How GlüxKind Created Ella, the AI-Powered Smart Stroller

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Imagine a stroller that can drive itself, help users up hills, brake on slopes and provide alerts of potential hazards. That's what GlüxKind has done with Ella, an award-winning smart stroller that uses the NVIDIA Jetson edge AI and robotics platform to power its AI features.

Kevin Huang and Anne Hunger are the co-founders of GlüxKind, a Vancouver-based startup that aims to make parenting easier with AI. They're also married and have a child together who inspired them to create Ella.

In this episode of the NVIDIA AI Podcast , host Noah Kravitz talks to Huang and Hunger about their journey from being consumers looking for a better stroller to becoming entrepreneurs who built one.

They discuss how NVIDIA Jetson enables Ella's self-driving capabilities, object detection, voice control and other features that make it stand out from other strollers.

The pair also share their vision for the future of smart baby gear and how they hope to improve the lives of parents and caregivers around the world.

Additional resources:

Learn more about GlüxKind and Ella .

Watch a demo of Ella in action .

Dive deeper into how NVIDIA Jetson powers AI at the edge .

Read about how GlüxKind won a CES 2023 Innovation Award for its smart stroller .

You Might Also Like

Sequoia Capital's Pat Grady and Sonya Huang on Generative AI Pat Grady and Sonya Huang, partners at Sequoia Capital, to discuss their recent essay, "Generative AI: A Creative New World." The authors delve into the potential of generative AI to enable new forms of creativity and expression, as well as the challenges and ethical considerations of this technology. They also offer insights into the future of generative AI.

Real or Not Real? Attorney Steven Frank Uses Deep Learning to Authenticate Art Steven Frank is a partner at the law firm Morgan Lewis, specializing in intellectual property and commercial technology law. He's also half of the husband-wife team that used convolutional neural networks to authenticate artistic masterpieces, including da Vinci's Salvador Mundi , with AI's help.

GANTheftAuto: Harrison Kinsley on AI-Generated Gaming Environments Humans playing games against machines is nothing new, but now computers can develop games for people to play. Programming enthusiast and social media influencer Harrison Kinsley created GANTheftAuto, an AI-based neural network that generates a playable chunk of the classic video game Grand Theft Auto V .

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