Projekt 2023/24, projekttilldelning

1. Battle maze game (Josef)
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2. Digital Product Passports (DPPs), key services (Eric Chiquito, Ulf)
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3. Course catalog generation (Josef)
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4. Demand-Supply Matching (DSM) service (Eric Chiquito, Ulf)
   - eric.chiquito@ltu.se, ulf.bodin@ltu.se
5. Natural Language Processing (NLP) to find underlying meaning in scraped data (Carl Borngrund, Ulf)
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6. Open house demo game (Josef)
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7. Micro-services for lawn-mower zero/low administration service delivery (Ulf, Olov Schelén)
   - ulf.bodin@ltu.se, olov.schelen@ltu.se
8. Digital Product Passports (DPPs), federated system (Eric Chiquito, Ulf)
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9. Simulation environment for DSM models and double auctioning bid-behaviors (Shai Fernandez, Ulf)
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10. Web-scraping for demand-supply matchmaking (Carl Borngrund, Ulf)
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11. Decentralized Identifiers (DIDs) system (Malte Kerl, Ulf)
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12. AI study buddy (Josef)
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13. Portal for snow & ice detection and prognoses (Johan Casselgren, Ulf)
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