

ICT SHOWROOM 2019

STUDENT PROJECT EXHIBITION
AND COMPETITION

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SCIENCE
TURKU
PARK

wunder 

 SOFOKUS

VINCIT



TELESTE

 CADMATIC
ARE SOLUTIONS

 VISMA



Cerion
YOUR DATA WAY

FUJITSU

digia

Boost




SHIPYARD 1737

 Protacon

ictshowroom.fi

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TURKU
ICT WEEK


TURKU AMK
TURKU UNIVERSITY OF
APPLIED SCIENCES


Åbo Akademi

 Turun yliopisto
University of Turku

Schedule 7.3.2019

- 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 Beta*

Jury members

- 2M-IT (Sanna Sallinen)
- Anders Innovation (Riku Voipio)
- Cadmatic (Teemu Valtonen)
- Digia (Victor Candolin)
- Protacon (Jouko Hurskainen)
- Sofokus Oy (N.N)
- Teleste (Tommi Ketola)
- Turku Science Park (N.N)
- Vaadin (Kim Leppänen)

Sponsors of the event

2M-IT Oy - Anders Innovation Oy – Cadmatic Oy – Cerion Solutions Oy - Digia Oyj - Fujitsu Finland Oy – Hibox Systems Ab – Meyer Turku – Protacon - Sofokus – Teleste Oyj - Turku Science Park – Vaadin Oy – Vincit Oyj - Visma – Wunder

Organizers and contact information

ICT Showroom

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

Jan Kraufvelin, Åbo Akademi, 050 536 5886, jan.kraufvelin@abo.fi

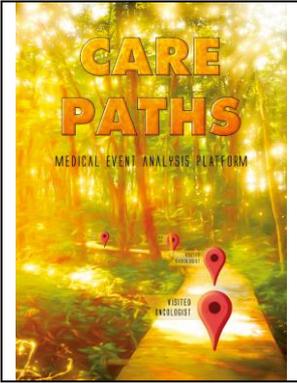
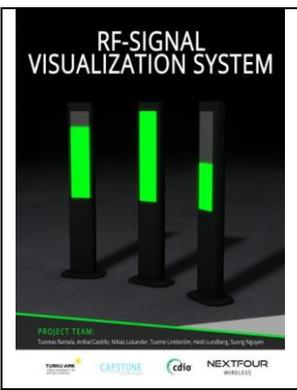
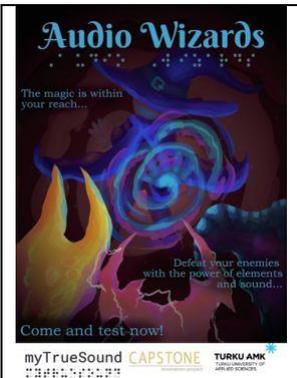
Mikko Niskanen, Turun ammattikorkeakoulu, 050 3550802, mikko.niskanen@turkuamk.fi

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

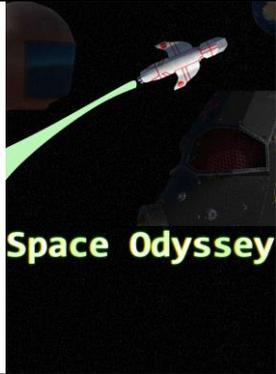
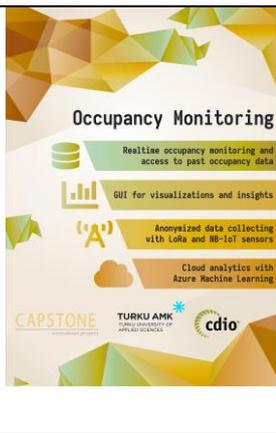
Timo Vasankari, Turun yliopisto, 040 554 6246, timo.vasankari@utu.fi

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

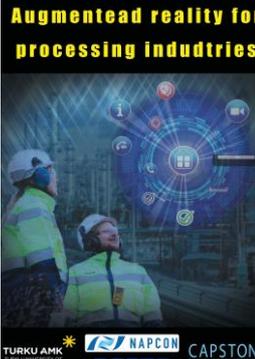
ICT Showroom 2019

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|  | <table border="1"> <tr> <td colspan="2" data-bbox="400 208 1541 271"> S11 Care Paths Web, Healthcare, </td> </tr> <tr> <td colspan="2" data-bbox="400 271 1541 309"> Medical event analysis platform </td> </tr> <tr> <td data-bbox="400 309 906 400"> <i>Miika Haanpää, Iina-Sisko Helander, Uchenna Jigo, Mikael Kylänpää, Ville Piirainen, Swostik Shrestha, Janne Virtanen</i> </td> <td data-bbox="906 309 1541 400"> <i>Contact person: mialky@utu.fi</i> <i>Web:</i> </td> </tr> <tr> <td colspan="2" data-bbox="400 400 1541 591"> <p>Care Paths is a medical event visualization and analysis tool for doctors and other healthcare personnel. The main target of the application is to calculate the paths of care for different diseases. It uses a collection of patient data from Turku University Hospital and VSSHP, providing patient timelines, disease analysis and aggregated disease statistics formed from the data.</p> </td> </tr> </table> | S11 Care Paths Web, Healthcare, | | Medical event analysis platform | | <i>Miika Haanpää, Iina-Sisko Helander, Uchenna Jigo, Mikael Kylänpää, Ville Piirainen, Swostik Shrestha, Janne Virtanen</i> | <i>Contact person: mialky@utu.fi</i> <i>Web:</i> | <p>Care Paths is a medical event visualization and analysis tool for doctors and other healthcare personnel. The main target of the application is to calculate the paths of care for different diseases. It uses a collection of patient data from Turku University Hospital and VSSHP, providing patient timelines, disease analysis and aggregated disease statistics formed from the data.</p> | | UTU |
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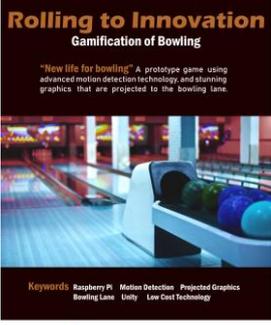
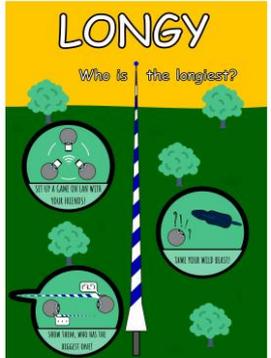
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|  | S15 Space Odyssey Desktop, Games and entertainment, Education | TUAS |
| | <p>CCG inspired quiz-based game in outer-space settings.</p> <p><i>Longina Sudakova, Elizaveta Kozlovskaja, Huy Thanh Nguyen, Nikita Podhornyi</i></p> <p><i>Contact person: longina.sudakova@edu.turkuamk.fi</i> <i>Web:</i></p> <p>The aim of Space Odyssey is to introduce fun and adventurous way to broadening one's mind and challenging one's knowledge through CCG inspired quiz-based gameplay. Player reveals the level's world on a turn base collecting equipment, leveling up attributes and beating enemies to explore the story and develop their character. Themed quizzes encourage players to expand their knowledge in variety of topics. Outer-space environment makes the educational process exciting and undemanding.</p> | |
|  | S16 Creating an automation testing environment Web, Software Testing | TUAS |
| | <p>Creating an automation testing environment</p> <p><i>Antti Leskinen, Mikko Saarimaa, Sujan Pokharel, Purna Baral</i></p> <p><i>Contact person: antti.leskinen@edu.turkuamk.fi</i> <i>Web: https://grayling.mvs.fi/example/#/</i></p> <p>We aim to research about different frameworks for the automation testing as load testing and performance testing is not possible in manual testing. Frameworks like Jenkins, Jest, enzyme, Mocha, php Unit test and codeception has been intensively studied and tried to get them implemented with few of the test cases. With the knowledge and experience we gained, we believe that automation testing could be the next heated topic in coming years.</p> | |
|  | S17 Occupancy Monitoring Embedded system, Web, HW, IoT, Cloud Business administration, Infrastructure services | TUAS |
| | <p>Service for monitoring the occupancy of your premises in an efficient manner utilizing IoT sensors and cloud analytics</p> <p><i>Matti Lindholm, Mira Pohjola, Tommi Tuomola, Riku Virtanen, Valentin Gusarov, Oskar Sundholm</i></p> <p><i>Contact person: tommi.tuomola@edu.turkuamk.fi</i> <i>Web: https://tuasiotsensing.wordpress.com/</i></p> <p>Inefficient use of indoor facilities is a frequent challenge for many organizations and companies. Our system provides data and insights which help in finding the solution. Using IoT sensors we can securely collect anonymous occupancy information. We use different LPWAN technologies for measurement data transmission to our Azure cloud service. Visualization for end-users is built based on analysis of sensor data and provides an overview of current and past premise status. This information can be used as a basis for more efficient utilization of facilities.</p> | |
|  | S18 Bible Story Desktop, VR Games and entertainment, Other | UTU |
| | <p>A biblical story experienced in VR</p> <p><i>Olli Sorsa, Tommi Hilanne, Elmo Kilkki</i></p> <p><i>Contact person: olosso@utu.fi</i> <i>Web:</i></p> <p>Bible Story allows you to take part in a story from the Bible in an immersive VR experience. Choose a character with their own perspective of the story and cross the Sea of Galilee.</p> | |

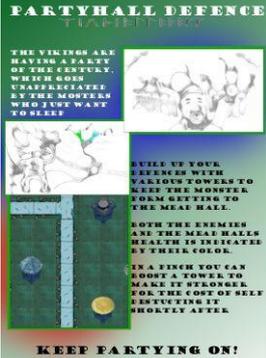
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|  <p>BlackBox</p> <p>cdio CAPSTONE TURKU AMK</p> | <p>S19 Blackbox cam recording system</p> <p>Embedded system, Web, HW, IoT, Cloud Other, Industrial development</p> | <p>TUAS</p> |
| <p>Modular recording system for detecting errors in packaging line</p> | <p><i>Matti Krusviita, Sami Hellsberg, Jimi Toiviainen, Djordje Obradovic, Ikhlas Jenfi, Alekski Virtanen</i></p> <p><i>Contact person: matti.krusviita@edu.turkuamk.fi</i> <i>Web: https://blackboxinnovation.blogspot.com/</i></p> | |
| <p>Black box cam is a video recording system for catching visually the fault situation in the packaging line. The system will save wanted scene and upload it to the cloud server when recording is triggered by user or packaging line PLC. The saved video footage and camera parameters are handled from Black box web interface.</p> | | |
|  <p>Speech Translation for the Future Theatre</p> | <p>S20 STFT</p> <p>Mobile, HW, Games and entertainment</p> | <p>TUAS</p> |
| <p>Speech Translation for the Future Theatre</p> | <p><i>Tomi Vahde, João Ferreira, Henrik Pyysalo, Maksymilian Poblocki-Klak, Zhou Yeming, Vivi Karlsson</i></p> <p><i>Contact person: tomi.vahde@edu.turkuamk.fi</i> <i>Web: https://www.tumblr.com/blog/abo-teater-capstone1819</i></p> | |
| <p>Love for theatre is something we all share, but unfortunately not everyone has the opportunity to enjoy stage plays in foreign languages. That is the reason why Åbo Svenska Teatern and Turku University of Applied Sciences are facing the problem head-on and investing in technologies of the future to solve the problem today. Our upcoming results will provide a better experience for all theatre visitors as well as increasing theatre revenue once deployed. Come visit our booth and learn more about us!</p> | | |
|  <p>Augmented reality for processing industries</p> <p>TURKU AMK CAPSTONE NESTE</p> | <p>S21 AR</p> <p>Mobile, IoT, Other,</p> | <p>TUAS</p> |
| <p>Augmented Reality</p> | <p><i>Mikko Väisänen, Roberta Tiriticco, Antti Laatikainen, Ville Lyytikkä, Kim Duong, Jouni Hjelt, Xin Qi Lim</i></p> <p><i>Contact person: Mikko.vaisanen@edu.turkuamk.fi</i> <i>Web: https://ourprojectcs.wordpress.com/</i></p> | |
| <p>Non-tactile augmented reality for process industry Welcome to augmented reality. Goal for this project was to design a hands-free augmented reality device for field operators in industrial fields. Augmented reality glasses were the best non-tactile device to pair with our software. We will provide an interface for AR glasses with several helpful tools. The glasses help you to keep track on your tasks and will provide you more instructions to complete the tasks when needed. It will come with several safety features such as first aid instructions and one-step emergency calling.</p> | | |
|  <p>SMART CONTROL</p> <p>Designed to be used in smart home control applications</p> <p>one</p> <p>All in one package</p> <p>BE IN CONTROL</p> <p>cdio CAPSTONE one TURKU AMK</p> | <p>S22 UI/UX Design</p> <p>Mobile, Other, Application design</p> | <p>TUAS</p> |
| <p>UI/UX Design for end user</p> | <p><i>Aleksi Saari, Vu Hiep, Ville Tuominen, Jaakko Huuskonen, Harald Lindroos, Lauri Kovanen, Olli Saaristo, Sofia Säilä, Eero Syrjänen, Jussi Kungas</i></p> <p><i>Contact person: ville.tuominen1@edu.turkuamk.fi</i> <i>Web: https://betaraminterfacedesign.blogspot.com/</i></p> | |
| <p>Create an end user UI for smart home application. Related functionality includes e.g. energy and water metering, HVAC, lighting, common space reservation, communication, door phone, door lock and security.</p> | | |

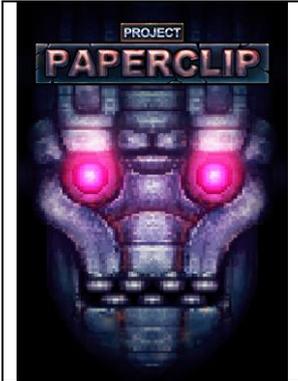
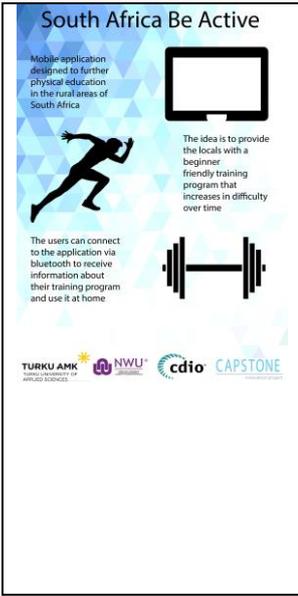
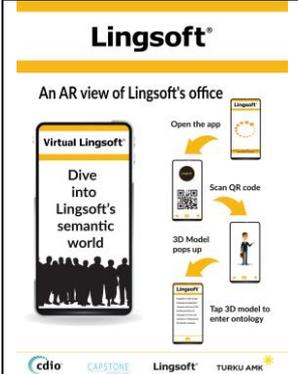
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|  <p>Rolling to Innovation Gamification of Bowling</p> <p>"New life for bowling": A prototype game using advanced motion detection technology and streaming graphics that are projected to the bowling lane.</p> <p>Keywords: Raspberry Pi, Motion Detection, Projected Graphics, Bowling Lane, Unity, Low Cost Technology</p> <p>TURKU AMK UNIVERSITY OF APPLIED SCIENCES</p> <p>CAPSTONE PROTOTYPING</p> <p>cdio</p> | <p>S23 GoB Embedded system, HW, motion detection Games and entertainment</p> <p>Gamification of Bowling: a game for bowling alleys</p> <p><i>Christian Boman, Antti Muunoja, Oskar Blomberg Katriina Jokinen, Santeri Pajunen, Samuel Hovi, Nikita Podhornyi, Tatu Arvonon</i></p> <p>Contact person: christian.boman@edu.turkuamk.fi Web: https://bowlinggamification.blogspot.com</p> <p>A retro style game for bowling alleys that increases the whole bowling experience. Game uses motion detection and a bowling ball to control the game. Graphics are projected to the bowling lane.</p> | TUAS |
|  <p>TURKU AMK UNIVERSITY OF APPLIED SCIENCES</p> <p>SIR BUCKET</p> <p>GAME LAB</p> | <p>S24 Sir Bucket Mobile, Games and entertainment</p> <p>2D Mobile Creative Downhill Racing Game</p> <p><i>Joona Nieminen, Jere Ranta, Julius Kuorikoski, Aku Lappalainen, Juuso Liljeqvist</i></p> <p>Contact person: joona.nieminen@edu.turkuamk.fi Web:</p> <p>"Sir Bucket" is a 2D mobile game made for Android devices. The focus of the game is to help Sir Bucket, the titular character make his way thru the levels by drawing a path for him to ride through. The game features different themes and settings for the levels as well as various gimmicks, challenges, collectables and scores for the levels.</p> | TUAS |
|  <p>SOLUTIONS FOR WEBSITE CATEGORIZING NEEDS</p> <p>WebCat AI</p> <p>WHAT INDUSTRY DOES THE WEBSITE BELONG TO? IS THE WEBSITE GOOD OR NOT? IS THE WEBSITE WORKING OR NOT?</p> <p>BENJAMIN KÄHÄRÄ, RASMUS BOGEL, HILDING LINDÉN, ANEWAK JEBÄ, NICOLAS RAGNELL</p> <p>Abo Akademi</p> | <p>S25 WebCat AI Cloud, AI, Business administration</p> <p>Web Categorizer using AI</p> <p><i>Benjamin Kähärä, Rasmus Bogel, Nicolas Ragnell, Hilding Lindén, Anewak Jeba</i></p> <p>Contact person: rbogel@abo.fi Web: -</p> <p>Back-end system using AI / Machine learning to categorize websites according to the customers needs. This will increase efficiency for the customer to identify which services to sell to the respective website owners.</p> | ÅAU |
|  <p>LONGY</p> <p>Who is the longest?</p> <p>SET UP A GAME FOR LAN WITH YOUR FRIENDS</p> <p>LONG YOUR WEAPONS!</p> <p>FROM TEEN, WHO HAS THE BRUCEY DANCE</p> | <p>S26 Longy Mobile, Games and entertainment</p> <p>Longy - Mobile multiplayer PvP game</p> <p><i>Piotr Ladonski, Krzysztof Sroga</i></p> <p>Contact person: piotr.ladonski@edu.turkuamk.fi Web:</p> <p>Longy is a mobile multiplayer 2D top-down game in which player controls a vehicle. The vehicle constantly drives forward and the only way to control it is by turning. Each vehicle has a melee weapon which can be used to deal damage to other players. After each kill player gains upgrade to its weapon and/or other statistics until the end of the current match. Game is mainly focused around multiplayer PVP matches. In one game can be around 10 players. One player can host the match on LAN and others can easily join it.</p> | TUAS |

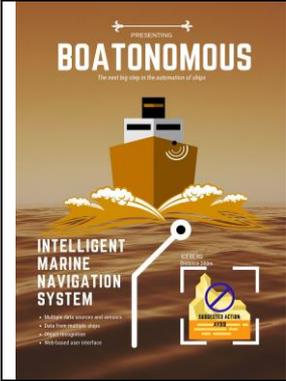
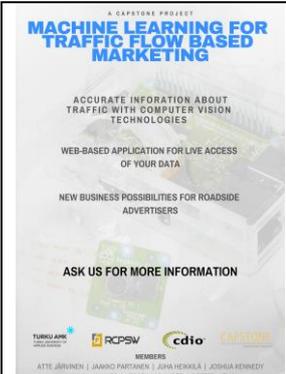
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|  <p>Sky Defenders</p> <p>UNIVERSITY OF TURKU TURKU AMK</p> | <p>S27 Team SDG Mobile, Games and entertainment</p> <p>Sky Defenders</p> <p><i>Katriina Jokinen, Miika Haanpää, Markus Willman, Erika Oikawa</i> <i>Contact person: mpewil@utu.fi</i> <i>Web:</i></p> <p>Sky Defenders is a tower defense game with a twist. The goal of the game is to defend several smaller maps at the same time with the whole battle being controlled over a world map, giving the player a more challenging and interesting experience.</p> <p style="text-align: right;">TUAS</p> |
|  <p>PARTY HALL DEFENCE</p> <p>THE VIKINGS ARE HAVING A PARTY ON THE GREAT HALL WHICH GOES TRAVELING BY THE MONSTERS WHO SURE WANT TO SLEEP.</p> <p>BUILD UP YOUR DEFENSE WITH VARIOUS TOWERS TO KEEP THE MONSTER FROM GETTING TO THE MEAT HALL.</p> <p>BOTH THE ENEMIES AND THE MEAT HALLS HEALTH IS INDICATED BY THEIR COLOR.</p> <p>IN A FENCE YOU CAN BUILT A TOWER TO MAKE IT STRONGER FOR THE COST OF BELL DESTROYING IT BROKE AFTER.</p> <p>KEEP PARTYING ON!</p> | <p>S28 Party Hall Defence Desktop, Games and entertainment</p> <p>Tower Defence Game</p> <p><i>Oskar Blomberg, Antti Muunoja, Samuel Hovi</i> <i>Contact person: oskar.blomberg@edu.turkuamk.fi</i> <i>Web:</i></p> <p>Tower defense game with viking/ Norse mythology theme. Players main goal is prevent monsters to reach vikings longhouse by building defensive towers around the map to resist the enemy attack.</p> <p style="text-align: right;">TUAS</p> |
|  <p>TETHERNAUTS</p> <p>TURKU AMK</p> | <p>S29 Tethernauts Desktop, Games and entertainment</p> <p>2-player co-op space game</p> <p><i>Aissa Nylund, Joonas Muukkonen, Jaani Nordberg, Marko Pakanen</i> <i>Contact person: aissa.nylund@edu.turkuamk.fi</i> <i>Web:</i></p> <p>In Tethernauts you need to co-operate with your fellow player and collect parts of your broken spaceship. Both players are tethered to a shared life support box and will need to dodge asteroids and other hazards. Think fast and co-operate with your player-2!</p> <p style="text-align: right;">TUAS</p> |
|  <p>Paikkappi</p> <p>A smart city mobile application</p> <p>Event map</p> <p>Create Participate Sports or movies To your preference</p> <p>Influence your city</p> <p>City polling Service address - fix that straight! Dialog between the city and the citizen</p> <p>Endless possibilities</p> <p>Social media, all navigation & navigation, real-time parking space & crowd indicators and everything else is a possibility in a smart city</p> <p>TURKU AMK CAPSTONE cdio</p> <p>salo</p> | <p>S30 PMA Web, Mobile, Public services,</p> <p>Paikkappi Mobile Application</p> <p><i>Billy Ward, Joni Häyrynen, Sara Harvonen, Tanja Honkanen, Marianne Alanen</i> <i>Contact person: billy.ward@edu.turkuamk.fi</i> <i>Web: https://thituyethanhnguyen.wixsite.com/mobileapplication</i></p> <p>Paikkappi is to be an application with the purpose of bringing the citizens together and encouraging them to help manage the city. It allows the users to create events on a dynamic map to make them visible to others with ease, check for notable locations, and see the current conditions of areas such as running tracks. Citizens will be able to report issues in the city to which the city-workers will be able to respond publicly, enhancing the transparency in management.</p> <p style="text-align: right;">TUAS</p> |

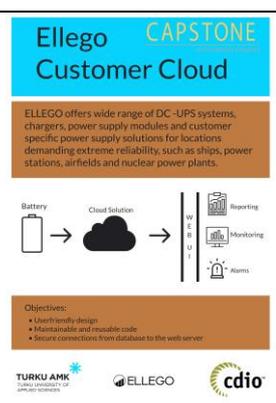
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|  <p>GEOFENCING AND CONTENT MANAGEMENT SYSTEMS</p> <p>THE FUTURE OF SEAFARING</p> <p>PROJECT TEAM</p> <p>NEXTFOUR</p> | <p>S31 Geofencing and content management system Web,Cloud, Other,Technology</p> <p>Geofencing and content management system</p> <p><i>Esko-Matti Vuola, Rasmus Viloma, Mikael Jäppilä, Joonatan Vanhala, Aki Koskela, Juhani Pirilä, Krzysztof Sroga, Lauri Rantasalo</i></p> <p><i>Contact person: eskomatti.vuola@edu.turkuamk.fi Web: https://capstone2018geofencing.blogspot.com/</i></p> <p>Navigation application for boats which provides information for users. Have you ever been frustrated seeking a harbour for your boat only to see that the harbour is full already. You don't have to worry anymore. Our application will solve all your problems. Our application takes advantage of geofences and location data to provide crucial information for day to day sailors. This application is integrated into Nextfour Group's Q-experience platform.</p> <p style="text-align: right;">TUAS</p> |
|  <p>PROJECT PAPERCLIP</p> | <p>S32 PPC Desktop, Games and entertainment</p> <p>Project Paperclip, multiplayer co-op game</p> <p><i>Joel Sjöberg, Philip Lindberg, Carlos Enriquez Lopez, Fredrik Brushane</i></p> <p><i>Contact person: josjober@abo.fi Web:</i></p> <p>A game with spells and action. Play solo or with your friends and defeat an AI opponent by upgrading and casting spells.</p> <p style="text-align: right;">ÅAU</p> |
|  <p>South Africa Be Active</p> <p>Mobile application designed to further physical education in the rural areas of South Africa</p> <p>The idea is to provide the locals with a beginner friendly training program that increases in difficulty over time</p> <p>The users can connect to the application via bluetooth to receive information about their training program and use it at home</p> <p>TURKU AMK, NWU, cdio, CAPSTONE</p> | <p>S33 South Africa Be Active Web,Mobile,Android Healthcare,Public services</p> <p>Physical activity app written for Android to enable South Africans to exercise more.</p> <p><i>Paul Standing, Ville Nikander, Hien Tran, Toni Huovinen, Nico Mahkonen, Hung Nguyen, Joel Juntunen, Samu Niemi</i></p> <p><i>Contact person: paul.standing@edu.turkuamk.fi Web: https://tonihuovinen.wixsite.com/saba</i></p> <p>Our Android app is designed to be used initially by residents of an impoverished area of South Africa to help improve their fitness levels. The people living in these communities could benefit greatly from exercise information not currently available to them, helping them to improve their quality of life and increasing lifespan. The app will be used to both provide information and help aid research by tracking the app's usage. The data collected will help to determine what benefits are being gained, by tracking which parts of the app are used and how often. The hope for the future would be to roll this software out to more communities where it could make a difference. The app will be used on a single tablet computer shared by the community. Buttons next to some of the text will play audio to assist users for whom reading is difficult or impossible. The hope is that apart from providing information on the tablet itself, the exercise programmes and healthy lifestyle tips can be downloaded to the users' own devices, which in a lot of cases may be old handsets with very few if any 'smart' capabilities. We also plan to include functionality to print the information to paper. SABA Capstone project team</p> <p style="text-align: right;">TUAS</p> |
|  <p>Lingsoft®</p> <p>An AR view of Lingsoft's office</p> <p>Virtual Lingsoft</p> <p>Dive into Lingsoft's semantic world</p> <p>Open the app</p> <p>Scan QR code</p> <p>3D Model pops up</p> <p>Tap 3D model to enter ontology</p> <p>cdio, CAPSTONE, Lingsoft, TURKU AMK</p> | <p>S34 Virtual Lingsoft Mobile,Augmented reality,3D modelling Other,Communication,Marketing tool</p> <p>AR mobile application</p> <p><i>Le Hang, Nguyen Huong, Vu Duy, Walteri Nuutinen, Erika Oikawa, Juuso Liljeqvist</i></p> <p><i>Contact person: hang.le1@edu.turkuamk.fi Web: https://capstonelingsoft-blog.azurewebsites.net/</i></p> <p>Virtual Lingsoft is a project that develops a mobile application using augmented reality view and semantic technology. The app will be an on-boarding tool for people new to Lingsoft as well as a great marketing tool for the company.</p> <p style="text-align: right;">TUAS</p> |

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|  | <table border="1"> <tr> <td colspan="2">S39 Rekry</td> <td>Web,AI, Other,</td> <td rowspan="4" style="writing-mode: vertical-rl; text-orientation: mixed;">ÅAU</td> </tr> <tr> <td colspan="3">Hasslefree employment</td> </tr> <tr> <td colspan="2"> <i>Gustaf Österberg, Olli Arokari, Ken Eriksson, Erik Haajanen, Mikko Myllyniemi</i> </td> <td> <i>Contact person: gosterbe@abo.fi</i> <i>Web: rekry.ddns.net</i> </td> </tr> <tr> <td colspan="3"> Rekry is an application that makes the job seeking process more efficient. The goal of the application is to pair job seekers with potential employers. Job seekers and employers will connect if they show mutual interest in each other, enabling them to converse further using our built-in chat feature. The application uses AI technology to filter search results for the employer to present them with the best candidates. We want to create a hassle-free employment process for both the job seeker and the employer. </td> </tr> </table> | S39 Rekry | | Web,AI, Other, | ÅAU | Hasslefree employment | | | <i>Gustaf Österberg, Olli Arokari, Ken Eriksson, Erik Haajanen, Mikko Myllyniemi</i> | | <i>Contact person: gosterbe@abo.fi</i> <i>Web: rekry.ddns.net</i> | Rekry is an application that makes the job seeking process more efficient. The goal of the application is to pair job seekers with potential employers. Job seekers and employers will connect if they show mutual interest in each other, enabling them to converse further using our built-in chat feature. The application uses AI technology to filter search results for the employer to present them with the best candidates. We want to create a hassle-free employment process for both the job seeker and the employer. | | | |
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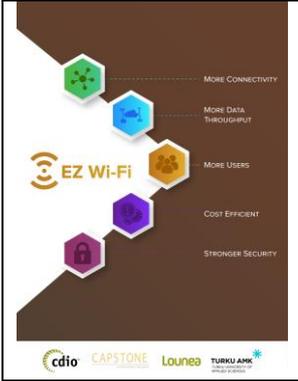
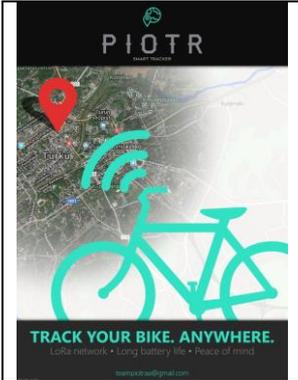
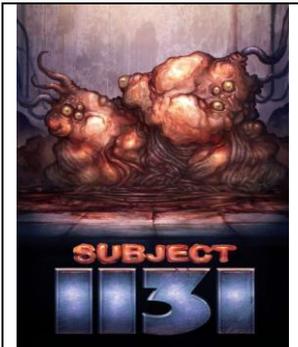
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|  <p>VICTIMS OF GRAVITY</p> <p>"You do not need a parachute to skydive. You only need a parachute to skydive twice."</p> | S43 VOG | | Desktop, Games and entertainment | UTU |
| | Local multiplayer | | | |
| | Anton Rautanen | Contact person: anton.rautanen@kapsi.fi Web: | | |
| | Jump right in to the chaos of skydiving. Your mission is not to become a victim of gravity. That is difficult because you forgot your working parachute at home. No worries though, the kind plane pilot dropped one for you all. If only you could hold on to it at the end. And not to make things too easy, there is a ton of obstacles to avoid while enjoying the views. | | | |

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|  <p>NAVIGAAT.IO JUST GO WITH THE FLOW</p> <p>NAVIGAATIO</p> <p>SUMMARY Our mission is to revolutionize coastal navigation. A project motivated by the needs of other boaters, which brings a new way of life and relaxation to the boating community. It also helps you to learn navigation and experience boating in your own way, thanks to your navigation and information card.</p> <p>PROJECT TEAM Jimmy Westerlund, Viktor Sjölin, Alexander Tokos, Alex Renkonen, Marcus Skrifvars, Ashenafi Wakjira, Henrik Pyysalo, Karl Lahdenranta</p> <p>NEXTFOUR</p> | S44 navigaat.io | | Cloud, AI, Infrastructure services | ÅAU |
| | Route suggestion for naval navigation | | | |
| | Jimmy Westerlund, Marcus Skrifvars, Viktor Sjölin, Alex Renkonen, Alexander Tokos, Ashenafi Wakjira | Contact person: jimmy.westerlund@abo.fi Web: | | |
| | The goal of the project is to improve the boating experience, efficiency and safety by suggesting frequently used routes. | | | |

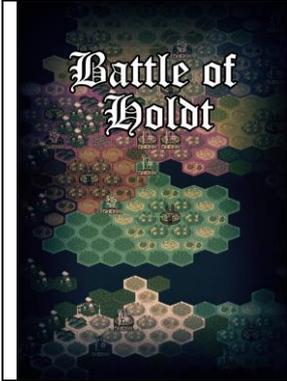
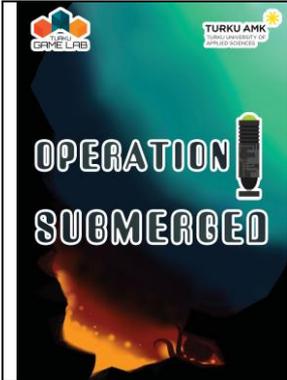
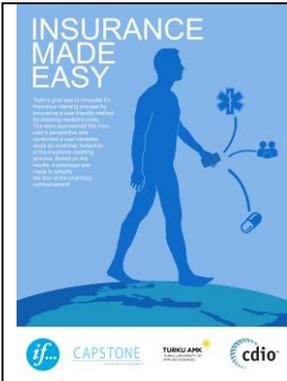
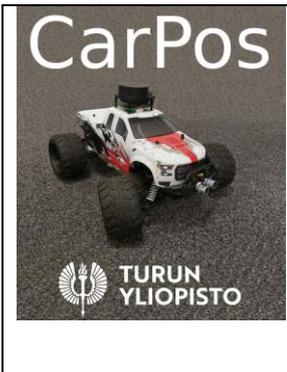
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| | S45 RON | | Mobile, Games and entertainment | TUAS |
| | Mobile game | | | |
| | Karl Lahdenranta, Axel Lindberg, Niko Laivuori, Henrik Pyysalo, Maksymilian Poblocki-Klak | Contact person: karl.lahdenranta@edu.turkuamk.fi Web: | | |
| | The game is a roguelike turn-based dungeon crawler that has the player traverse levels which contain numerous enemies and traps. You play as a necromancer that is searching for a way to attain eternal life. On his journey the necromancer learns of a dungeon where travelers have witnessed traces of necromancy. With little hesitation the necromancer chooses to explore the dungeon. The necromancer himself is frail and weak so he must rely on his minions in battle. You only have one life, therefore pick your fights wisely. | | | |

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|  <p>SONARY Mobile application for safer diving</p> <p>SONARY</p> <p>UWIS</p> <p>Blue Mantis Systems</p> | S46 Sonary | | Mobile, Other, Diving assistant | ÅAU |
| | React application for underwater ultrasound navigation system | | | |
| | Osku Laurila, Elio Nushi, Qaium Shah, Juhani Koskinen, Luca Zelioli | Contact person: osku.laurila@abo.fi Web: | | |
| | Sonary is an application for mobile devices that is connected to UWIS underwater navigation system to provide inexpensive alternative for costly tablet case and software. Application can be used with any mobile phone case that has as deep as 40m diving depth. These cases are cheap and good alternative for recreational divers to get location data and messaging abilities between other divers with your own mobile phone. | | | |

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|  | <p>S47 EZ Wifi Web,HW, Infrastructure services,Communication</p> <p>Creating seamless internet experience with wifi and hotspot 2.0. Providing better and more stable service for crowded areas with the help of established technologies.</p> <p><i>Nuttunen Jani, Ahlgren Frans, Karjalainen Joni, Mäntylä Kalle, Meriluoto Kristian, Raut Kritesh, Vuori Taneli, Wallin Markus</i></p> <p><i>Contact person: jani.nuttunen@edu.turkuamk.fi</i> <i>Web:</i></p> <p>Project's goal is to provide people seamless connectivity to the internet over a large geographical area using wifi technology.</p> | TUAS |
|  | <p>S48 PloTr Embedded system,Web,HW,IoT,Cloud Other,Asset Tracking</p> <p>Project: Internet of Things Tracker - Low Power Bike Tracker</p> <p><i>Rida Kamal, Kevin Karlsson, Antti Kuismanen, Marco Lindgren, Wiljam Tschernij</i></p> <p><i>Contact person: teampiotraa@gmail.com</i> <i>Web:</i></p> <p>Has your bike been stolen? If not, then you still have a chance to attach our bike tracker to it! With our IoT-connected solution you will get notified if your bikes moves without you and you can follow it on a map. The LoRa network technology saves power by allowing for positioning without GPS, making the batteries last for up to a year. What would you track?</p> | ÅAU |
|  | <p>S49 ezai Platform as a service Other,Community-based marketplace</p> <p>A community-based marketplace for machine learning models</p> <p><i>Henrik Ulfves, Henrik Söderberg, Sebastian Penttinen, Ben Eriksson, Matias Kytömäki, Linus Jensén</i></p> <p><i>Contact person: hulfves@abo.fi</i> <i>Web:</i></p> <p>We provide a platform that helps machine learning model developers distribute their work easily and to connect with customers and other developers in the field of AI. We want to create a strong community-based marketplace that benefits both the developers and potential customers.</p> | ÅAU |
|  | <p>S50 We Listen Web,AI, Healthcare,Business administration,Public services,Communication</p> <p>A Service for Filling in Forms by Voice Recognition</p> <p><i>Lars Engblom, Sebastian Tallberg, Petri Linja-aho, Bikash Shrestha, Kim Hupponen</i></p> <p><i>Contact person: lengblom@abo.fi</i> <i>Web:</i></p> <p>We Listen is a service allowing your users to fill in forms with just voice using a simple and intuitive user interface. Our service fits well for any business wanting to reach not just the customers who are able to type on a keyboard but everyone. It also fits well in health care situations where touching a difficult to clean keyboard might be a hazard and at factories where keyboards might be difficult to use.</p> | ÅAU |
|  | <p>S51 Subject 1131 Desktop, Games and entertainment</p> <p>2D Roguelike Shooter</p> <p><i>Philip Lindberg</i></p> <p><i>Contact person: philip.lindberg@abo.fi</i> <i>Web:</i></p> <p>Subject 1131 is a 2D roguelike shooter that takes place on an abandoned research facility on a planet far away. The player must traverse the dark monster filled corridors of the facility while finding various upgrades and treasures along the way.</p> | ÅAU |

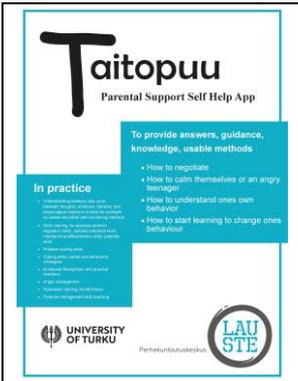
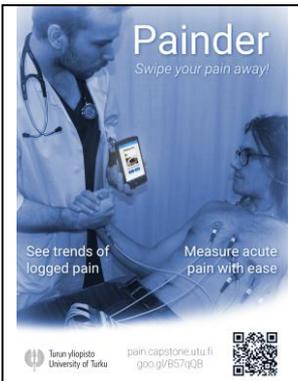
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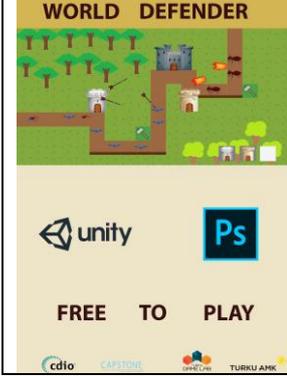
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|  <p>Nicotine-diary</p> <ul style="list-style-type: none"> Tobacco and nicotine addiction is a serious disease. Nicotine causes physical dependence Treatment is demanding Application for nicotine monitoring <p>cdio TURKU AMK HOSPITAL DISTRICT OF SOUTHWEST FINLAND TYKS</p> | <p>S56 Irti nikotiinista! Mobile, Healthcare,</p> <p>An mobile application, developed for VSSHP/TYKS to help users reduce the amount of nicotine consumption.</p> <p><i>Tanja Imberg, Toni Leivo, Arttu Girs, Tuomas Ranta, Olli Saaristo</i> <i>Contact person: toni.leivo@edu.turkuamk.fi</i> <i>Web:</i></p> <p style="text-align: right;">TUAS</p> |
|  <p>AI TRIM INTELLIGENT ENGINE TRIM</p> <p>MAKE YOUR BOAT RIDE EVEN BETTER</p> <p>PROJECT TEAM Wille Kreutzman, Niklas Exell, Christoffer Sjöblom, Isak Jansson, Anton Karlsson</p> <p>NEXTFOUR</p> | <p>S57 AI TRIM Cloud, AI,</p> <p>Give the user(boat operator) a suggestion via pop-up or discreet notification on the screen for adjusting the engine trim level to achieve optimal trim and ultimately minimize the fuel consumption.</p> <p><i>Wille Kreutzman, Niklas Exell, Christoffer Sjöblom, Isak Jansson, Anton Karlsson</i> <i>Contact person: wille.kreutzman@abo.fi</i> <i>Web:</i></p> <p>A smart feature for chart plotters that gives a suggestion via pop-up or discreet notification on the screen for adjusting the engine trim level to achieve optimal trim and ultimately minimize the fuel consumption.</p> <p style="text-align: right;">ÅAU</p> |
|  <p>UNIVERSITY OF TURKU</p> <p>Plain Numbers - Clarified - Visualized - Made easy</p> <p>Big DATA from Finland</p> | <p>S58 BDV Web, Public services,</p> <p>Big Data Visualization</p> <p><i>Nischal Guragain, Jaspreet Pannu, Topi Salonen, Matias Virta</i> <i>Contact person: makvir@utu.fi</i> <i>Web: http://capstone.topisalonen.fi/</i></p> <p>The purpose of the project is to visualize and combine two kinds of data. In this project we have used data sets that show the migration between Finnish regions and paired it with GDP (gross domestic product) data of the same regions. The idea is to find correlations between the two data sets and visualize it on a map built on a web app. The web app allows the viewer to choose different criteria based on the migration data which are year, age, sex and level of education.</p> <p style="text-align: right;">UTU</p> |
|  <p>TURKU AMK HOSPITAL DISTRICT OF SOUTHWEST FINLAND</p> <p>Unification of Turku University Hospital patient registration processes across all wards for 2021, a Case Study</p> | <p>S59 Enrollment process TYKS Healthcare,</p> <p>Improving the enrollment process of Turku University Hospital</p> <p><i>Nico Mahkonen, Iiro Koskialho, Lari Takanen, Jaakko Huuskonen, Tomi Vahde, Kalle Rustholkarhu, Niko Laaksonen</i> <i>Contact person: nico.mahkonen@edu.turkuamk.fi</i> <i>Web:</i></p> <p>Enrollment process TYKS is a project where the main goal, is to improve the enrollment process of Turku University Hospital. We are trying to make the enrollments happen faster and make it more pleasing for the customer. The project was ordered by the Turku University Hospital developing services.</p> <p style="text-align: right;">TUAS</p> |

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| Swords, Spells and Minigames | | | | | | | | | | | | | | |
| Aku Lukka, Tomi Mäntylä, Ville Mäntylä | | Contact person: vianman@utu.fi Web: | | | | | | | | | | | | |
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| S61 Solutos | | Healthcare, | | | | | | | | | | | | |
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| Timo Martikainen, Tatu Heinonen, Tuomo Romu, Teemu Tenkanen, Kristian Tuohimaa | | Contact person: timo.martikainen@utu.fi Web: | | | | | | | | | | | | |
| Through our self-help app 24/7 immediate help is easily available for parenting issues, relationship problems, problems in a child's or parents or persons own behaviour or emotional regulation. Our web and mobile app has been developed for the use of customers and personnel of the Lauste Family Rehabilitation Center. | | | | | | | | | | | | | | |
|  | <table border="1"> <tr> <td colspan="2">S63 Painer</td> <td>Web, Healthcare,</td> </tr> <tr> <td colspan="3">Pain assessment web application</td> </tr> <tr> <td colspan="2">Konsta Sinisalo, Joonas Mäkinen, Niki Niittymäki, Aapo Torkkeli, Valtteri Luukka, Narayan Pokhrel, Johanna Pohjonen, Eetu Ikola, Oscar Kujala</td> <td>Contact person: vmluuk@utu.fi Web:</td> </tr> <tr> <td colspan="3">Painer is a web application designed for patients to log their pain level. Doctors can view their patients' pain trends and assess treatment effectiveness. The application is optimized for mobile devices but can also be used on the desktop. It features multiple pain indexes and a separate view for the doctors for displaying the data. The app reduces healthcare professionals' work load by allowing patients to log pain measurements by themselves.</td> </tr> </table> | S63 Painer | | Web, Healthcare, | Pain assessment web application | | | Konsta Sinisalo, Joonas Mäkinen, Niki Niittymäki, Aapo Torkkeli, Valtteri Luukka, Narayan Pokhrel, Johanna Pohjonen, Eetu Ikola, Oscar Kujala | | Contact person: vmluuk@utu.fi Web: | Painer is a web application designed for patients to log their pain level. Doctors can view their patients' pain trends and assess treatment effectiveness. The application is optimized for mobile devices but can also be used on the desktop. It features multiple pain indexes and a separate view for the doctors for displaying the data. The app reduces healthcare professionals' work load by allowing patients to log pain measurements by themselves. | | | UTU |
| S63 Painer | | Web, Healthcare, | | | | | | | | | | | | |
| Pain assessment web application | | | | | | | | | | | | | | |
| Konsta Sinisalo, Joonas Mäkinen, Niki Niittymäki, Aapo Torkkeli, Valtteri Luukka, Narayan Pokhrel, Johanna Pohjonen, Eetu Ikola, Oscar Kujala | | Contact person: vmluuk@utu.fi Web: | | | | | | | | | | | | |
| Painer is a web application designed for patients to log their pain level. Doctors can view their patients' pain trends and assess treatment effectiveness. The application is optimized for mobile devices but can also be used on the desktop. It features multiple pain indexes and a separate view for the doctors for displaying the data. The app reduces healthcare professionals' work load by allowing patients to log pain measurements by themselves. | | | | | | | | | | | | | | |

ICT Showroom 2019

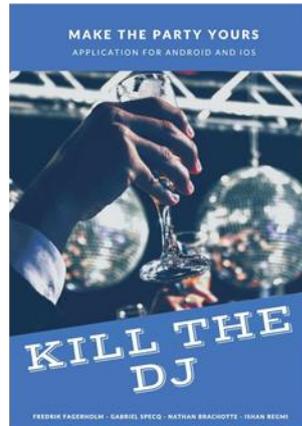
| | | |
|--|---|------|
|  <p>The VR Learning Experience</p> <ul style="list-style-type: none"> Interactive tutorial Simulates working condition Seamless interface Platform for learning <p>Collaboration with local industry to provide the best VR learning solutions with good visuals, easy-to-use interface and a VR environment as a platform for learning.</p> <p>TURKU AMK UNIVERSITY OF APPLIED SCIENCES</p> <p>TURKU GAME LAB</p> <p>CAPSTONE</p> | <p>S64 Ship engine maintenance ,Virtual reality Games and entertainment,Education</p> <p>A virtual reality application to train employees for ship engine maintenance</p> <p><i>Bikram Oangeni, Denis Osipov, Sanna Kulesova, Chung Pham, Juho Kivistö, Toni Virtanen</i> <i>Contact person: werner.ravyse@turkuamk.fi</i> <i>Web:</i></p> <p>This is an immersive virtual reality application to prepare trainees for ship engine maintenance. The application offers ship engine builders a solution for a more efficient training environment by training multiple trainees simultaneously rather than having them queue for an opportunity to experience a real environment. The project also incorporates gamification and serious game best practices through sound feedback principles and intrinsic reward mechanics to motivate employees toward repeated training sessions.</p> | TUAS |
|  <p>VR Muuntamo</p> <p>Muuntamon tarkastus- ja kytkentäsimulaatio virtuaalitodellisuudessa</p> <p>HeadPower</p> <p>TURKU AMK UNIVERSITY OF APPLIED SCIENCES</p> | <p>S65 Electricity transformer inspection ,Virtual reality Games and entertainment,Education</p> <p>A virtual reality application to train employees for high voltage transformer inspection</p> <p><i>Mikko Turunen, Lari Muuriaisniemi</i> <i>Contact person: werner.ravyse@turkuamk.fi</i> <i>Web:</i></p> <p>This is an immersive virtual reality application to prepare trainees for urban electrical transformer inspection. The application offers power companies a solution for a risk-free training environment whereby trainees are not initially exposed to the dangers of high voltage inspection sites. The project also incorporates gamification and serious game best practices through sound feedback principles and intrinsic reward mechanics to motivate employees toward repeated training sessions. User analytics are also recorded and can be communicated to employers for evaluating trainee performance.</p> | TUAS |
|  <p>WORLD DEFENDER</p> <p>unity</p> <p>Ps</p> <p>FREE TO PLAY</p> <p>cdio CAPSTONE</p> <p>TURKU AMK</p> | <p>S66 Defender World ,Game Games and entertainment</p> <p>Tower Defender</p> <p><i>Nguyen Huong, Phung Hiep, Chau VinhPhu</i> <i>Contact person: huong.nguyen@edu.turkuamk.fi</i> <i>Web:</i></p> <p>Our game project is about Tower Defender. There is a small village, with town hall, archer tower and some castle. There are some kinds of monster coming to attack the village. And player has to build and upgrade the archer tower to kill monsters, protect the village and collect the coins. - Goal: Prevent monsters from castle.</p> | TUAS |
|  <p>COMMAND AND PROFIT</p> | <p>S67 C&P ,Games and entertainment</p> <p>Real-time strategy game</p> <p><i>Joel Jaakola</i> <i>Contact person: joel.jaakola@edu.turkuamk.fi</i> <i>Web:</i></p> <p>A real-time strategy game where you need to set up a base and start collecting resources. You can sell the raw resources for credits or refine them further into products which you can sell for more credits. Earn your credit goal before the time runs out.</p> | TUAS |



2019



2018



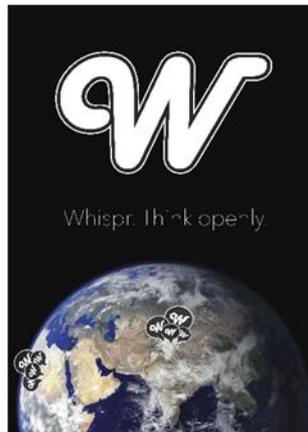
2017



2016



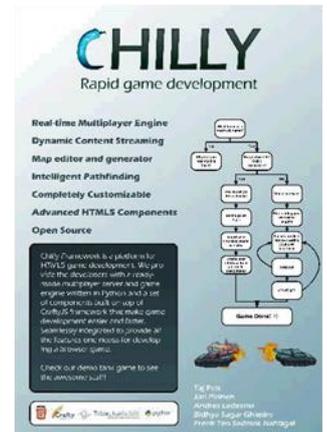
2015



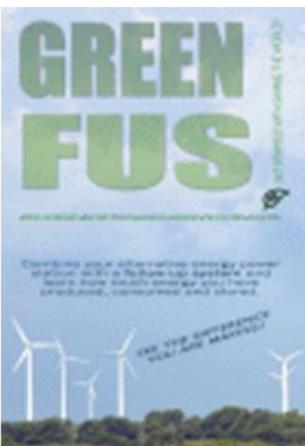
2014



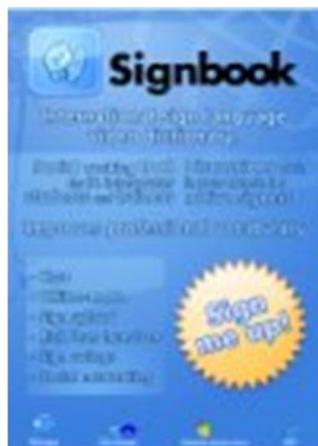
2013



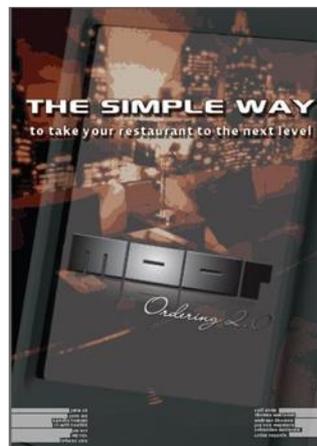
2012



2011



2010



2009



2008

ICT Showroom 2019



Winners 2018



Price ceremony 2017

ICT Showroom 2019

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

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

SHOWROOM
infodesk

28-29-32

60-64-65-66-67-53

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51-52

26-27

43-24

12-14-15-18-20

57-30-21--25

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19-58-22-31-35-37-39

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50-11-33-54-56

59-61-62-63

