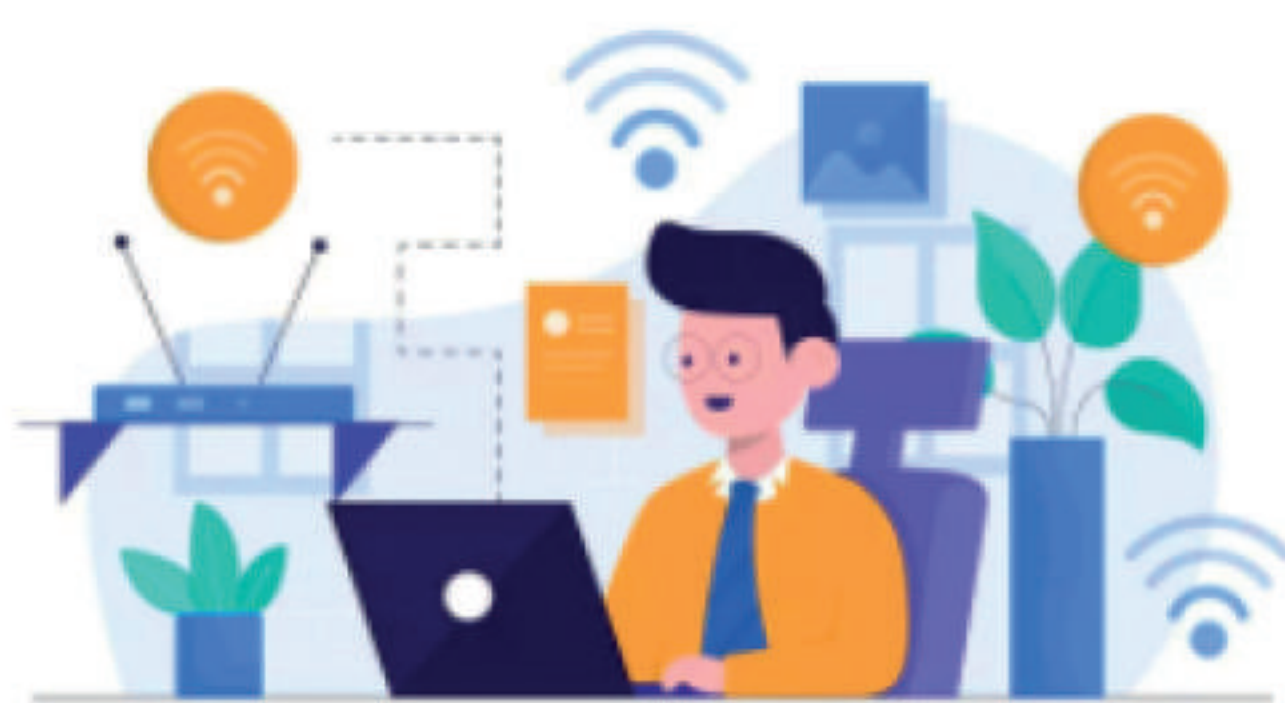


IoT Project

Summary



Ever took a walk or embarked on an adventure in a rainforest, only to learn more about the surrounding flora and fauna through a smart IoT solution? Sounds bizarre, right? It's not as complex as it sounds.

We integrated interactive multimedia and AR educational snippets for an ecological center within one of the oldest tropical rainforests in Malaysia. These snippets based on the native flora and fauna come to life when touched and interacted with

Requirements of the customer

The client wanted us to provide an interactive learning experience to the visitors of the newly developed ecological center within the tropical rainforest. The different elements of the rainforest must come to life (soothing sounds and videos) when customers go to a designated area or interact with some of the elements, for example – the trunk of a tree, leaves of a plant, etc.

RightCliQ's Solution

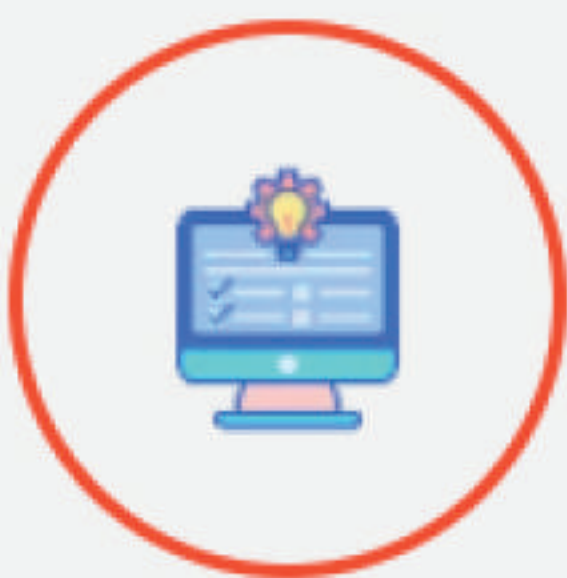
As part of the Interactive Multimedia content, RightCliq:



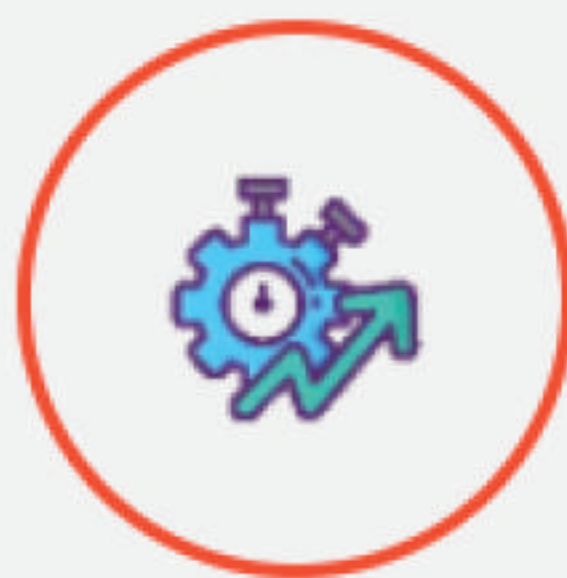
Identified the right Sensors for the project, like motion sensors, and touch sensors



Developed triggered content based on the sensors.



Developed the program to control the sensors.



Configured to auto switch at designated time.

Benefits

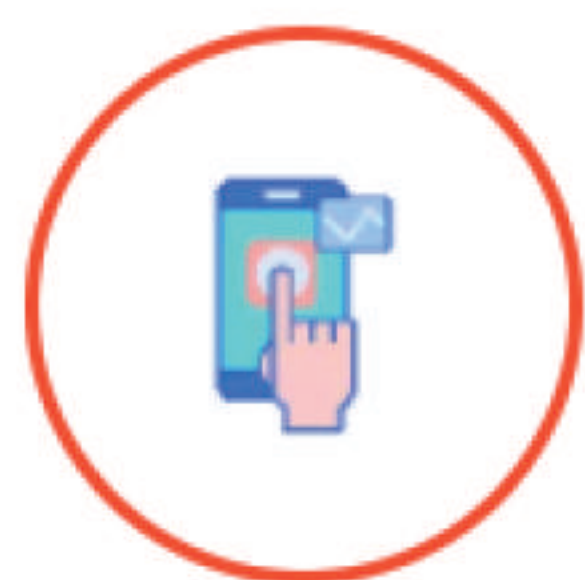
The specifically curated Interactive Multimedia had the following benefits:



A seamless integration among the sensors, the software and the hardware.



The curated software could work on multiple monitors, and rely on simple command/scripting to manage the video content & display.



Increase operational efficiency by autoconfiguring devices to startup/shutdown based on parameters like operating hours.