictshowroom](https://www.facebook.com/ictshowroom)

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

Kan Kraufelin, Åbo Akademi, jan.kraufelin@abo.fi

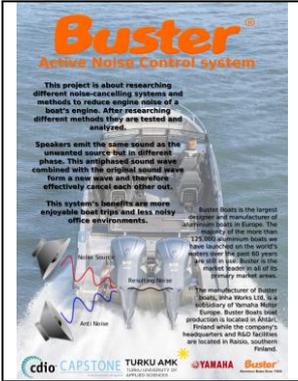
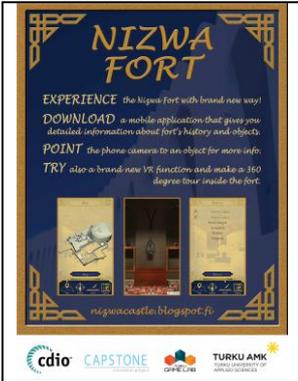
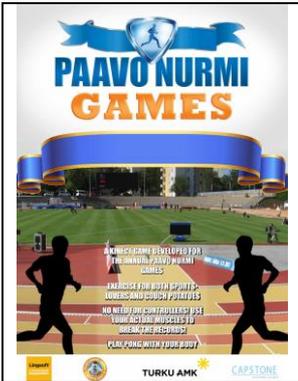
Mikko Niskanen, Turun ammattikorkeakoulu, mikko.niskanen@turkuamk.fi

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

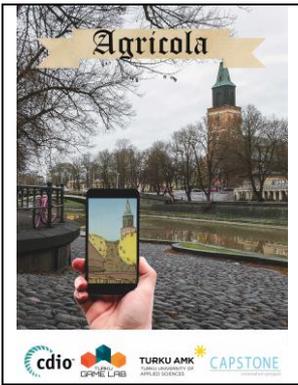
Timo Vasankari, Turun yliopisto, timo.vasankari@utu.fi

Seppo Virtanen, Turun yliopisto, (02) 333 8886, seppo.virtanen@utu.fi

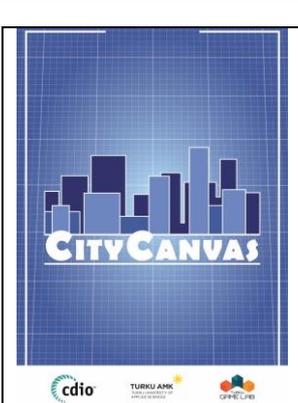
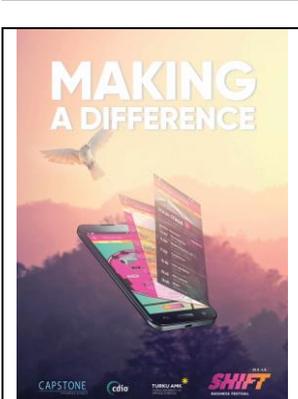
ICT Showroom 2017 – Student projects

 <p>Buster Active Noise Control system</p> <p>This project is about researching different noise-cancelling systems and methods to reduce engine noise of a boat's engine. After researching different methods they are tested and analyzed.</p> <p>Speakers emit the same sound as the unwanted source but in different phase. This antiphased sound wave combined with the original sound wave form a new wave and therefore effectively cancel each other out.</p> <p>This system's benefits are more enjoyable head trips and less noisy office environments.</p> <p>Buster boats is the largest supplier and manufacturer of motor boats in Europe. The majority of the more than 125 000 motor boats we have sold over the past 60 years are still in use. Buster is the market leader in all of its primary markets areas.</p> <p>The manufacturer of Buster is Buster Boats Ltd. Its subsidiary of Tomaha Motor Engines, Buster Boats Ltd's production is located in Alstari, Finland while the company's headquarters and R&D facilities are located in Rauma, southern Finland.</p> <p>cdio CAPSTONE TURKU AMK YAMAHA Buster</p>	<p>S11 Buster Embedded system,HW, Other,Audio,ANC-system</p> <p>Buster ANC-system</p> <p><i>Olli Salminen, Janne Hanhisuanto, Tuomas Kiiski, Aleksi Hakkarainen, Toni Oinonen</i> <i>Contact person: olli.salminen@edu.turkuamk.fi</i> <i>Web: http://bustercapstone.blogspot.fi</i></p> <p>This project is about researching different noise-cancelling systems and methods to reduce engine noise of a boat's engine. After researching different methods they are tested and analyzed. Basically speakers emit the same sound as the unwanted source but in different phase and amplitude. Generally this antiphased sound wave combined with the original sound wave form a new wave and therefore they effectively cancel each other out. This is achieved through the use of digital signal processing and analog circuits.</p> <p style="text-align: right;">TUAS</p>
 <p>NIZWA FORT</p> <p>EXPERIENCE the Nizwa Fort with brand new way!</p> <p>DOWNLOAD a mobile application that give you detailed information about fort's history and objects.</p> <p>POINT the phone camera to an object for more info.</p> <p>TRY also a brand new VR function and make a 360 degree tour inside the fort.</p> <p>nizwacastle.blogspot.fi</p> <p>cdio CAPSTONE TURKU AMK</p>	<p>S12 NC Mobile,VR Games and entertainment,Education,</p> <p>Nizwa Castle</p> <p><i>Iida Lintuaho, Luca Zelioli, Riku Skyttä, Muhammad Yousaf, Markus Uusitalo</i> <i>Contact person: iida.lintuaho@edu.turkuamk.fi</i> <i>Web: nizwacastle.blogspot.fi</i></p> <p>Nizwa Castle is an interactive application primarily designed for tourists and school groups, giving freedom for visitors to explore the castle and the fort in Nizwa, Oman, in a new way. Learning is based on the authentic environment and the tasks needed to solve in the app. Alternatively, visitors can just access more information about the castle and its history. A scanner can quickly scan objects in the castle and give back a description of them, and it features VR rooms that allows the visitors to take a peek at hidden spaces.</p> <p style="text-align: right;">TUAS</p>
 <p>PAAVO NURMI GAMES</p> <p>A KINECT GAME DEVELOPED FOR THE SUMMER OLYMPIC EVENT PAAVO NURMI GAMES</p> <p>ANALYZE YOUR OWN MOVEMENTS</p> <p>IMPROVE YOUR SPORTS PERFORMANCE</p> <p>NO NEED FOR CONTROLLERS USE YOUR ACTING MUSCLES TO</p> <p>ACHIEVE RESULTS</p> <p>PLAY LONG WITH YOUR BEST!</p> <p>TURKU AMK CAPSTONE</p>	<p>S13 PNG Desktop, Games and entertainment,</p> <p>Sport games for Kinect</p> <p><i>Sami Laukkanen, Ville Kirkkomäki, Mikko Havukainen, Toni Laaksonen, Nikolay Baychenko</i> <i>Contact person: ville.kirkkomaki@edu.turkuamk.fi</i> <i>Web:</i></p> <p>Paavo Nurmi Games is summer Olympic event happening in Turku. Our project is dedicated to make Kinect sport games related to this event. This project was ordered by Lingsoft to the Turku Game lab and sponsored by Paavo Nurmi Games event.</p> <p style="text-align: right;">TUAS</p>
 <p>Energy Harvesting</p> <p>Shine, move, collect</p> <p>cdio CAPSTONE MIRION TURKU AMK</p>	<p>S14 Energy Harvesting HW, Other,Electronics</p> <p>Energy Harvesting</p> <p><i>Camilla Eriksson, Emmi Elo, Joonas Anttonen, Toni Mäkilä, Nhut Tran, Mikko Koskinen, Otto Kuusisto, Alar Kaljukivi, Joni Perkiökangas, Hoang Viet Anh Le</i> <i>Contact person: camilla.eriksson@edu.turkuamk.fi</i> <i>Web: https://energyharvestingtuas.blogspot.fi/</i></p> <p>Studying energy harvesting and how to use it in Mirions Dosimeter. We want to learn about harvesting energy in a office environment, so we can replace battery from Dosimeter. Therefore it doesn't have to be changed and all of the used energy will come for example from light.</p> <p style="text-align: right;">TUAS</p>

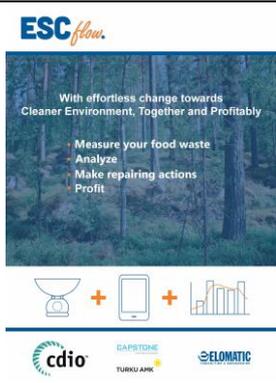
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 <p>Agricola</p> <p>cdio GAME LAB TURKU AMK APPLIED SCIENCES CAPSTONE</p>	<p>S15 Agricola Game Mobile, Games and entertainment, Education,</p> <p>Informative mobile game about Mikael Agricola</p> <p><i>Anita Kulesova, Antta Kilpeläinen, Antti Lindsten, Lassi Niinikorpi, Minja Kuusisto</i> <i>Contact person: lassi.niinikorpi@edu.turkuamk.fi</i> <i>Web:</i></p> <p>Location based mobile game. Gives you information about medieval Turku and Mikael Agricola.</p>	TUAS
 <p>Safety Training VR</p>	<p>S16 STVR ,Virtual reality Games and entertainment, Education,</p> <p>Virtual Reality Safety Training Game</p> <p><i>Ville Kentala, Janina Nordman, Jussi Lehtonen, Heikki Wendelin, Sallamari Rantanen</i> <i>Contact person: sallamari.rantanen@edu.turkuamk.fi</i> <i>Web:</i></p> <p>A virtual reality game designed to make safety training materials more engaging and memorable.</p>	TUAS
 <p>DIVA Gamified solution for business to business commerce.</p> <p>Terveystalo</p> <p>cdio CAPSTONE TURKU AMK</p>	<p>S17 Diva Web, Healthcare, Business administration, Communication,</p> <p>Business to business gamified solution for Terveystalo</p> <p><i>Juhani Koskinen, Dina Ahonen, Hannu Pohjalainen, Laura Johansson, Kaveh Shahavi, Maria Parshina, Zhao Hongyu</i> <i>Contact person: tuasprojectdiva@gmail.com</i> <i>Web: divatuas.blogspot.fi</i></p> <p>We're creating a gamified solution for Terveystalo to offer healthcare packages to their business to business customers more innovative way.</p>	TUAS
 <p>INFORMATION ARCHITECTURE of utu.fi</p> <p>THE FUTURE OF UTU.FI STARTS HERE!</p> <p>Turun yliopisto University of Turku Information Architects</p>	<p>S18 Information architecture of utu.fi Web, Education, Communication,</p> <p>Information architecture and prototype of utu.fi</p> <p><i>Sauli Pihl, Feridun Akpınar, Jaakko Honkanen, Janne Ala-Äijälä, Kalle Raiko, Sepideh Zamanizadeh, Yu Yang</i> <i>Contact person: sajapi@utu.fi</i> <i>Web: http://vps61386.vps.ovh.ca/</i></p> <p>The aim of the projects was to improve the information architecture of the website "utu.fi". The task involved making a prototype that is based on the new information architecture.</p>	UTU

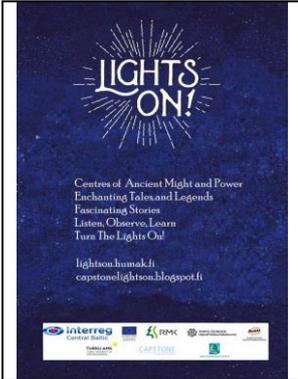
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	S19 Doctornal	UTU
Web,Mobile,Desktop, Healthcare,Public services,Education,	Logbook for doctors specializing in general medicine <i>Roosa Peltonen, Mikael Kostian, Aaron Holanne, Sami Nieminen, Ohto Myllynen, Yiming Fu, Arttu Nurminen</i>	
Contact person: rovipe@utu.fi Web:		
	S20 Last man bleeding	TUAS
Desktop, Games and entertainment,	2D Arena Shooter. A PvP game where you shoot other players. <i>Toni Laaksonen, Antta Kilpeläinen, Kristian Koskinen, Samuli Martikainen, Anita Kulesova</i>	
Contact person: toni.laaksonen@edu.turkuamk.fi Web:		
	S21 Citycanvas	TUAS
,Touchscreen Games and entertainment,Public services,Education,	Memory game about Turku <i>Juhani Säilä, Jarkko Pukkila, Kasper Ekqvist, Jenni Lehmonen, Markus Sukoinen, Liisa Lehtonen, Niko Lappeteläinen, Annina Bergholm, Joonas Rikkonen, Mohammad Kafami</i>	
Contact person: juhani.saila@edu.turkuamk.fi Web:		
	S22 TheShift	TUAS
Mobile, Other,Business Event	Developing a mobile application for the Shift Business Festival <i>Torsti Paavilainen,Maciej Kaminski,Osku Laurila,Denis Osipov,Essi Ojala,Sami Koskinen,Aleksi Heinonen,Ville Saastamoinen,Susan (Thu Le)</i>	
Contact person: torsti.paavilainen@edu.turkuamk.fi Web: https://thisishift.blogspot.fi/		

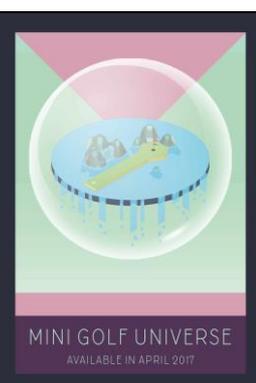
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 <p>HelpMeRecycle Web application that helps to TREAT YOUR WASTE NICELY!</p> <p>Scan the barcode of the item Find the bins location Add new items Rate the items</p> <p>PROJECT MEMBERS Project Manager: Anisa GJINI (anisa.gjini@abo.fi) Project Owner: Candice PERSIL (candice.persil@abo.fi) UI Designer: Petrus ENEVO (petrus.enevo@abo.fi) / TURKUN AMK Back-End: Anni DOMI (anni.domi@abo.fi), Cuong TRAN (huytran@abo.fi)</p>	<p>S23 HelpMeRecycle Web, Mobile, Public services, Sustainable development,</p> <p>Web application that helps people recycle their trash.</p> <p><i>GJINI Anisa, DOMI Andi, PERSIL Candice, PETUKHOVA Ekaterina, TRAN Cuong</i></p> <p>Contact person: <i>anisa.gjini@abo.fi, candice.persil@abo.fi</i> Web: <i>https://www.facebook.com/HelpMeRecycle/</i></p> <p>HelpMeRecycle is a web application that covers a recycling service. The goal of the application is to help people recycle by providing information on the category of trash bin they should use to throw away their waste. Users have to use their camera to scan the barcode of the product. If they don't have a camera, they can search for it by name or category, or they can add a non-existing item.</p> <p style="text-align: right;">ÅÅ</p>
 <p>ESCflow</p> <p>With effortless change towards Cleaner Environment. Together and Profitably</p> <p>Measure your food waste Analyze Make repairing actions Profit</p> <p>cdio CAPSTONE TURKU AMK ELOMATIC</p>	<p>S24 Escflow Embedded system, IoT, Sustainable development,</p> <p>Escflow food waste meter</p> <p><i>Jani Sorvoja, Jarmo Kivekäs, Markus Lundell, Matias Tamminen, Olli Lintusaari, Ossi Kangas, Riina Salminen, Sami Rautanen, Samuel Famuwagun, Vilma Mäkelä</i></p> <p>Contact person: <i>jarmo.kivekas@edu.turkuamk.fi</i> Web:</p> <p>The Escflow food waste meter will allow kitchens to receive analytical feedback about their operations and allow them optimize their workflows accordingly. The goal is to simultaneously be able to reduce harmful impacts on the environment, as well as prevent food from being processed into waste. We want to make every diner aware in a positive way of why food is being wasted, and how that waste is impacting the environment.</p> <p style="text-align: right;">TUAS</p>
 <p>Sonar</p> <p>95% 28% 40% 86%</p> <p>cdio CAPSTONE TURKU AMK enevo</p>	<p>S25 Sonar Embedded system, HW, Infrastructure services,</p> <p>Distance meter with ultrasonic sensor</p> <p><i>Matias Sorsa, Toni Mononen, Eero Holmberg, Juha Messo, Bhattarai Shanker, Krishna Sapkota, Joonas Kylänpää, Ville Kilpinen, Vo Trung Quan</i></p> <p>Contact person: <i>matias.sorsa@edu.turkuamk.fi</i> Web:</p> <p>The aim of this project is to be able to precisely monitor the level of trash in smaller trash cans, so the waste collectors are able to optimize their trash collecting path. This will be done with an ultrasonic sensor and a microcontroller, which measures the distance of the trash from the top of the trash can.</p> <p style="text-align: right;">TUAS</p>
 <p>Easy Workout Planner</p> <p>DECREASING THE LINE BETWEEN YOU AND YOUR GOALS.</p> <p>GET STARTED TODAY</p> <p>Amir AminiNaji, Armin Vehabovic, Borja Canavate, Yifan Ma</p>	<p>S26 EWP Web,</p> <p>EWP is a workout planner made for improving your training and giving you quicker results</p> <p><i>Amir AminiNaji, Armin Vehabovic, Borja Canavate, Yifan Ma</i></p> <p>Contact person: <i>bcanavat@abo.fi</i> Web:</p> <p>Easy Workout Planner is a web application with the objective to help users get fitness advice. Usually people who are going to gym use other people's workout plan, and since those workouts are not theirs they often cannot get a good result, and they quit. What our web application do is to offer customized workout routines which will work just for you, and it will give you a better result with the same amount of result that you spend in the gym.</p> <p style="text-align: right;">ÅÅ</p>

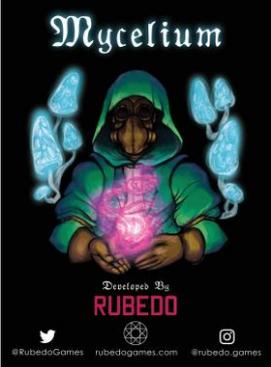
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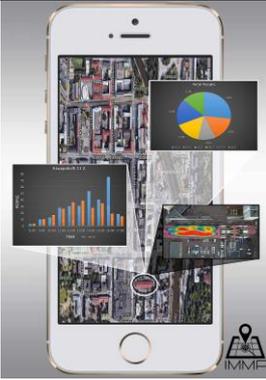
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	<table border="1"> <tr> <td colspan="2" data-bbox="411 194 1477 257"> S31 CybarbZ Desktop, Games and entertainment, </td> </tr> <tr> <td colspan="2" data-bbox="411 257 1477 297"> A student game project. The game is a 2D platformer Hack n Slash </td> </tr> <tr> <td data-bbox="411 297 906 360"> <i>Jaakko Ruiippo, Sami Laukkanen, Milla Mäkelä, Erkki Turunen, Riku Skyttä</i> </td> <td data-bbox="906 297 1477 360"> <i>Contact person: sami.laukkanen@edu.turkuamk.fi</i> <i>Web:</i> </td> </tr> <tr> <td colspan="2" data-bbox="411 360 1477 577"> <p>CybarbZ the Age of Gnargorg The game is about a cyborg who needs to defend the world from alien overlord and it's minions. Basicly it is a 2D platformer game with intense combat and action.</p> </td> </tr> </table>	S31 CybarbZ Desktop, Games and entertainment,		A student game project. The game is a 2D platformer Hack n Slash		<i>Jaakko Ruiippo, Sami Laukkanen, Milla Mäkelä, Erkki Turunen, Riku Skyttä</i>	<i>Contact person: sami.laukkanen@edu.turkuamk.fi</i> <i>Web:</i>	<p>CybarbZ the Age of Gnargorg The game is about a cyborg who needs to defend the world from alien overlord and it's minions. Basicly it is a 2D platformer game with intense combat and action.</p>		TUAS
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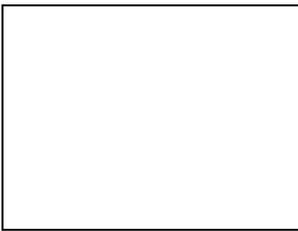
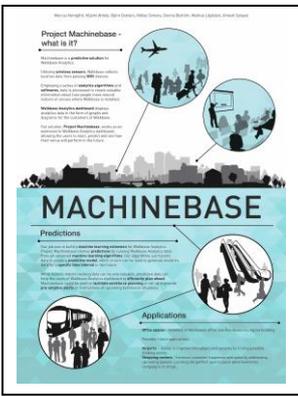
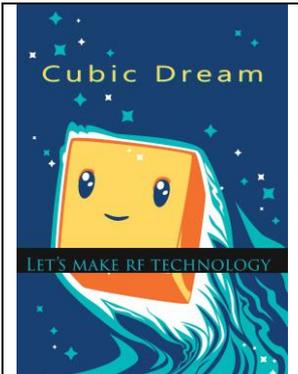
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 <p>MITTAUSKUUTIO HENKILÖKOHTAISEN TERVEYSTIEDON AJANTASAINEN SEURANTA</p> <p>Aikaisemmin ei ollut helppoa tapaa mitata kehon kuureita. Nyt seaminen on kutsua!</p> <p>Mittauskuutio on kehitetty ja toteutettu yhteistyössä Turku AMK:n ja Turku AMK:n kanssa. Mittauskuutio on kehitetty ja toteutettu yhteistyössä Turku AMK:n ja Turku AMK:n kanssa. Mittauskuutio on kehitetty ja toteutettu yhteistyössä Turku AMK:n ja Turku AMK:n kanssa.</p> <p>Projekti tavoitteena on luoda prototyyppi tulevista järjestelmistä, jossa on toteutettuna tiedonsiirto mittalaitteiden välillä, tietokannan rakenne ja käyttäjäystävällinen käyttöliittymä palvelun käyttöön ja mittauksen suorittamiseen.</p> <p>I-FIRMA TURKU AMK</p>	<p>S35 Mittauskuutio Embedded system, Web, Desktop, Healthcare,</p> <p>Henkilökohtaisen terveystiedon ajantasainen seuranta</p> <p><i>Markus Suonpää, Jenna Pesola, Maria Parshina, Juuso Kurkilahti, Jaakko Kouvonen, Nico Kornblum</i> <i>Contact person: markus.v.suonpaa@edu.turkuamk.fi</i> <i>Web:</i></p> <p>Mittauskuutio-palvelun tarkoituksena on tarjota ihmisille ratkaisu oman terveytensä mittaamiseen ja seurantaan yhden järjestelmän kautta. Järjestelmän avulla voidaan kerätä mittaustietoa pituudesta, painosta, verenpaineesta ja kehonkoostumuksesta, jolloin henkilön kokonaisterveydentilasta saadaan kattava kuvaus. Mittaustiedot säilyvät tietokannassa henkilön omien tunnuksien takana, josta niitä voidaan seurata pitkäjänteisesti ja lisäksi henkilön omasta toiveesta luovuttaa terveystietoa viranomaisten käyttöön. Palvelu tukee SOTE-uudistuksen tavoitteita hyödyntäen kansalaisten itse tuottamaa terveystietoa yksilöllisessä hoidossa ja tarjoaa mahdollisuuden ennakoivaan terveydenhuoltoon kaikissa elämän vaiheissa. Projektin tavoitteena on luoda prototyyppi tulevista järjestelmistä, jossa on toteutettuna tiedonsiirto mittalaitteiden välillä, tietokannan rakenne ja käyttäjäystävällinen käyttöliittymä palvelun käyttöön ja mittauksen suorittamiseen.</p>	TUAS
 <p>Mycelium</p> <p>Developed by RUBEDO</p> <p>@RubedoGames rubedogames.com @rubedo.games</p>	<p>S36 Mycelium by Rubedo Mobile, Desktop, Games and entertainment,</p> <p>Alchemy is the gate and the key. What lies behind the door?</p> <p><i>Noora Lindén, Aku Lukka, Tomi Mäntylä, Ville Mäntylä, Martti Niemi</i> <i>Contact person: aku.lukka@gmail.com</i> <i>Web:</i></p> <p>Use alchemy to combine elements and survive mysterious encounters.</p>	UTU
 <p>124,000 WORKING ACCIDENTS IN FINLAND... WHO CARES?</p> <p>WeCare</p> <p>cdio CAPSTONE TURKU AMK BAKER</p>	<p>S37 WeCare Web, Healthcare,</p> <p>Visualizing accidents and making the info available to everyone.</p> <p><i>Jukka Riihimäki, Ilari Leman, Samuli Honkonen, Jarkko Ojanperä, Saida Terä, Duy Le, Jenna Pesola, Saija Kaitio, Joni Virtanen, Nico Kornblum, Asko Salonen</i> <i>Contact person: jarkko.ojanpera@edu.turkuamk.fi</i> <i>Web:</i></p> <p>Our project's purpose is to bring workplace accident data to the eyes of the employees. The data is usually stored far away from the average worker. WeCare ensures, that everybody knows the usual hazards of their working environment. This way the company is able to provide a safe workplace for all its employees.</p>	TUAS
 <p>Affordable. Open-source. DIY</p> <p>360° VR CAM</p> <p>Powered by DELICODE</p> <p>Summary</p> <ul style="list-style-type: none"> • 360° VR Camera • Capable 360° photos • Record 360° video • Resolution 540°x600 pixels <p>Technologies</p> <ul style="list-style-type: none"> • 4 x Raspberry Pi 3 • 12 x XPS Eye camera • Python • PHP • HTML • Apache • OpenCV <p>Peter Eriksson, Benjamin Biström, Torsten Blomqvist, Kai Järvinen, Iqbal Hossain</p>	<p>S38 360VRCAM Embedded system, Other,</p> <p>Budget 360 virtual reality camera</p> <p><i>Peter Eriksson, Benjamin Biström, Torsten Blomqvist, Kai Järvinen, Iqbal Hossain</i> <i>Contact person: peterxer@abo.fi</i> <i>Web:</i></p> <p>Existing VR cameras are too expensive for most consumers. We are combining hardware and software to build our own virtual reality camera that is less expensive than existing solutions. We are using Raspberry Pis and The Playstation Eye camera that costs only 8€ . We hope to find a cheap solution and make it available for anyone.</p>	ÄÄ

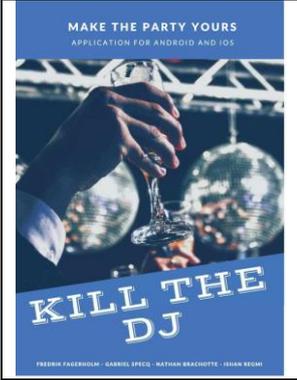
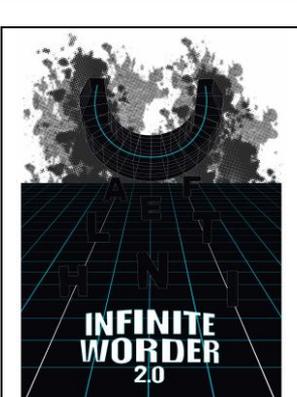
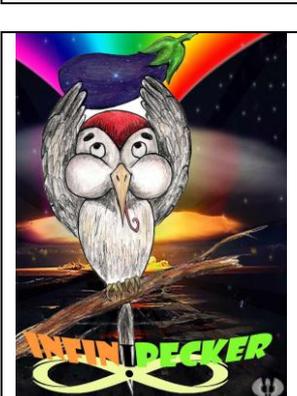
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	S39 People Flow Measurement Embedded system, Web, Desktop, HW, IoT, Business administration, Public services, Sustainable development, Other, Infrastructure services,		UTU
	Maximize your property's revenue by measuring people flow with smart camera network		
	<i>Ville Suominen, Tommi Välimäki, Eero Kankare, Joonas Hoikkala, Aleksi Mäkinen, Hanna Parviainen, Qing Cao, Mika Jakovaara</i>	<i>Contact person: joonas.v.hoikkala@utu.fi</i> <i>Web:</i>	
	Measuring people flow with automatic camera network. Additionally, providing a web-based service to different kind of businesses (restaurants, shopping malls, advertisement companies), where they can see the analyzed people flow data. People flow measurement can be used for city planning, property pricing and advertisement placement or to decided, if it's a busy day in a restaurant or not.		
	S40 What's Going On Turku? Mobile, Games and entertainment,		ÅA
	Mobile application for events finding and city discovery		
	<i>Camilo Macias, Robin Rikberg, Jannatul Ferdous, Sujan Raj Shrestha, Sanjog Shrestha, Muhammad Sulaiman</i>	<i>Contact person: cmaciasv@abo.fi</i> <i>Web:</i>	
This project is basically a mobile application to keep people living in Turku informed about what events are coming and when will they be held. The system will essentially be a mobile application that any citizen with a smartphone will be able to use for managing his/her own personal events. But users would also be able to find new public events happening in the city, therefore, every user will be able to manage his own private schedule together with the public events he plan to attend in one single calendar. The project is not only about the mobile application, because it will contain also a server side application which will store the information related to public events and transfer this informatio to the mobile application, in which the user would be able to see a Calendar, containing his private events but also public events he might be interested in.			
	S41 CRM-system and a webshop for Merikratos Web, Healthcare, Business administration,		TUAS
	Designing CRM-system and a webshop for a company named Merikratos		
	<i>Juhani Koskinen, Torsti Paavilainen, Osku Laurila, Hannu Pohjalainen, Jukka Riihimäki</i>	<i>Contact person: juhani.koskinen1@edu.turkuamk.fi</i> <i>Web:</i>	
Merikratos is a Turku based company offering social and healthcare services mainly for families and children. Merikratos was in need of a new CRM-system and a new webshop, so TUAS health informatics students were hired to plan and design those.			
	S42 GDA Desktop, Games and entertainment,		TUAS
	Galactic Duel Arena		
	<i>Iida Lintuaho, Rauli Haapasaari, Minja Kuusisto, Jarno Heinonen, Jouko Lehtinen</i>	<i>Contact person: iida.lintuaho@edu.turkuamk.fi</i> <i>Web:</i>	
Galactic Duel Arena is a game for two players, where the players pilot space ships and compete against each other in three different game modes, shooting, collecting crystals and racing. In the tournament they'll compete in each of these modes to find out who is the true master of Galactic Duel Arena.			

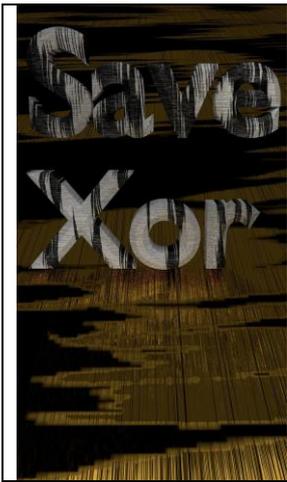
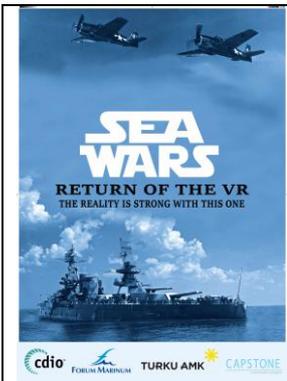
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 <p>KELKKA MADNESS PROJECT COURSE ON GAME DEVELOPMENT JARKKO KAUNELA EELI LAANINEN ANTTI LINDSTEN PETTERI MÄKI ANTTI RIIKONEN</p>	<p>S43 KM Desktop, Games and entertainment,</p> <p>Kelkka Madness, a humorous winter downhill sledding game</p> <p><i>Jarkko Kaunela, Eeli Laaninen, Antti Lindsten, Petteri Mäki, Antti Riikonen</i> <i>Contact person: asriik@utu.fi</i> <i>Web:</i></p> <p>Kelkka Madness is a winter downhill sledding game where the player has to collect powerups and avoid obstacles at high speeds to survive all the way to the bottom of the hill. The game is developed with Unity and runs on desktop platforms.</p>	TUAS
	<p>S44 EVO Web,HW, Healthcare,</p> <p>Medicine Dispenser</p> <p><i>Matias Mäntyniemi, Väinö Lausi, Aleksii Heinonen, Joni Järvinen, Toni Kainulainen</i> <i>Contact person: toni.kainulainen@edu.turkuamk.fi</i> <i>Web: http://www.evondos.com/</i></p> <p>Students test and give feedback for a medicine dispenser and remote medical system provided by Evondos Ltd.</p>	TUAS
 <p>MACHINEBASE</p>	<p>S45 PMB Web,IoT,Cloud,Machinelearning Other,Infrastructure services,Footfall</p> <p>Predictive Dashboard For Walkbase Analytics</p> <p><i>Marcus Norrgård, Viljami Ahtola, Björn Domars, Niklas Simons, Dennis Biström, Markus Liljebäck, Umesh Satya</i> <i>Contact person: manorrga@abo.fi</i> <i>Web:</i></p> <p>Walkbase provides a retail analytics solution for improving the impact of marketing on physical stores and personalising in-store shopping experience. The purpose of the project is to build a system that will help Walkbase to present, not only historical, data but also predict what the future will look like. We will build a predictive dashboard that will, by utilizing machine learning algorithms and historical Walkbase data, predict what future analytics data would look like on sites where Walkbase have hardware installed. This information can be used for solving problems like bottleneck situations in people flow in airports and shopping centres.</p>	ÅA
 <p>FIRE SAFETY TRAINING WITH ODG R-7 AR GLASSES COME TEST IT! AUGMENTED REALITY COOL NEW TECHNOLOGY FUN SAFETY TRAINING</p>	<p>S46 AR Safety Training ,Digital eyewear Games and entertainment,Education,</p> <p>Augmented Reality Safety Training application for ODG R-7 AR Glasses</p> <p><i>Jami Ojala, Samuli Huttunen, Santeri Halkivaha, Juha Erkkilä, Viljami Saloranta</i> <i>Contact person: viljami.saloranta@edu.turkuamk.fi</i> <i>Web:</i></p> <p>Fire extinguisher training application for businesses to help employers to teach new employees how to deal with fire and how to maintain fire extinguishers</p>	TUAS
 <p>Cubic Dream LET'S MAKE RE TECHNOLOGY</p>	<p>S47 Cubic Dream Mobile,Desktop, Games and entertainment,</p> <p>2D Puzzle Game: Cubic Dream</p> <p><i>Marianna Rintamäki, Toni Suominen</i> <i>Contact person: marianna.rintamaki@gmail.com</i> <i>Web:</i></p> <p>Cubic Dream - a 2D puzzle game about a block with limited abilities. His multi-block friends have different strengths and weaknesses, but together they can solve the puzzles.</p>	UTU

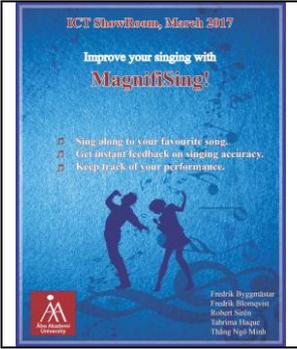
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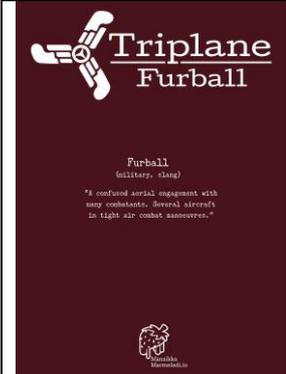
ICT Showroom 2017

	<p>S53 Save Xor! Desktop, Games and entertainment,</p> <p>Build, expand, defend</p> <p><i>Karri Kangas, Tuomo Miettinen, Patrik Ala-Äijälä, Paul Ala-Äijälä</i> <i>Contact person: kvjkan@utu.fi</i> <i>Web:</i></p> <p>Save Xor is a real-time strategy game with tower defense elements. The player starts with a base and has to harvest different kinds of resources to expand and defend their territory in a hostile world where enemies keep on coming! Xor is an ancient site of great importance and the player must Save Xor! Save Xor! is developed by Speed boost.</p>	UTU
	<p>S54 FMVR ,Virtual Reality Games and entertainment,Education,</p> <p>VR Simulation about Wartime ships and submarines in Finland at Forum Marinum</p> <p><i>Cumhur Güner, Matias Mäntyniemi, Milla Mäkelä, Alexander W.E. Enberg, Alekski Vanha-Similä, Erkki Turunen, Martin Chen, Alexandr Osipov</i> <i>Contact person: cumhur.guener@gmail.com</i> <i>Web: https://forummarinumvr.wordpress.com/</i></p> <p>Forum Marinum VR Project The simulation game, that gives the museum visitor an experience of boarding the famous Finnish ships and airplanes from wartime Finland in a realistic environment by utilizing VR glasses like Oculus Rift and HTC Vive with Unreal Engine.</p>	TUAS
	<p>S55 Software Radio Embedded system,HW,IoT, Communication,</p> <p>Software defined radio research project</p> <p><i>Jesse Juuti, Alekski Haukioja, Toni Venho, Roger Rukundo, Otto Söderholm, Teemu Hakala, Pekka Haverinen, Patrick Lundelin, Kimmo Korpelin</i> <i>Contact person: jesse.juuti@edu.turkuamk.fi</i> <i>Web:</i></p> <p>We are researching possibilities of software defined radios. We aim to help combine theory with practice and to introduce radio frequency and antenna technologies with simple equipment. Challenges: How different types of software radios can be used for educational purpose.</p>	TUAS
	<p>S56 Räättäli project Web,Desktop, Healthcare,</p> <p>Räättäli – Tools for tailoring medical records, patient education documents and medicinal information for patients and professionals.</p> <p><i>Vili Kangas, Ville Kirkkomäki, Roope Aapola, Joni Virtanen, Saida Terä</i> <i>Contact person: roope.aapola@edu.turkuamk.fi</i> <i>Web: turkuamk.fi/raatali</i></p> <p>Goal of the Räättäli-project is to create tools to produce customized patient education documents(PEDs) while taking patients backgrounds into account. The software is web based and it is to be used by nursing staff. At first the software asks why the is being PED created and after that some case-specific personal questions are asked. Based on this information the software creates a PED that can be modified further.</p>	TUAS

ICT Showroom 2017

	<table border="1"> <tr> <td colspan="2" data-bbox="400 197 1541 257"> S57 NesteAR Mobile,AR Education,Infrastructure services, </td> </tr> <tr> <td colspan="2" data-bbox="400 257 1541 295"> Neste AR </td> </tr> <tr> <td data-bbox="400 295 906 387"> <i>Haapasaari Rauli, Foleti Osaiasi, Alanne Pekka, Jokiranta Julia, Jortikka Mikko, Väinö Lausi, Virtanen Markus,</i> </td> <td data-bbox="906 295 1541 387"> <i>Contact person: vaino.lausi@edu.turkuamk.fi Web:</i> </td> </tr> <tr> <td colspan="2" data-bbox="400 387 1541 573"> AR-device to give instructions with complicated valve system. </td> </tr> </table>	S57 NesteAR Mobile,AR Education,Infrastructure services,		Neste AR		<i>Haapasaari Rauli, Foleti Osaiasi, Alanne Pekka, Jokiranta Julia, Jortikka Mikko, Väinö Lausi, Virtanen Markus,</i>	<i>Contact person: vaino.lausi@edu.turkuamk.fi Web:</i>	AR-device to give instructions with complicated valve system.		TUAS
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<i>Haapasaari Rauli, Foleti Osaiasi, Alanne Pekka, Jokiranta Julia, Jortikka Mikko, Väinö Lausi, Virtanen Markus,</i>	<i>Contact person: vaino.lausi@edu.turkuamk.fi Web:</i>									
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	<table border="1"> <tr> <td colspan="2" data-bbox="400 600 1541 660"> S58 MagnifiSing Desktop, Games and entertainment,Education, </td> </tr> <tr> <td colspan="2" data-bbox="400 660 1541 698"> Improve your singing </td> </tr> <tr> <td data-bbox="400 698 906 790"> <i>Robert Sirén, Ngô Minh Th?ng, Tahrima Haque, Fredrik Blomqvist, Fredrik Byggmästar</i> </td> <td data-bbox="906 698 1541 790"> <i>Contact person: fbyggmas@abo.fi Web: https://github.com/Vorxil/MagnifiSing/</i> </td> </tr> <tr> <td colspan="2" data-bbox="400 790 1541 949"> Learning how to sing does not have to be difficult and boring. MagnifiSing provides a flexible and easy to use platform for both novice and professional singers. The singer gets to import his or her own favorite MIDI files that the singer wishes to practice. The MIDI file is displayed on the screen. While singing the singer gets feedback on how to adapt the pitch of the voice. Statistics are provided so that the singer can keep track of his or her singing progress. </td> </tr> </table>	S58 MagnifiSing Desktop, Games and entertainment,Education,		Improve your singing		<i>Robert Sirén, Ngô Minh Th?ng, Tahrima Haque, Fredrik Blomqvist, Fredrik Byggmästar</i>	<i>Contact person: fbyggmas@abo.fi Web: https://github.com/Vorxil/MagnifiSing/</i>	Learning how to sing does not have to be difficult and boring. MagnifiSing provides a flexible and easy to use platform for both novice and professional singers. The singer gets to import his or her own favorite MIDI files that the singer wishes to practice. The MIDI file is displayed on the screen. While singing the singer gets feedback on how to adapt the pitch of the voice. Statistics are provided so that the singer can keep track of his or her singing progress.		ÅA
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The ultimate pong experience										
<i>Lassi Niinikorpi, Mikko Havukainen, Markus Virtanen, Syed Oarasul Islam</i>	<i>Contact person: lassi.niinikorpi@edu.turkuamk.fi Web:</i>									
The old pong with new refreshing enchantments.										

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	S61 CLUBE		Mobile, Games and entertainment,	UTU
	Interdimensional Agent Training Program Vol 1			
	<i>Ahtosalo Hanna, Heinonen Toni, Hölttä Leena, Liukkonen Tapani, Pulli Elviira</i>	<i>Contact person: tothei@utu.fi</i> <i>Web:</i>	CLUBE - Interdimensional Agent Training Program Vol 1 is an augmented reality puzzle box game. Take up the enigmatic challenge to see if you have what it takes to become an interdimensional agent!	
	S62 SF		Embedded system,HW, Infrastructure services,	ÅA
	Shadow Flicker			
	<i>Tobias Asplund, Sebastian Bröckl, Anton Lindholm, Benjamin Österholm</i>	<i>Contact person: tobias.asplund@abo.fi</i> <i>Web:</i>	Our product will provide high-quality equipment for measuring and managing data related to shadow flicker caused by wind turbines. We will provide our customers with sensor-modules at key points in terrain that might be affected by shadow flicker. Our system will gather data and store it on our data-management system. We will also provide interfaces for accessing the data in form of a graphical user interface for sensor management and through our restful API.	
	S63 Triplane: Furball		Games and entertainment,	TUAS
	Re-imaging of old classic game Triplane Turmoil			
	<i>Antti Oksman, Iiro Lehtiö</i>	<i>Contact person: antti.oksman@edu.turkuamk.fi</i> <i>Web: mansikkamarmeladi.io</i>	Re-imaging of the old classic DOS game Triplane Turmoil. Made by two local boys in a small indie company born in the heart of Turku University of Applied Sciences. Come test our awesome 4-player battles and feel the thrill of WW1 fighter planes! In a safe 2D pixel retro environment.	

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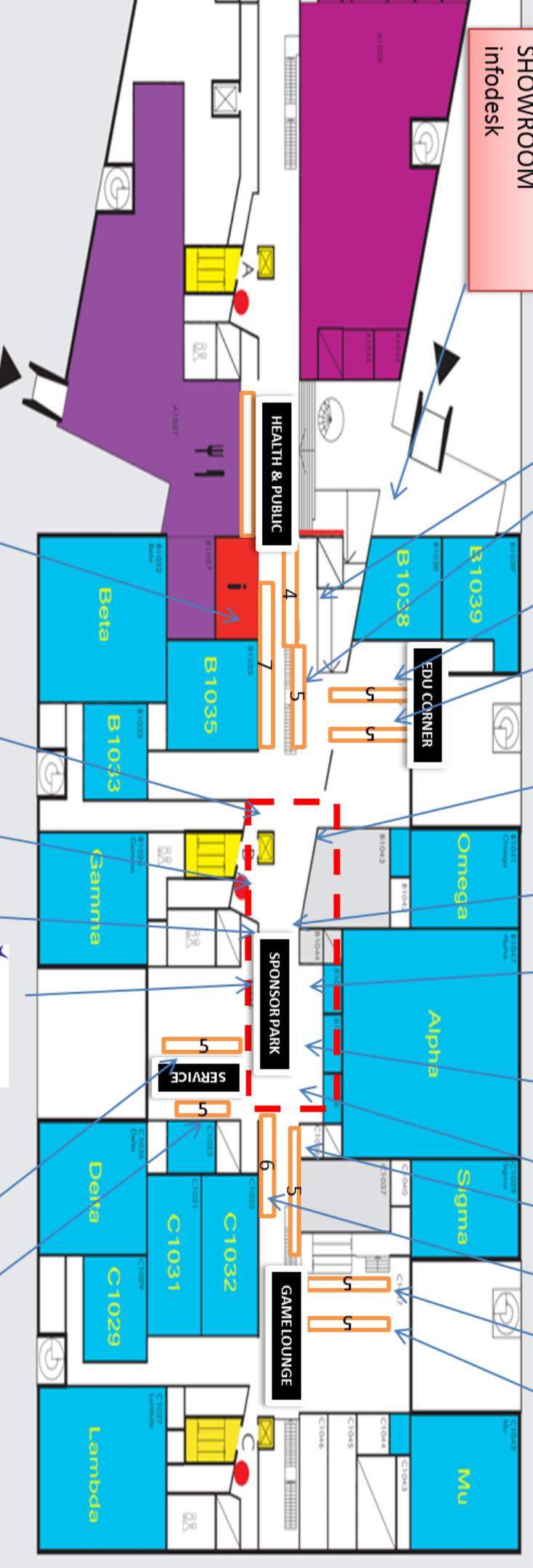
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18-21-23-24-29-49-59



11-14-22-38-39

25-45-62