

# Expanding Perception for Public Safety Officers

Screen Door Labs is creating a Heads-Up-Display system to expand the perception of public safety officers. Officers see real time geotagging of each team member, waypoints to the targets, and aerial video feed from drones with their virtual tool belts. Using the modular nature of the toolbelt, visualizations presets are created for different scenarios. In the virtual reality simulation, officers gain familiarity with the tool belt. After the training, officers wear an off-the-shelf augmented reality glasses and use the exact same holographic tool belt HUD in the field. Our Heads-Up-Display system helps officers perform their missions more safely, effectively, and efficiently.

Most critically, our HUD dramatically reduces the latency of delivering intel from eyes-in-the-sky and team locations to the officer in the field. Instead of using screen sharing from a tablet computer and calling out what a drone pilot sees over the radio, all the first responders can view the feed while keeping their hands free.

First responders will gain a heads-up-display that enables them to view maps, video, and waypoints while keeping their hands free. Information will be synced between teammates, reducing latency when compared to voice radio.

## Screen Door Labs

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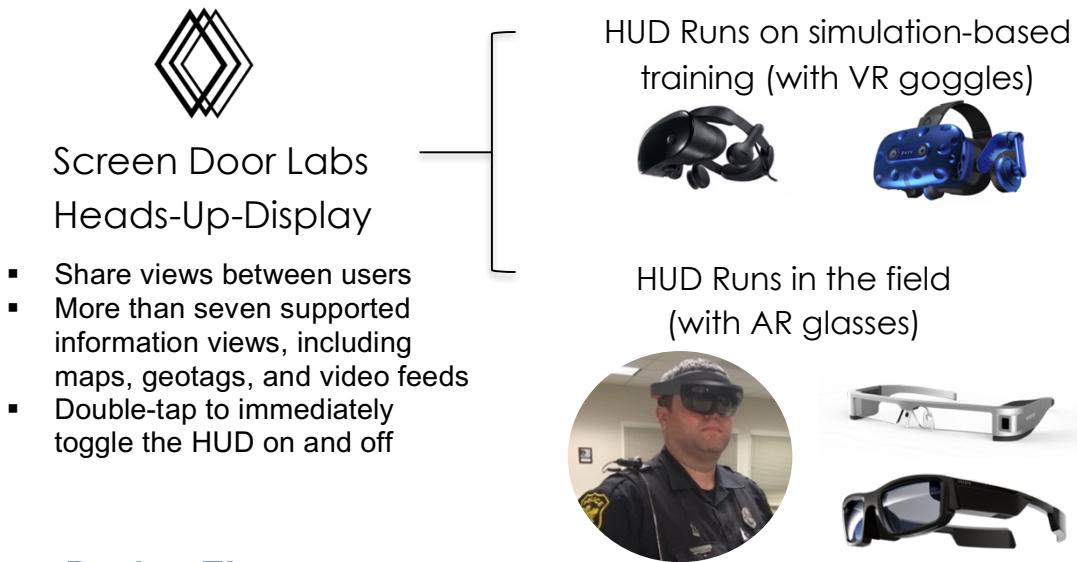


Please see here for our 42 second video overview: <https://youtu.be/WLKhZQyQ1OE>

# PROJECT DESCRIPTION

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**One HUD UI runs on both Virtual Reality and Augmented Reality systems:**



## Unique Design Elements

**Our Heads-Up-Display allows for remote control of the visual elements.** Our display is divided into “slots” that can each be programmed to show different kinds of visualizations.

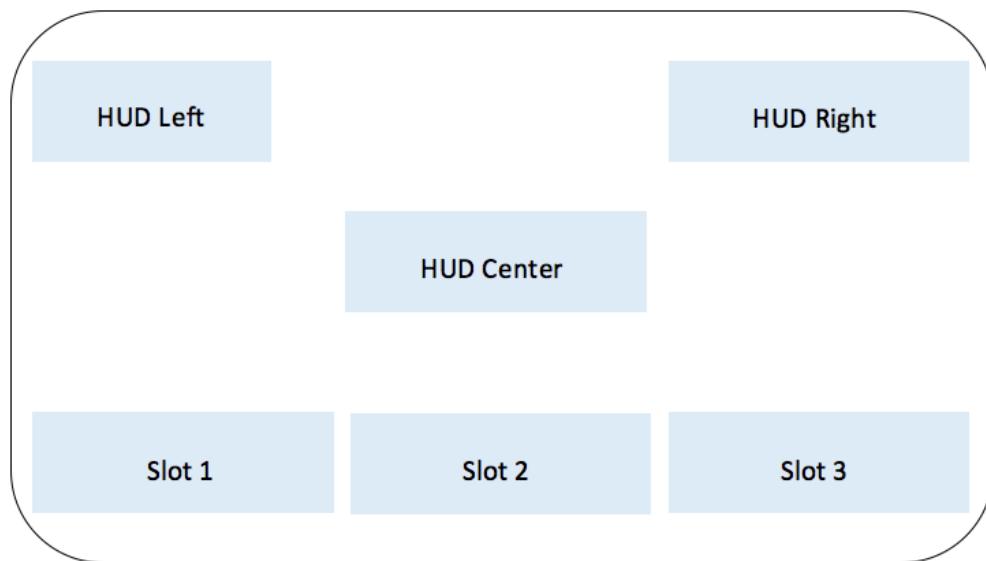


Figure 1: Independently configurable visual “Slots” available on our Heads-Up-Display prototype. The bottom row acts as a “tool-belt”.

The commander on scene, or an operator located remotely, can use a companion app (available for both Android and PC) to remotely configure their team's HUDs on demand. For example, if a new helicopter comes on the scene and locates the suspect behind a wall, the commanding officer can select that helicopter's video feed and set it to display on slot 3 of everyone's HUD. Additionally, the commander can set a waypoint to where the suspect is hiding, and all the HUDs will show an outline of where that location is, properly rendered based on the user's location. (See figure 2)

#### HUD Visualizations for any slot:

- **Maps (Terrain, Topographical, etc.)**
- **3D Scan of the scene from an Unmanned Aerial System**
- **Streaming Video from a UAS**
- **Streaming Video from another officer's AR glasses**
- **Pictures, such as a mugshot of a suspect**
- **Text message alerts**
- **Sensor Readings, such as location accuracy**

Three slots are mounted to a virtual tool belt, while two additional slots are mounted to a fixed point on the glasses. The tool belt stays low and rotates with the user, so that its contents are easy to see when looked at, but otherwise unobtrusive. The modular slot system can be adjusted when the user's environment changes. Several different display presets (that adjust to the optimal sizes of each data type) can be quickly cycled between with a tap. Information displays are all synchronized by the server, giving the commander the ability to see precisely what each member see and thereby make sure each of them sees what they need to and when they need.

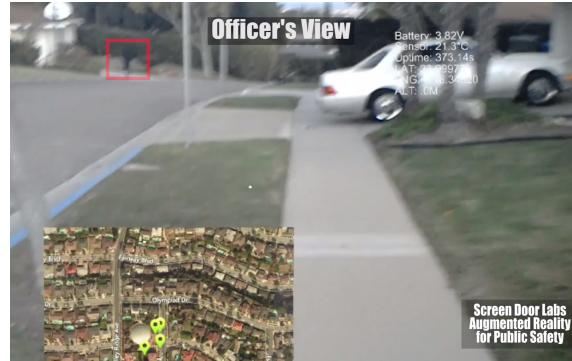


Figure 2: Example View: Slot 1 shows a map while HUD Right shows power levels and sensor readings. A waypoint is seen surrounding the suspect's location



Figure 3: Example View: HUD Center displaying a 3D map of the environment

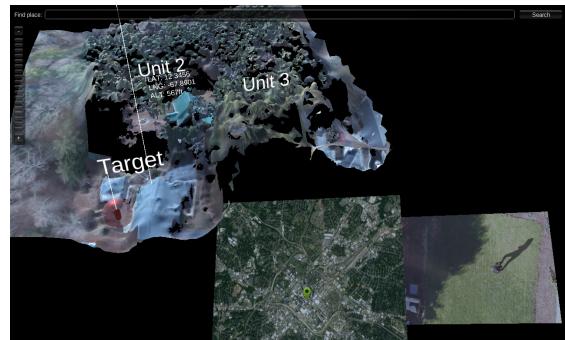


Figure 4: Example View: Slot 2 shows a satellite map, Slot 3 Shows a video feed from a UAS, and HUD Center displays a 3D map of the environment

# Challenges from Law Enforcement

Screen Door Labs' HUD is designed in response to the following challenges law enforcement face:

## Video Display and Sharing Challenges

Many first responders are using UAS' to reduce the cost of having eyes in the sky. Current hardware shortcomings include the difficult of capturing video from an Unmanned Aerial System and streaming it to other devices. Because only the pilots and a small group of people can see the feed, officers almost have no choice other than having the watch commander report what he/she sees in the video. It restricts the amount of information UAS feeds can provide. Some methods of video capture also commonly induce unacceptably high levels of latency. We will use an HDMI to RTSP converter to standardize the signal into a data network, then stream it from a server to our HUD app. By using a separate streaming device, we reduce the processing load and latency of the host.

Some SWAT teams utilize the Eye Ball system (a throwable, ruggedized, remote video camera) and consume its video via a tablet. This can potentially be unsafe:

When using a tablet, a user must have at least one hand occupied and be looking down at the device. HUDs do not have this issue, as they are hands free. To further enhance safety, our HUD can also turn fully transparent when attention is needed elsewhere with a simple double-tap anywhere on the physical headset, greatly increasing safety.

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## Heavy Reliance on Verbal Communication

Officers currently do not have simple ways to share visual and text information. Team communication is heavily based on radio. When describing objects and places verbal communication is much less effective than visual communication. Due to the limitations of verbal communication, it is difficult for officers to know other team members' geographical information. Officers often worry about the risk of friendly fire, or the precise timing backup will arrive.

Compounding the issue, because only one person can talk at a time officers must keep their communication as short as possible. Many observations are lost in the transition. Some officers use text messages on their cell phones when needed, even though it is not integrated with their official communication system. Even then, it is not convenient to use cell phones in many scenarios. Although many smartphones have voice assistant technology, but is not yet accurate enough for life critical applications, so our HUD solution incorporates a human operator.

# The Plan

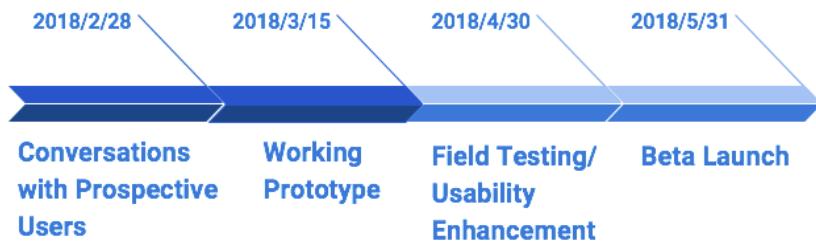
**Screen Door Labs is building this project as a commercial solution.** Our HUD system integrates feeds from both existing and new first responder systems and relies on TCP/IP data networks (e.g. LTE) for sending and receiving information. This will allow different departments using our system to be able to share feeds in with each other and abstract the physical communication layer. Screen Door Labs has finished a demo at the Office of Los Angeles Mayor Eric Garcetti, and we have had conversations and demos with police officers/captains ranging from Virginia to California. Screen Door Labs firmly believes that we put the users first. By constantly and continuously talking to law enforcement and learn from them, we are designing our product so that it is easy to use and work with, becoming second nature. Through the Office of Los Angeles Mayor Eric Garcetti, we are invited for a meeting with the LA port police later this year.

Our design approach focuses on what augmented reality glasses (such as the HoloLens, Vuzix Blade, and the Epson Moverio) can do today while being forward compatible with glasses that are still in development (such as the Magic Leap and ODG R9). We will use Virtual Reality headsets (such as the HTC Vive) to assist with user training. Our User Interface and HUD will be standardized between both Virtual Reality and Augmented Reality, so training and development on one system applies directly to use of the other.

Figure 5: Product Timeline

## Performance Metrics

- **Ease of switching HUD modes** (seconds, taps): How long does it take for a user to switch the visual mode of a HUD slot?
  - Target: Less than 5 seconds and four taps
- **Time reduction to navigate to a location** (in seconds per event): To what extent does our system reduce time to understand a precise location and find a walking route there?
  - Target: Save > 5 seconds per event and > 5 seconds per target change when compared to calling over a radio
- **Accuracy in knowing a teammate's location** (in yards/meters): If we ask a first responder to estimate the location of a squad mate, how accurate is their response
  - Target: Improve estimate accuracy by > 5 meters when out of line of sight compared to calling over a radio
- **Display accuracy** (in degrees of visual arc): If an icon is drawn over a waypoint, how far many degrees out of alignment is the hologram from the real thing?
  - Target: Less than 15 degrees
- **Latency** (in seconds): Target: Less than 3 seconds from observation to display on the HUD



# Resume Information

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## Seth Persigehl

### Co-Founder, Technical

Seth Persigehl is a full-stack engineer with 5 years combined experience working for the government, the past two of which focused specifically on data visualization in mixed realities. He also volunteered with a Virginia emergency radio group supporting the county's fire department. Before venturing to CA, he was a leader in the 1,800+ member DC Virtual Reality meetup group. He has solid personal relationships in the greater DC metropolitan area, Pennsylvania, and Kansas.



## Kari Wu

### Co-Founder, Business

Kari Wu earned her MBA and MS in Media Ventures from Boston University on top of her Human-Centered Design certificate from IDEO.org. Her father taught at Taiwan Police College and her grandfather was a police officer for more than 30 years. She was a television reporter for 3 years and published her book, *Startup Fever: How Failure Can Prepare You For Success*. Prior to starting Screen Door Labs, she worked with four different VR companies. She had internship experience with MassVentures (a Boston-based venture capital), Emblematic Group, and Two Bit Circus. She lives in LA where she connects to the Asian American community. Kari speaks both English and Mandarin Chinese.

# SETH PERSIGEHL

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Los Angeles, CA 90008 | [Seth@Persigehl.com](mailto:Seth@Persigehl.com) | 571-482-9416

**SUMMARY** | Seth Persigehl is a full stack AR/VR engineer. He has worked for the government in DC for five years, focusing specifically on VR data visualization for the past two. He was a co-organizer of the 1800+ member DCVR meetup community and a frequent AR/VR hackathon attendee. As a serious gamer, he is actively developing an AR display plugin to serve the Factorio gaming community. He has also 3D printed and programmed a functional NASA Apollo guidance computer that was featured on *kotaku.com*. Seth lives and breathes technology: he assembled a network of three 486 computers using serial ports when he was 6, built his electric bike from parts when he was 14, and when he got to college converted an M185A3 military repair truck into an off-road mobile gaming center.

## EXPERIENCE | **Augmented Reality Engineer**

Screen Door Labs, Los Angeles, California, 2017 to present

- Creating an AR solution to extend the perception of public safety officers by utilizing headsets, drone feeds, geotagging, and real-time communications.

### **Virtual Reality Engineer**

Great-Circle Technologies, Chantilly, Virginia, 2015 to 2017

- Developed data visualization applications for the Government, including geospatial information, social networks, DNA, and others.
- Educated government decision makers on the capabilities of AR/VR by giving presentations, attending technical exchange meetings, and writing original documentation.

### **Virtual Reality Technologist**

Self-Directed Study, Springfield, Virginia, 2013 to 2015

- Experimented with cutting edge Virtual Reality headsets, including the Oculus DK 1 and DK2.
- Researched and created VR prototypes in the Unity and Unreal Engine game engines.

### **Network Technician B – RWIC Level IV**

Washington Metropolitan Area Transit Authority, Network Communication Services – Wireless Infrastructure Group, Washington D.C, 2011-2013

## EDUCATION | Massachusetts Institute of Technology (2016)

- Big Data and Social Analytics Certificate

## EDUCATION | Northern Virginia Community College (2008)

- 45 credits completed towards AS of Computer Science

## CERTIFICATIONS | Unity Certified Developer • FCC Amateur Radio General • IC<sup>3</sup>

Comp TIA A+ • WMATA Roadway Worker In Charge IV

## LANGUAGES | Unity C# • Unreal Engine 4 • Python • Microcontroller C++

# KARI WU

2723 W. Vernon Ave #1042  
Los Angeles, CA 90008 | kariwu@bu.edu | 617-899-9213

**SUMMARY** | Kari is an MBA driven to use AR/VR to spread ideas across the world. She has analyzed expansion plans at four AR/VR startups. As a former television news reporter, she published a book on how failure prepares startups for success. Kari thrives in the fast pace life of working on product ideation and development.

**EXPERIENCE** | **Augmented Reality Product Manager**, 2017 to present

Screen Door Labs, Los Angeles, CA

- Create an AR solution to extend the perception of public safety officers leveraging 4G LTE
- Identify partners including AR and drone manufacturers

**MBA Intern (Immersive Media)**, 2016-2017

Two Bit Circus, Los Angeles, CA, 2017

- Conducted market research for their location-based entertainment

Emblematic Group, Los Angeles, CA, 2017

- Initiated strategic movements on product creation and marketing
- Standardized and recorded production processes

MassVentures, Boston, MA, 2016

- Conducted due diligence on a \$10 million VR startup

Jamong, Daegu, South Korea, 2016

- Advised the leading Korean VR startup on global expansion
- Sponsored by Daegu Digital Industry Promotion Agency

**Independent Media Consultant**, 2014-2015

MPT Consulting, Taipei, Taiwan

- Led social media content development with 16 staff from 7 offices
- Managed Facebook accounts; grew following by 500% in six months

**Reporter**, 2011-2014

TVBS TV Network / CTITV Television Inc, Taipei, Taiwan

- Planned programming content, resulting in 98% of feature news pitches entering production
- Interviewed over 200 startup entrepreneurs globally

**EDUCATION** | **Boston University Questrom School of Business**, 2015-2017

- MBA (Dean's Achievement Scholarship)
- MS in Media Ventures (STEM program)

**IDEO.org**, 2015

- Human-Centered Design Certificate (Design Thinking Training)

**National Chengchi University**, 2007-2011

- BA, Journalism (CNN iReport University Program)

**PUBLICATION** | *Startup Fever: How Failure Can Prepare You for Success*, ISBN:9789865695385

**HACKATHONS** | **Outreach Lead**, "Creating Reality", Los Angeles, CA, 2017

**Participant**, MIT Media Lab's "Reality, Virtually", Boston, MA, 2016

- Developed a VR survival game with a team of 6

**LANGUAGES** | Mandarin Chinese • English

# Support Letters

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**Seth Persigehl** is a genius. My experience working with him at GCT was one of constant wonder. It felt like he had a new demo or new technical milestone ready everyday when I came to work. These projects ran the gamut from reviving the dead server we threw in a closet (it was an issue with a chunk of memory) to programming the physics of a chain in his latest VR demo. Humble, willing to work, and capable of technical miracles, I know it's just a matter of time till his company goes big.

In the time I worked with him Seth independently engineered a point to point wireless network using first responder spectrum; he programmed and installed a bunch of raspberry pi units to run the lights and other systems in his house (pre-nest!); he designed, built, and sold a VR-based data vizualization rig (obviously); and, many other fantastic projects. My only regret is that I don't have the capital to fund his company right now.

—Eric Groo, Research Statistician at Great Circle Technologies Inc

Smart and competent, **Kari Wu** will go far. She was a great intern at Emblematic and we keep trying to find way to bring her on full time into our tiny boot-strapped company!

—Nonny de la Peña, CEO and Founder of Emblematic Group

**Kari Wu** served as an intern for MassVentures during the summer of 2016. She has a background in television journalism and social media marketing, and was completing her MBA at BU. We found her to be a great worker. She is innately curious and full of questions, moreover, she is brave and willing to ask them.

—Jennifer Jordan, Vice President/Venture Capitalist at MassVentures

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## Project Summary

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## Participant Summary

- **Kari Wu** earned her MBA and MS in Media Ventures from Boston University on top of her Human-Centered Design certificate from IDEO.org. Her grandfather was a police officer for more than 30 years. She has worked with four VR companies before starting Screen Door Labs.
- **Seth Persigehl** is a full-stack Augmented Reality engineer with 5 years combined experience working for the government, the past two of which focused specifically on data visualization in mixed realities. He also volunteered with a Virginia emergency radio group supporting the county's fire department.

## Technical Outcome

- First responders will gain a heads-up-display UI that enables them to view maps, video, and waypoints while keeping their hands free.
- Information will be synchronized between teammates, reducing latency when compared to voice radio.