March 2018 / 📺 \ 🖊 v1.0







Designing a Natural User Interface to control a Smart Classroom





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Natural User Interface







Smart Classroom

Conditioning lighting and other equipment available in the classroom





Project Diagram

Integration of

Knowledge - Techniques - Tools - Technologies

from different areas

Smart Buildings - IoT - Osmotic Computing - NUI - Machine Learning - Embedded Systems - Mobile Devices

with which we can design an

IoT platform enabled to integrate an osmotic, distributed and heterogeneous network of sensors and actuators from a smart classroom





Project Diagram

managed from a

Mobile App

provided with NUI's recognizing

Text - Voice - Objects

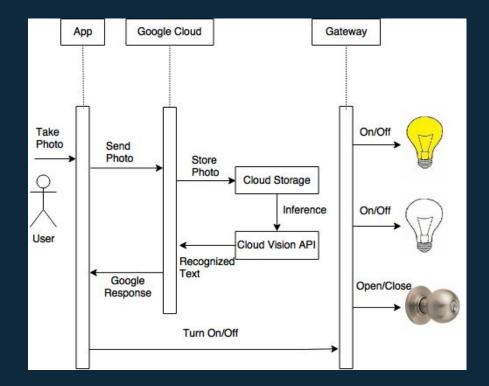
to provide those capabilities will be applied

Techniques and algorithms of machine learning, specifically deep learning





App for Text Recognition



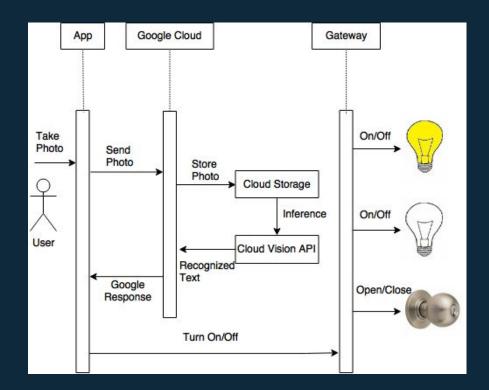


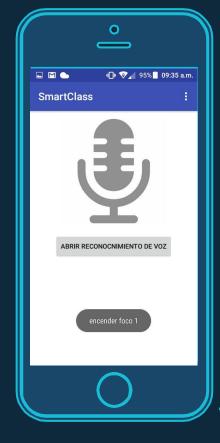


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App for Voice Recognition



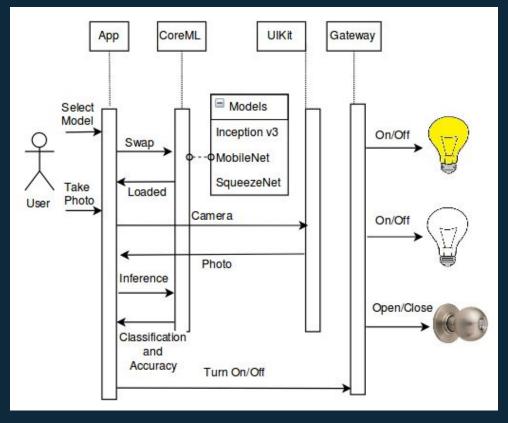




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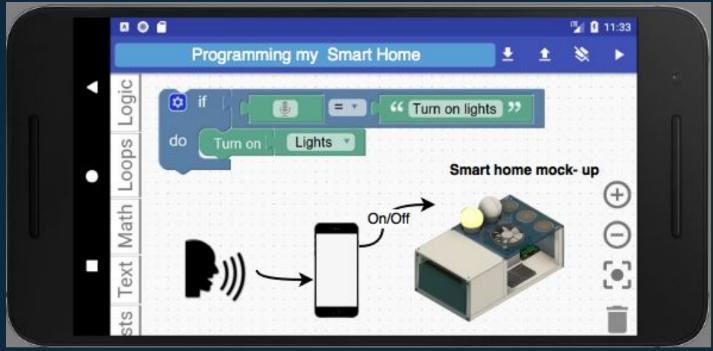
App for Object Recognition





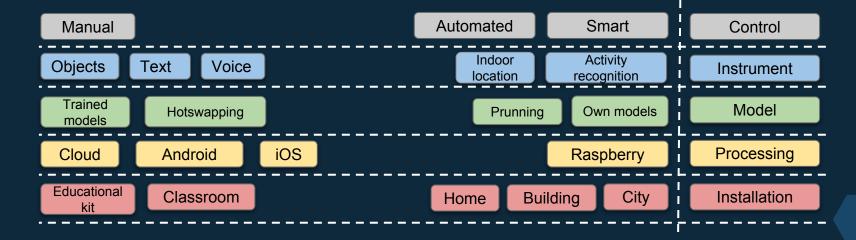


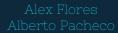
Educational Kit













iiThanks!!

