## **FlowDrive**



## PROJECT BRIEF

TIMELINE	PROJECT SCOP
2018 -2023	Human Interface HW/SW Experience Applied AI

CONTRIBUTORS

Basheer Tome
Ben Suarez
John Hayes

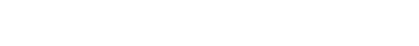
**MY CONTRIBUTIONS** Product Ownership **Product Architecture** User Research Product Design HW Interface Design **Technology Invention** 

### VISION & SOLUTION

#### Design a seamless handover from driver to vehicle

FlowDrive is a patented technology developed by Ghost Autonomy that enables the driver to handover control of the vehicle to the system by simply letting go of the steering wheel. This solution offers the most intuitive and straight forward experience for the driver to engage with the software. The technology is based on a combination of using hundreds of sensors to understand and adapt to the the situational behavior of the driver and an AI trained to ensure the safety of the driver in- and outside of the car.





#### Appendix: Selected Projects | Ghost OS | FUNDAMENTAL TECHNOLOGY

#### [] +1 415 683 6861 Mario Delgado Elysian <u>m@mario.design</u>

#### Video, 25 Seconds





## FlowDrive

#### VISION & SOLUTION

#### Design a seamless handover from driver to vehicle

FlowDrive is a patented technology developed by Ghost Autonomy that enables the driver to handover control of the vehicle to the system by simply letting go of the steering wheel. This solution offers the most intuitive and straight forward experience for the driver to engage with the software. The technology is based on a combination of using hundreds of sensors to understand and adapt to the the situational behavior of the driver and an AI trained to ensure the safety of the driver in- and outside of the car.

#### PROJECT BRIEF

2018 -2023

Human Interface HW/SW Experience Applied AI

Basheer Tome Ben Suarez John Hayes

Product Ownership **Product Architecture** User Research Product Design HW Interface Design Technology Invention



#### FlowDrive Demo

▶ Video, 25 Seconds



# Multimodal Driver Input & Reasoning

#### VISION & SOLUTION

Make the "Knight Rider" experience real - an intelligent car that can think and talk

Developing a voice input technology was key to create a conversational interaction between human and vehicle. The goal was to enable the GhostOS to execute tasks through verbal and non-verbal commands. The technology was based on using a mix of on-device cloud-based voice to text and LLM reasoning to enable capabilities from operating the car itself to finding the best options to shop on the way home and much more.

#### PROJECT BRIEF

TIMELINE PROJECT SCOP	E CONTRIBUTORS	MY CONTRIBUTIONS
-----------------------	----------------	------------------

2021 - 2024

**SW Product** Experience Applied AI

Peter Crandall Darryl Day

Product Ownership API Design User Research Product Design Technology Invention



## Voice Input UI

