



SKOG G



Get to know your forest with



Alain Perkaz

Jiri Kalousek

Petra Leifsdóttir

Stefan Aleksik

Eric Ohlsson

THIS IS SKOG

- Skog makes **people** come **back to the forest**
- People **take care** of Skog in a specific area
- Skog **simplifies forest data** and engages city people to the forest
- **Dynamic appearance and mood**
according to forest properties, weather and statistics



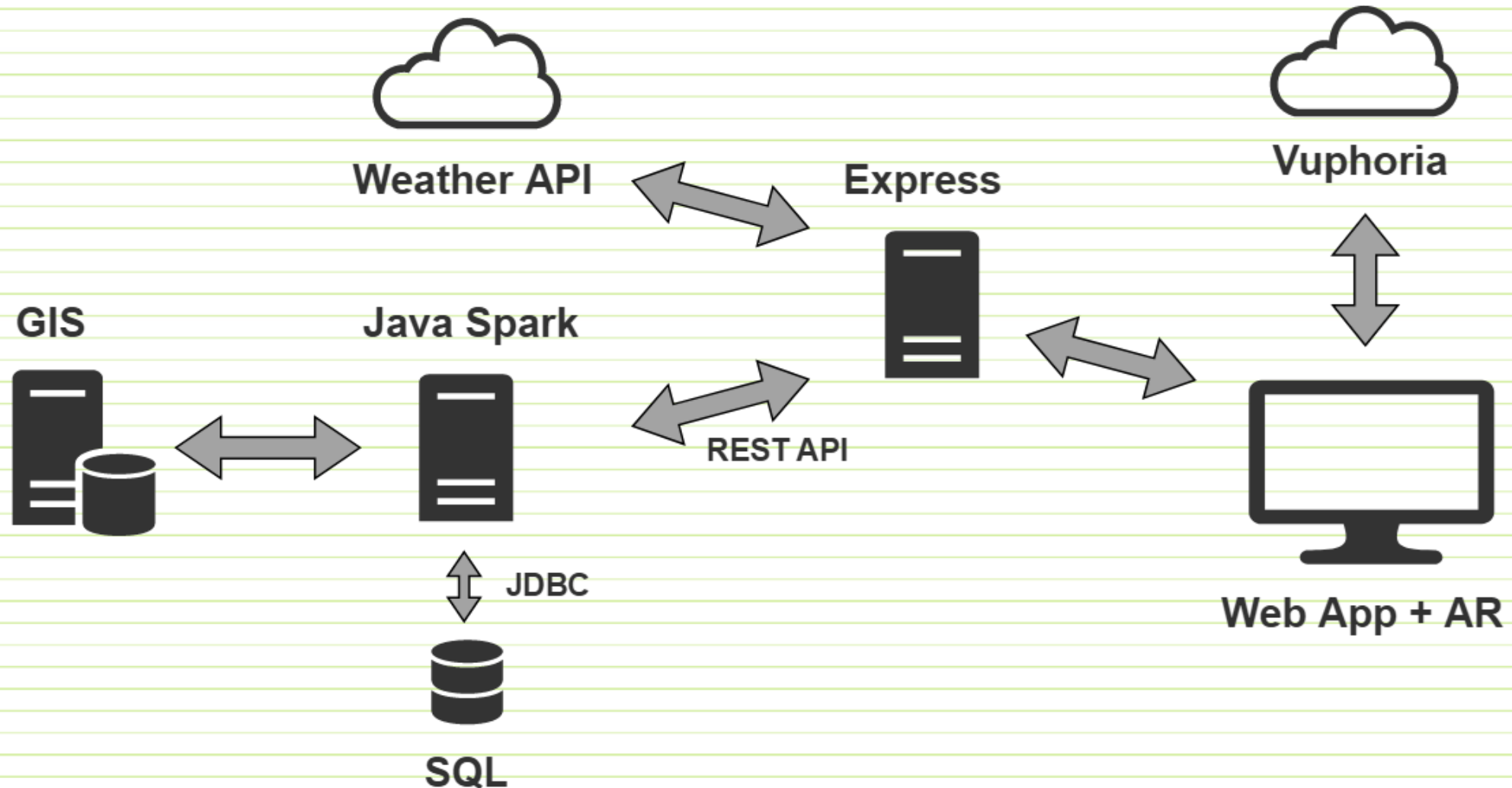
LET'S PLAY

- Bring **people back to nature** (AR)
 - Personalized experience
- **Gamification** concept, based on “**Tap and Play**”
 - Proven compelling mechanics
- **Reward** interactions and interest (virtual currency)
- Add **value** to **broad public**



Mr. Skog

SYSTEM ARCHITECTURE

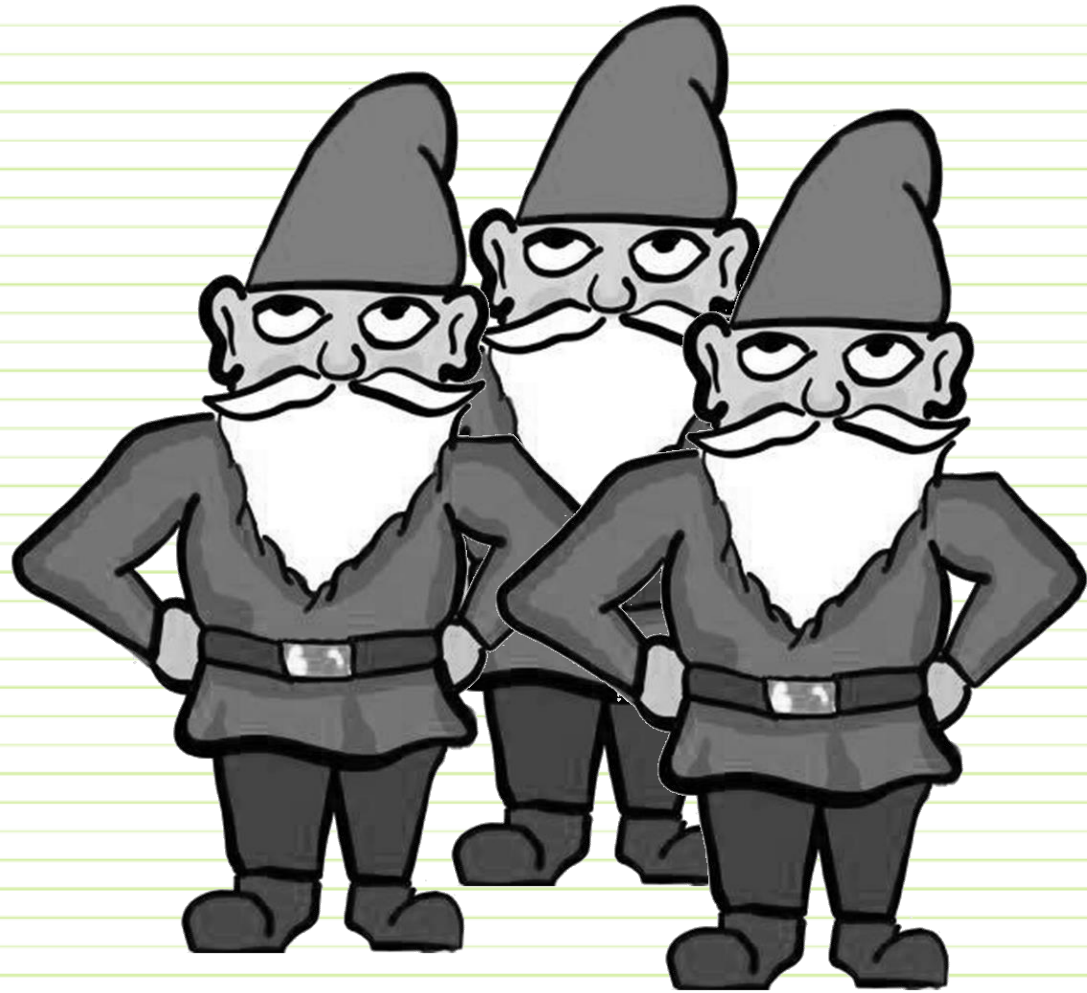


DESIGN DECISIONS

- **Modular architecture**, based on REST APIs services
- **Responsive** and **cross-platform** application
- Business logic encapsulation and **future proofing**
- Battle-proof technologies and easy to deploy



DEMO



FUTURE FEATURES

- **More properties** computed from existing GIS data
- Employ **machine learning**
- Integration of **real life events**
- Exploit data from **drones**
- **Collaborative** experience



QUESTION TIME!

