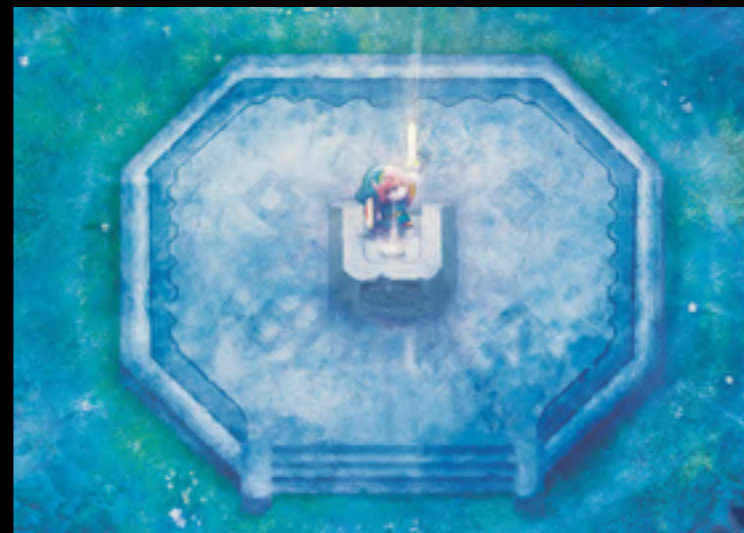


Future City

Thoughts, opinions and examples

About Nico



Smart cities

Open Data

Big Data

Merging realities

Digitalization

Internet of Things

Entertainment

Internet of Things (IoT)

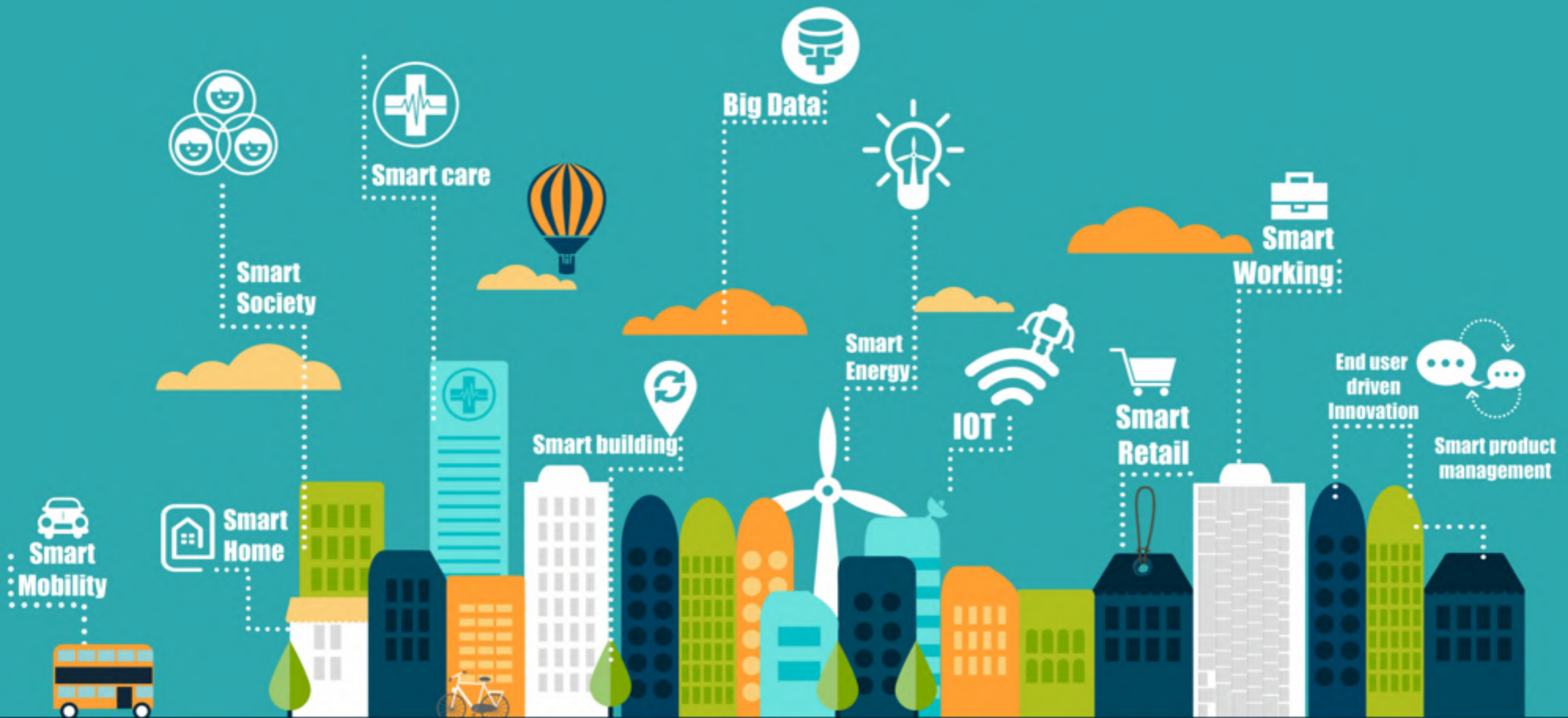
“The Internet of Things (IoT) is the network of physical objects or “things” embedded with electronics, software, sensors, and network connectivity, which enables these objects to collect and exchange data.”

via Wikipedia (Internet of Things)

Internet of Things (IoT)



Smart cities



Real-time city



City Hall's Central Operation Office in Rio de Janeiro, Brazil

via ultimosegundo.ig.com.br

Open Data

“Open data is data that can be freely used, re-used and redistributed by anyone - subject only, at most, to the requirement to attribute and sharealike.”

via opendatahandbook.org

Big Data

“Big data usually includes data sets with sizes beyond the ability of commonly used software tools to capture, curate, manage, and process data within a tolerable elapsed time.”

via Wikipedia (Big Data)

Civic Hackathons



via greenhackathon.com

Hackerspaces

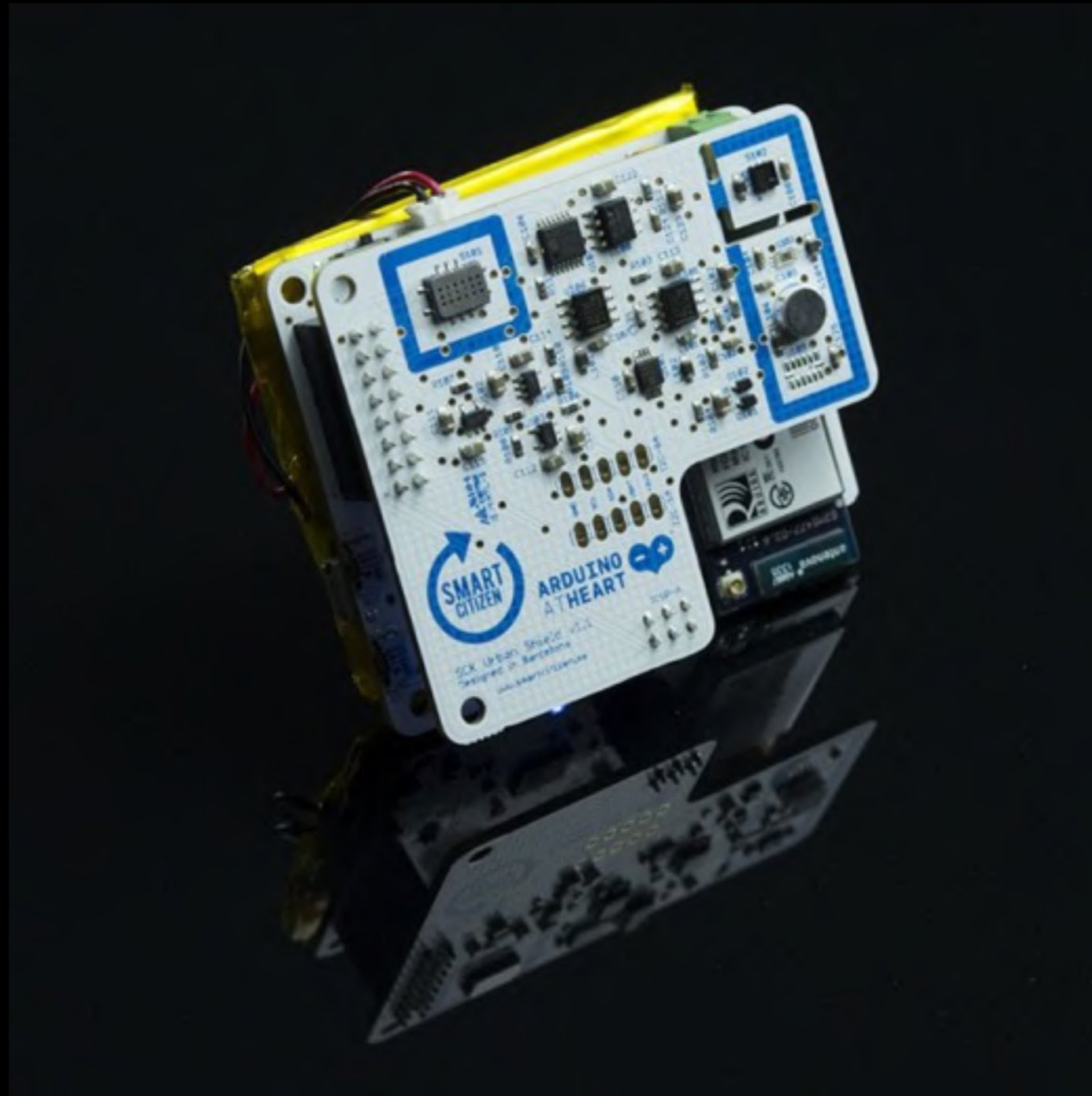


c-base Berlin ↑
Hackerspace Mannheim →



via Wikipedia (Hackerspaces)

Smart Citizen Kit for Urban Sensing (Arduino)



via store.arduino.cc

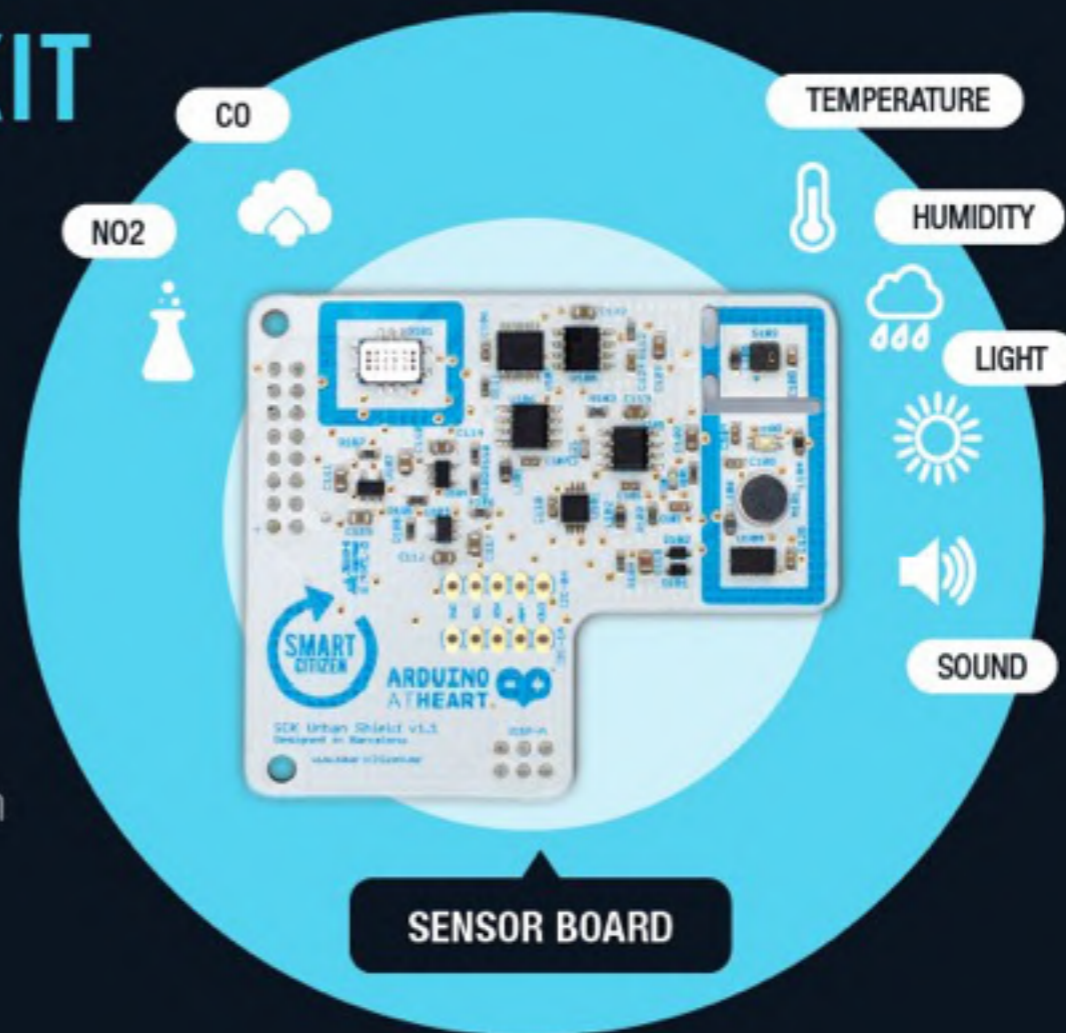
Smart Citizen Kit for Urban Sensing (Arduino)

SMART CITIZEN KIT URBAN SENSING AMBIENTAL MONITORING



- + Data-Processing Board with Wifi connectivity
- + Arduino compatible
- + Ambient Board
- + SCK enclosure
- + SCK Solar panel charger
- + Free web platform registration
- + iOS application for SCK
- + Private RESTful API Key
- + Online Forum
- + Online Documentation

**ARDUINO
ATHEART**

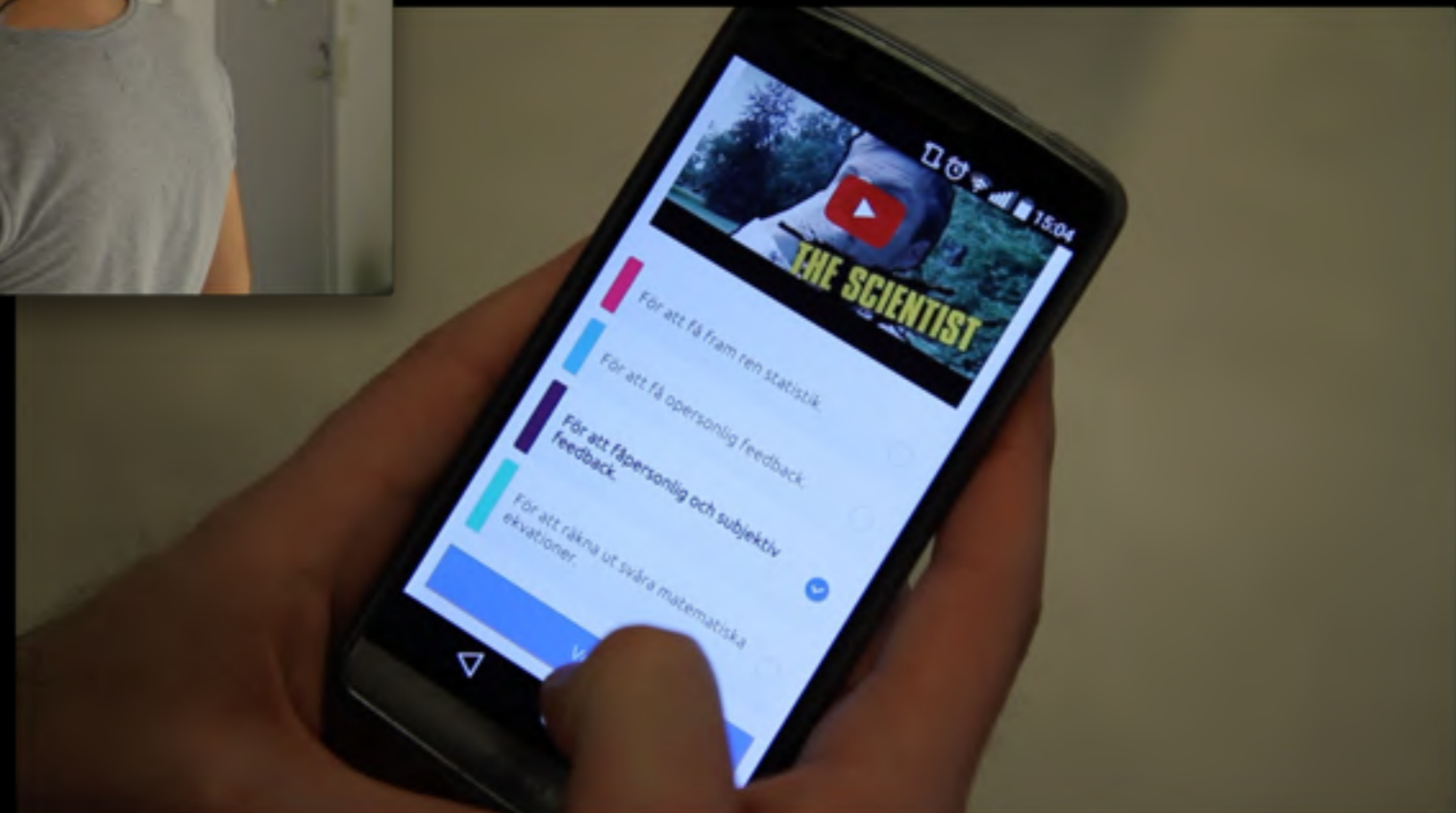


www.smartcitizen.me

(Interactive) Public Displays



(Interactive) Public Displays



via Maximilian Müller (Medieteknik, LNU)

Public Displays



juxtalearn

Development of interactive in-situ display applications to support curiosity and engagement throughout learner communities



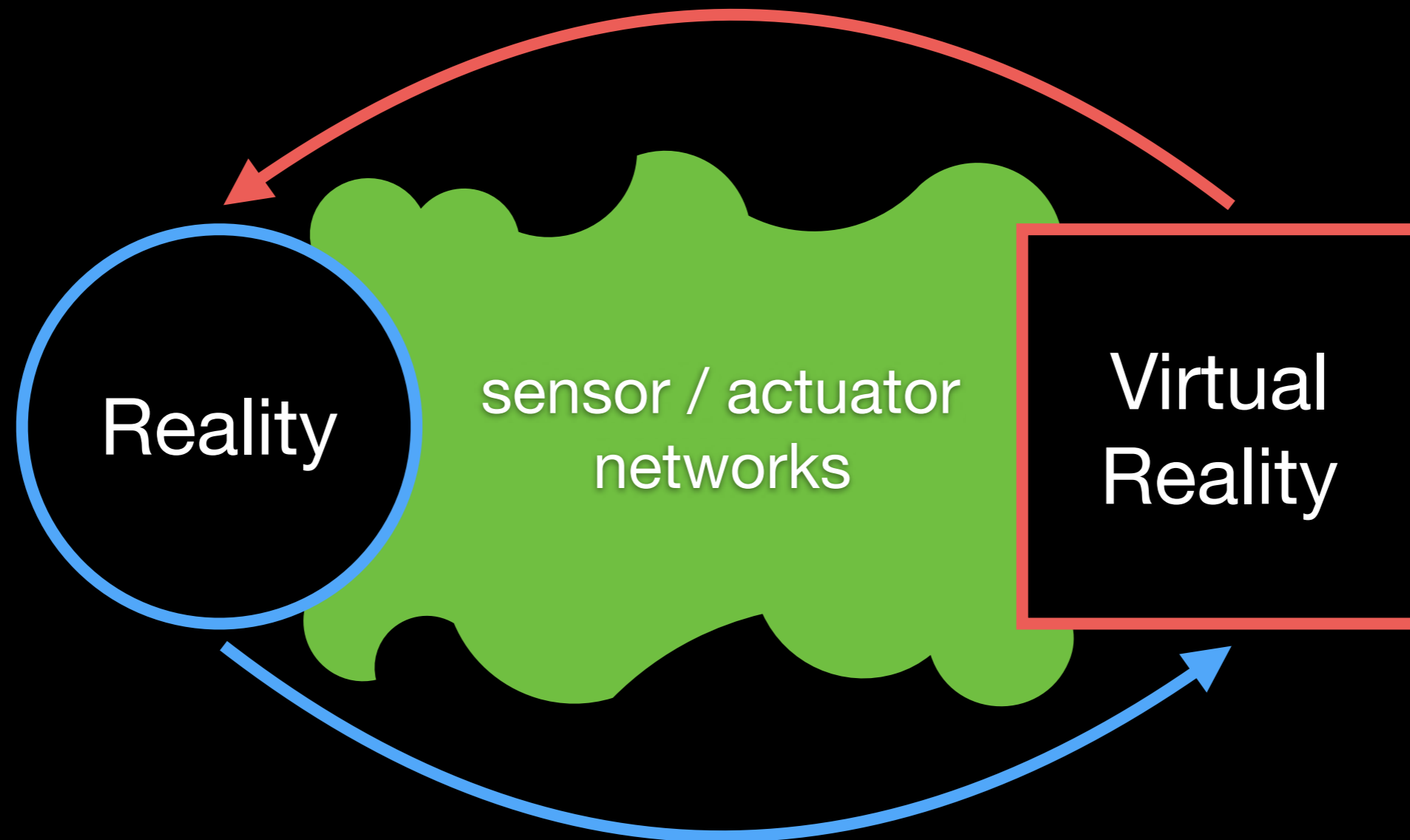
Linnæus University

Sweden



Universidade do Minho

Merging realities: “Dual Reality”



adapted from J. Lifton, J.A. Paradiso (MIT Media Lab, 2009)

UbiPEEK: A peek into reality (concept prototype)



*by Furqan Ahmed, Piritta Rajaniemi & Nico Reski
(UBISS 2015)*

via ubioulu.fi

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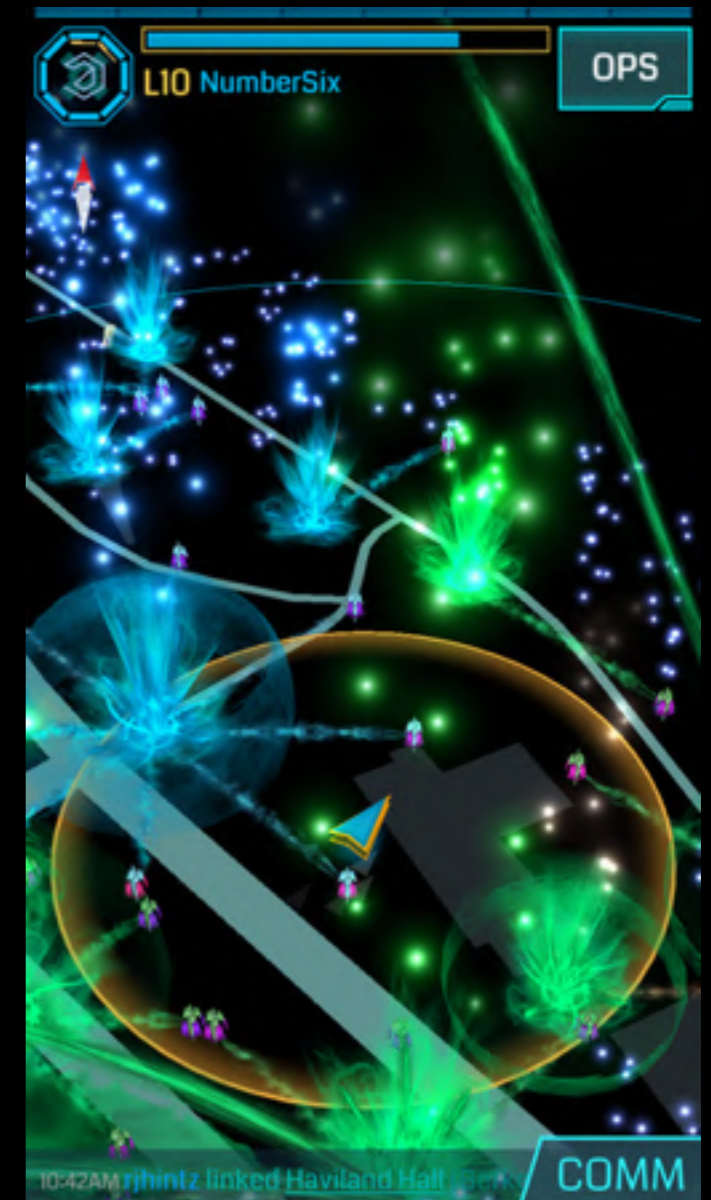
*by Furqan Ahmed, Piritta Rajaniemi & Nico Reski
(UBISS 2015)*

UbiPEEK: A peek into reality (concept prototype)



*by Furqan Ahmed, Piritta Rajaniemi & Nico Reski
(UBISS 2015)*

Ingress



Pokemon GO (announced for 2016)

via pokemon.com / [YouTube.com](https://www.youtube.com)

“Fancy Bag” (concept design demo)



by Arto Lanamäki, Maximilian Müller, Nico Reski, & Tobias Stockinger (UBISS 2014)

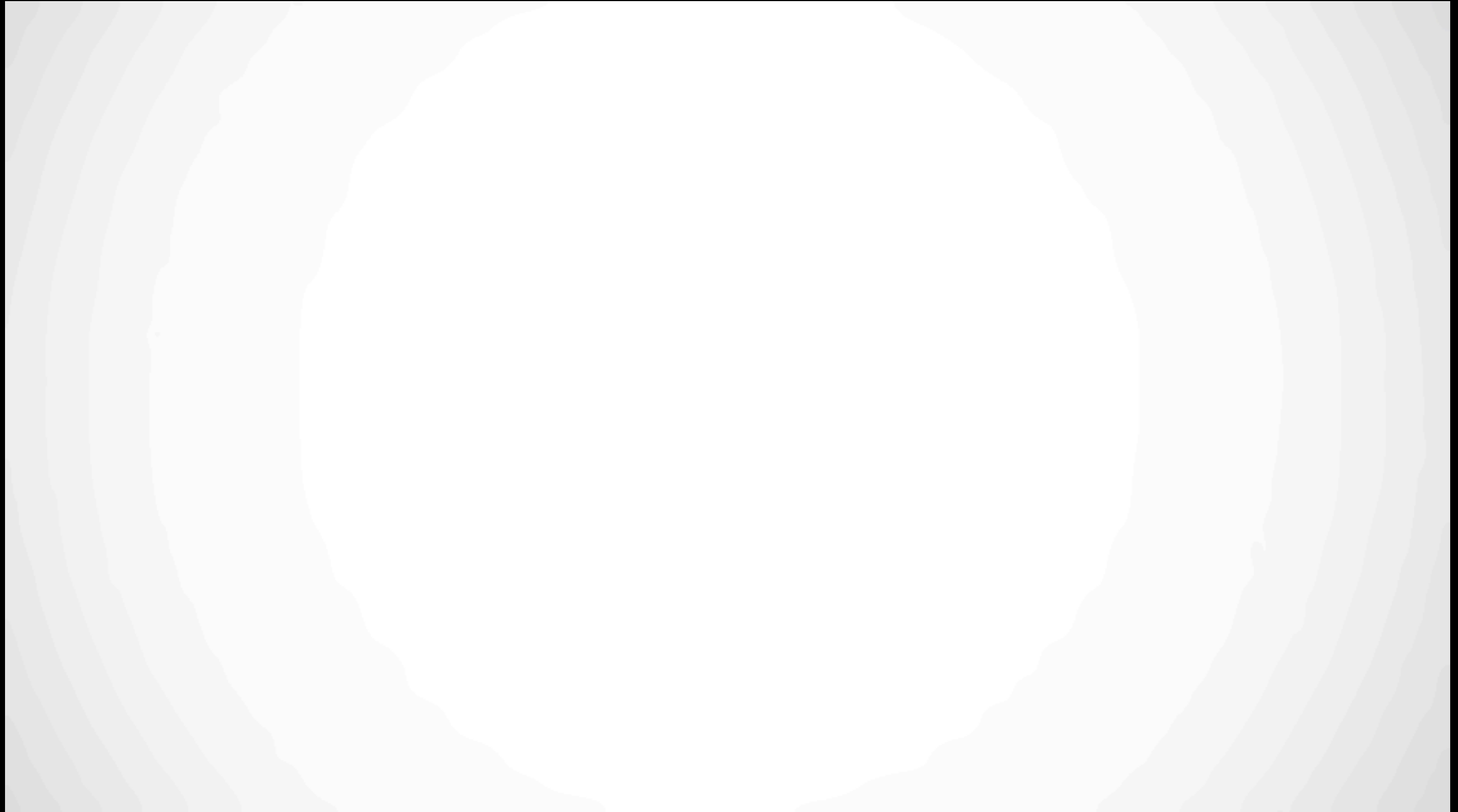
via ubioulu.fi

Joggobot



via exertiongameslab.org

LumaHelm - The light up helmet



via exertiongameslab.org

Playground/Theme Park + Sensors/Actuators



Night Lights

Night Lights

via [Zach Lieberman \(Vimeo\)](#)

Blinkenlights Stereoscope Toronto



via [Tim Pritlove \(Vimeo\)](#)

Future City: Predictions

**Data collection, storage
and usage**

Tomorrow > Today

Smart ...

Tomorrow > Today

**Social / Interaction /
Entertainment**

Tomorrow > Today

Merging real and virtual

Tomorrow > Today

Tack så mycket



Contact

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QNA: Questions and Answers

