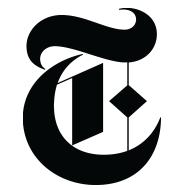




Spatial Olympic News Curation Platform

TOKYO 2020



During olympic seasons,
everyone becomes huge sports enthusiasts.



On the other hand,
people get bombarded with olympics' articles and data
on a daily basis which sometimes gets overwhelming.

46 Sports
42 Games
210 Countries
454 Athletes

:

SUMMER SPORTS			MEN'S SUPER-G										2018 PyeongChang Winter Olympics Schedule																				
ARCHERY	EQUESTRIAN/JUMPING	TABLE TENNIS											RANKING																				
ARTISTIC SWIMMING	FENCING	TAEKWONDO											RANK	PARTICIPANT	RESULT	NOTES	Sport	Feb 10	Feb 11	Feb 12	Feb 13	Feb 14	Feb 15	Feb 16	Feb 17	Feb 18	Feb 19	Feb 20	Feb 21	Feb 22	Feb 23	Feb 24	Feb 25
ATHLETICS	FOOTBALL	TENNIS											6.	 Matthias MAYER AUT	1:24.44		Alpine Skiing		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
BADMINTON	GOLF	TRAMPOLINE											5.	 Beat FEUZ SUI	1:24.57		Biathlon		✓		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		
BASKETBALL	GYMNASTICS ARTISTIC	TRIATHLON											8.	 Kjetil JANSRUD NOR	1:24.62		Bobsleigh																
BEACH VOLLEYBALL	GYMNASTICS RHYTHMIC	VOLLEYBALL											4.	 Blaise GIEZENDANNER FRA	1:24.82		Cross-Country Skiing		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
BOXING	HANDBALL	WATER POLO											5.	 Aksel Lund SVINDAL NOR	1:24.93		Curling		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
CANOE SLALOM	HOCKEY	WEIGHTLIFTING											6.	 Vincent KRIECHMAYR AUT	1:25.13		Figure Skating		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		
CANOE SPRINT	JUDO	WRESTLING FREESTYLE											7.	 Dominik PARIS ITA	1:25.18		Freestyle Skiing - Aerials		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		
CYCLING BMX	MARATHON SWIMMING	WRESTLING GRECO-ROMAN											8.	 Andreas SANDER GER	1:25.21		Ice Hockey		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
CYCLING MOUNTAIN BIKE	MODERN PENTATHLON															Nordic Combined		✓															
CYCLING ROAD	ROWING															Short Track Speed Skating		✓		✓													
CYCLING TRACK	RUGBY															Skeleton																	
DIVING	SAILING															Ski Jumping		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		
EQUESTRIAN/DRESSAGE	SHOOTING															Snow Boarding		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		
EQUESTRIAN/EVENTING	SWIMMING															Speed Skating		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		

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So we thought,

*How might we build a spatial platform that provides
'data curation with
immersive experience'?*



of course, by facilitating

New York Times' the best photo journals with 5G and articles.



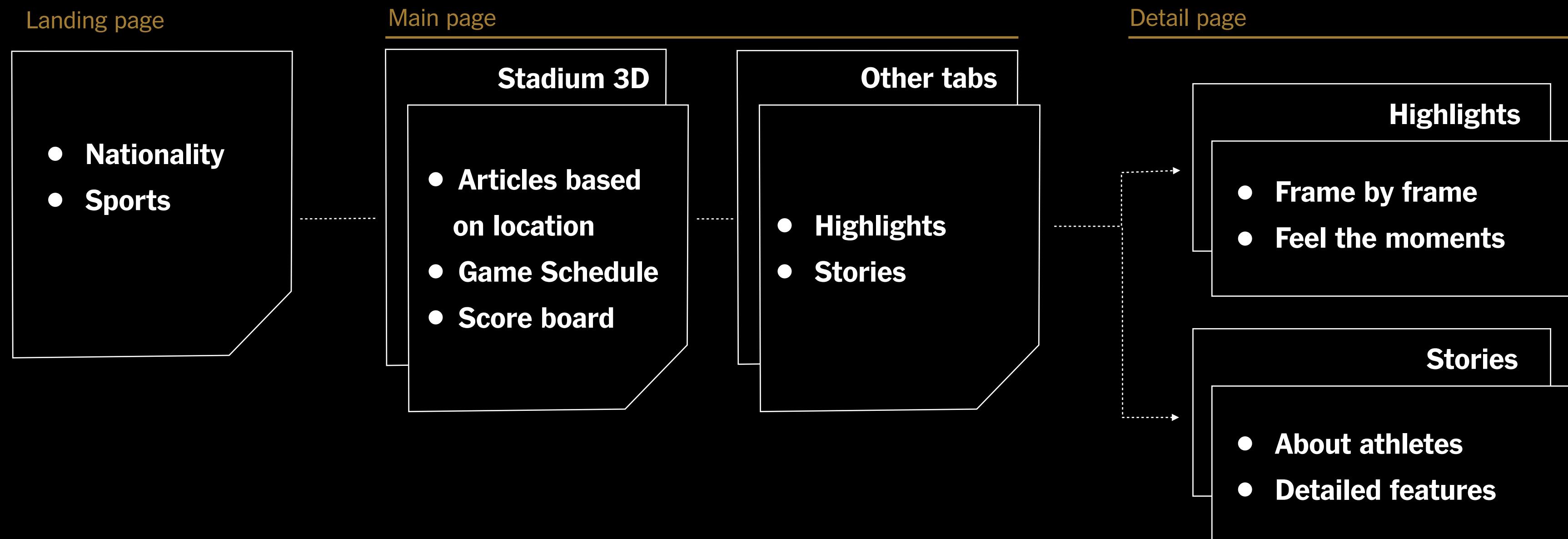
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How does it work?

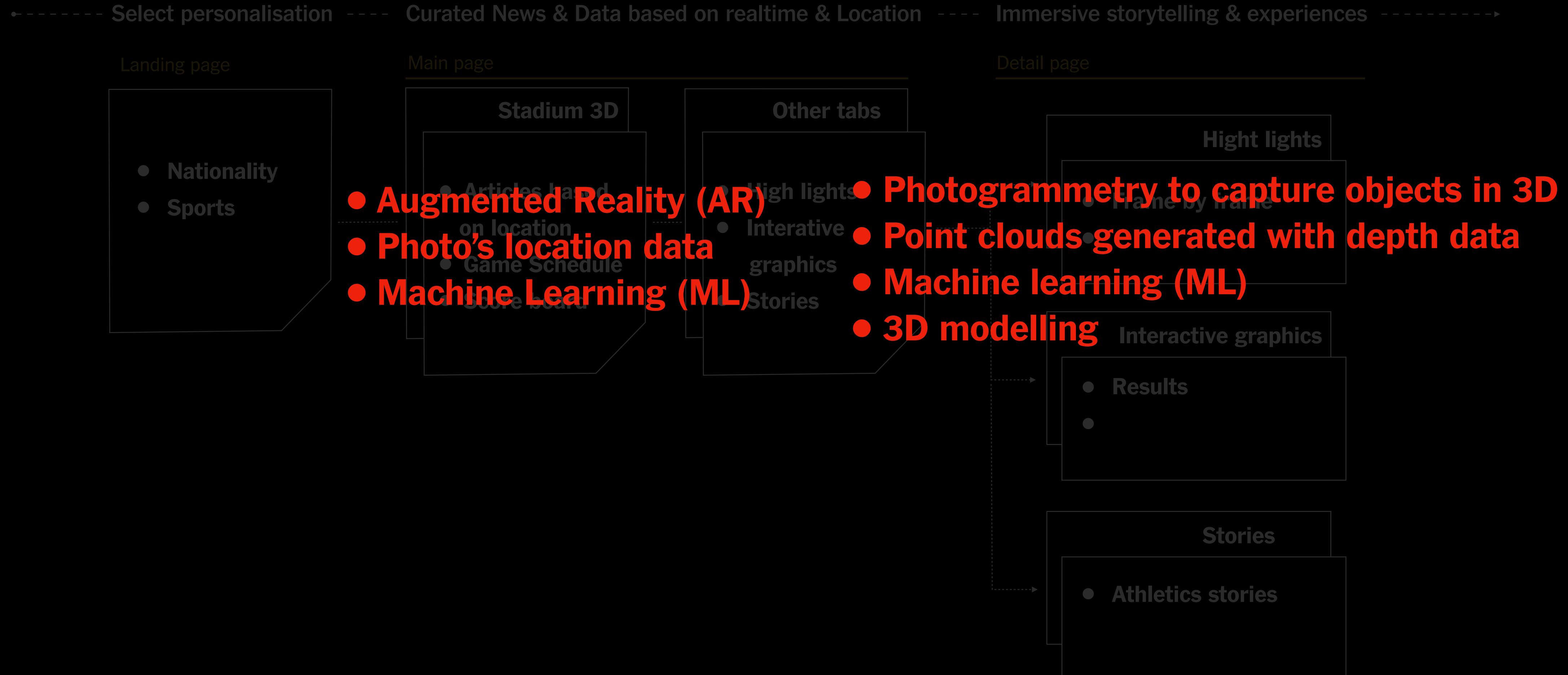


Overview

----- Select personalization ----- Curated News & Data based on Realtime & Location ----- Immersive Storytelling & Experiences ----->

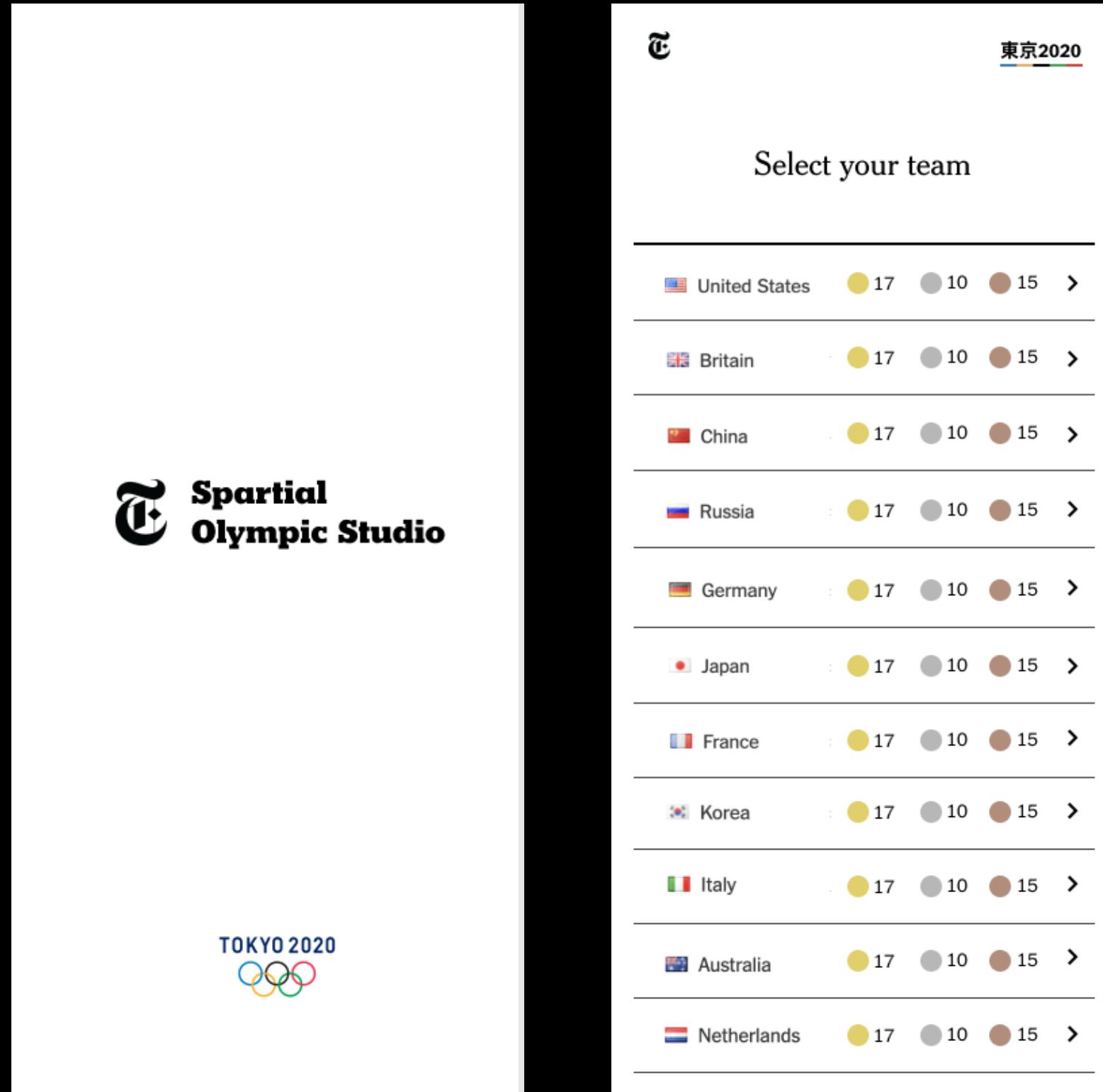


Technical features



| Quick prototype

Landing page

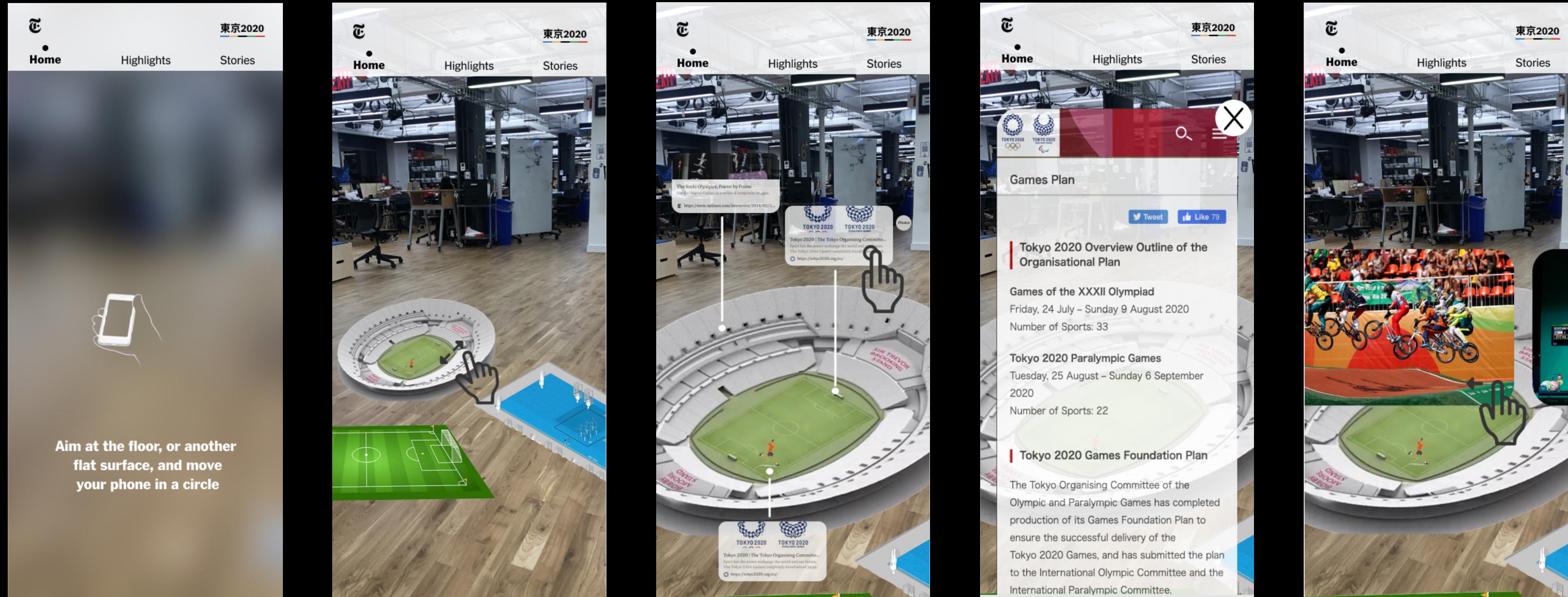


- Landing page displays the score board of all national teams.
- Once the users select their supporting team's scoreboard, all features and data will be curated by the selected team



| Quick prototype

Main page

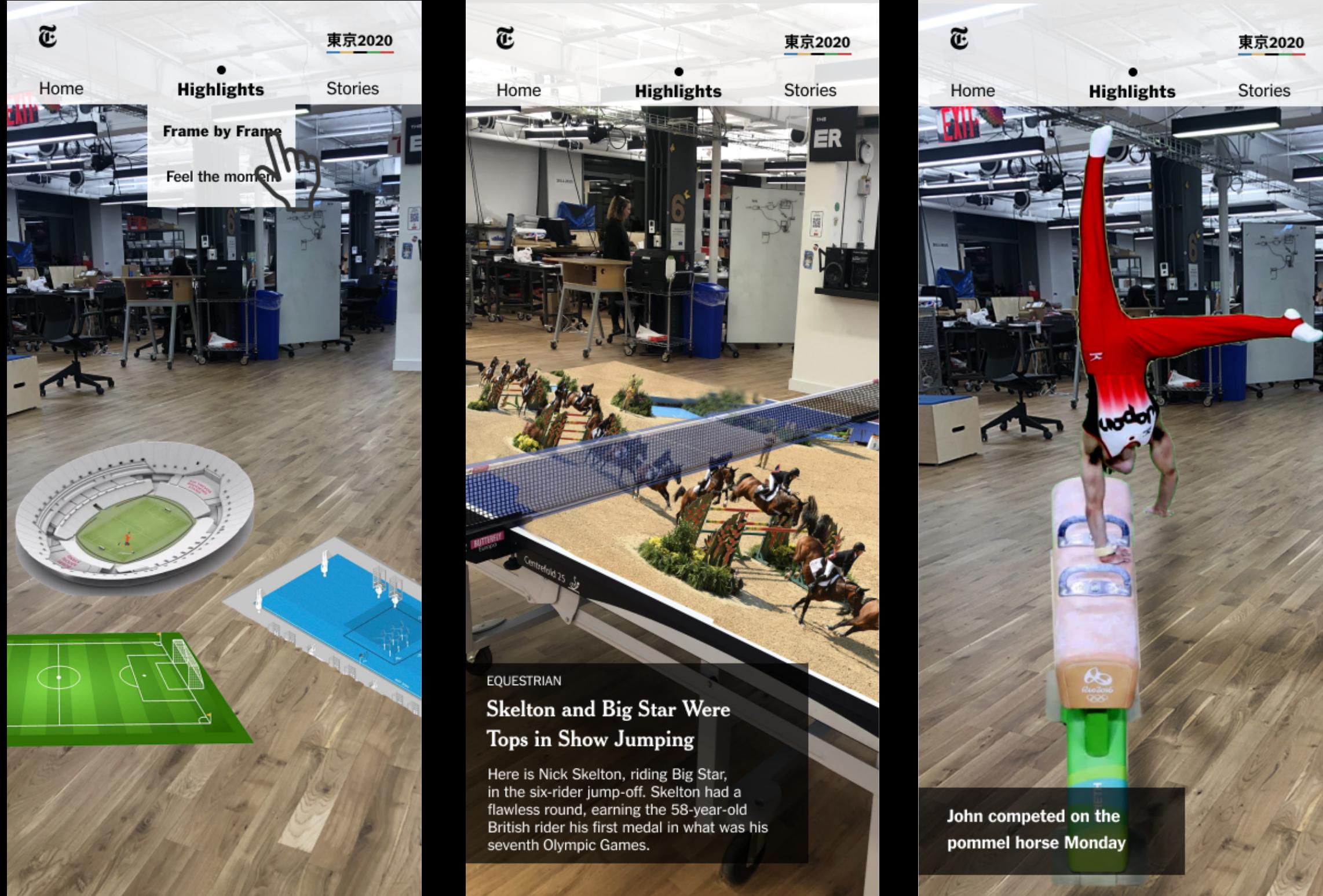


- All information will be curated based on users' selection.
- Users can place the AR stadiums on their own location's ground, where they can zoom in to see upcoming schedule of events, articles and photos at the specific locations in realtime.
- Tokyo 3D stadium can be created by photogrammetry / 3D modeling.



| Quick prototype

Main page -Immersive storytelling & experiences - Highlights



Feature 1) Frame by Frame

This is already an existing feature in NYT. Users can be immersive in AR, on top of their desk, or the floor of their room.



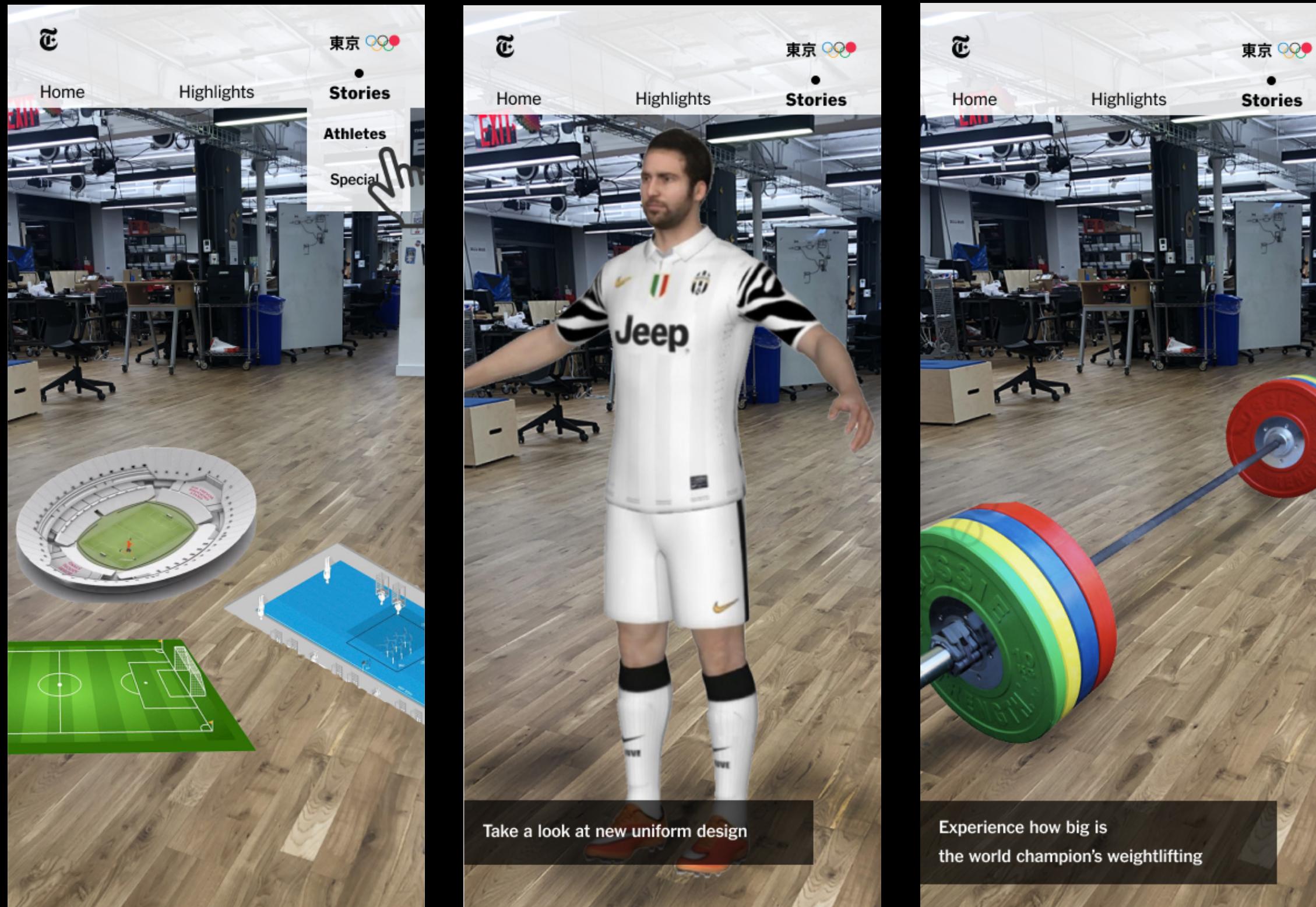
Feature 2) Experience highlight moments with 3D point clouds

Highlighted moments of users supporting team can be seen with 3D Cloud in an immersive way.



| Quick prototype

Main page -Immersive storytelling & experiences - Stories



Immersive storytelling about specific topics with real-size AR features

- ex) An athlete's story (Like the existing NYT's AR features)
- ex) What different teams' uniforms look like
- ex) How big the world champion's weightlifting is
- ex) How different balls sizes from every different games

What can we expect from this project?

- Sustainable platform building for every future Olympics & World Cups
- Could create more powerful next version of the platform with AR glasses
- Increase in exposure to NYT's high quality photo journals in an immersive way
- Become an industry reader in providing an immersive way to experience events that produce large amounts of data
- Exploration of NYT's assets such as 5G & photogrammetry & spatial computing



Who are we?

Anna Oh

- Product designer
- Previously Senior art director

Work experience

- Created a sustainable Design System for digital products at NYU IT.
- Senior Art director and supervisor of advertising & brand strategy at Samsung
- Experienced a brand marketing for 2018 Russian world cup
- Worked creative concept development including brand strategy, film production, storyboarding, social campaigns, digital marketing campaign and etc

Skills

- Adobe Photoshop / Illustrator / After effect / Premiere
- Sketch / Figma / Invision / Principle
- Cinema4d / Unity / ARkit
- Html / CSS / Javascript

Education

- Interactive Telecommunications Program (MA)
- Visual communication design (BA)

Jiwon Shin (Leader)

- Creative technologist
- Previously Creative Coder / Educator

- Participant of Google Summer of Code for Processing Foundation for development of p5.serial library & application.
- Developer of The Flow Room (collaboration with J.H Moon and Lisa Jamhoury) with NYU Visual Arts Initiative Fund.
- Resident Research Fellow at Interactive Media Arts (IMA) department at NYU Shanghai
- Experience with web development and creative coding for creating interactive experiences with focus on depth data and 3D environments

- HTML / CSS / Javascript
- Three.js / p5.js / React.js
- Java / Python / C / C++
- openFrameworks / Processing / TensorFlow

- Interactive Telecommunications Program (MA)
- Computer Science and Visual Arts (BA)

Chenyu Sun

- Creative technologist
- Previously Sound designer

- Creative technologist director and co-founder of NEONBLACK studio.
- Curated interactive media exhibitions, developed and designed immersive interactive experience in different spaces.
- Built responsive website for NYU ISDM that include a registration funnel, catalog browsing, viewing history and up-to-date events management.
- Collaborated with American Museum of Natural History in the mobile app and unity game develop of a playful interactive installation for an educational public museum event “Space Festival”.

- Sketch / Figma / Invision / Principle
- Cinema4d / Unity / ARkit / TouchDesigner / Arduino
- Html5 / CSS3 / Javascript / C# / Swift / Python

- Interactive Telecommunications Program (MA)
- Music (BA)