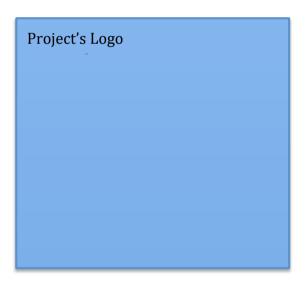


Interacção Pessoa-Máquina 2016/2017

SmartDomotic

Stage 1: Project Proposal



Realizado por: Lab class Nº 4

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September 30, 2016

1 Project Description

This project aims to resolve a real world problem. Nowadays, with all the smart gadgets and easy access to the Internet, the world is pretty much connected to everything and everywhere. Our houses are still an exception to this. For example, we don't have a way to know whether we let the oven on or the door open.

Therefore, the goal of this prototype is to solve this problem by creating a web application to function as an interface for a home automation system that is capable of controlling all the smart devices in our homes.

A home automation system may have many different devices connected to it, with every room having its own set of devices. For example, bathroom and kitchen would have their own sets of devices.

2 Target Users

The target users include anyone willing to automate their house, with a general focus on the population between 20 and 60 years old. People older than 60 are usually unfamiliar with modern technologies and therefore would struggle to embrace such innovation. On the other hand, people less than 20 years old usually do not have the possibility of buying a system like this, because it can be pricy.

3 Project Goal

To solve the problem we will implement a web application which will allow the users to easily control a set of electronic devices.

For every device it will be possible to define its working hours and other more specific configurations, such as temperature control of air conditioners or even change the lock/unlock state of electric lockers.

4 Competitors

There are many options to control the power consumption but not to control the devices themselves.

http://www.luzesom.pt/pt/instalacao-de-equipamentos/domotica/

This system is the only one in Portugal that allows the regulation of lights or heat sensors.

It also requires communication with the company to fetch the budget.

Our goal is to allow the users to define the house plan and the devices that will be controlled, by dragging each device to the desired position in one of the house's divisions.