THINK ☺ MAKE
ignite
#CLARKSONIGNITE

Makerspace Utilization

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Makerspace

- New shared campus resource
- Varied resources and users
- Difficult to determine utilization

Goal

- Allow administrators to make data-driven choices

  - If resources are over-utilized, acquire more; if under-utilized, repurpose

  - Organize effectively

  - Open when optimal

How

- Software - Openpose

- Hardware - Nvidia Jetson

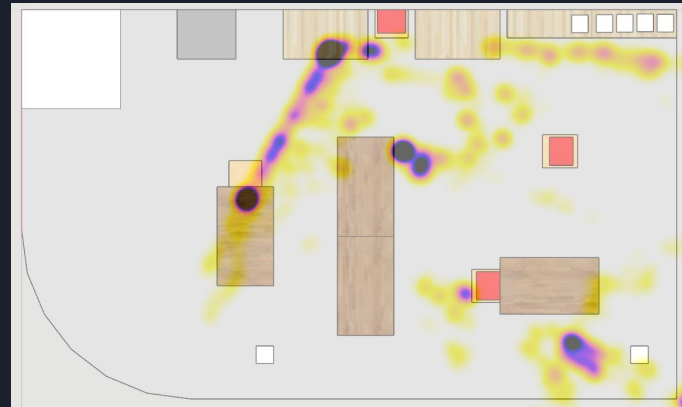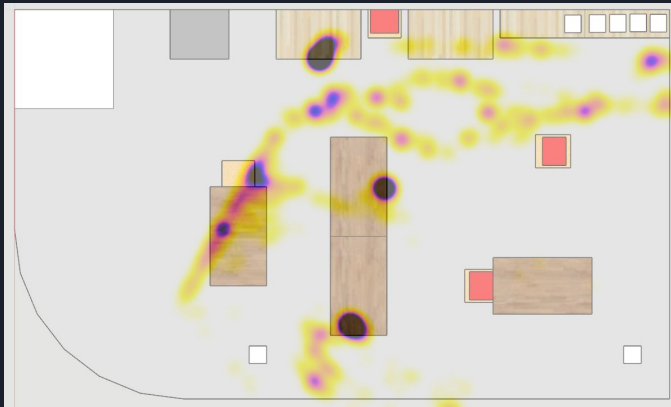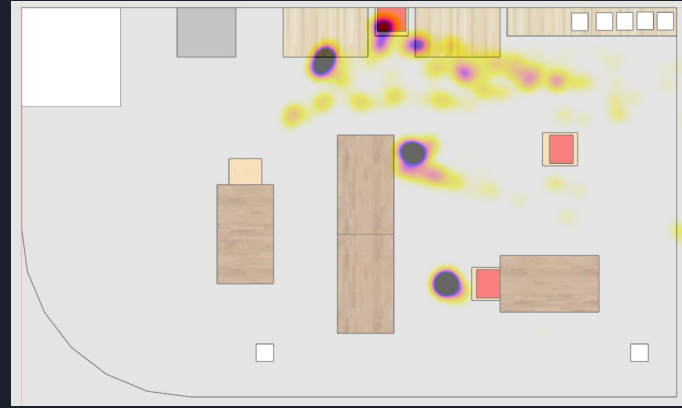# Computer Vision

- Compute the skeletal joint keypoints
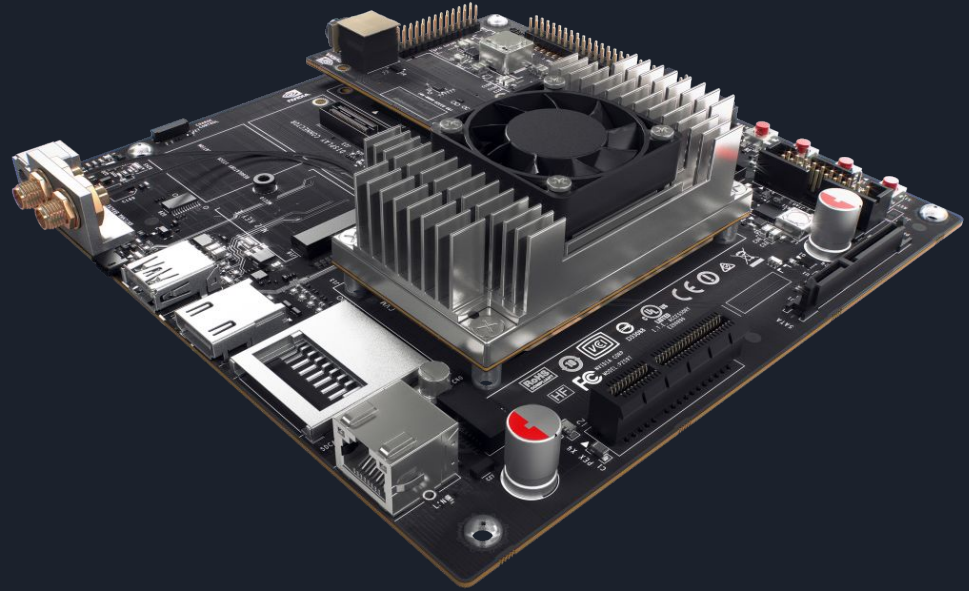
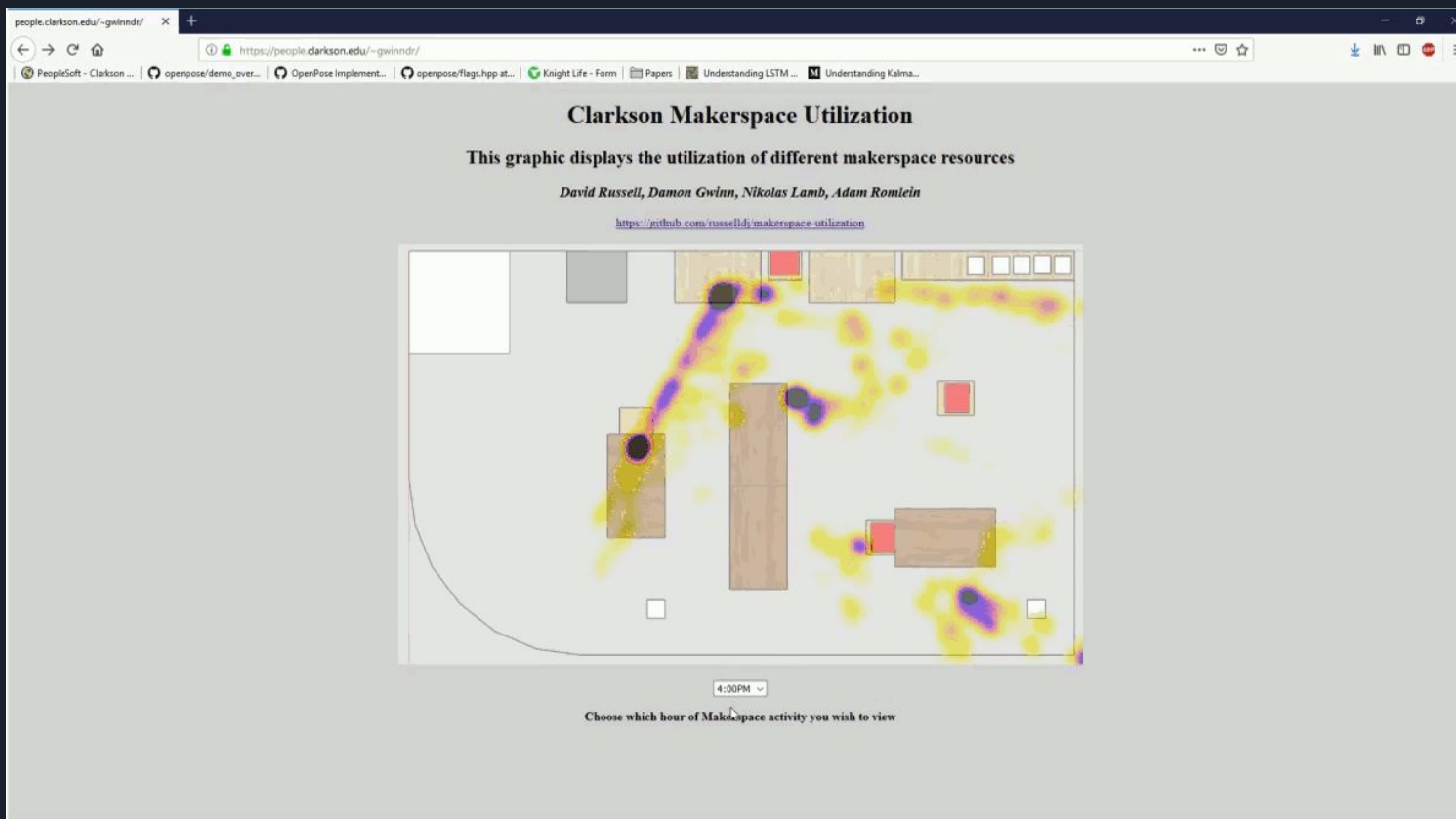- Determine where people are standing

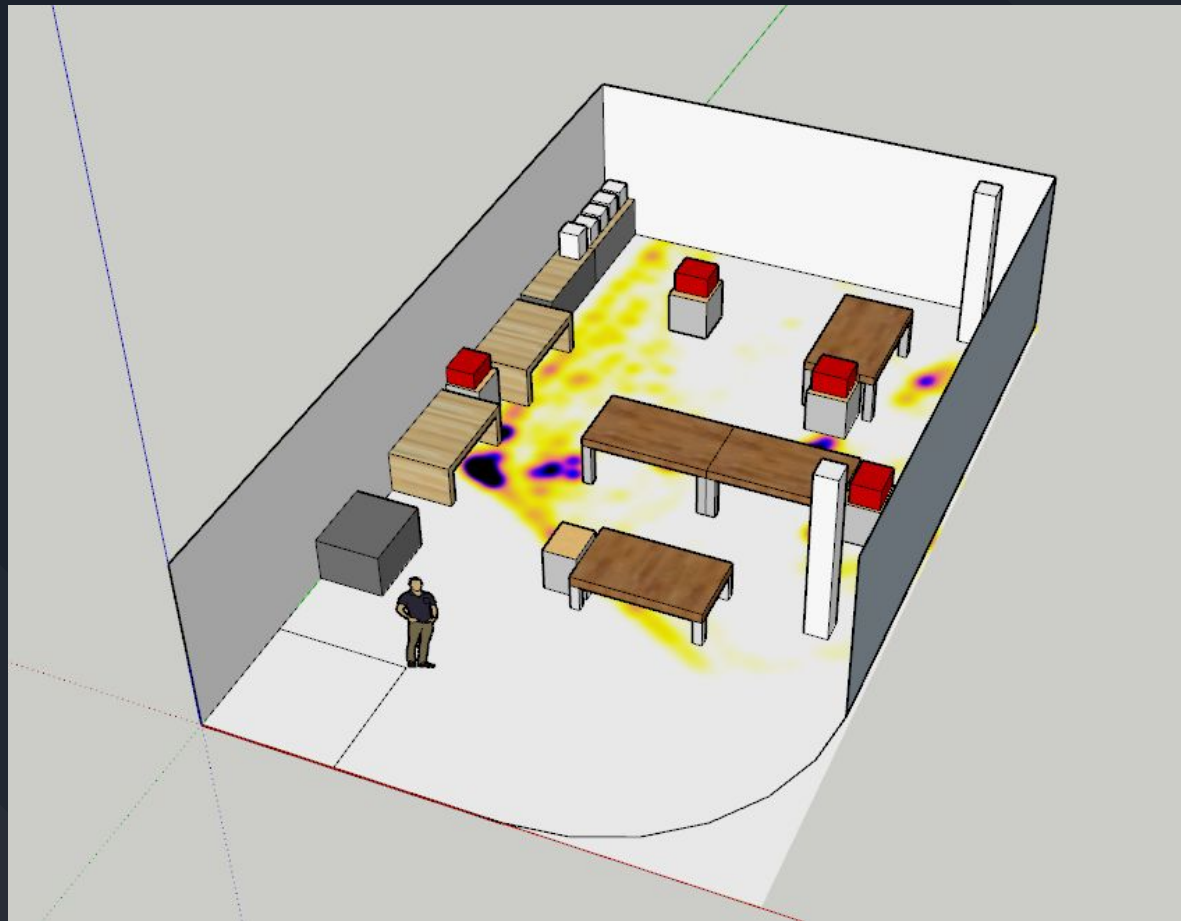# Usage Maps

NVIDIA Jetson TX2

- All processing is local

- Specifically designed for embedded technologies

- Cost-effective onboard GPU
  - $600

Usable Interface

Future Work

Conclusion

- We present an intuitive approach for assessing the utilization of a shared spaces

- Uses specialized, cost-effective hardware and software

- We plan to fully implement this by Fall 2019

Questions