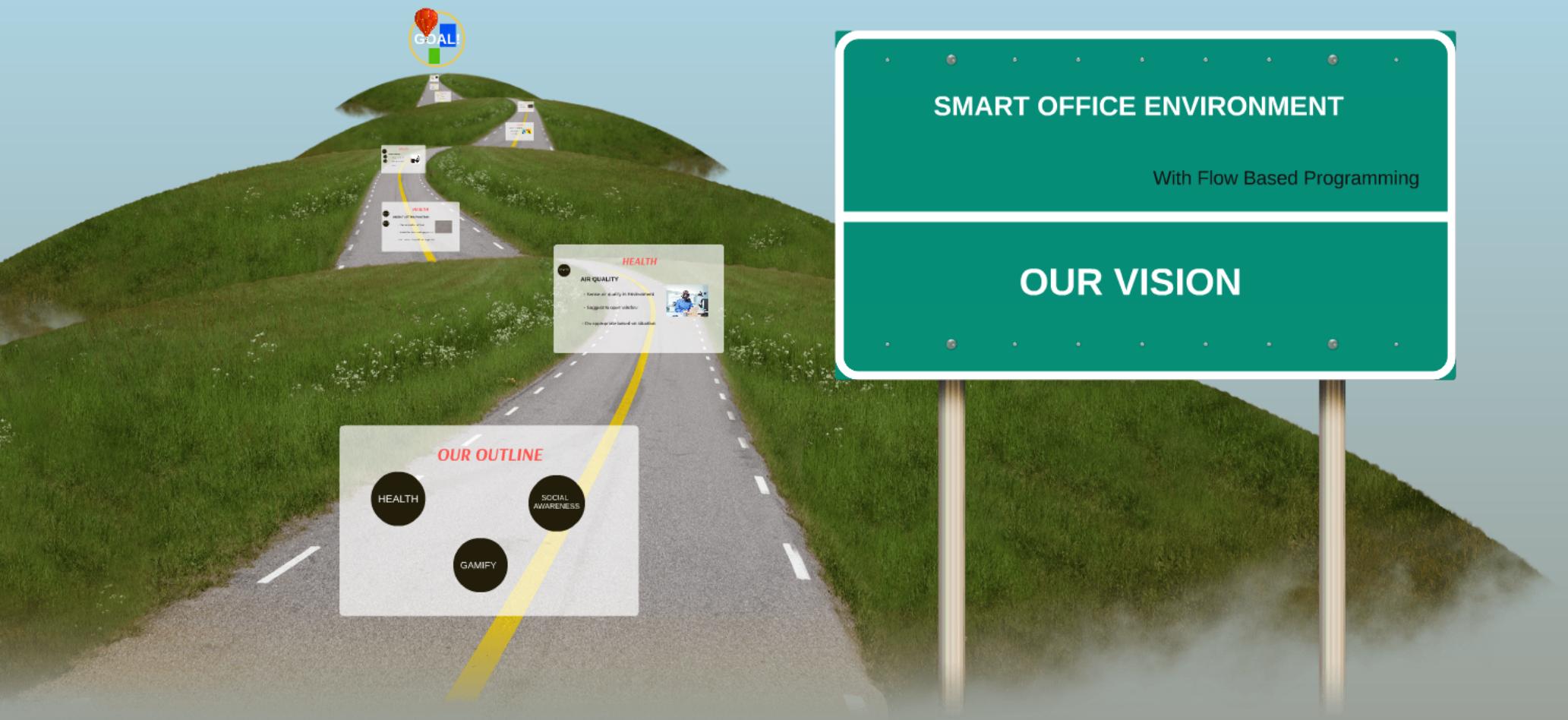


SMART OFFICE ENVIRONMENT

With Flow Based Programming

OUR VISION



OUR OUTLINE

HEALTH

SOCIAL
AWARENESS

GAMIFY

HEALTH

HEALTH

AIR QUALITY

- Sense air quality in Environment
- Suggest to open window
- Do appropriate based on situation



HEALTH

HEALTH

Air Quality

ADJUST SITTING POSITION

- Sense position of User
- Remind the Users to change position
- For Example, Every Half hour suggestion



HEALTH

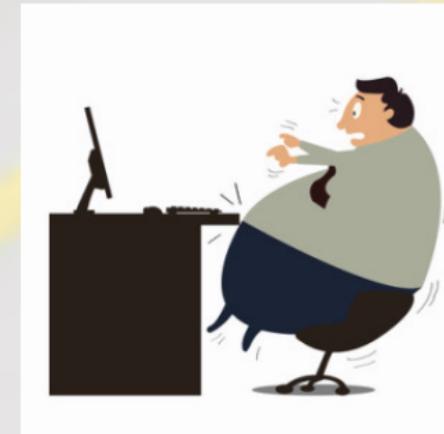
HEALTH

Air Quality

Chair Position

TAKE A BREAK

- Sitting for a long time
- Need to take a walk
- Relax



HEALTH

SENSE ROOM TEMPERATURE

- Check temperature
- Act Accordingly



HEALTH

WEIGHT ANALYSE

- check your weight by the sensor on chair
- advice you to do some sports



SOCIAL AWARENESS

COLLEAGUES IN - OUT

- Need to see my colleague
- Get information about his presence



SOCIAL AWARENESS

MEETING AND COFFEE ROOM

Meeting room

- Sense for movements
- Time Interval

Coffee room

- Sense for movements All Time

GAMIFY

Game Theory

- Make a Pop UP
- Supervise the user
- If he/she takes the advice
- If YES, give points to user



=



GOAL!



