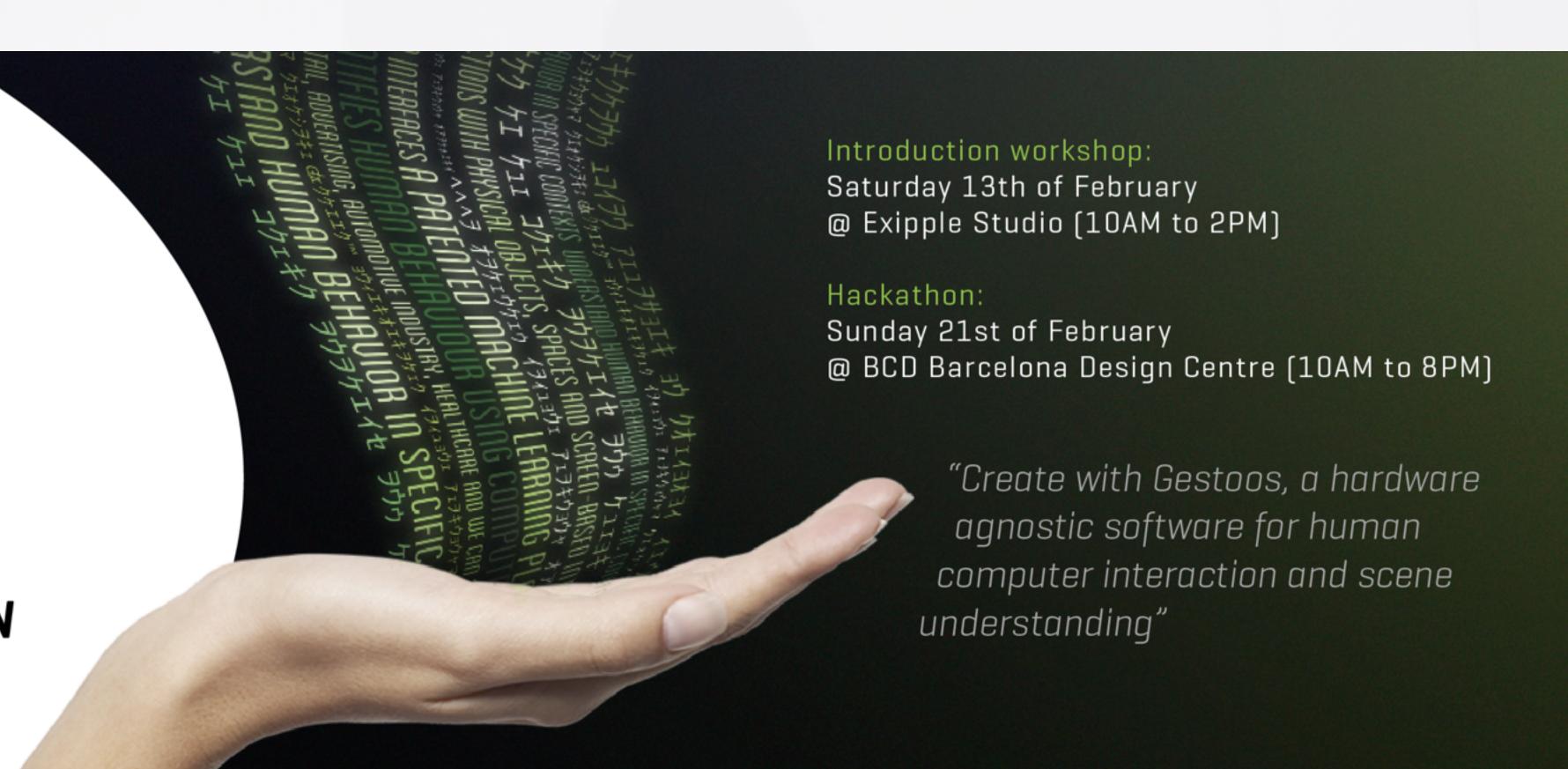
exipple studio presents:

# Hackex-i

SMART ENVIRONMENTS
AND MULTI-MODAL
INTERACTION HACKATHON

www.exipple.com



## Challenge

Create prototypes of immersive experiences that showcase the potential of computer vision and artificial intelligence technologies to solve actual problems for a selection of topics.

### Challenge

- Retail, Events, Advertising, Digital Signage: Create multimodal (touch-gesture) interfaces to engage users.

  Understand users behaviour while interacting with the interface.
- Home automation, multimedia interaction, collaborative workspaces: Remote control of devices, multiuser interaction with digital assets.
- · Robotics and Industrial Applications: Machinery control, human-robot interaction, safety control
- Car industry: Safety, multimedia interaction
- Health/welfare: Rehabilitation, fitness, sports, remote control of medical devices, serious games
- Education: Educational games, interaction with digital content (museums, exhibitions)
- · Banking: Payment gateways, client services
- · Media Artists & Experimental: Music, mixed media interaction.

#### **Prize**

- · Orbbec camera.
- · 4YFN ticket including Mobile World Congress.
- · Presentation of prototype at Exipple's 4YFN stand.

#### Rules

- Teams from 1 to 3 members
- · Prototypes should be created by the members of the team. Teams registration deadline (21st February morning)
- · Any technology, software, devices and materials are allowed.
- · Prototypes should use of Gestoos platform at some extend.
- Prototypes should be demonstrated at the BCD museum (afternoon, 21st of February)

Criteria: practicality, business potential, usefulness, originality, creativity of presented ideas.