

TITLE	Context-aware Smart Object
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SHORT DESCRIPTION

Objective	Develop a smart object for user interaction that communicates with a PC and shows the user interactions in a virtual world.
Requirements	<ul style="list-style-type: none"> – User interface is the object (may include LED, sound, texture, etc.); – The PC virtual world can be defined using Virtual Reality Markup Language (VRML); – Temperature, pressure, accelerometer, gyroscope, compass, GPS sensors; – Power autonomy of 12 h; – Wi-Fi communication; – Compliant with the 2006/42/CE 2006-05-17, 2005/95/CE 2006-12-2 and ROHS EU Directives.

RELEVANT DATA

Maximum budget: 500 €

RESOURCES

ACADEMIC SUPERVISORS	António Ferreira da Silva (AFS), Manuel Silva (MSS), Maria Cristina Ribeiro (MCR), Nídia Sá Caetano (NSC), Paulo Ferreira (PDF), Pedro Barbosa Guedes (PBG), Benedita Malheiro (MBM)
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EUROPEAN PROJECT SEMESTER – EPS@ISEP
PROJECT DESCRIPTION

Project: P07
Semester: Spring 2012

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