



## Indoor Navigation

Indoor Navigation in the TU-Mensa

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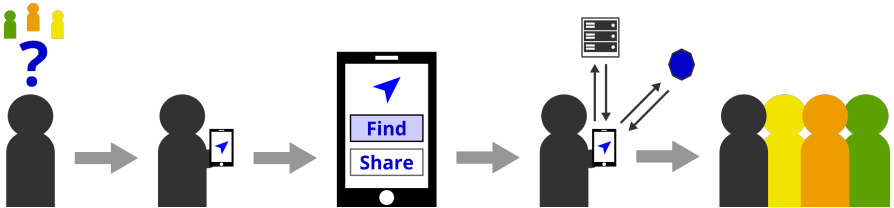
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# The mensa problem



## Find friends:



**1** of **6** user stories.

Result in use cases which direct development steps.

## Resulting project questions

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- ▶ How to get own position inside buildings?
- ▶ How to find other people inside buildings?
- ▶ Which privacy and security concern can be addressed?

- ▶ No GPS signal inside buildings => topic **Indoor navigation**.
- ▶ Indoor maps are not as widely available as outdoor maps.
- ▶ Users don't want to interact with mobile device every time they go to mensa.
- ▶ Hard to determine accurate location. Is region based positioning enough?

# Possible approaches to indoor positioning

- ▶ WiFi, Bluetooth, NFC, QR-Code, manual position pinning[BL09].
- ▶ todo: Add technology matrix (last meeting)

- ▶ With use of tubIT API.
- ▶ Provides building name, floor, coordinates.
- ▶ Problem: no coordinates in mensa and library, inaccurate coordinates elsewhere.



- ▶ Estimote beacons
- ▶ Possible positioning approaches
  - ▶ Indoor-Region Based Navigation
  - ▶ Live Indoor-Location Feedback Navigation
  - ▶ D2D Indoor-Navigation via Virtual Beacons
- ▶ Problem: possibly high battery usage

### NFC

- ▶ Precondition: NFC tag on every table in mensa.
- ▶ Scenario: First group member that sits down puts phone on the table, phone reads tag and sends location to other group members.
- ▶ Cons: Requires user putting phone on table. High cost of initial NFC tags set-up. Requires NFC-enabled mobile device.

### QR code





















- ▶ Precondition: QR code on every table in mensa.
- ▶ Scenario: First group member that sits down scans QR code on the table, phone sends location to other group members.
- ▶ Cons: Requires user scanning codes; impractical, time-consuming.

## Manual position pinning

- ▶ Fallback option, if no location can be received automatically.
- ▶ User will have option, to pin own location inside mobile application.
- ▶ Useful in cases of broken infrastructure (WiFi is down, dead batteries in Bluetooth beacons...).
- ▶ Provides alternative for users with high privacy concerns who don't want to automatically share their locations.

- ▶ Which **localisation technique** is the most **precise** one?
- ▶ How much will location tracking **drain** the **battery**?
- ▶ How can we ensure the **user's privacy** is **not violated**?
- ▶ How much **interaction** with mobile device are **users** willing to do?

# Technology matrix

	Accuracy	Battery Consumption	User Interaction	Platform Independency
iBeacon (Bluetooth LE)				
Bluetooth/Pairing (Device to Device)				
WiFi (Localization)				
NFC (Check-In)				
QR-Code (Check-In)				

- ▶ todo: Add graphic - include (at least): Android app, iOS app, local

## Our approach - specifics

### Location technique

- ▶ Mixture between WiFi and BLE
- ▶ Rough: tubIT WiFi localisation
- ▶ Precise: Probably estimate beacons

### Backend

- ▶ Handles user management
- ▶ Uses tubIT federation for authentication
- ▶ Provides REST API for clients

### Mobile

- ▶ Android and iOS applications
- ▶ Using vendor and probably estimate's SDKs
- ▶ Only basic design

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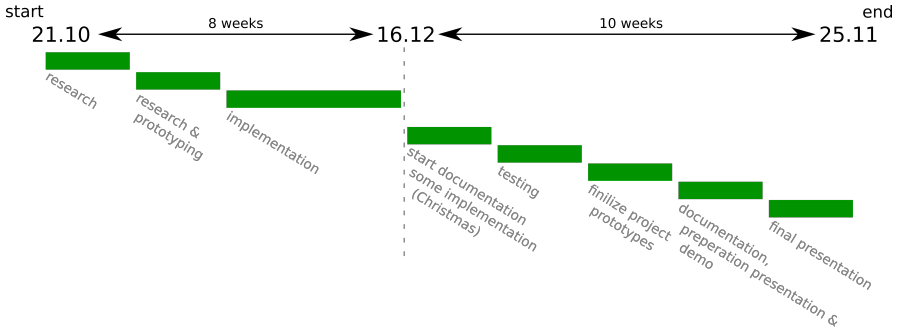
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# Do you have questions?

If not - we have! :)

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QR-Code (Check-In)				

- **Look** at the **matrix** above
- **Decide** which of the **properties** is the biggest disadvantage for you
- Vote for **2** properties

-  Allan Brimicombe and Chao Li.  
*Location-based services and geo-information engineering*,  
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John Wiley & Sons, 2009.
-  Silke Feldmann, Kyandoghere Kyamakya, Ana Zapater, and Zighuo Lue.  
An indoor bluetooth-based positioning system: Concept,  
implementation and experimental evaluation.  
In *International Conference on Wireless Networks*, pages 109–113,  
2003.