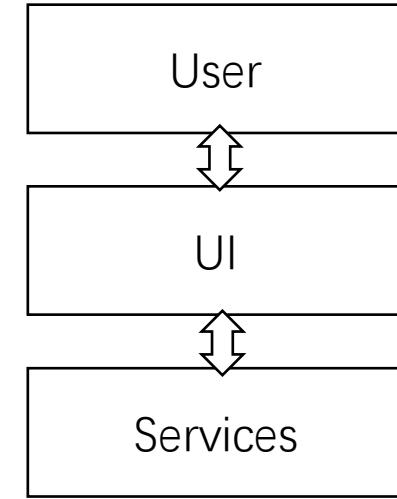


# Project Introduction

Chun Yu 2021.3.3

# Project Info

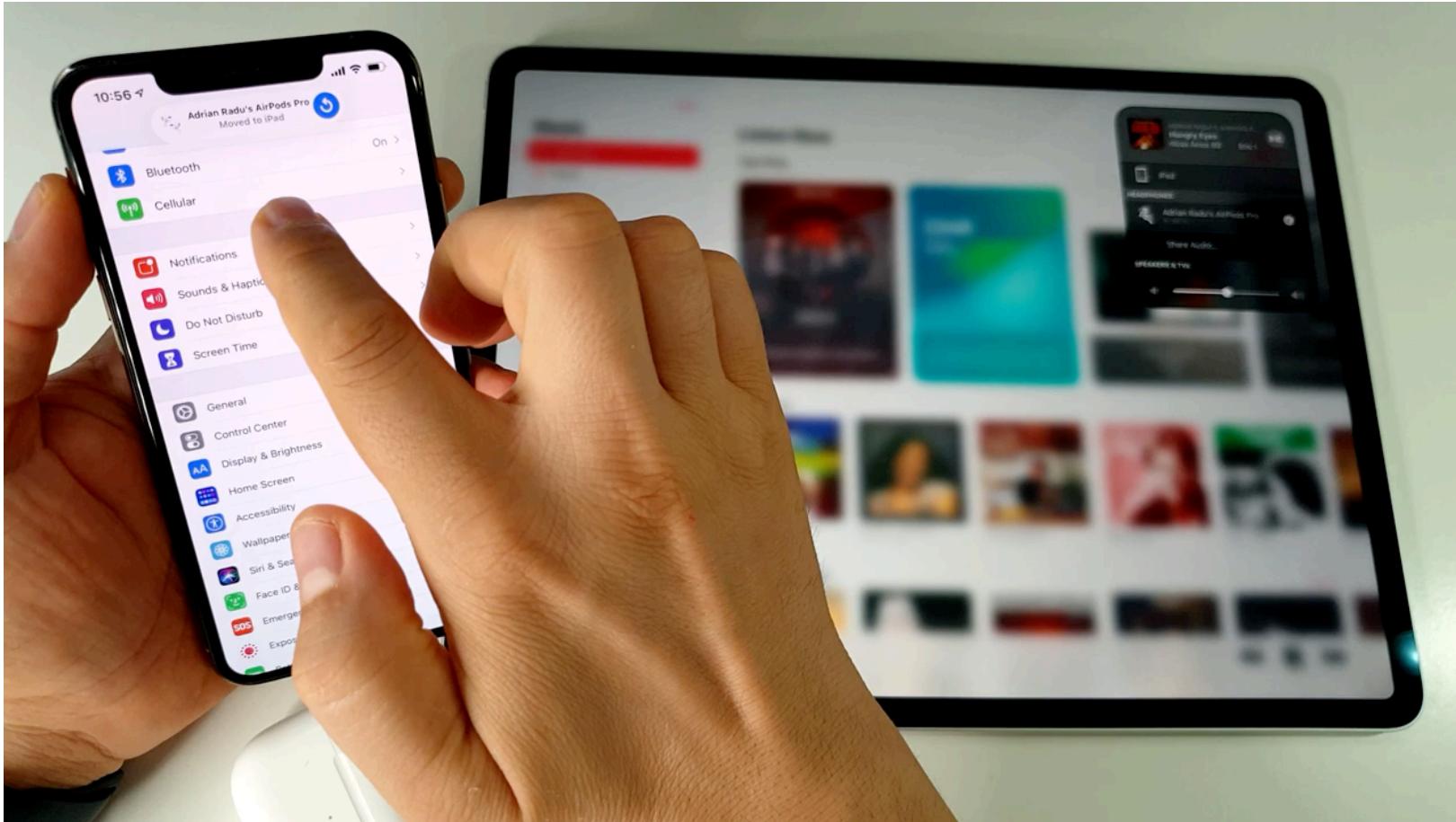
- Topic: Natural User Interaction in AloT
  - Multiple Device; Dynamic Scenarios
  - Context-aware; User-aware; Task-aware
- We are going to explore how service will be delivered to a user with AloT Interfaces



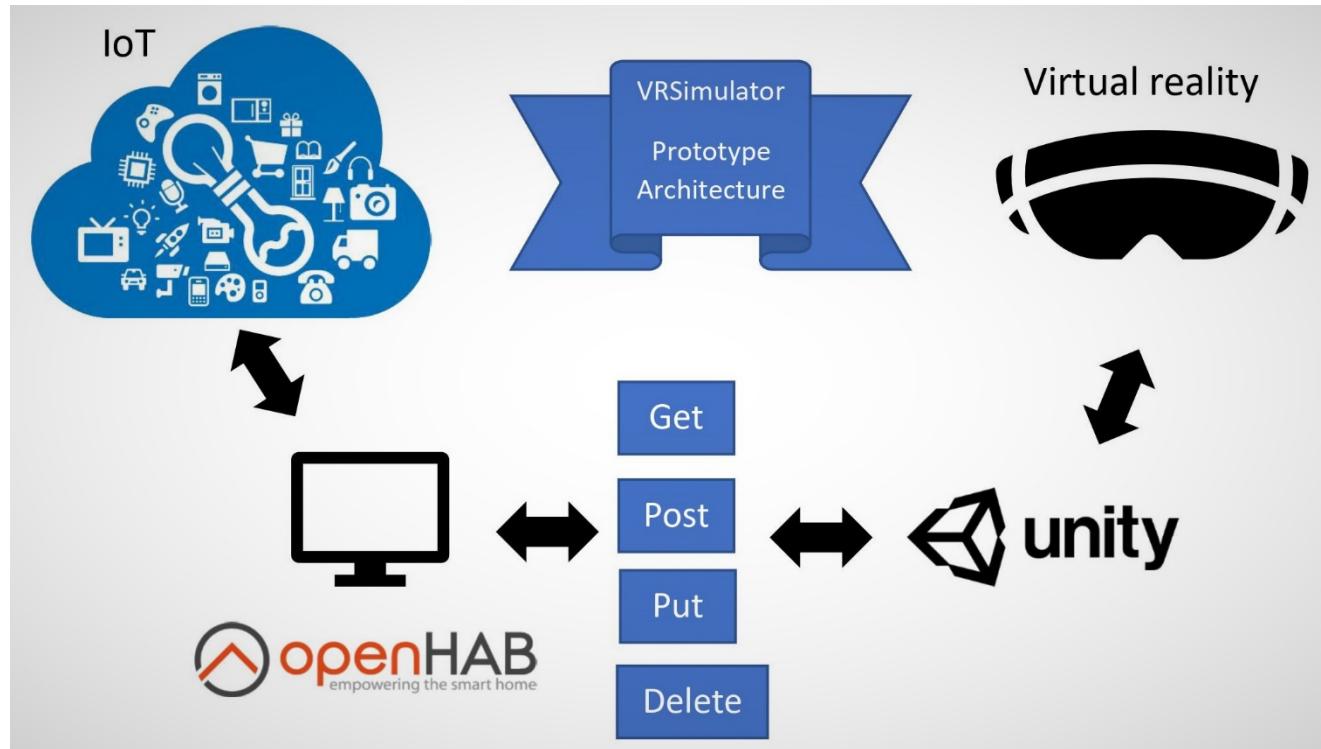
# Project Info

- Teamwork: 3 members
- We considered devices including phone, watch, earphone, PC, tablet, TV, vehicle terminals, AR glass, smart ring
- We design and implement the AloT interface for a specific service, such as short message, notetaking, shopping, music and so on.
- An interface defines how the information is present and the input is made
- The interface should leverage spatial sensing ability to provide novel and convenient interaction method

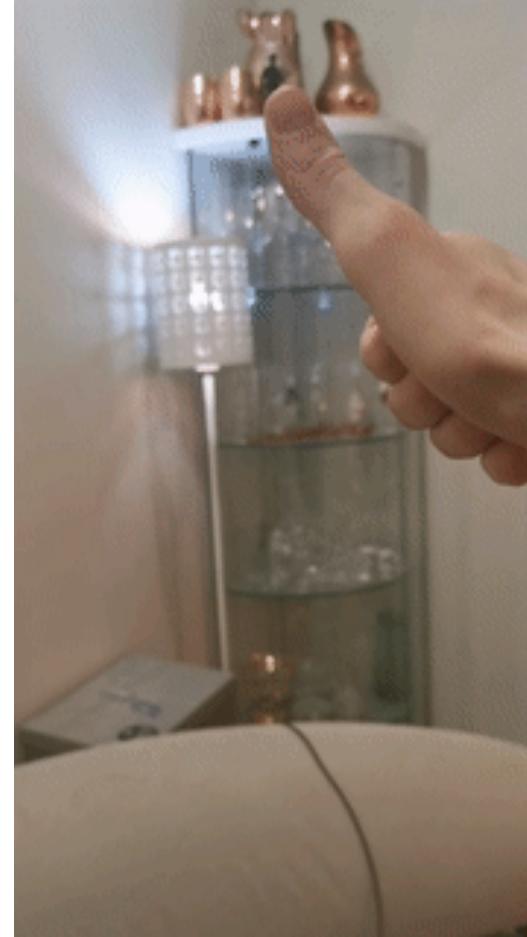
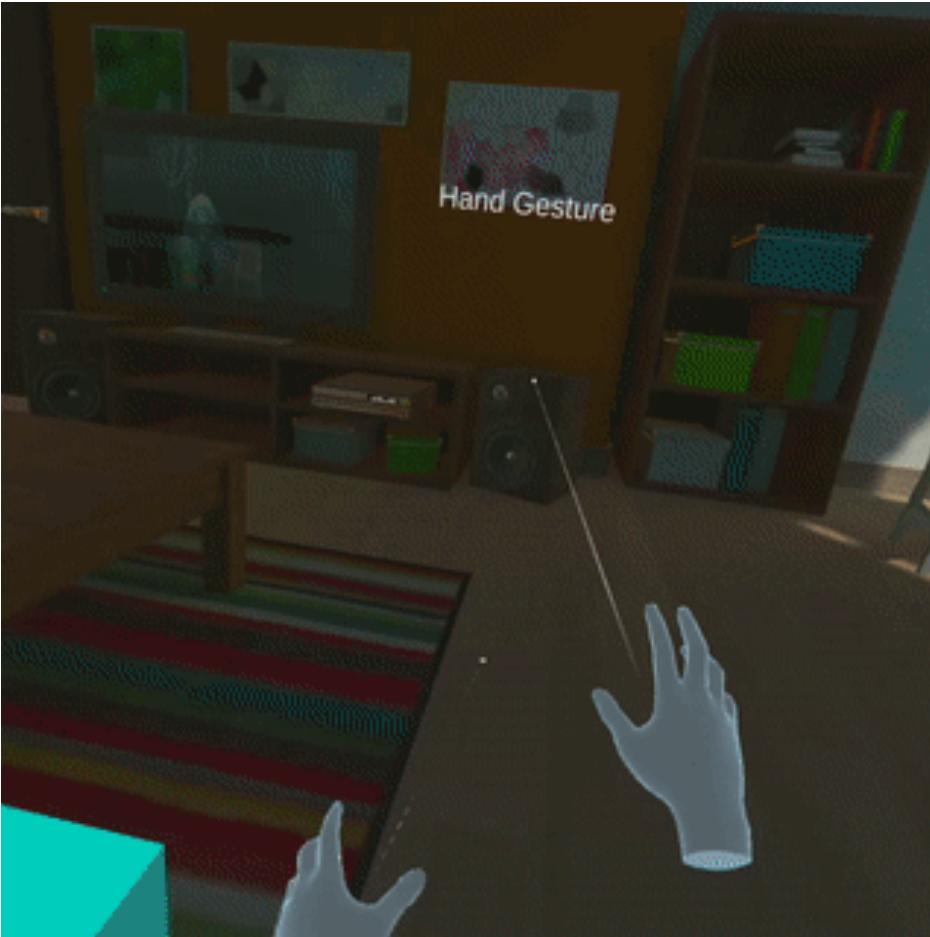
# A Small Example



# NUIXStudio

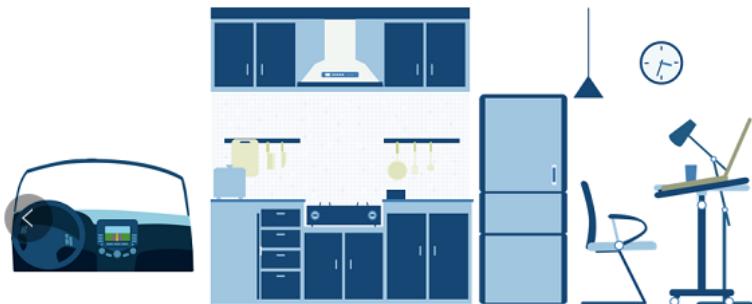


# NUIXStudio



# NUIXStudio – Mixing Virtuality and Reality

Test your AloT vision quickly and agilely



IoT Devices

VR Headset  
Unity Client

openHAB Server

NUIX Studio SDK

PC – Computations -  
Unity Server

# NUIXStudio – Natural User Interaction

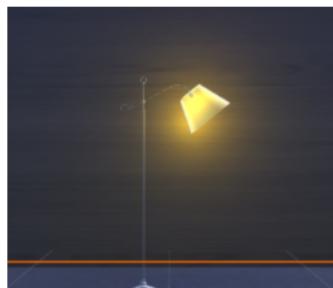
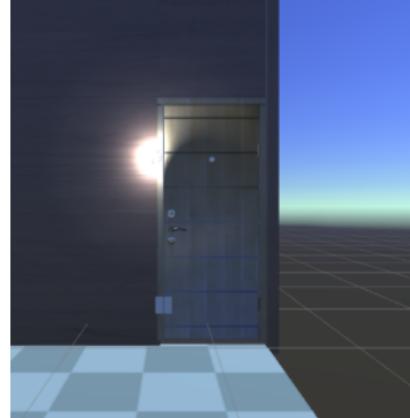
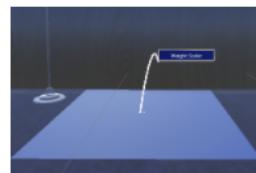
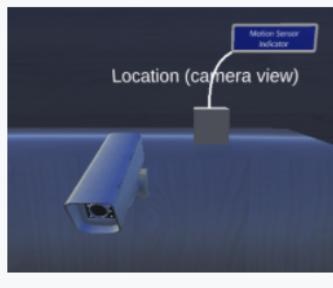
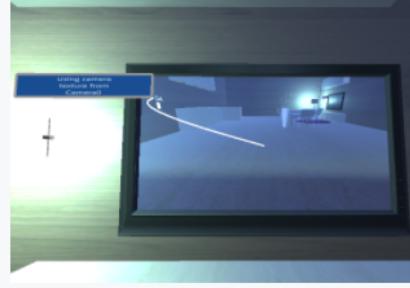
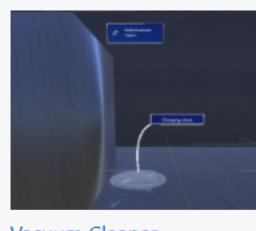


# NUIXStudio – Natural User Interaction

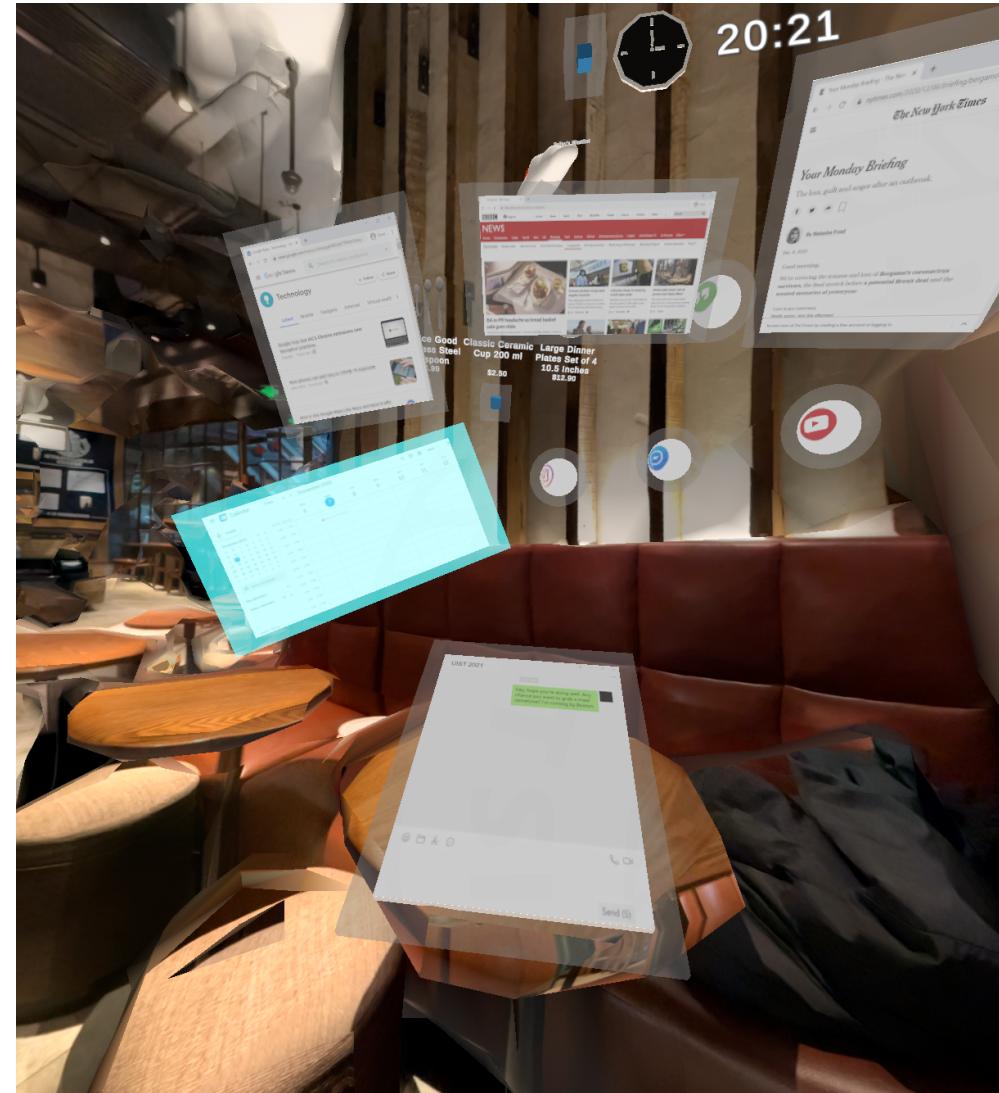


## IoT VR Platform package

Available items (the list is frequently updated):

 <b>Light Item</b> A lamp thing with Location and Light items attached	 <b>Door</b> A door with a door close/open sensor item attached	 <b>Weight Scaler</b> Weight Scaler item triggers according to the weight scaled on it
 <b>Camera</b> A camera with a motion sensor connected	 <b>TV</b> A TV translating an image from the camera	 <b>Vacuum Cleaner</b> A vacuum cleaner thing, which can be docked/undocked and move around the scene

# NUIXStudio – Mixing Virtuality and Reality



# NUIXStudio – Example : Gesture Tutorial



# NUIXStudio – Example : Gaze Control

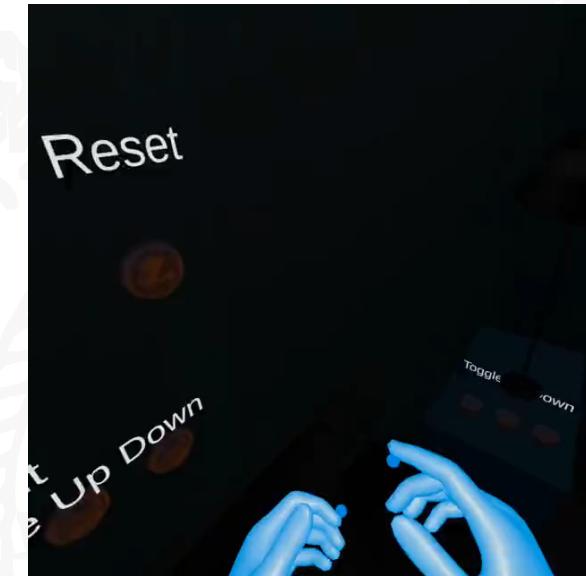
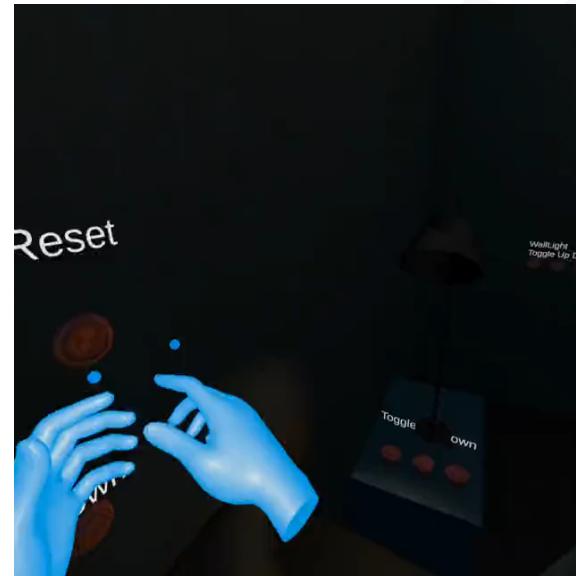
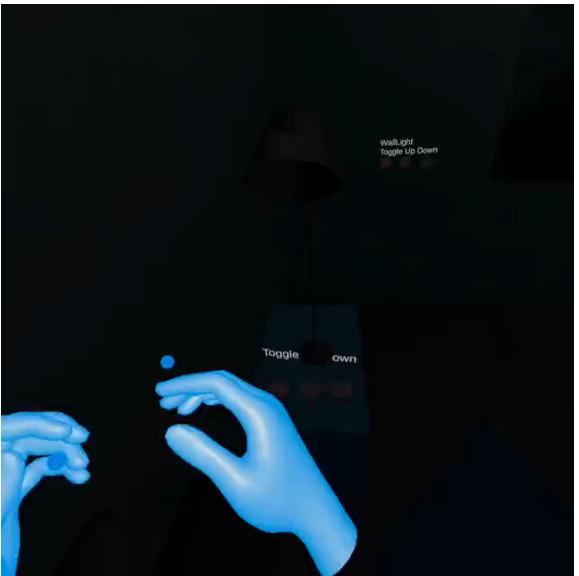
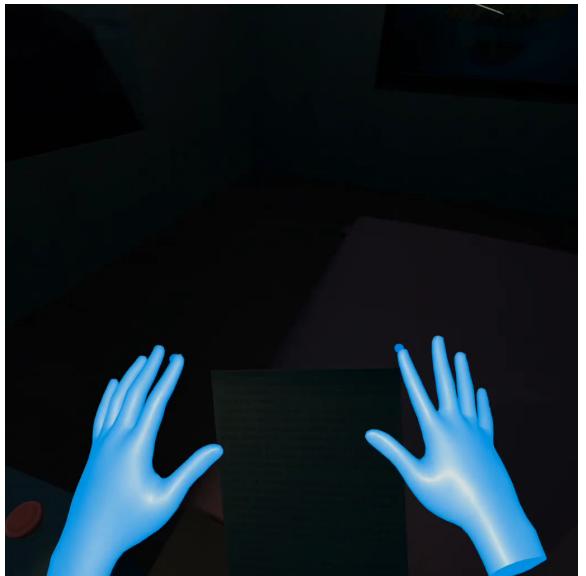


VUE  
@Nicki

# NUIXStudio – Example : Interaction on the floor

我们的项目旨在探索能  
否使用**hands-free**的方  
式通过肢体动作操作空  
间中的设备，以应对不  
便用手的情况。

# NUIXStudio – Example : Lighting Control



Q&A