

Innovative web/mobile GIS/LBS eServices with Augmented Reality features for the tourism sector

Καινοτόμες LBS/GIS διαδικτυακές ηλεκτρονικές
υπηρεσίες με χρήση τεχνολογιών Επαυξημένης
Πραγματικότητας για τον τουριστικό τομέα

Διεθνής Έκθεση Θεσσαλονίκης
6-14 Σεπτεμβρίου 2014



Ε. Π. Ανταγωνιστικότητα και Επιχειρηματικότητα (ΕΠΑΝ II), ΠΕΠ Μακεδονίας – Θράκης, ΠΕΠ Κρήτης και Νήσων Αιγαίου, ΠΕΠ Θεσσαλίας – Στερεάς Ελλάδας – Ήπειρου, ΠΕΠ Αττικής

Concept - Scope

- Review, design and pilot implementation of innovative mobile services for the tourism sector
- Combine:
 - **Augmented Reality** applications
 - **Maps and GIS** for content structuring and presentation
 - **Location-Based Services** with context awareness, social networking and other innovative features
- In detail (next slides):



Web/Mobile GIS tourism portal

- Tourism data analysis –New services design using GIS technology.
- Design of the schema and the format of the GIS layers.
- Design of the interfaces between Portal Database and GIS and other sources of information (e.g. Google Enterprise Server).
- Adjustment of content to other data access channels (PC, mobile, etc.).
- Pilot development of selected applications in PC- mobile for a specific data category and/or new services for the Peloponnese Region Development Company collaborating in the project scheme.



Mobile VAS for the Tourism Sector

- Utilization of LBS technology with further use of the Mobile GIS services in order to provide the capability to locate and present all the nearby areas of touristic interest located in a perimeter defined by the user (based on the location where the user is) and subsequently to proceed with the selection and access to the specific data using techniques such as data streaming.
- The application of innovative or other mature technologies (e.g. Social media) in mobile tourism services.



Augmented Reality (AR) mobile service for the tourism sector

- Image Recognition (building/ object etc.) that is captured by the camera of the mobile device.
- Appearance of information related with the "object" that has been recognized in real time.



Partners (1/2)



AgilTech S.A.

AgilTech S.A. offers turn-key software solutions for:

- Crisis & Incident Management
- Water Resource Management
- Vertical Mobile Apps

OTEplus S.A. (member of OTE Group)

OTEplus S.A. (member of OTE Group) is a technology and management consulting firm with very high experience and expertise in ICT, process and e-services design, having participated in several relevant projects.



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Partners (2/2)



ORATON Ltd.

ORATON Ltd. is a technology partner with proven expertise in Geographical Information Systems providing state of the art solutions



University of the Peloponnese

University of the Peloponnese / Department of Informatics and Telecommunications is the Research partner providing a team of highly qualified researchers.



Peloponnese S.A.

Peloponnese S.A. is the development company of the Region of Peloponnese.

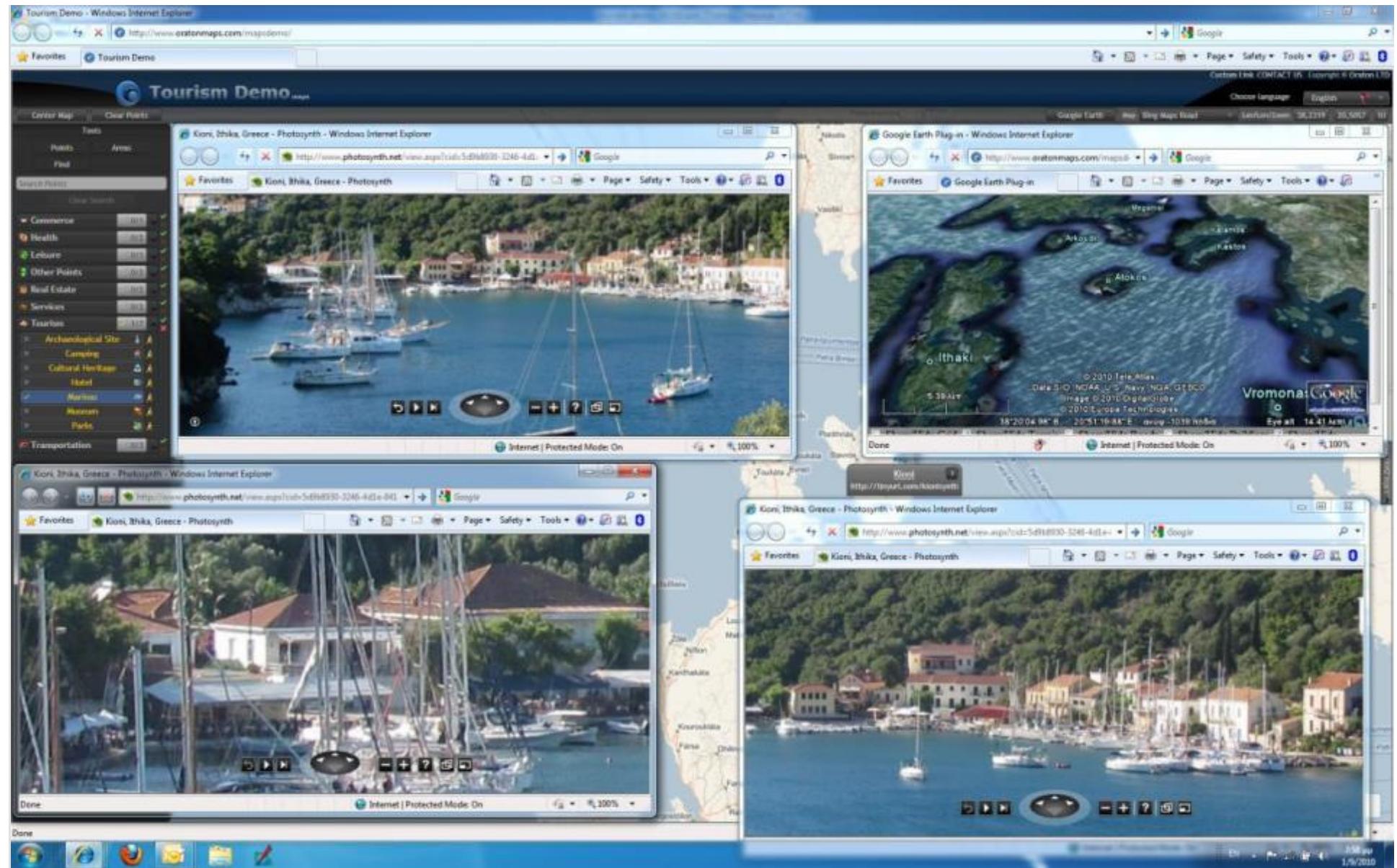


Geo-Portal – GIS Demo Screens

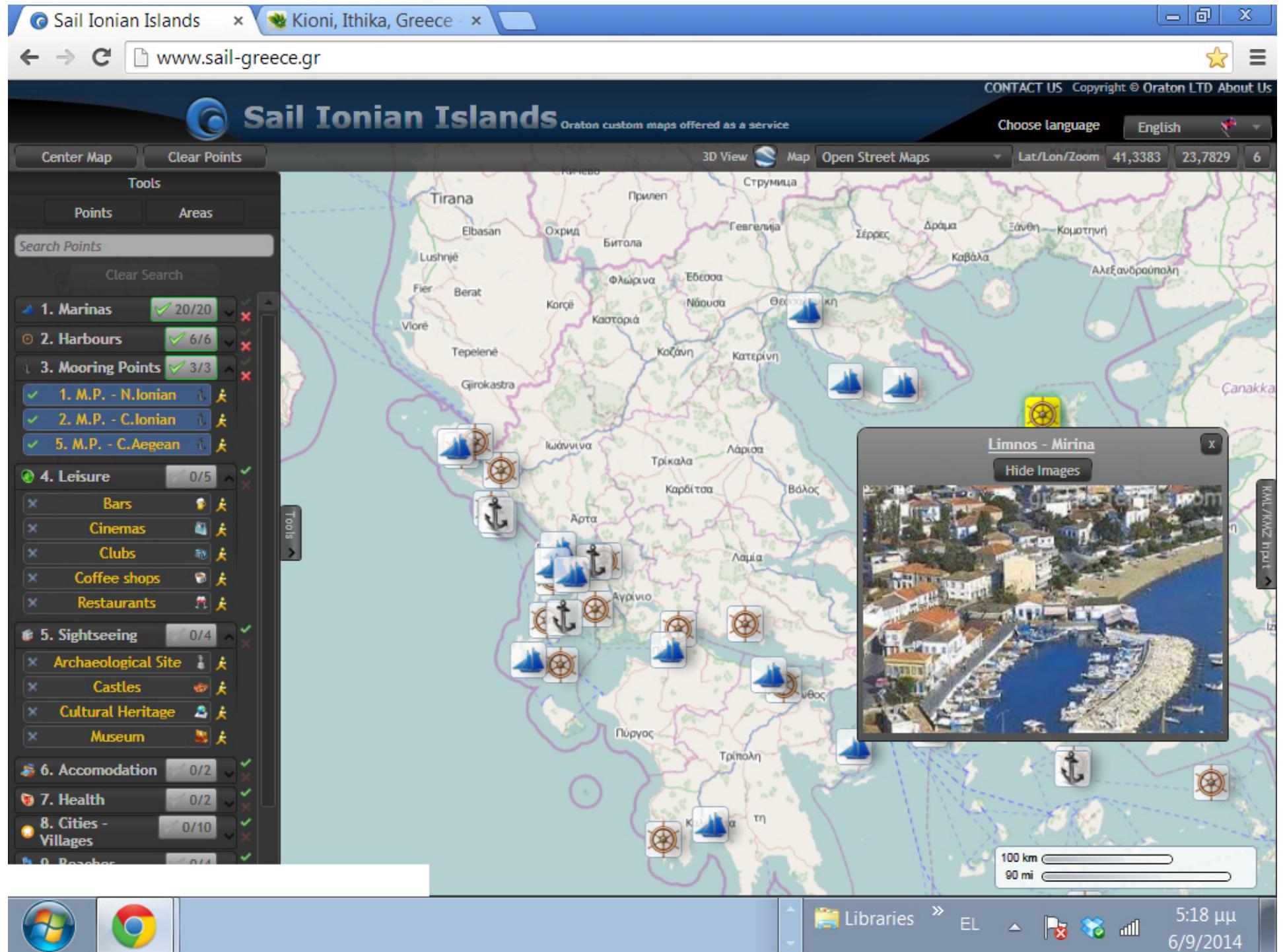


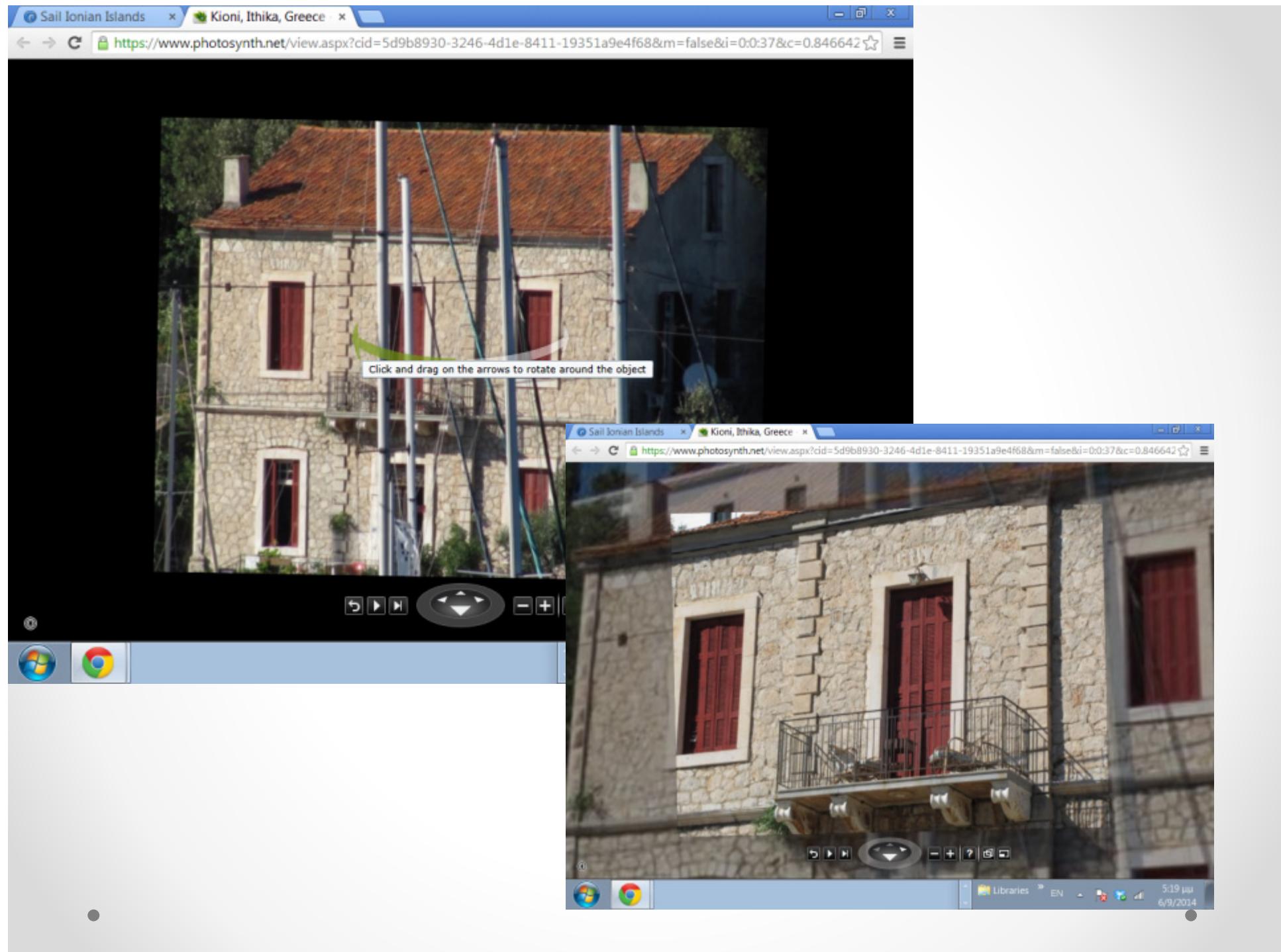
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Data SIO, NOAA, U.S. Navy, NGA, GEBCO
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2010

Ημερομηνία εικόνων: 4/13/2013

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Libraries

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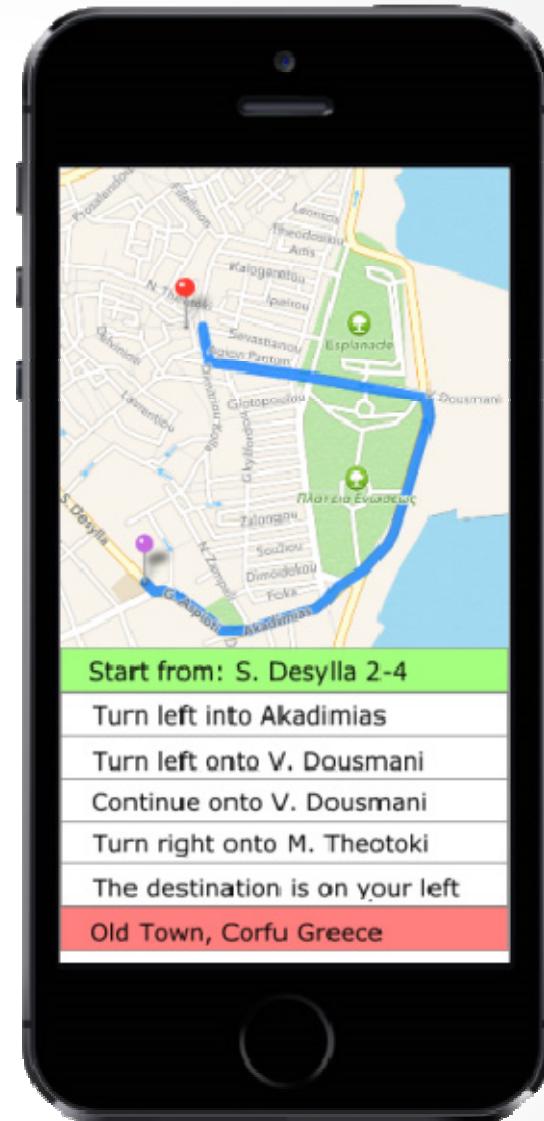
Mobile Apps Demo Screens



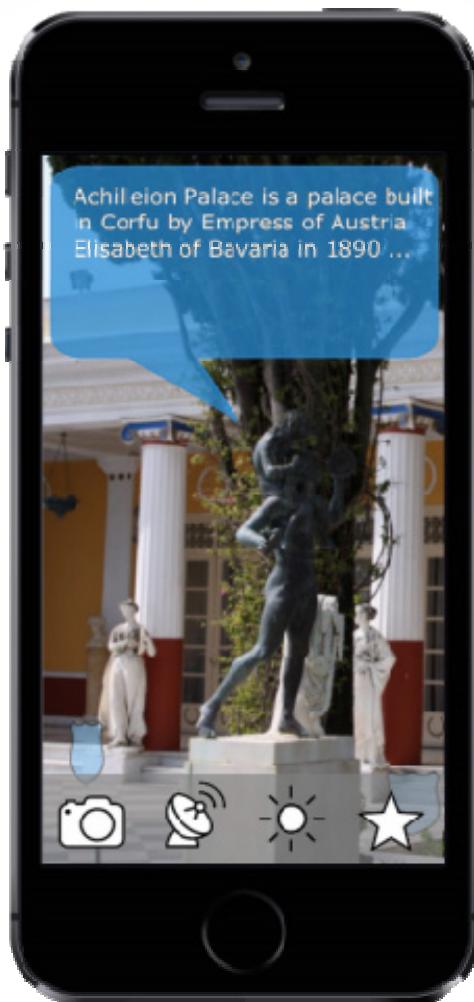
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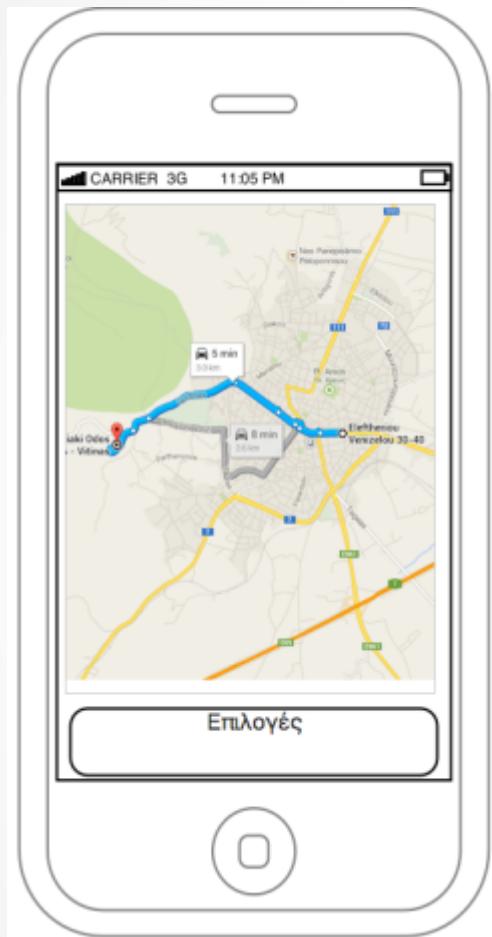


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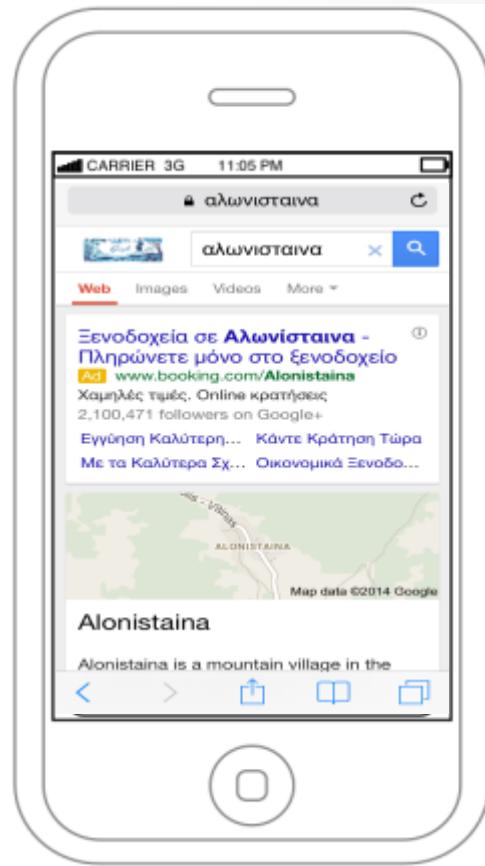


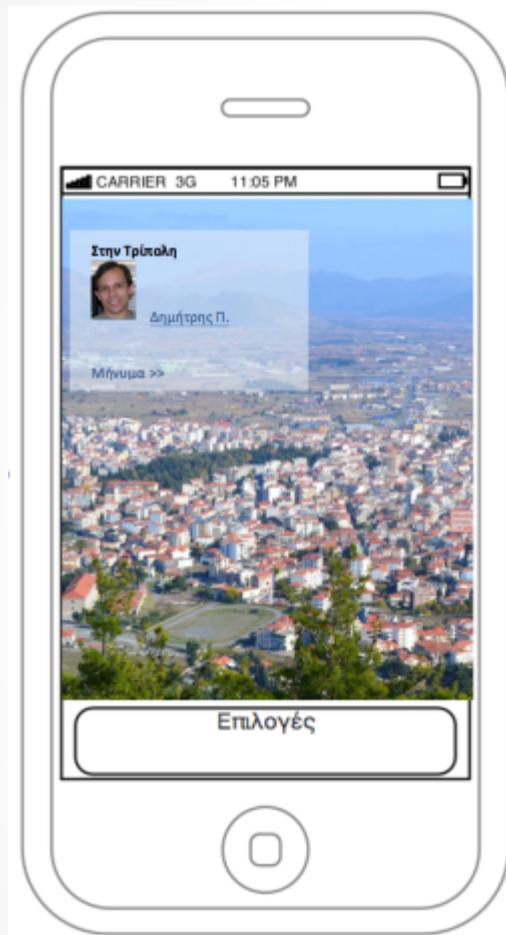
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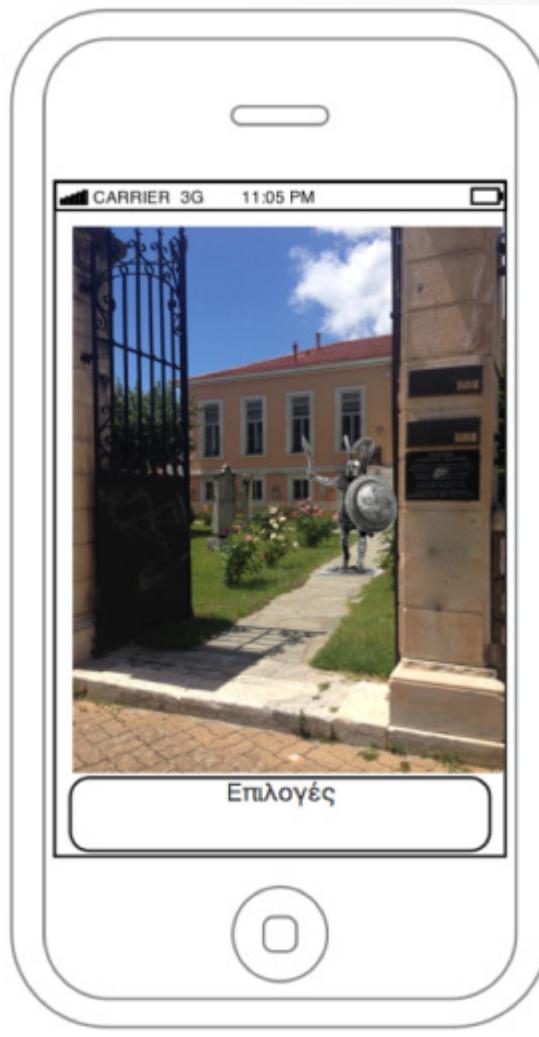


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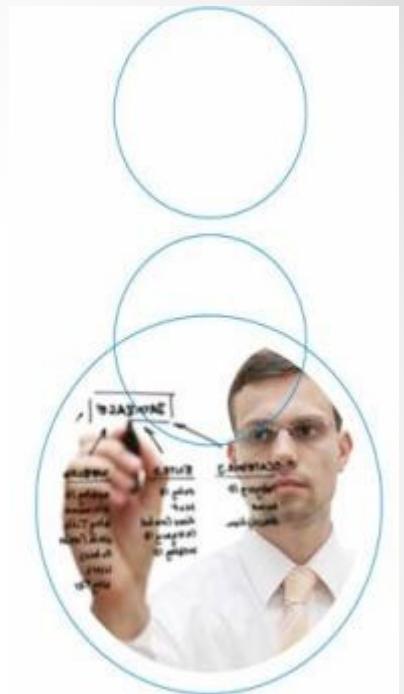
Σεπ. 2014

ΓΕΝΙΚΑ ΣΤΟΙΧΕΙΑ

Από την ίδρυσή της το 1987 και μέχρι σήμερα, η OTEplus έχει εδραιωθεί και διακριθεί στην Ελληνική αγορά συμβούλων για την εξειδικευμένη τεχνογνωσία της στο χώρο των Νέων Τεχνολογιών Πληροφορικής και Επικοινωνιών και του Management Consulting υλοποιώντας **περισσότερα από 300 έργα** σε φορείς του Δημοσίου και του Ιδιωτικού Τομέα.

Οι βασικοί τομείς υπηρεσιών της εταιρίας σήμερα περιλαμβάνουν:

- υπηρεσίες outsourcing προσωπικού
- υπηρεσίες τεχνικής υποστήριξης (με κύρια δραστηριότητα τις υπηρεσίες ψηφιοποίησης και χαρτογράφησης με χρήση GIS και την παροχή υπηρεσιών εγκατάστασης δορυφορικών συστημάτων OTE TV)
- συμβουλευτικές υπηρεσίες στο χώρο του management και ICT consulting
- **Υπηρεσίες κατασκευής - συντήρησης τηλεπικοινωνιών δικτύων**



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ΠΙΣΤΟΠΟΙΗΤΙΚΟ

Σύστημα Διαχείρισης σύμφωνα με
EN ISO 9001 : 2008

Βασικό Σύστημα TÜV NORD CERT πιστοποιήθηκε σε επαγγέλματα

OTEPLUS A.E.
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141 21 Ν. Ηράκλειο
Αθήνα / Ελλάδα



Εφημερή Στατιστική Αναρρίχηση από τη παραπάνω πρόσβαση με το εξής μέσο καροτσού:

Σχεδιασμός Λύσεων & Παροχή Συμβουλευτικών Υπηρεσιών
σε Θέματα Τεχνολογίας και Management

Αριθμός Ημέρας Πιστοποίησης: 04 100 021885
Έκδοση Επικοινωνίας με Ισ. EPR 10110016

Ισχύει μέχρι: 22/12/01-27
Αριθμ. πιστοποίησης 2002


Πierre Cachet
Φορέας Γενικής Διεύθυνσης
της Οργάνωσης TÜV NORD CERT GmbH

Αθήνα, 2010-11-16

Η πιστοποίηση πραγματοποιήθηκε από την Βασικότερη επιδιόρθωση και πειρατείας της
TÜV NORD CERT σε σύμβαση σε κοινές επιδιόρθωσης επιτροπές.
TÜV NORD CERT GmbH Langenbachstrasse 20 45141 Essen www.tuv-nord-cert.com



Human Computer Interaction and Virtual Reality Lab

Presentation of Activities
Sept 2014

Introduction (1)

- Goals
 - Education
 - Covers educational needs for undergraduate and postgraduate students (HCI, Virtual Reality, Visualisation courses).
 - Offers research projects for undergraduate and postgraduate students.
 - Research
 - Participates in National and EU projects.
- URL: <http://hci-vr.dit.uop.gr>



Introduction (2)

- Personnel
 - George Lepouras (www.uop.gr/~gl)
 - Costas Vassilakis (www.uop.gr/~costas)
 - Nikos Platis (www.uop.gr/~nplatis)
 - Manolis Wallace (www.uop.gr/~wallace)
 - Angeliki Antoniou (www.uop.gr/~angelant)
 - PhD students
- Member of gi-Cluster
 - <http://www.gi-cluster.gr/el/>
-
-

Infrastructure

- State of the art (Summer 2013) equipment, including:
 - High performance visualisation computers (128 GB RAM, Dual CPUs, Dual Graphics Cards in SLI)
 - 3D monitors (1x60", 1x27", 1 projector) + a variety of technologies for 3D (active, passive, auto)
 - HMDs, HMD/AR, VR goggles
 - 3 sets of VR Gloves
 - 3D Scanners
 - Software for VR and AR development
 - 3D Modeling software



Research Areas

- Augmented and Virtual Reality applications, esp. cultural heritage
- Game development
- Educational Technologies
- Data and Information Visualisation
- Personal Information Management

Student Projects (1 / 4)

Final Year Projects



Museum VR Reconstruction

- Tool for building VR exhibitions

Student Projects (2/4)

- Horror-Action-Adventure game

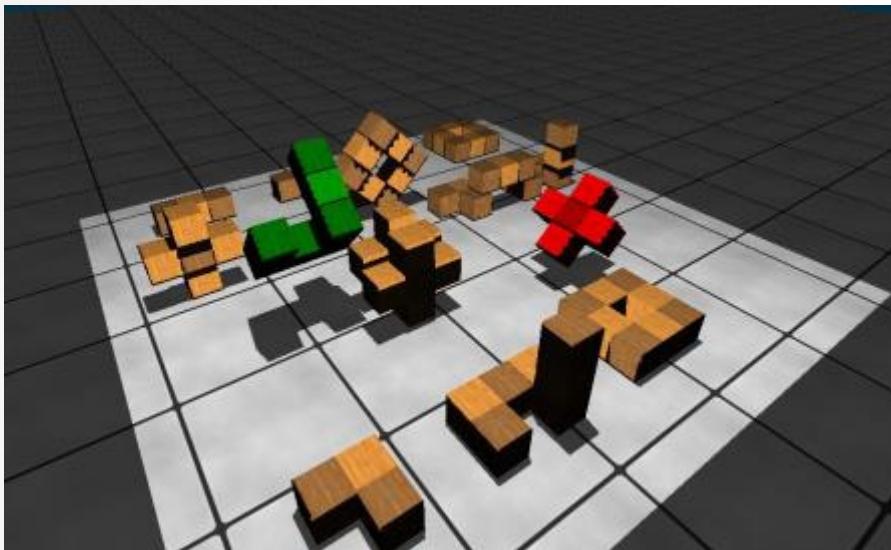


Final Year Projects

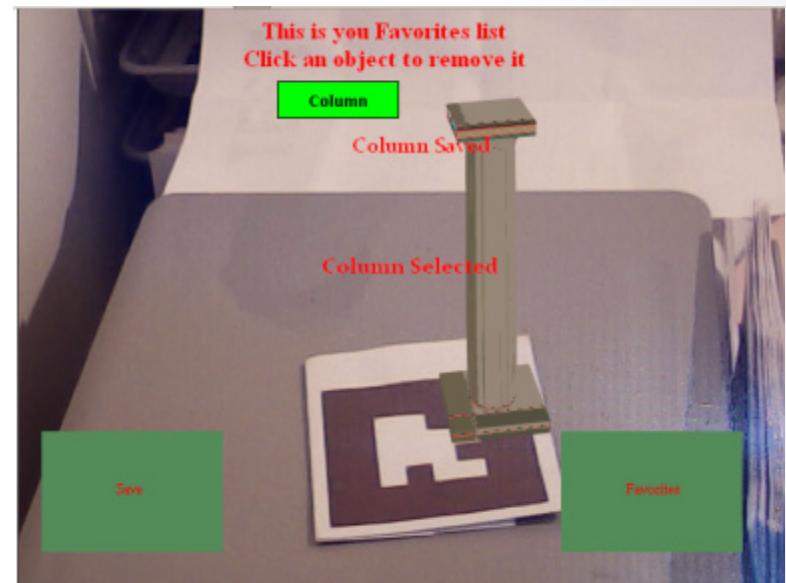


Student Projects (3/4)

- Bi-Manual 3D puzzle solving



MSc Projects



- Augmented Reality

Student Projects (4/4)

- Mini games



Labors of Hercules

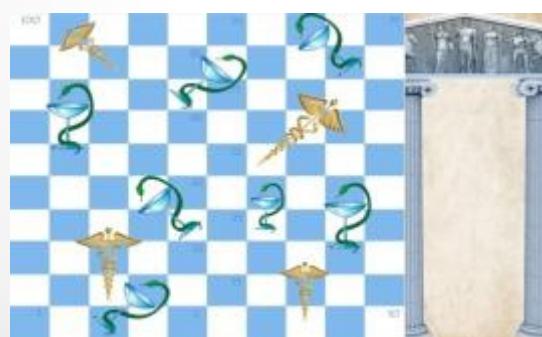


Artemis Sanctuary Puzzle



Avoid Zeus Thunderbolts

Class Projects



Snakes and Ladders

PhD Research

- Games to simulate ship evacuation emergencies
 - (MMOG)
- Games to promote scientific and technological education (in collaboration with CERN)
- New methods for Informatics teaching
- Games for user profiling

Recent Projects (1 / 2)

- Experimedia EU FP7 project aiming at exploring “live” Social and Networked Interaction with the Future Media Internet.
 - Developing EXPERIMEDIA BLUE experiment to explore the use of users’ visiting and cognitive styles in order to personalize their experiences inside a museum. (2012-2013)
 - FB game to derive cognitive profile and preferences
 - Android application for personalised guide in museum

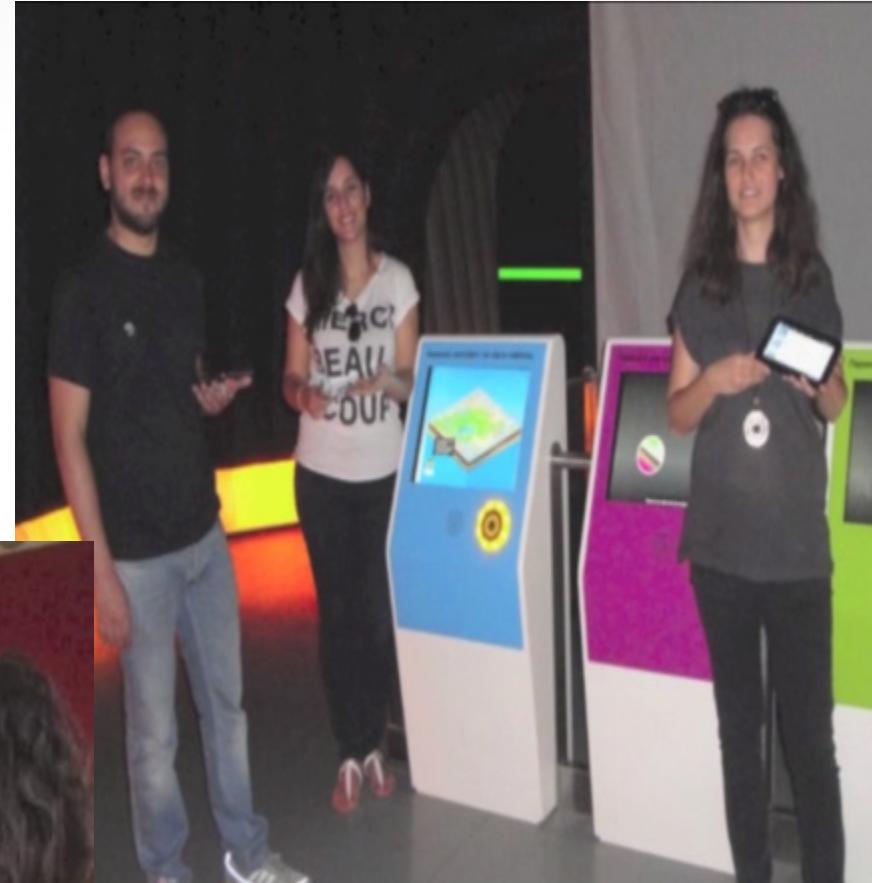


Current Projects (2 / 2)

- Innovative web/mobile GIS/LBS e-Services with Augmented Reality features for the tourism sector.
 - Funded by the Greek General Secretariat for Research and Technology.
 - Research will focus in the area of Mobile and Web services for e-Tourism that combine:
 - Augmented Reality applications
 - Maps and GIS for content structuring and presentation
 - Location-Based Services with context awareness, social networking and other innovative features
 - Project duration: 2013-2015.
- E-Game Development.
 - Project supported by NSRF 2007-2013 aiming at bringing up-to-date Computer Science graduates knowledge in the technologies, techniques and methodologies of developing e-games (2013-2015)

Relevant Indicative Publications

- Antoniou,A., Lepouras, G., Bampatzia, S., Almpanoudi, H., An approach for serious game development for cultural heritage: case study for an archaeological site and museum. *Journal of Computing and Cultural Heritage*, ACM Press, December 2013, 6(4), article 17.
- Antoniou,A., Diakakis, D., Lepouras, G., Vassilakis, C, Towards a methodological framework for the cognitive-behavioural evaluation of educational e-games, *International Journal of Learning Technology*, Vol. 6, No. 3, November 2011, p. 263-287
- Naudet,Y., Lykourentzou, I., Tobias, E., Antoniou,A., Rompa, J., Lepouras, G. 2013. Gaming and Cognitive Profiles for Recommendations in Museums. *Proceedings of the 8th Workshop on Semantic Media Adaptation and Personalization (SMAP 2013)*, Bayonne, 12-13 December.
- Antoniou,A., Lykourentzou, I., Rompa, J., Tobias, E., Lepouras, G., Vassilakis, C., Naudet, Y. 2013. User Profiling: Can a Social Network Game Reveal Cognitive Style? *Proceedings of the Games and Learning Alliance Conference (GALA 2013)*, Paris, 23-25 October.
- Bampatzia, S., Antoniou,A. 2014. Playing with photos: Different game input methods to study arousal levels of the general public and substance abuse patients. *18th Panhellenic Conference on Informatics*



University of Peloponnese – Department of Informatics and
Telecommunications

Computer Systems Laboratory

Professor Konstantinos Masselos

Introduction

Computer Systems Laboratory of the University of Peloponnese was founded in September 2007

The laboratory team:

- K. Masselos (professor)
- G. Dimitroulakos (research associate)
- N. Kavvadias, D. Kritharidis, V. Stefatos, N. Mitas (senior researchers)
- V. Giannakopoulou, I. Latifis, C. Lezos, T. Lioris, I. Sideris (PhD students)

Member of Hellenic Semiconductor Industry Association (HSIA)

Member of Europractice

Equipment

20 workstations

Mathworks software: Matlab, Simulink, Matlab Coder, HDL Coder, relevant toolboxes

Hardware design software: Mentor Graphics, Synopsys, Xilinx, Altera, Impulse Accelerated Technologies.

Software development environments: ARM, Texas Instruments, Intel.

Development boards: Xilinx and Altera FPGAs (incl. Virtex 6, Kintex 7, Stratix II), ARM926EJ-S, Texas Instruments C6455 processors

Research

The laboratory's research activities focus on the following areas:

- a. Compilers development
- b. Hardware compilation/high level synthesis from high level languages to custom hardware and application specific instruction set processors
- c. Efficient implementation of systems/algorithms on FPGAs/ASICs, embedded processors and heterogeneous hw/sw platforms

Core research projects

- European Commission (FP7 Call 4, Strategic Objective “Embedded Systems”, Embedded Systems Unit - DG Information Society), “intEgrated modelliNg and synthesis tOol flow for embedded SYStems design” – ENOSYS project, 2010 – 2012, 254400 euros
- European Commission (FP7 Call 7, Strategic Objective “Computing Systems”, Embedded Systems Unit - DG Information Society), “Architecture oriented parAllelization for high performance embedded Multicore systems usingnscilAb” – ALMA project, 2011 – 2014, 310880 euros

Main research achievements

- Scilab to C compiler (in progress)
- Matlab to C compiler targeting ASIPs (in progress)
- Interactive C source-to-source code analysis and optimization tool for both software and hardware compilation
- High level memory hierarchy simulator and profiler
- TXL C source-to-source code optimizer for both software and hardware compilation
- High level code performance estimator based on the virtual machine concept
- N-address code (NAC) lightweight intermediate representation for ASIC/ASIP compilers
- Parametric Cordic IP in VHDL
- Library of fixed-point rounding operators for the latest VHDL standard
- Architecture for hardware looping units

Other research projects

- Hellenic Republic, NSRF, GSRT, "Innovative web/mobile GIS/LBS e-Services with Augmented Reality features for the tourism sector", 2013 – 2014, 143000 euros
- Hellenic Republic, NSRF, GSRT, "e TEAMS: Electronic Environment for the Organization and Management of Athletic Teams and Facilities, 2013 – 2014, 35000 euros
- Hellenic Republic, NSRF, "Assessment of the Effects of Exercised Policies through NSRF Operational Programs on the Income and the Employment of the 13 Regions of Greece" (information system development), 2012 – 2013, 13000 euros

Academic cooperations

- Interuniversity Microelectronics Centre (IMEC) – Belgium
 - Collaboration framework agreement since May 1st 2012 – exchange of researchers/PhD students in the context of research projects of common interest
- Imperial College London (EEE Dept – Circuits and Systems group)
- Loughborough University (UK), University College London (UK), University of Ruhr/Bochum (Germany), Karlsruhe Institute of Technology (Germany), University of Rennes I (France), Fraunhofer Institute (Germany), Katholieke University Leuven (Belgium), Tianjin University/School of Electronic Information Engineering (China), KTH (Sweden), NTUA (Greece), University of Aberdeen (UK), VTT (Finland), CEA LIST (France), University of Stuttgart – HLRS (Germany), University of Stockholm (Sweden)

Industrial cooperations

- Intracom Telecom
 - Industrial grant since beginning of 2010 – 71500 euros
- Ajax Compilers Ltd
- Antcor SA (Greece), OTE Research (Greece), Signal Generix (Cyprus), Axilica Ltd (UK), Softeam (France), Thales Communications (France), Recore Systems (Netherlands), Novocore (UK), Target Compilers (Belgium), Maxeler (UK), Infineon Automotive (Austria), Thales Research (France), Menta (France), Honeywell (Czech Republic)

Ajax Compilers Ltd.

- EDA start-up company incorporated in 2012 – “spin-off” of Computer Systems Lab - <http://www.ajaxcompilers.com/>
- **Main product:** HercuLeS high-level synthesis environment for hardware and software engineers
 - easy to use, extensible, high-level synthesis environment for whole-program hardware compilation
 - HercuLeS automatically generates RTL VHDL for custom hardware
 - direct synthesis of ANSI C code to VHDL
- Other products:
 - configurable compiler compiler front-end generation
 - VHDL IP cores
- Services:
 - VHDL code development for FPGAs/ASICs
 - reference designs implementation on FPGAs
 - development of compilation/EDA tools
 - software code development and optimization

Recent Publications/Journals

- M. Angelopoulou, K. Masselos, P. Cheung, Y. Andreopoulos, “Implementation and Comparison of the 5/3 Lifting 2-D Discrete Wavelet Transform Computation Schedules on FPGAs”, Journal of VLSI Signal Processing Systems, Springer, Special Issue on FPT'06, vol. 51 , Issue 1, pp. 3 – 21, April 2008
- K. Turkington, G. Constantinides, K. Masselos, P. Y. K. Cheung, “Outer Loop Pipelining in FPGAs”, IEEE Transactions on Very Large Scale Integration (VLSI) Systems, special issue on Application Specific Processors, Vol. 16, No. 10, pp. 1268-1280, October 2008
- Q. Liu, G. Constantinides, K. Masselos, P. Y. K. Cheung, “Combining Data Reuse With Data-Level Parallelization for FPGA Targeted Hardware Compilation: a Geometric Programming Framework”, IEEE Transactions on Computer-Aided Design of Integrated Circuits and Systems Vol. 28, No. 3, pp. 305-315, March 2009
- Q. Liu, G. Constantinides, K. Masselos, P. Y. K. Cheung, “Data Reuse Exploration under an on-chip Memory Constraint for Low Power FPGA-based Systems”, IET Computers and Digital Techniques, vol 3, No 3, pp. 235-246, May 2009
- Q. Liu, G. Constantinides, K. Masselos, P. Y. K. Cheung, “Compiling C-like Languages to FPGA Hardware: Some Novel Approaches Targeting Data Memory Organisation”, The Computer Journal, Oxford Journals, Oxford University Press on behalf of The British Computer Society

Recent Publications/Conferences

- N. Kavvadias, K. Masselos, “Design of fixed-point rounding operators for the latest VHDL standard”, Conference on Design and Architectures for Signal and Image Processing, (Karlsruhe, Germany), October 2012
- G. Dimitroulakos, C. Lezos, K. Masselos, “MEMSCOPT: A source-to-source compiler for dynamic code analysis and loop transformations”, Conference on Design and Architectures for Signal and Image Processing – Demo Night, (Karlsruhe, Germany), October 2012
- G. Dimitroulakos, T. Lioris, C. Lezos, K. Masselos, “XMSIM: A tool for early memory hierarchy evaluation”, Conference on Design and Architectures for Signal and Image Processing, - Demo Night (Karlsruhe, Germany), October 2012
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