# iMuseum

Sapienza 2020 IOT course

Github repository: https://github.com/Giulio64/IOT2020BigProject

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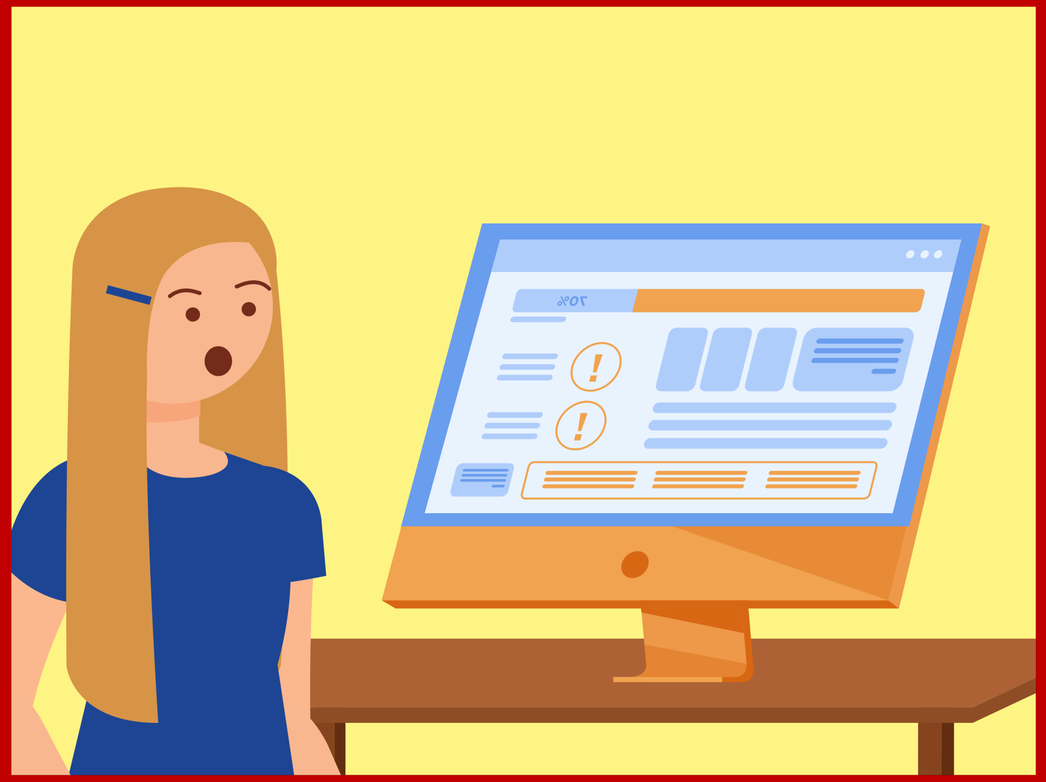
# Visitor interaction

Upon approaching an artwork the app will provide to the users three "tiers" of information:

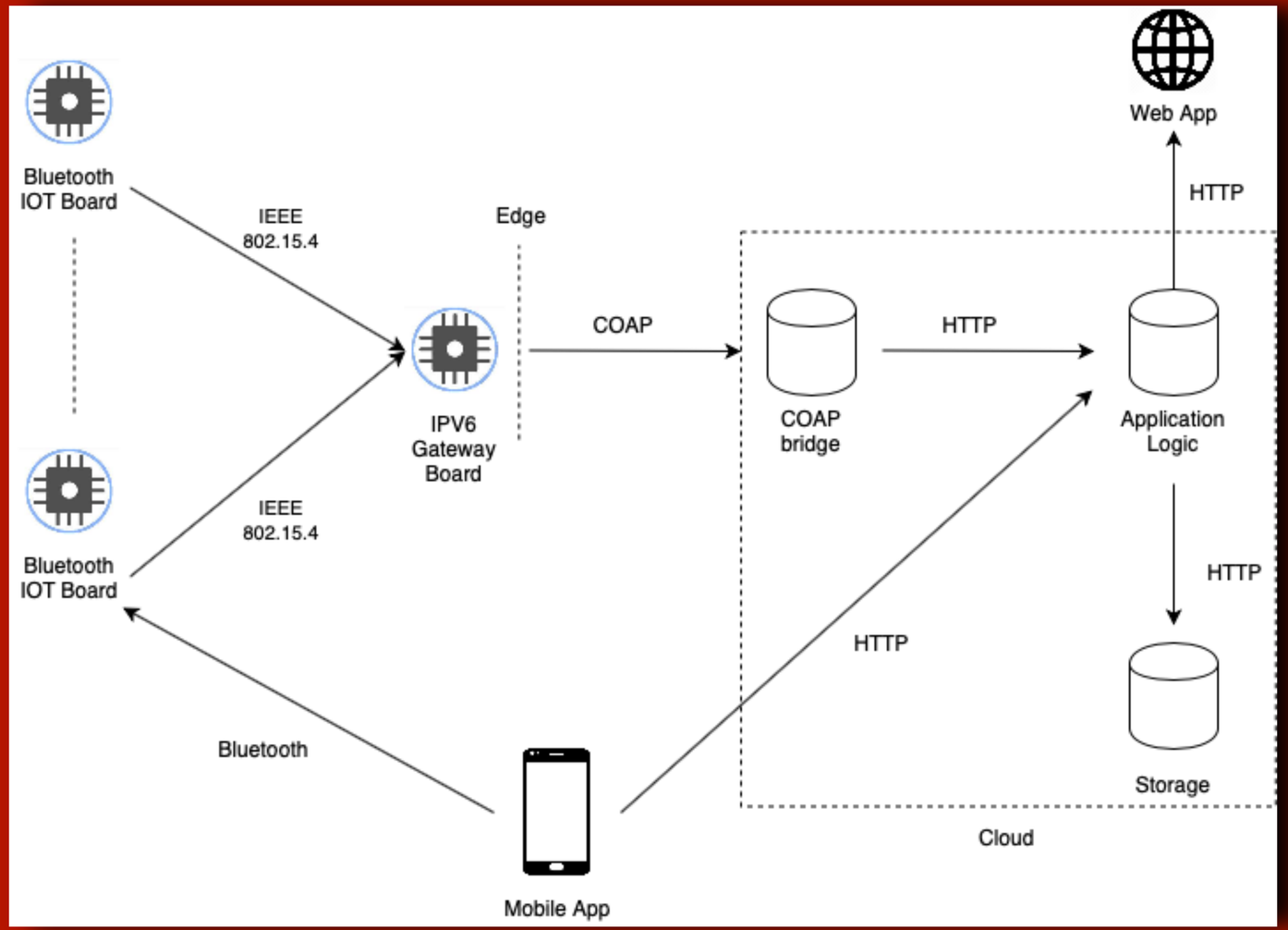
- **Quick overview**: basic information about the artwork;
- **Complete description**: a more detailed description of the artwork and the author;
- **Academic**: academic level information like articles and researches about the piece of art.

# Curator interaction

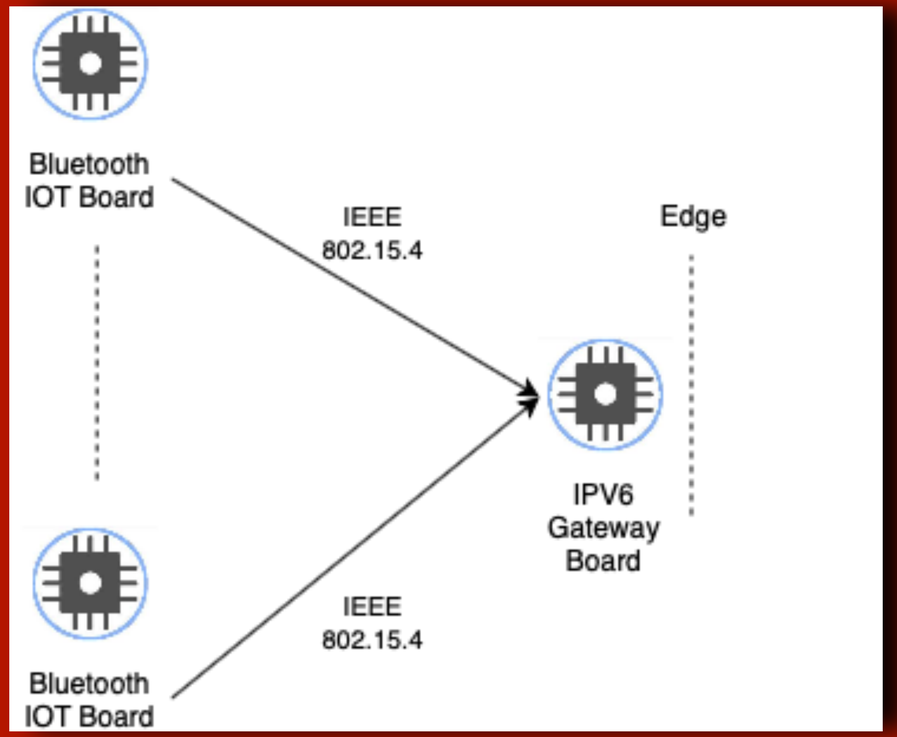


The website will give the curators access to statistics about the users’ behavior, like most viewed art pieces, average time spent in front of an artwork, heat-maps of the users' positions inside the museum and favorite routes, and will inform them if any of the Bluetooth beacons it's not working properly.

# The Architecture



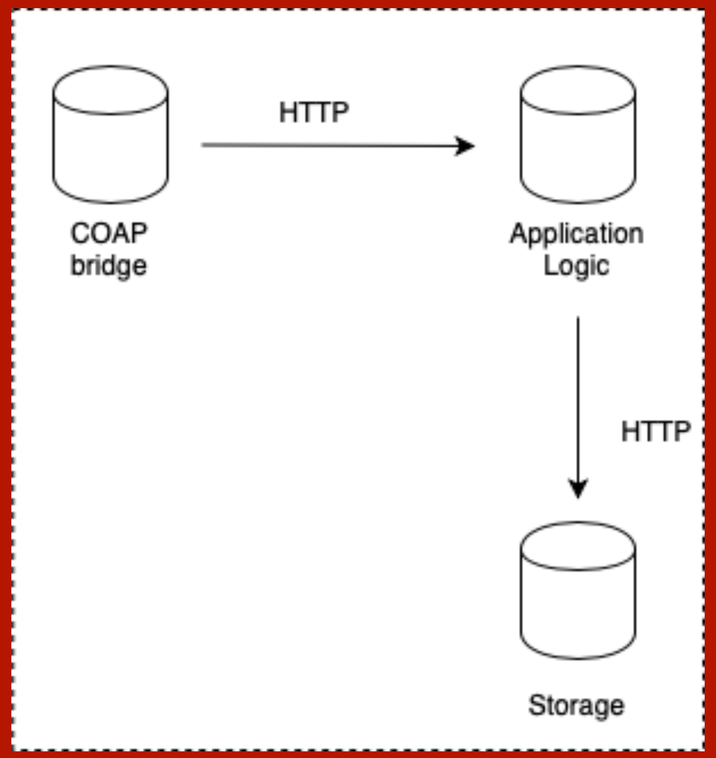
# The Local Network




**BT Board: nRF52840DK (https://www.nordicsemi.com/Software-and-Tools/Development-Kits/nRF52840-DK)**

**IPv6 Gateway Board: STM32 Nucleo (https://www.st.com/en/evaluation-tools/stm32-nucleo-boards.html?querycriteria=productId=LN1847)**

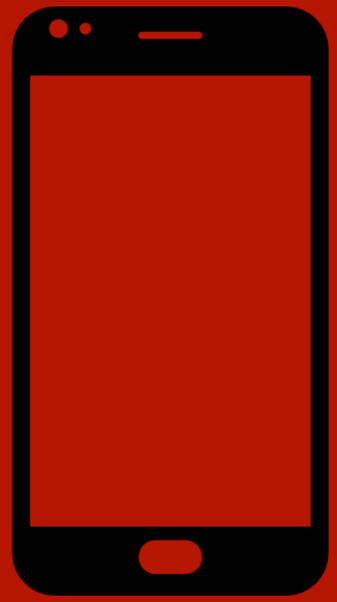
# The Cloud Infrastructure




**COAP bridge: PONTE** (https://www.eclipse.org/ponte/)

**Application Logic and Storage :** Firebase (**https://firebase.google.com**)

# End-user Components



**WEB APP**

**MOBILE APPLICATION**

**Web App:** REACT (https://it.reactjs.org)

**MOBILE APP:** XAMARIN (https://docs.microsoft.com/it-it/xamarin/xamarin-forms/)