SpeakingRadar

An App for visually impaired people

NOVIZ

bugnplay – Competition

bugnplay.ch

DER DIGITALE JUGENDWETTBEWERB FÜR GAMES, CODE, ROBOTIK & MULTIMEDIA

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NEU: ALTERSKATEGORIE 21-25

Mitmachen können nun 8- bis 25-jährige

- Kids: 8 – 11 Jahre
- Juniors: 12 – 16 Jahre
- Seniors: 17 – 20 Jahre
- Students: 21 – 25 Jahre*

*Es können Seminar-, Bachelor-, Master-, Diplom- und Doktorarbeiten (Ph.D) eingereicht werden. Zugelassen sind aber auch ganz freie Arbeiten, die nicht im Kontext einer Ausbildung entstanden sind.

BUGNPLAY 2019

Registrationsfrist um eine Woche verlängert

Bitte beachten: Die Registrationsfrist endet am 10.02.2019 um Mitternacht.

Hier klicken zum Anmelden

Start Projektabgabe

Verbleibende Zeit
1 Tage
23 Stunden
9 Minuten

Zum Login

Konzept und Realisation MIGROS kulturprozent

DART Next Gen Award

Design
Art
Research
Technology

Sophie Lamparter
Founder & CEO

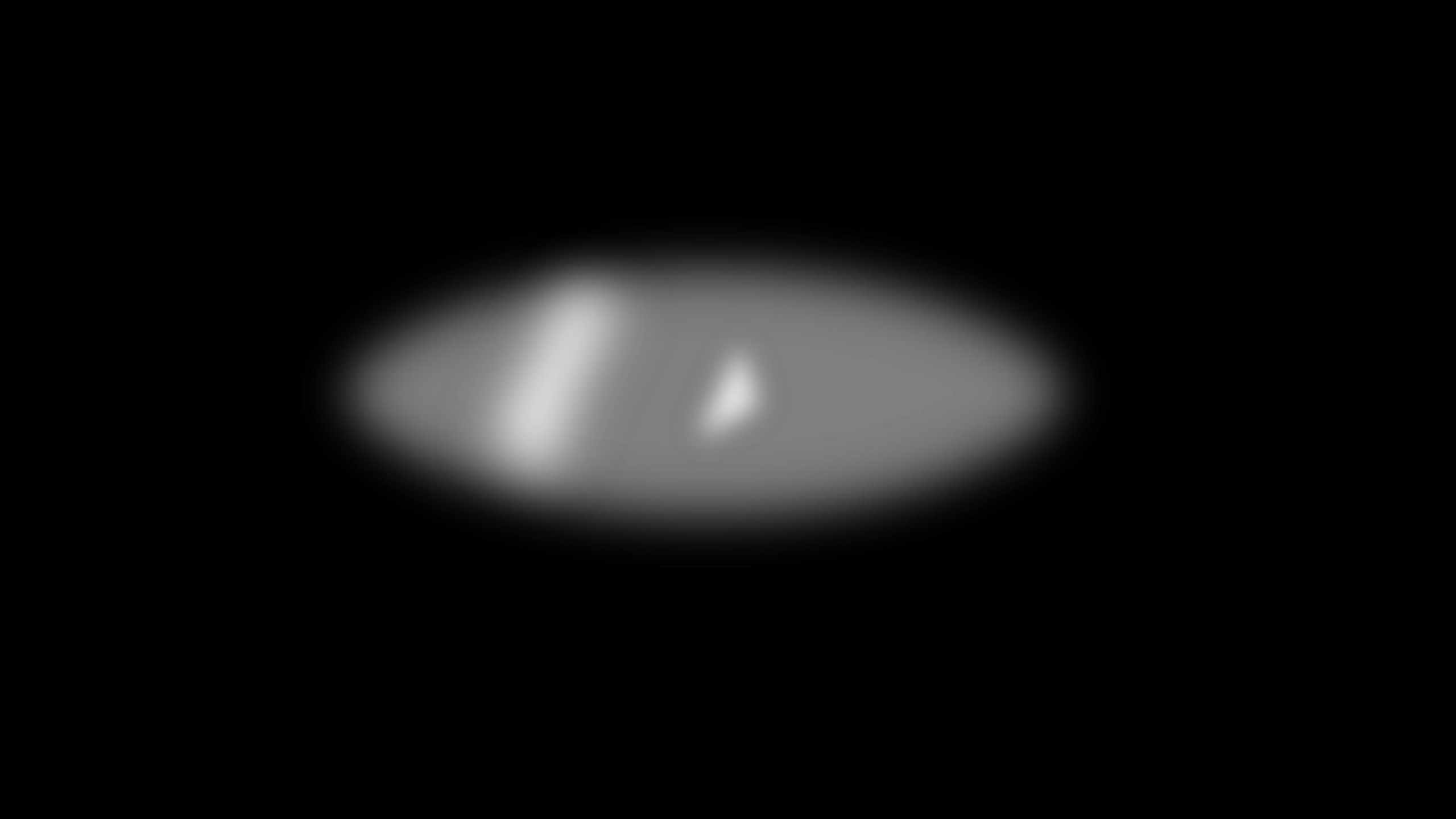
For the last 10 years Sophie has been building interdisciplinary networks and collaborations in design, art, research, and technology. Before starting DART, she was Associate Director at swissnex San Francisco, Switzerland's Innovation outpost in San Francisco. Her expertise is the digital creative industry. She was instrumental in building US partnerships and helped position several successful Swiss startups like Mindmaze, Artanim/ Dreamscape, or Faceshift. Being involved in scouting, presenting, match-making, scaling and funding of hundreds of projects and startups between Switzerland, Europe and the US, she knows it's time for a new type of incubator dedicated to projects with an art and design focus.

Visit my website

Arijana Walcott
Founder & COO

Arijana is an AR/VR Expert working at the Swisscom Innovation Outpost in the Silicon Valley. Responsible for consumer related trends, she identifies and captures new trends, technologies and ideas relevant to the Swiss consumer market. I this role she consulted with several Swiss corporates like Swiss Radio and Television, Swiss Federal Railways or the Mobiliar Insurance on finding the right AR/VR partners and use cases. Before starting DART, Arijana's focus was on corporate culture and adoption of new technologies in the workspace. She understands the relevance of a human-centered approach and how important those are not only for the adoption of new technologies itself but for our level of comfort around it.

Visit my profile on LinkedIn

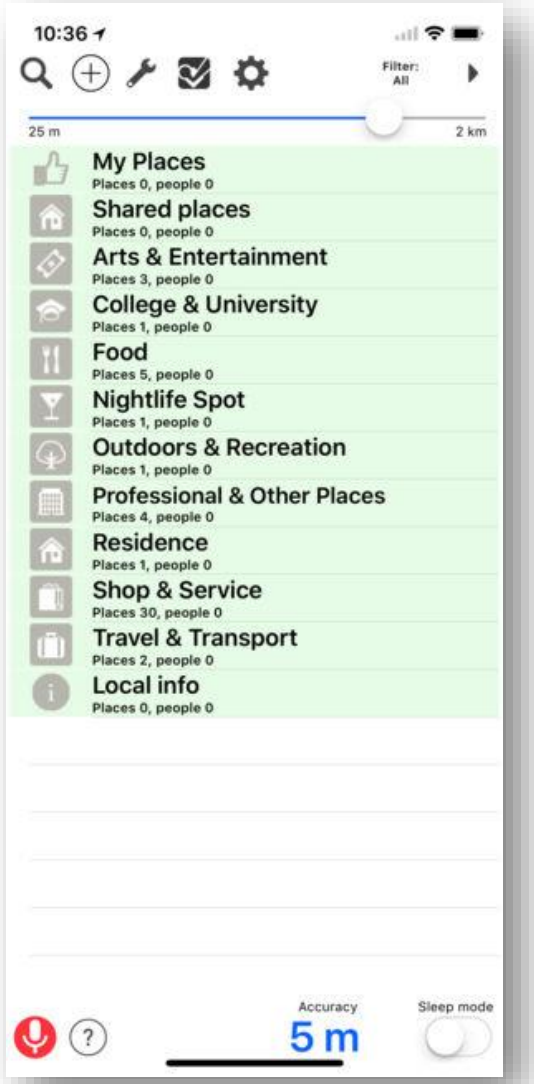


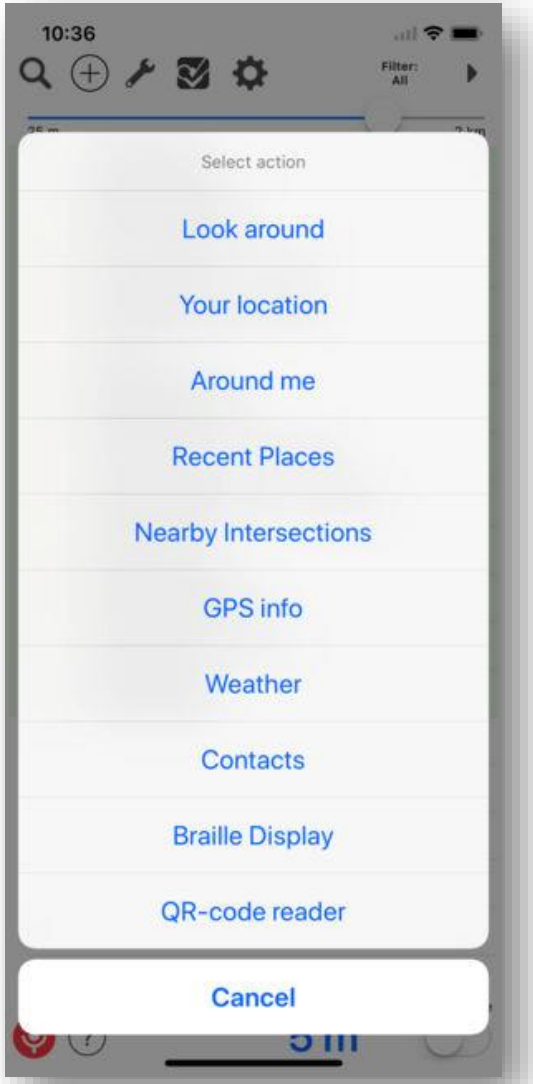
Seeing AI - Microsoft

- **Narrates the world around you**
  - recognizes documents
  - color
  - light
  - currency
  - scenery & scenes
  - remembers faces
  - classification of products
  - recognizes hand writing

BlindSquare

- **Navigation**
  - gives instructions
  - calls out intersections
  - distance to destination
- **List of most interesting Places around you**
  - contact info
  - restaurant menu
  - go to social media
  - open navigation
- **Shake for current address**





Demo

An App for visually impaired people

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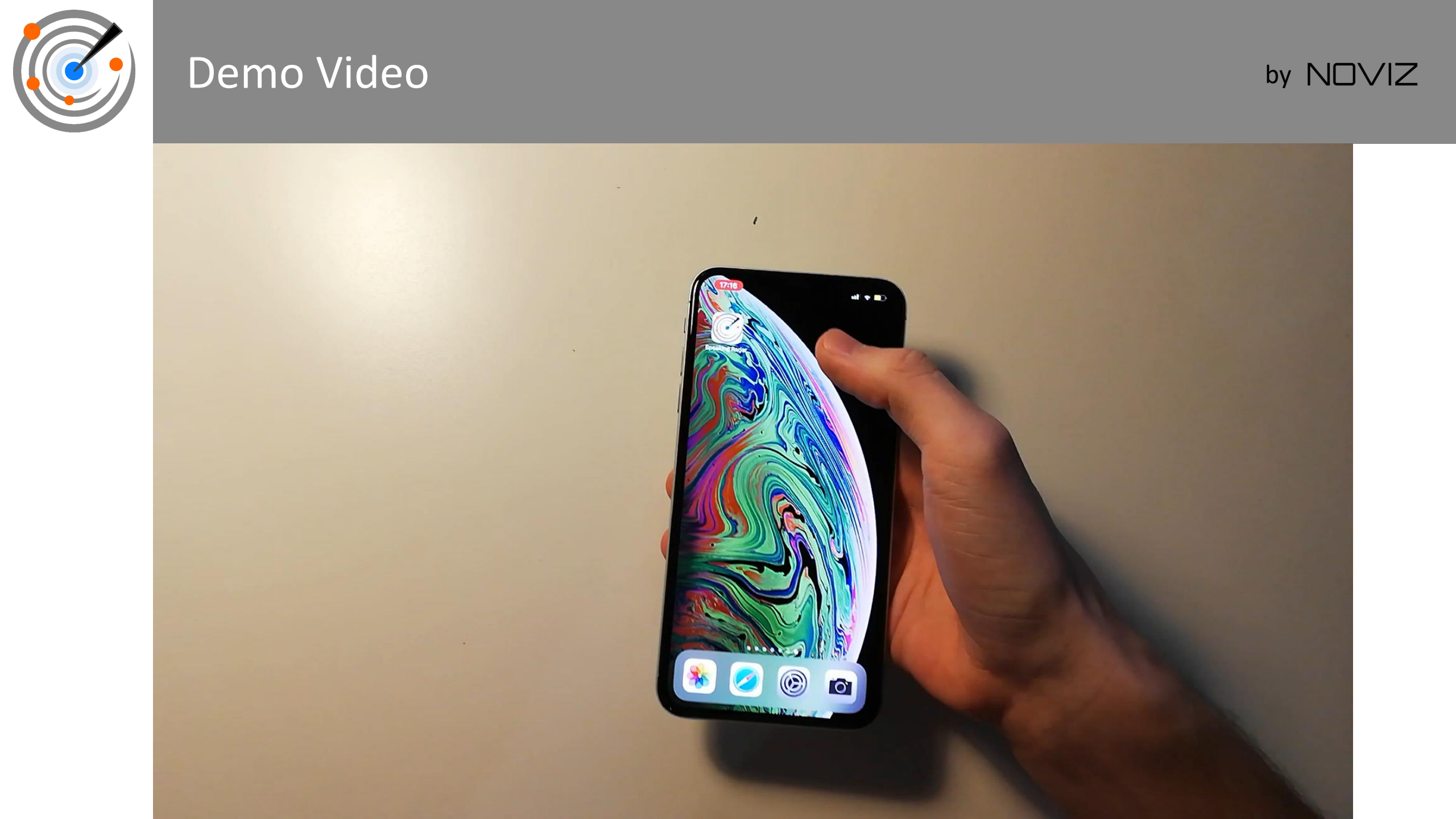
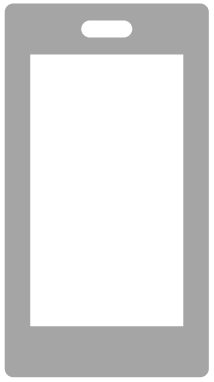


Demo Video

by NOVIZ

How the App Works

by NOVIZ

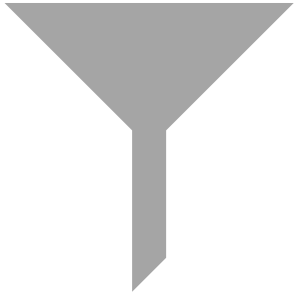


Sensor Data + User Input

- touch input
- GPS position
- compass sensor

Google Places API Request

- URL request
- Json file



Filtering of the Results

- distance
- type

Conversion into Speech

- language
- speed
- information

Interview with Janka Reimmann

by NOVIZ

- «I could not imagine living without an iPhone»
- «Is the idea of pointing in a direction and getting the POI data read out loud useful?» «Yes!»
- «It would be useful to be able to discover some restaurants on your own!»
- «To align my mental map with reality or even extend it…»
- «In what direction is the next train station or bus stop?»

Thank you for your time. . .

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