

# A Smarter Chair Customizable Personal Environments

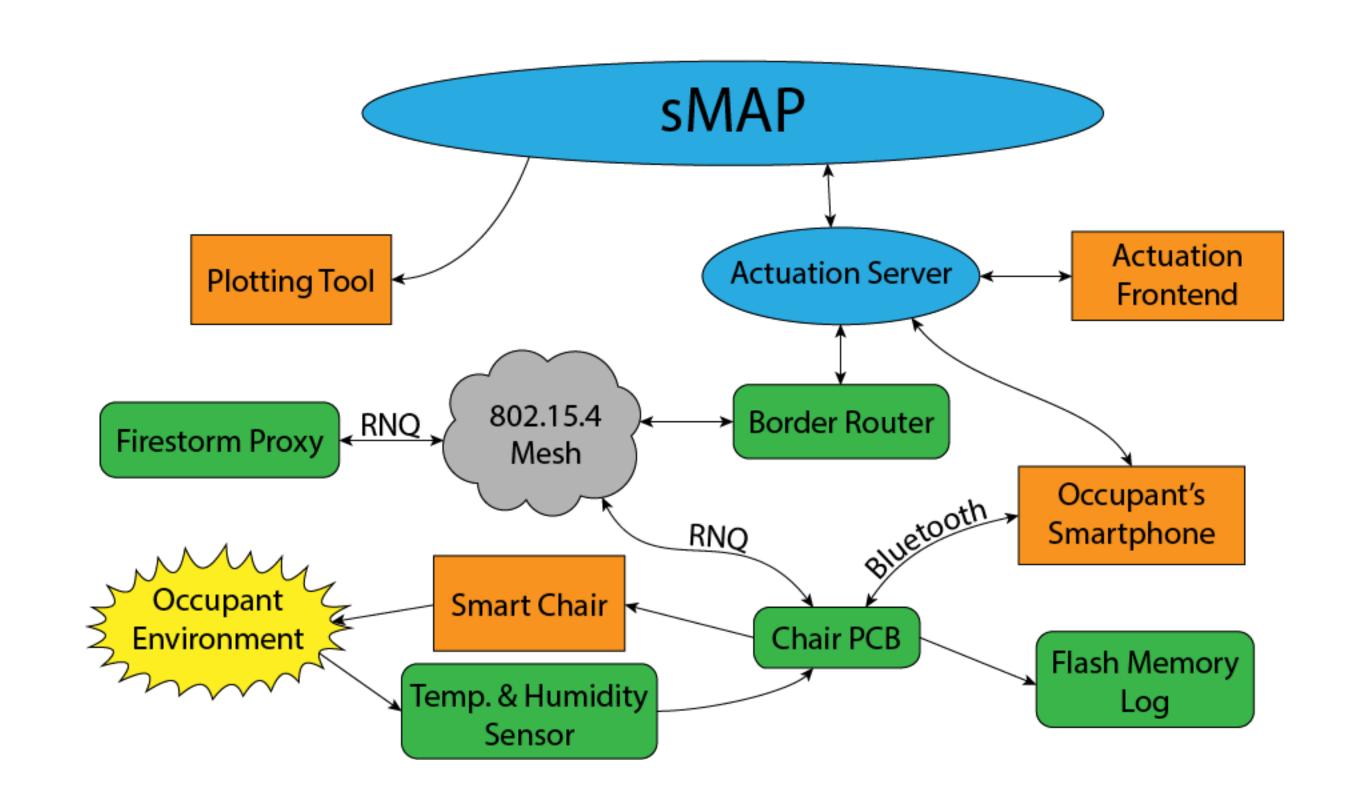


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#### Goals

- Learn about user behavior with respect to thermal environments
  - Log this information on server-side
  - Adjust building/personal environments to maximize energy savings
- Provide adjustable personal environments
  - Users can turn on fans and heaters on the chair from their own smartphones
  - Chair detects when the user occupies the chair, and can remotely actuate devices accordingly
  - Chair remembers users' last settings and restores them upon return

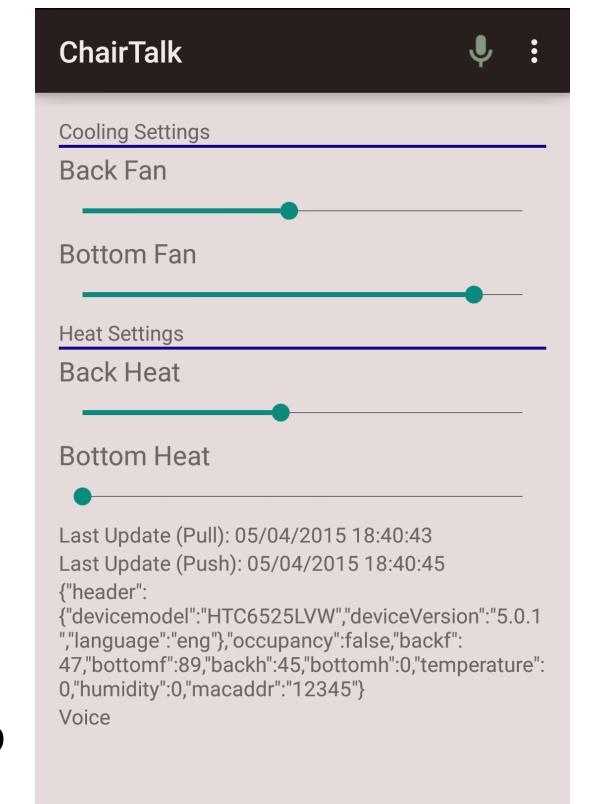
#### **Architecture**



Reliable Delivery, Communication and Logging

### **User Interaction**

- Users control the chair via phone apps, which connects to the chair via both Bluetooth and Wifi
  - Both Android and iOS implementations
  - Webapp version too
- Intuitive, slider elements for controlling chair
  - User can control fans and heaters on the back and bottom of the chair independently
- (Some) voice command functionality (Android only)
- Application can notify user of sitting in chair for extended periods of time to promote activity



#### **Data Flow**

- Chair periodically logs current state (occupancy, fan state, heater state, temperature)
  - Chair stores this in flash (persistent storage) for recovery in case of failure
  - State in flash is flushed to remote servers
- Chair sends logged data to sMAP over 15.4 via a Firestorm Proxy implementing a reliable network queue
- Phone app also relays data should a link in the Wifi connection fail
- Phone app relays current time to chair for maintaining timestamps for logging in flash storage
- There are two physical paths for data to get from the chair to sMAP for reliable delivery should a link fail

## Initialization/Setup

- User scans QR code or taps NFC tag (NFC on Android only)
- User reaches appropriate location for app download
- In app, user scans QR code again or taps NFC tag
- App automatically configures chair communication over Bluetooth and communication with the server





Automatically adjust chair based on surrounding environments
Display name Men in 0x000000
Notifications
Notify for extensive sitting  Phone will notify user after sitting in the chair for extensive periods of time.  Encourage periodic activity.
Ringtone
Vibrate
Data & sync
Sync frequency 3 hours
Clear all Data

### **Future Work**

- Learn user preferences and adapt personal environments accordingly
- Algorithmically minimize energy usage through adjusting microclimates as well as building HVACs
- Use occupancy to set indicators to let others know if user is in office
- Track total sedentary activity and provide relevant health information
- Automatically set up desk equipment when user sits down (turning on computer, desk lamp, etc.)
- Integrate tightly with building, so building can minimize energy savings when it notices that no chairs are occupied (such as turning off heaters and lights)