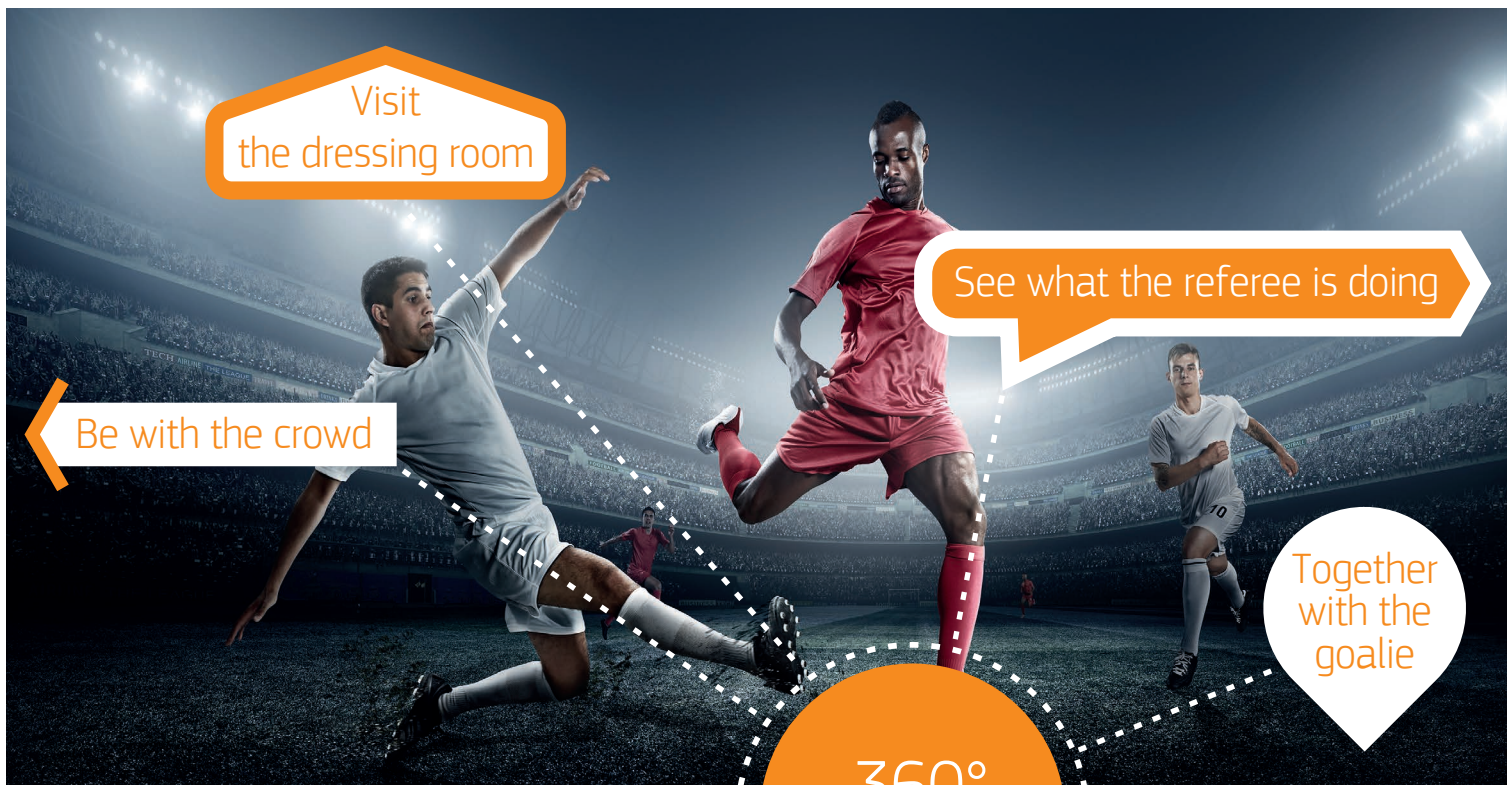


DIGILE

ENABLING DIGITAL GROWTH

I'm here, I'm there, I'm everywhere
with 360° video player



360° panorama video player let's you experience the world without physical presence

Seeing the band performing on stage in front of you? The feeling of the shouting crowd. But you are not actually there. With 360° video player you are - and can even go to the backstage.

Going to travel somewhere new? Want to take a closer look before deciding the target? With 360° video player you can travel the streets and even take a look at the attractions with your mobile. And yes, you can use it to explore the location as well, when actually at the place.

Studying medicine at the library? What if at the same time you could visit the operating room, stand next to the

surgeon or take a look, what the nurse is doing. Or both. With 360° video player you can actually be a part of the action and thus learn with a uniquely new method.

In the world of Internet of Things, all objects in our surrounding environment create and provide information. An intelligent camera network with motion sensors gives us unprecedented possibilities to see and be in places physically impossible. With virtual reality goggles, high-resolution displays, fast processors and high-speed wireless communications truly immersive experiences are real.

The only limit is our imagination.

360 video, created by special cameras, record on every direction simultaneously

- Enhanced 3D experience with full 360x180 degree view
- Support for video resolution 4k and beyond
- Objects from video may be tagged for social media sharing

- State-of-the-art sensor fusion algorithm (gyroscope, accelerometer, magnetometer) to provide a smooth and rapid control
- Support for dynamic moving hotspots for navigation and IoT data visualization
- E.g. for gaming, entertainment, wellness and industrial sectors

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DIGILE Ltd., founded in 2008, helps organisations to benefit from the Internet Economy. DIGILE develops competence and tools for creating new businesses, jobs and well-being in the Finnish society. DIGILE coordinates industry-driven research programs to accelerate the development of digital services. It creates business ecosystems and opens the doors to Chinese and other international markets. Non-profit DIGILE is owned by more than 40 companies, universities and public organisations. www.digile.fi

Internet of Things

Internet of Things drives future business

- The potential for IoT is enormous as the data and number of devices connected to Internet is exponentially increasing
- The Wireless World Research Forum has predicted 7 trillion wireless devices for 7 billion people by 2020, which would amount to around a thousand devices for every human
- This will add a new dimension to the world of information and communication. Connectivity enables us to find versatile information, at all times and from everywhere

IoT challenge

The key challenge of IoT is to facilitate new, scalable, compatible and secure business models and solutions for everyday life

Project facts



50

national and international companies,
organizations and universities



350

experts



€50m

budget



duration 4 years

Finnish Internet of Things program

In Finland the national IoT project aimed to address the challenges e.g. by impacting IoT technology evolution and creating innovative business enablers, such as 360° panorama video player.

The strategically important national IoT project was focused on

- Establishing a competitive IoT ecosystem
- Creating IoT business enablers
- Improving Finland's global IoT visibility
- Impacting IoT technology evolution and standardization

Read more: www.iot.fi

FINWE



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