Portfolio
Apollo Journey

apollo *Journey*

Moditech

The Challenge

Uncertainty about what to anticipate or manage certain complexities of vehicles during an emergency situation.

Client & Project

Client: Moditech
Type: VR
Technology: VR & AR

Client Details
Moditech empowers first responders and rescue teams.

Project introduction
The project provides first responders and rescue teams with the world's leading real-time Crash Recovery Solution, enabling more efficient and safer rescue operations to save lives.

How did we solve it?

With two different approaches - VR and AR.

In the VR approach, the players engage in a simulated scenario where they can closely examine specific aspects of a car. This allows them to gain knowledge about tasks such as properly shutting down an electric car in particular situations.

On the other hand, the AR approach enables users to place a digital car onto the real world, allowing them to interact and inspect its components within the actual physical environment. This offers a more intuitive sense of the car's size. Also the precise locations of its various elements. Additionally, it's possible to project a 3D model of the car onto the real vehicle for enhanced visualization.

EV Safe

The Challenge

Finding a way to enhance safety for emergency responders related to electric vehicles.

Client & Project

Client: EV Safe
Type: App
Technology: Flutter app

Client Details

EV Safe, funded by the Australian Department of Defence, conducts pioneering research on electric vehicle high voltage battery fires and emergency response. It offers online training and consulting services.

Project introduction

Procedure training. Creating easily reports of possible cases and giving recommendations.

How did we solve it?

By developing an app, where a user can approach a vehicle involved in an accident. Plus, generate a report detailing the circumstances, using a QR code to assess the situation, and receive various scenario suggestions. Thus, recommendations on how to handle the specific incident.

Kudding Radboud

The Challenge

Need for more diversified training.

Client & Project

Client: Kudding Radboud
Type: VR
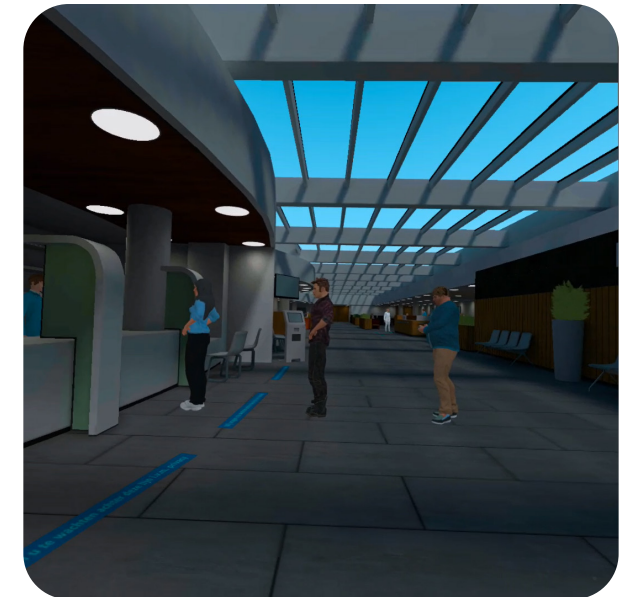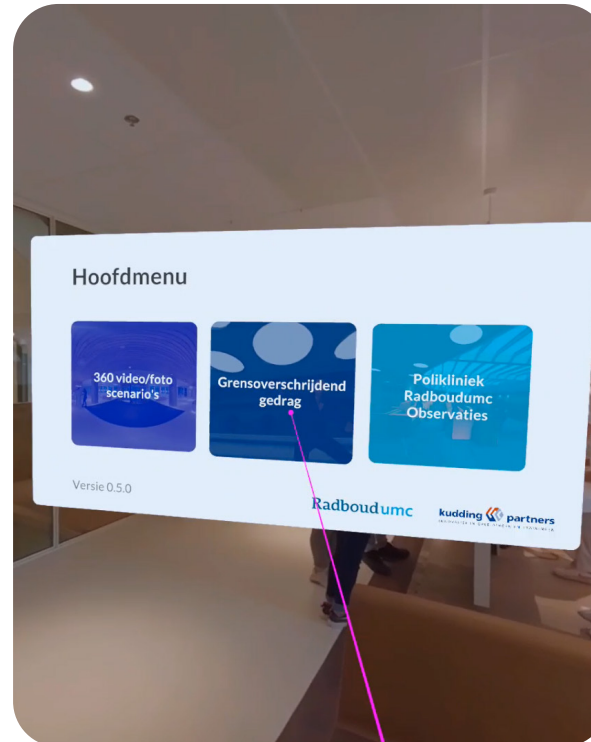**Technology: VR**

Client Details
An aggression and education training aiming to empower professionals to work and live safely by effectively handling aggression and emotions in the workplace services.

Project introduction
Collection of different type of scenarios about physical violence/abnormal behaviour in a hospital.

How did we solve it?

By creating different types of scenarios about physical violence/abnormal behaviour, we enhanced the possible outcomes and their solutions in a real life situation.

H2K Virtual Tank Terminal

The Challenge

Unfamiliarity with the working field and all of its specifics prior.

Client & Project

Client: H2K Virtual Tank Terminal
Type: VR
Technology: 360 photo/video

Client Details
H2K provides customized training for fire-fighters and company emergency person-nel, tailoring education to each organiza-tion's unique needs. It utilizes in-company training to enhance practical prepared-ness for real incident scenarios.

Project introduction
The tool prepares people to be familiar with the location and everything about the tanks prior their arrival to the location.

How did we solve it?

We've created a VR tool designed for tanks, which enables users to teleport between various information panels and incorporates a built-in floor plan. This tool serves the purpose of familiarizing individuals with the tank's layout and providing comprehensive knowledge about the tanks in advance.

PitchPerfect

The Challenge

A gap between the professional product and its friendly usability.

Client & Project

Client: PitchPerfect
Type: App
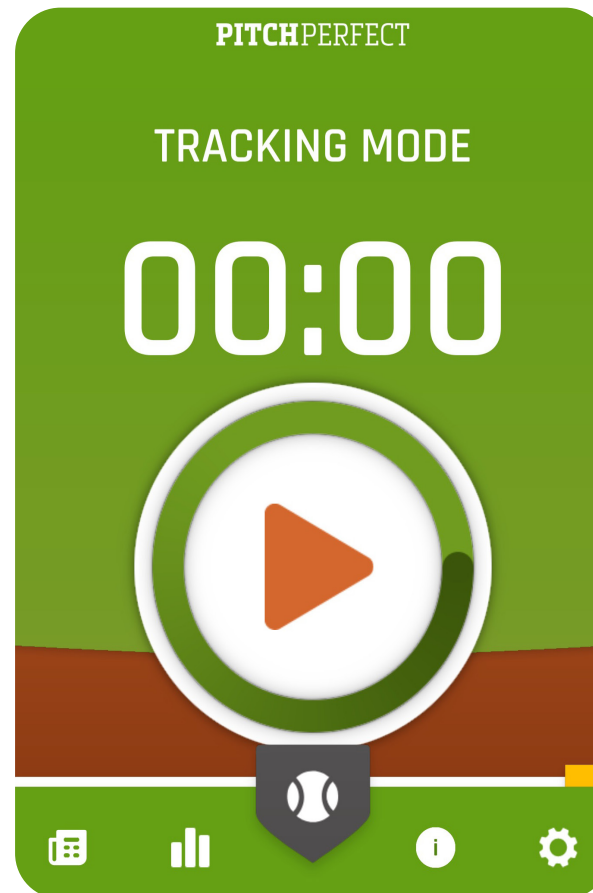**Technology: Sensors**

Client Details
PitchPerfect enables training with automatic pitch-counter and real-time biomechanical feedback for baseball pitchers' services.

Project introduction
The project is set to help the users to set and get to their goals at their own pace.

How did we solve it?

We enhanced the existing product by improving its user-friendliness. The sensors are responsible for measuring movement data and performance levels. We took care to create a user-friendly interface that ensures the data from the sensors. And to be easily comprehensible and accessible to the user.

PITCHPERFECT

Workout summaries

Hip Sep Tor	28-03-2023 08:22	>
Hip Sep Tor	28-03-2023 08:21	>
Hip Sep Tor	28-03-2023 08:21	>

PITCHPERFECT

TRACKING MODE

00:00
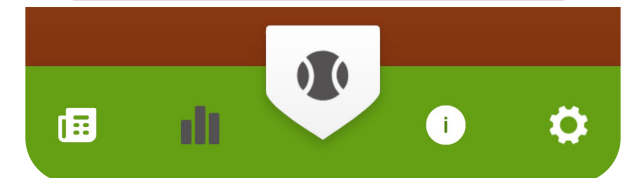
Lidl

The Challenge

Find a creative and interactive way to enhance the customers' loyalty.

Client & Project

Client: Lidl
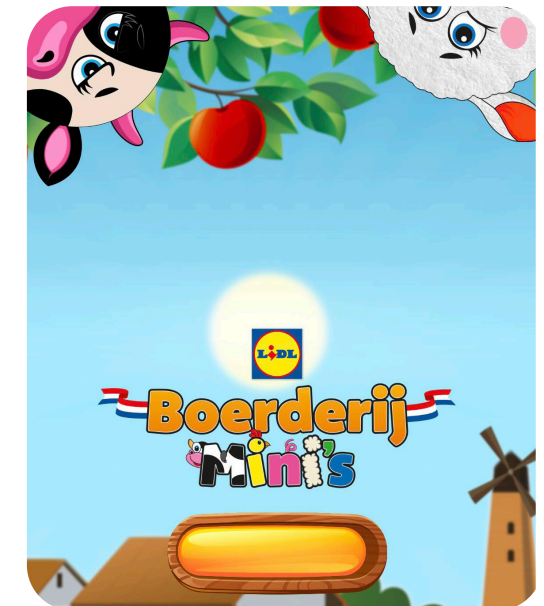**Type: App**
Technology: QR Codes

Client Details
Lidl is a German international discount retailer with over 12,000 stores in Europe and the United States.

Project introduction
The Lidl Mini's applications, feature a variety of mini-games. Through the app, users have the opportunity to collect stuffed animals while shopping for groceries. The games add an extra layer of enjoyment.

How did we solve it?

By developing the Lidl Mini's applications, featuring a variety of mini-games. Through this app, users have the opportunity to collect stuffed animals while shopping for groceries and create additional side of interaction and enhancement of customers' loyalty.

Spyre

The Challenge

Need for enhancement of the features the app provides for optimal usage.

Client & Project

Client: Spyre
Type: App
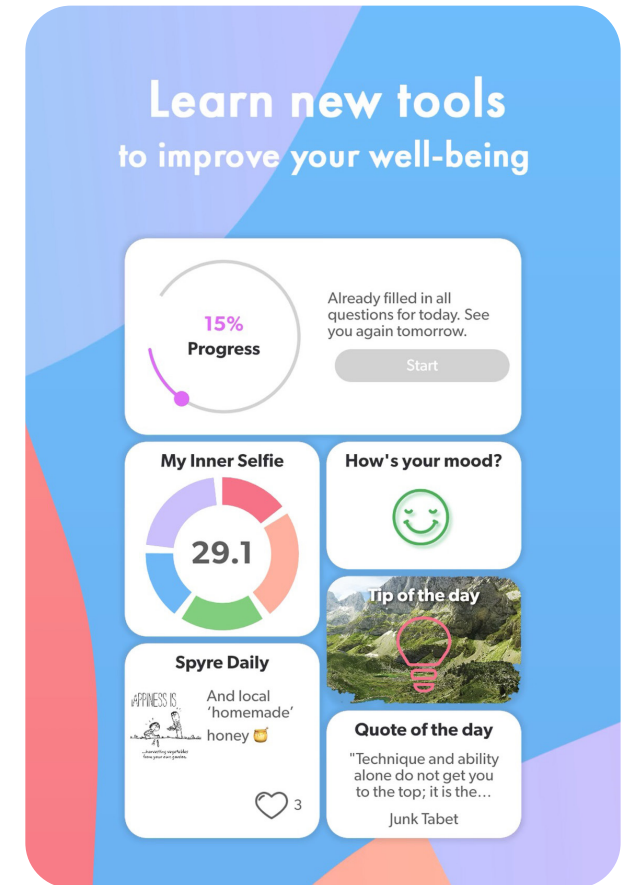**Technology: Algorithmic system**

Client Details
The Spyre app's goal is to enhance your well-being by daily reflection on emotions and tracking energy flow to help you understand and improve yourself.

Project introduction
The app makes it possible to always be aware of what happens around your work environment and how to engage in the well-being of the employees.

How did we solve it?

Adding insights about an employee's Q values (emotional, adaptive, physical, spiritual, cognitive) featuring journal page, mood meter, feed dedicated to sharing thoughts, useful articles. In the end there is a QEI index which summarizes everything mentioned above and creates a conclusion about the user's persona.

★ ★ ★ ★ ★

" Spyre helped me understand myself like i've never did before."
- Nina O.

Learn new tools
to improve your well-being

15% Progress

Already filled in all questions for today. See you again tomorrow.

Start

My Inner Selfie

29.1

How's your mood?

Tip of the day

Spyre Daily

APPINESS IS

And local 'homemade' honey 🍯

♡ 3

Quote of the day

"Technique and ability alone do not get you to the top; it is the…

Junk Tabet

Pidixy

The Challenge

Development of technical features that can enhance the power of intuition and analyze it.

Client & Project

Client: Pidixy
Type: App
Technology: Unity & intuition techniques

Client Details
Pidixy® is a versatile game suitable for ages 6 to 106, promoting mental growth, intuition, and prediction skills, making it ideal for various activities, parties, and social gatherings for both individual and multiplayer experiences.

Project introduction
Practical intuition measurement application.

How did we solve it?

By developing the app which enables you to measure your level of intuition while throwing dices and making assumptions based on the final score. If one doesn't succeed immediately, they can still get bonus points in the game and become a winner.

Results

Amount	Correct	Trend	Points	Hits
32	15.6%	➡️	260	5

Prediction	Result	Points
Session started		
		5
		15
		15

Information

Score Matrix

2
3
1
6
4
5

Damen Shipyards

The Challenge

Need for simplifying the work and optimization of the vessel configurator in order to achieve standardization.

Client & Project

Client: Damen Shipyards
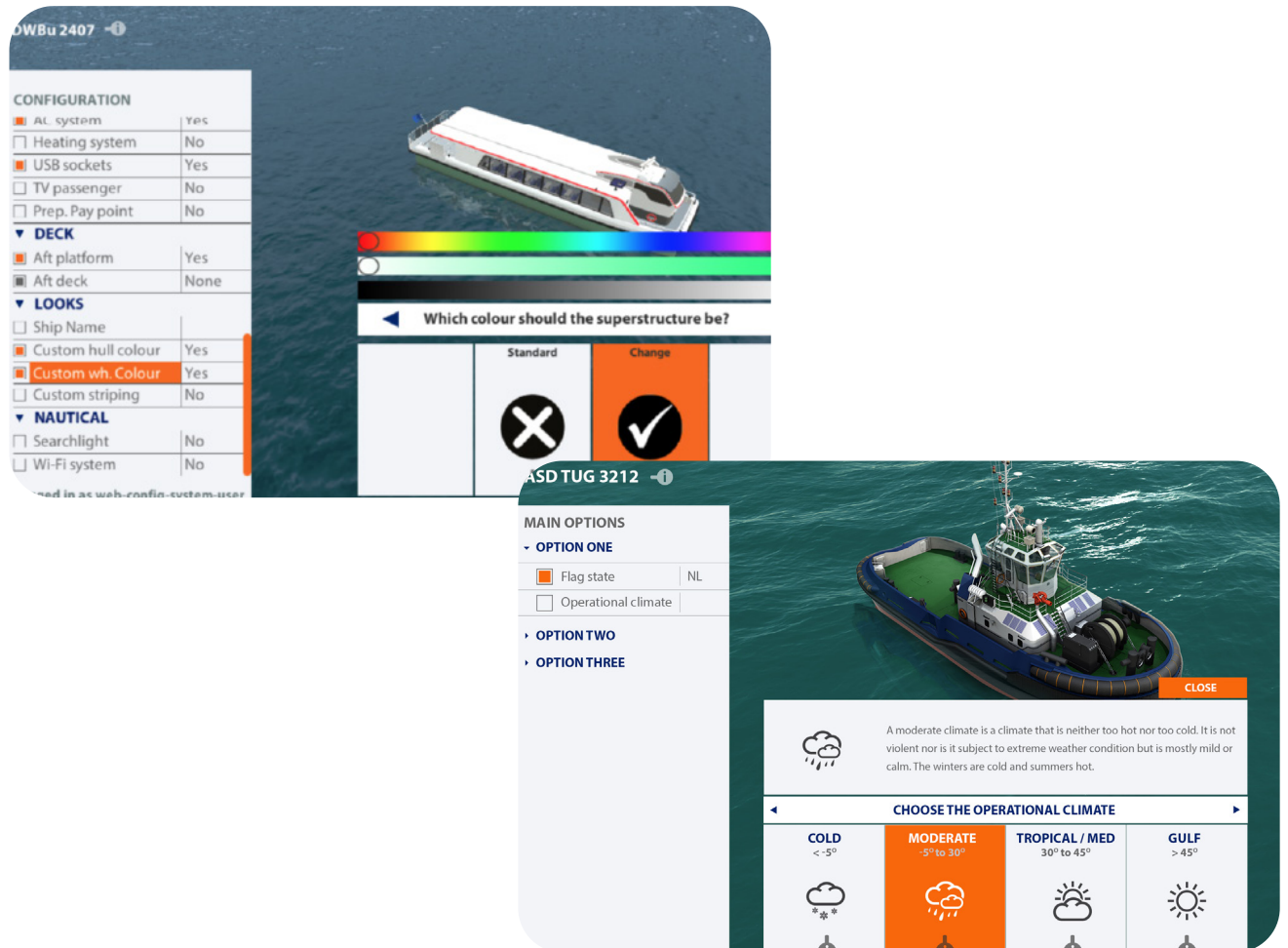**Type: App**
Technology: Unity App

Client Details
Damen is an international shipyard group, driven by a commitment to improving, innovating, and investing in various markets. Allways prioritizing client satisfaction and exceeding expectations in building their future.

Project introduction
A configurator that can be used both on the tablet and on the web. This contains dozens of boats that the customer (and Damen's sales) can use.

How did we solve it?

By providing a 3D model which is being optimized in the app and the user can configure the vessel in a manner they want to. The configurator also helps the user to avoid errors that can accidentally slip into the process because shipping rules are enforced.

Xignal

The Challenge

Need for a tool that can speed up and ease the process of finding infestations efficiently and effectively in various settings.

Client & Project

Client: Xignal
Type: App
Technology: Sensory input
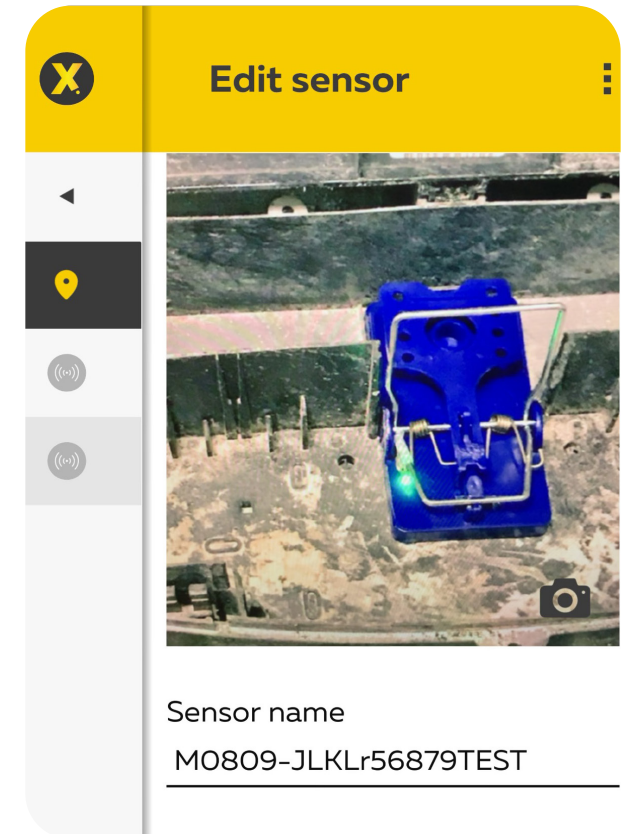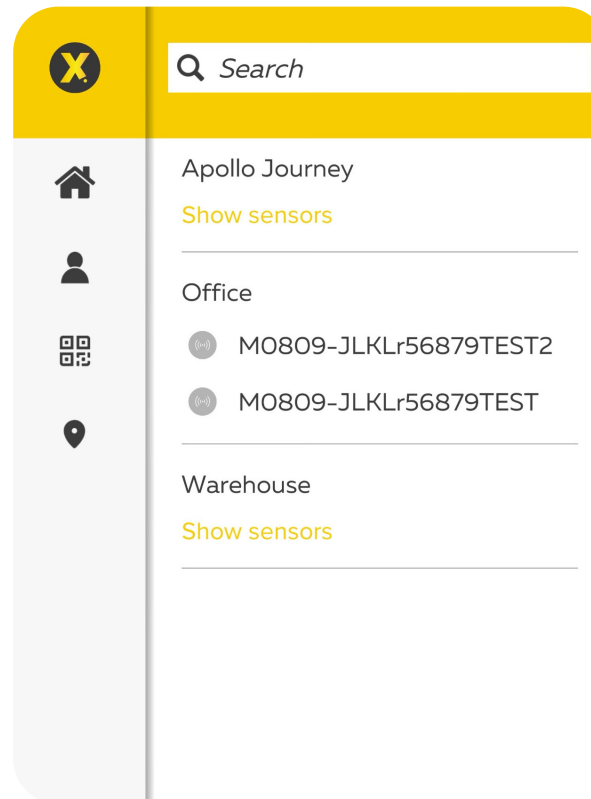
Client Details
Xignal is the world's first digital mouse and rat trap, designed to work seamlessly with an innovative and sustainable platform, revolutionizing the efficiency of pest control.

Project introduction
An app which incorporates a built-in sensor for notifying and tracking the capture of pests, such as rats, in a warehouse or similar setting.

How did we solve it?

We've designed an app equipped with a built-in sensor. In a warehouse environment, for instance, this sensor can send notifications upon successfully detecting and capturing pestes, such as rats, offering alerts along with real-time location tracking.

Search

Apollo Journey
Show sensors

Office
M0809-JLKLr56879TEST2
M0809-JLKLr56879TEST

Warehouse
Show sensors

Edit sensor

Sensor name
M0809-JLKLr56879TEST

WMS Scanner

The Challenge

The importance of providing detailed package information and real-time location tracking.

Client & Project

Client: WMS Scanner
Type: App
Technology: Hand-held device

Client Details
WMS is an e-commerce company with a global reach, utilizing 14 independent e-commerce warehouses and over two decades of software development. It provides logistics solutions for more than 1,500 online stores.

Project introduction
Detailed access to information about packages and their current locations in real-time. In addition, you can easily document any package damage or displacement by capturing photos, ensuring efficient and accountable package handling.

How did we solve it?

An app that can display comprehensive information about packages and their whereabouts, especially in scenarios like warehouses. Additionally, if there's any damage or displacement, you have the option to capture a photo.
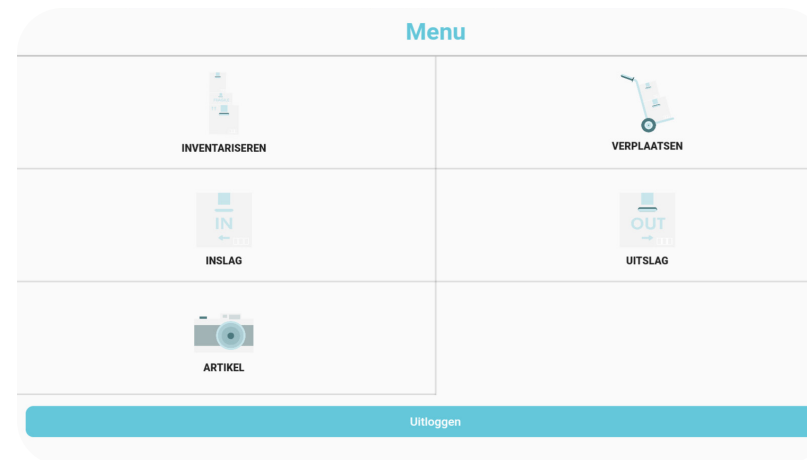
Handige Handjes

The Challenge

The challenge faced by busy individuals, who need a seamless way to delegate and manage tasks among a group of people, like family members or friends.

Client & Project

Client: Handige Handjes
Type: App
Technology: Unity App

Client Details
The Handy Hands app allows caregivers and not only, to assemble a personal support team of family and friends, enabling them to share updates and access resources on the platform and delegate tasks.

Project introduction
The app is designed to streamline task delegation among individuals, allowing them to create and manage tasks easily within groups, invite collaborators, and celebrate completed activities.

How did we solve it?

The app aims to simplify task delegation, facilitate easy communication, and promote task completion by providing features such as task creation, group notifications, self-assignment, and a rewarding system with confetti sound and visuals for successfully completed tasks.

Klusjes

Klusjes Aanmaken

Dit klusje is terugkerend

Eenmalig

Wat voor type klusje is het ?

Klusjes

Klusjes Aanmaken

Titel

Titel van Klusje

Tijd

15:06

Datum

30/11/2023

Dit klusje is terugkerend

Uitnodigen

E-mail…

Gebruiker Toevoegen

Marengo

The Challenge

The need for enhancing appointment making and making professional veterinary medicine more accessible.

Client & Project

Client: Marengo
Type: App
Technology: Sensors, Android Studio, Fluttter
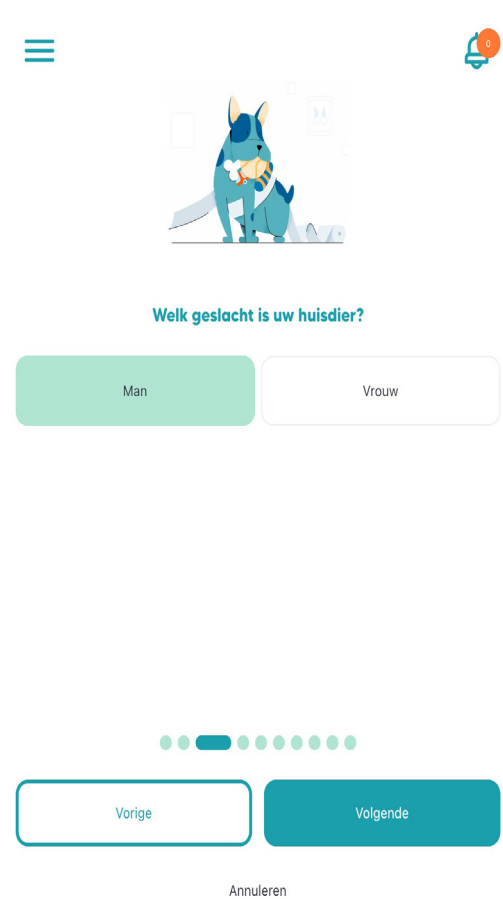
Client Details

Marengo is a team of animal care professionals that aims to revive professional veterinary medicine.

Project introduction

The app revolutionizes pet care by offering owners comprehensive support, including expert advice, real-time chat with animal care professionals, and case tracking features.

How did we solve it?

By developing an app which is in great benefit not only for the vet, but also for the owner of the pet. The user gets assessment advice, has the opportunity to communicate via chat with an animal care professional and can also oversee the progress of the ongoing case. The app has been built through Unity and furthermore, with an integration of Android Studio and Flutter.

Welk geslacht is uw huisdier?

Man   Vrouw

Advies van Marengo

Hoofd advies

Hallo!
Ik ben Marengo, ooit het trotse paard van Napoleon. Vandaag ben ik hier om u en uw huisdier te dienen met dezelfde moed en loyaliteit.
Let op: Ik ben nog jong en dus nog aan het leren, maar dankzij uw interactie kan ik steeds beter worden in het helpen van huisdieren zoals die va u.

Hoofdadvies:
Op basis van uw antwoorden heb ik enkele belangrijke adviezen voor u en uw huisdier. Voor een diepgaand en persoonlijk advies raad ik u aan dit dossier door te sturen naar een van onze gekwalificeerde dierenartsen. Zij kunnen u specifieke producten aanbevelen uit onze webshop die perfect aansluiten bij de behoeften van uw huisdier.

Door uw dossier door te sturen, helpt u niet alleen uw huisdier maar draagt u ook bij aan mijn leerproces

Gedetailleerde adviezen

Vind hier meer advies gebaseerd op je casus.

Meer informatie

Vorige   Volgende

Annuleren

Winnercam

The Challenge

A need for a versatile tool to record and analyze athletes' movements.

Client & Project

Client: Winnercam
Type: App
Technology: Camera positioning and NFC

Client Details
Utilizing video technology streamlines skill improvement by providing effortless recording, direct feedback during training. Automatic organization of videos in the cloud by swimmer, and efficient analysis via the WinnerCam app, with the under-water camera powered by a laptop's battery.

Project introduction
Assessing and comparing the accuracy of individuals evaluating dangerous situations and victim conditions, aiding in more informed decision-making during critical moments.

How did we solve it?

The app itself empowers athletes to gather data, track performance, and enhance their skills through the technology of slow-motion recording option for in-depth movement analysis.

Demo WinnerCam

New Video

My Videos

Profile

1x
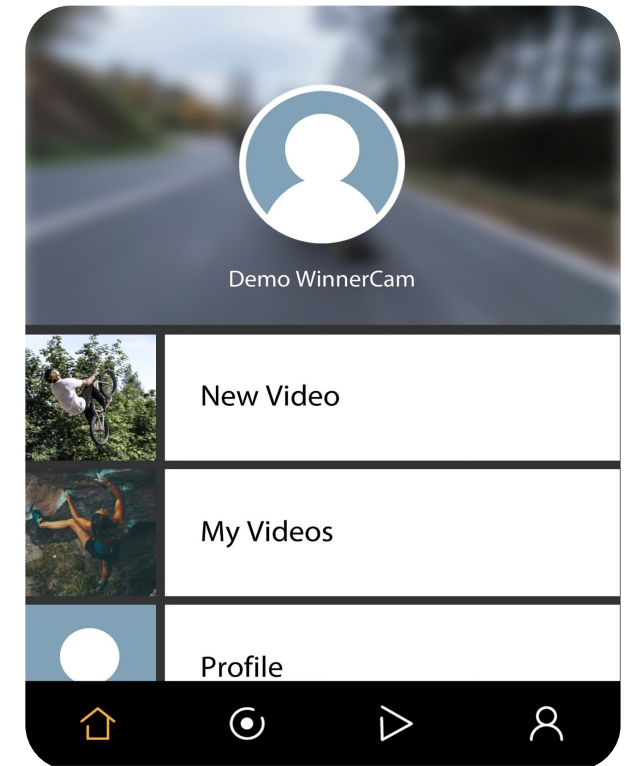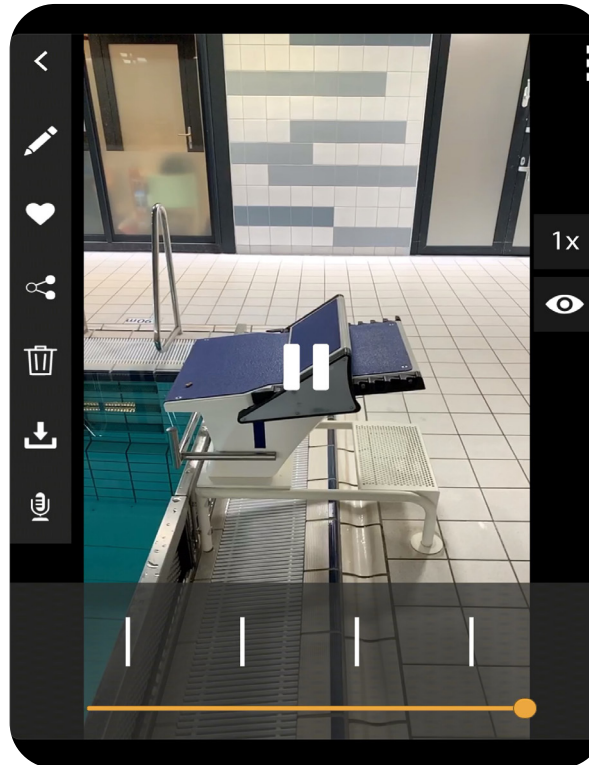
VRR Meldkamer

The Challenge

A need for an app that evaluates the accuracy and effectiveness of assessing dangerous situations and the conditions of (possible) victims.

Client & Project

Client: VRR Meldkamer
Type: App
Technology: Scenario Generator

Client Details
Rotterdam-Rijnmond Safety Region (VRR) is a government organization responsible for disaster management, crisis management, risk management, fire brigade, ambulance care, and medical assistance.

Project introduction
Assessing and comparing the accuracy of individuals evaluating dangerous situations and victim conditions, resulting in more informed decision-making during critical moments.

How did we solve it?

By creating an app which compares how well the assessor performed and how well the person listening to the assessment understood through the usage of a different scenario generator. By creating this feature, the app facilitates comprehensive assessments and comparisons between the assessors and those receiving the reports, enhancing the overall decision-making process in critical situations.

Ambulancezorg

The Challenge

The absence of an immersive training solution that can prepare individuals for effective response when encountering a victim.

Client & Project

Client: Ambulancezorg
Type: VR
Technology: VR and motion sensor

Client Details
Ambulance care has evolved from simple wooden carts to modern, state-of-the-art facilities, with an enduring commitment to providing the best possible care for the sick and injured.

Project introduction
A VR training simulator that uses controller motion sensors to accurately simulate a user's heart rate, enabling effective training for responding to victims in various scenarios.

How did we solve it?

By developing a VR training simulator that utilizes motion sensors within controllers to realistically simulate a user's heart rate. This training tool effectively prepares individuals for appropriate responses when they come across a victim in different situations.

Terravision

The Challenge

Better functionality of a mapping application designed for ground workers.

Client & Project

Client: Terravision
Type: App
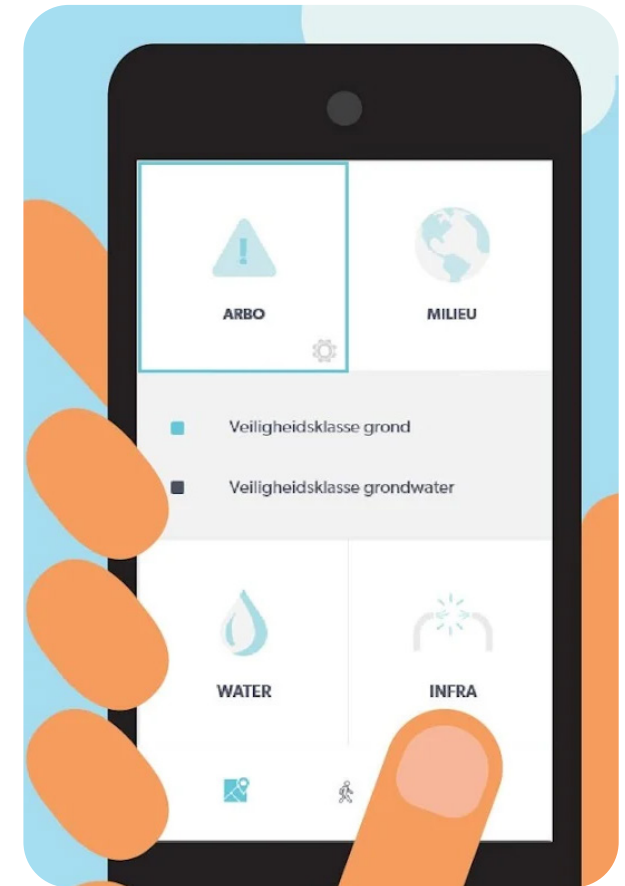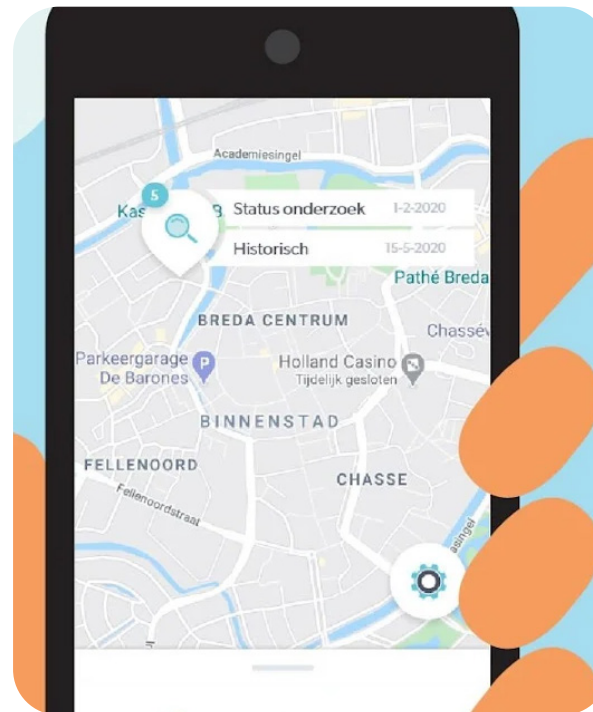**Technology: AR**

Client Details
Terra Vision is characterized by professional expertise, quality, accessibility, and a commitment to clear communication, collaborative problem-solving, and client-focused solutions.

Project introduction
The app combines mapping for ground workers with augmented reality features, allowing users to visualize ground layers and detect toxic ground.

How did we solve it?

The app serves a dual purpose, offering a mapping function designed for ground workers. It incorporates the ability to layer ground information, identifying potentially toxic soil conditions. Plus, it employs AR to visualize ground planes, helping users determine safe digging areas, and represents drill points in AR with cylinder samples for enhanced visualization. The integration of GPS and augmented reality assists maintenance personnel in selecting appropriate equipment for specific soil conditions.

Radcon

The Challenge

Distinguishing faulty or dangerous products.

Client & Project

Client: Radcon
Type: VR
Technology: Handtracking

Client Details
Radcon is an independent team of radiation protection experts, offering services such as X-ray diagnostics, radioactive materials permits, quality checks, offshore supervision, and accredited training, providing personalized and practical solutions for safe work with radiation.

Project introduction
The VR game creates the opportunity of easily navigating and finding faulty or dangerous products.

How did we solve it?

By creating a VR game which presents different objects that are visible on the screen. The game makes it more convenient to recognize and detect faulty or dangerous objects. The examples provided in the game do vary accordingly.