CONTROL TO RULE THEM ALL

MULTI DEVICE BUSINESS CONTROLS

RESEARCH

PROJECT

University of Applied Sciences and Arts
Northwestern Switzerland

ABOUTME.



Gerrit Grunwald | Engineer

Trying to do 39 slides in 15 min



PLATFORMS

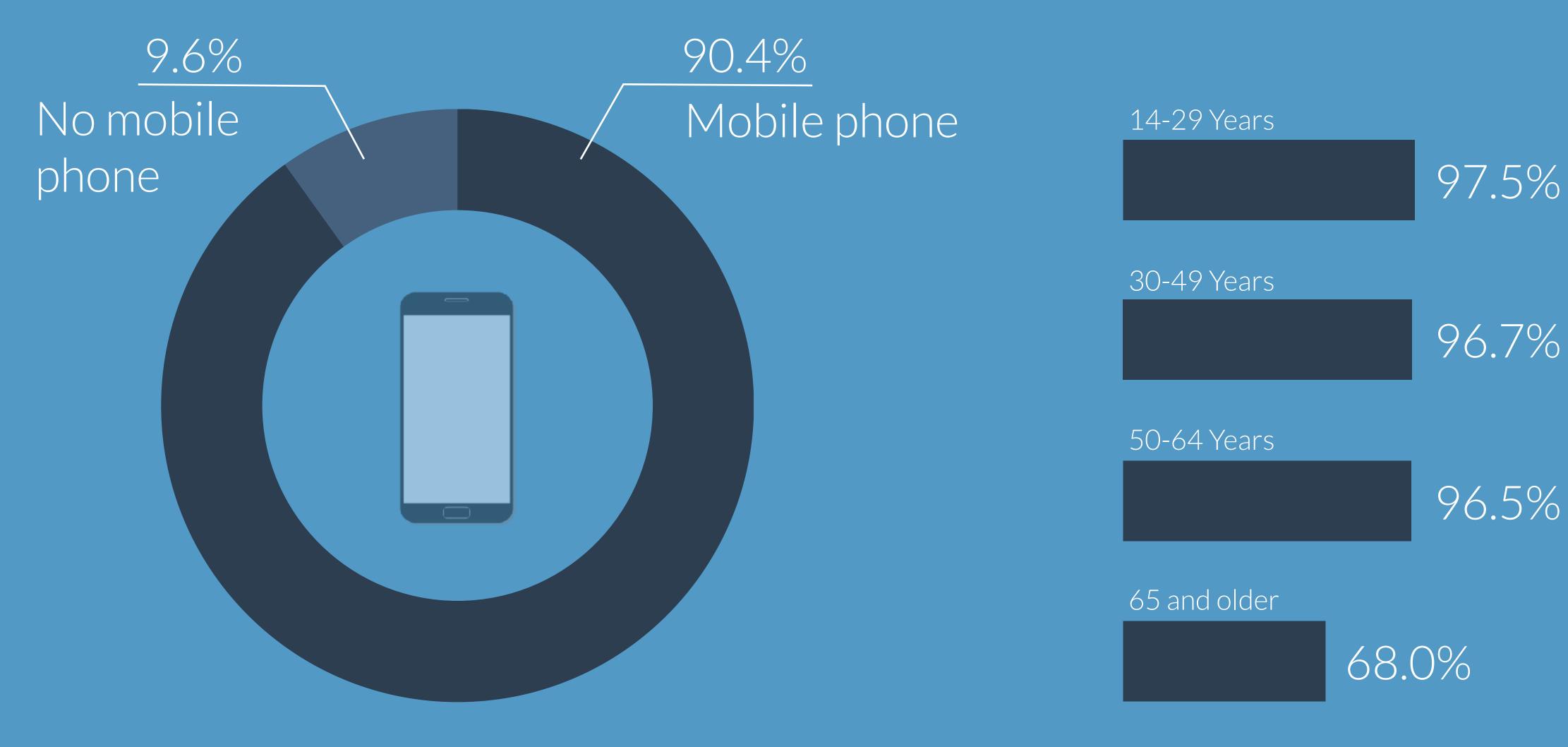
DESIGNATION P

PHOME

DISTRIBUTION

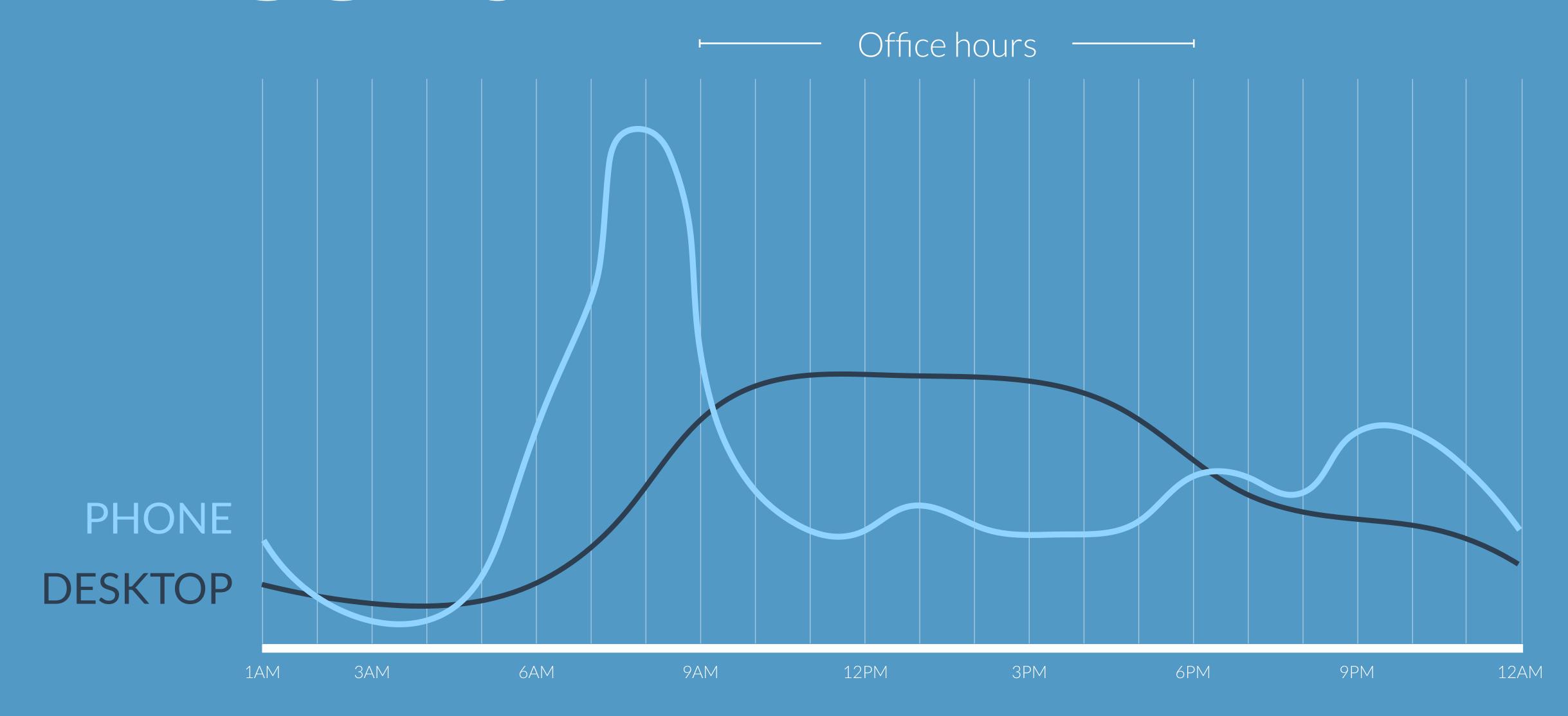
PHONE DISTRIBUTION

(GERMANY)

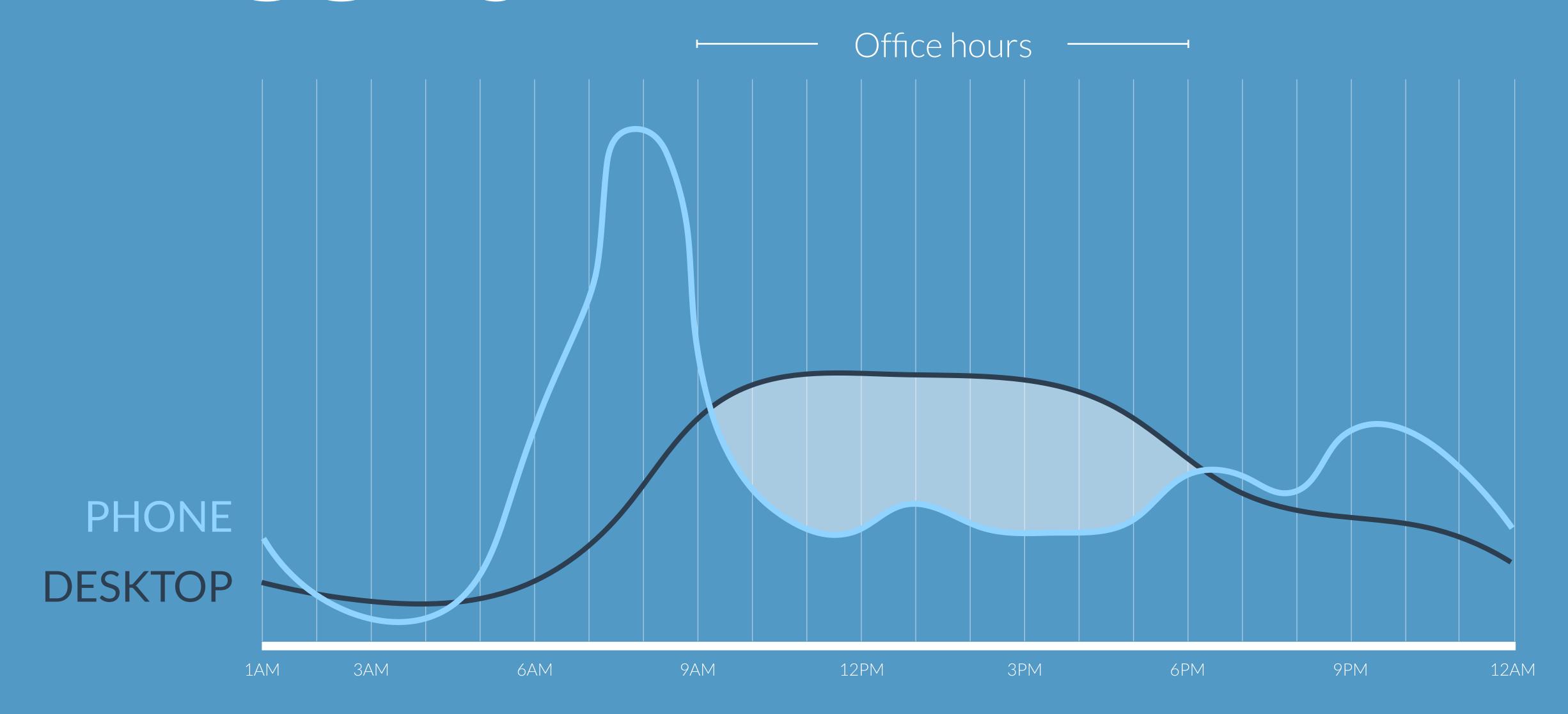


24H USAGE

24H USAGE



24H USAGE



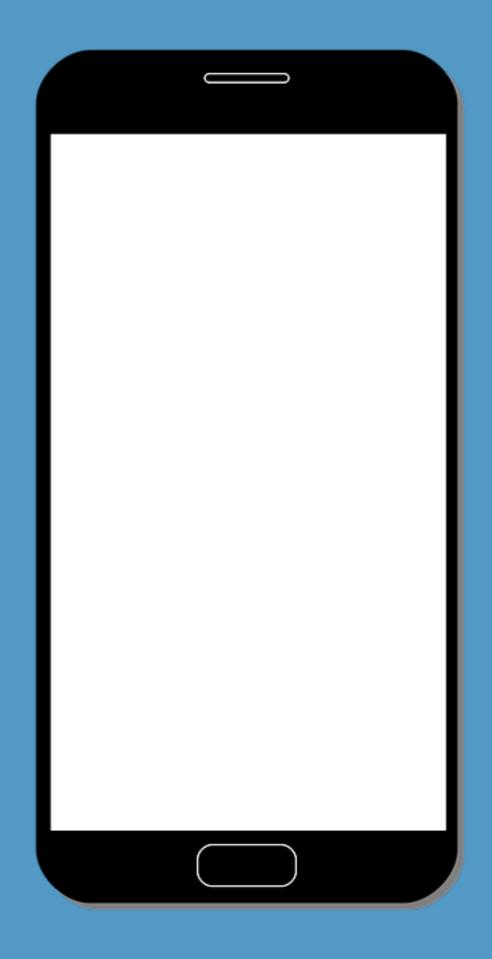
COMBINE

ENVIRONMENTS

COMBINE ENVIRONMENTS







SOMETHING

SIMILAR



APPLETOUCHBAR

MULTIDEVICE

CONTROL

MULTIDEVICE CONTROL

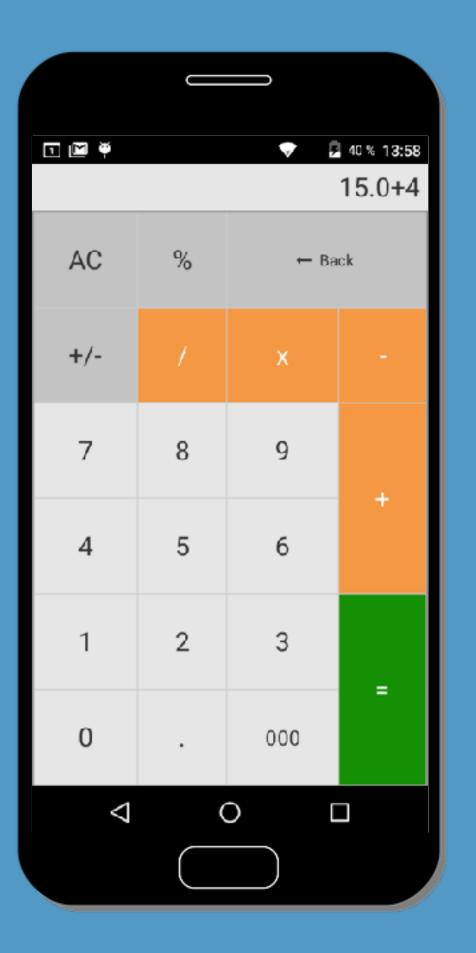
- Controllable by Keyboard (Power User)
- Controllable by Mouse (Standard User)
- Runs on Desktop and Mobile
- Makes use of Mobile features e.g. Touch
- Comes with different visualizations dependent on the platform

DIFFERENT ENVIRONMENT...

SAME CONTROL

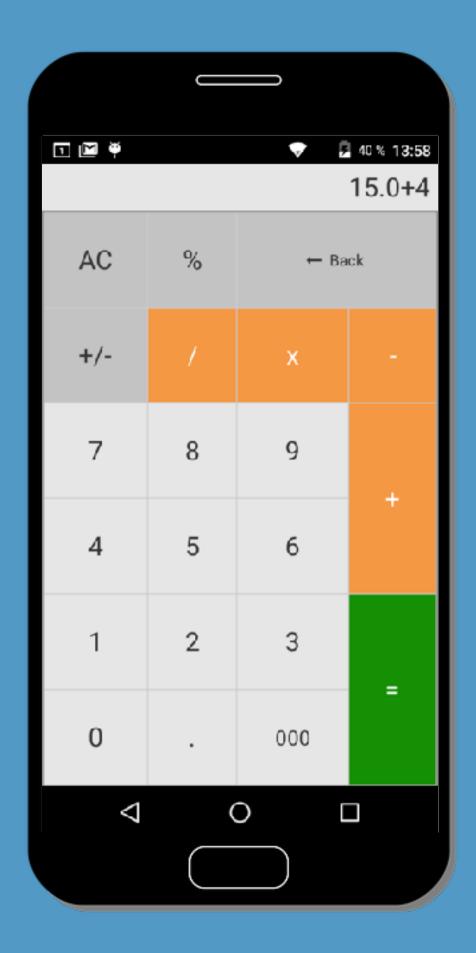
SAME CONTROL





SAME CONTROL





TECHNOLOGY

TECHNOLOGY

- GLUON Mobile (current implementation)
- oHTML5

GLUON MOBILE

GLUON MOBILE

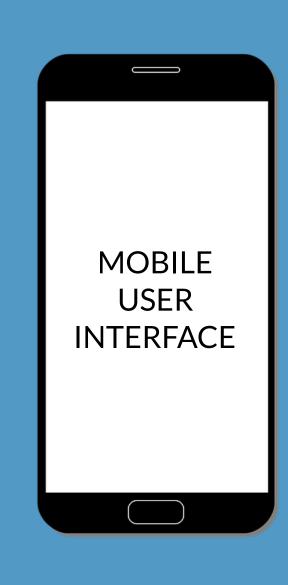


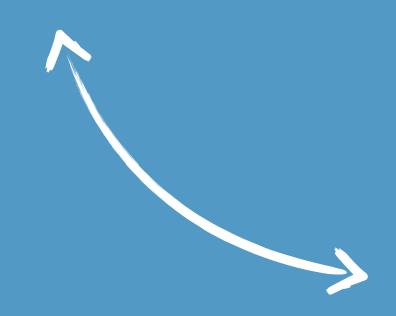
- Single App
- Multiple Platforms
- Java end to end
- Access "abstracted" hardware by API
- Creates native apps for iOS and Android

HOWITO ?

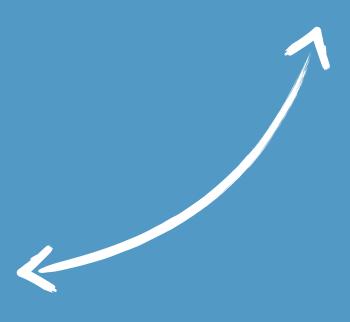




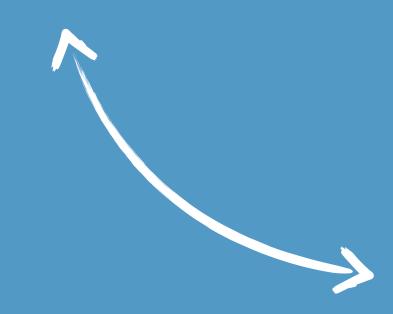




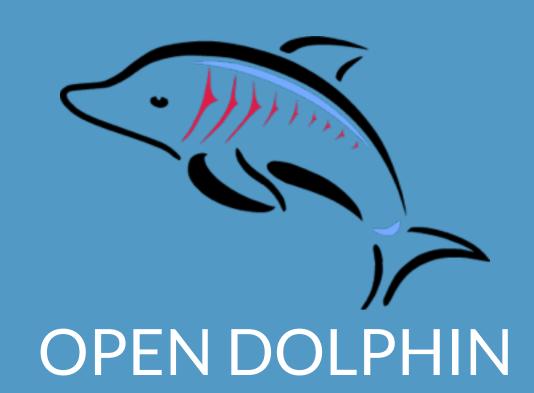


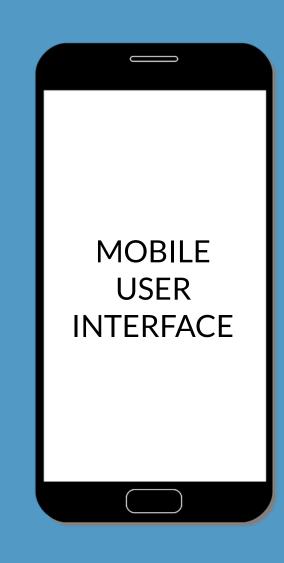


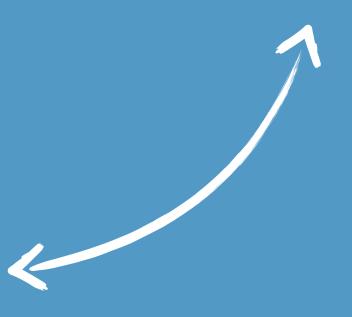


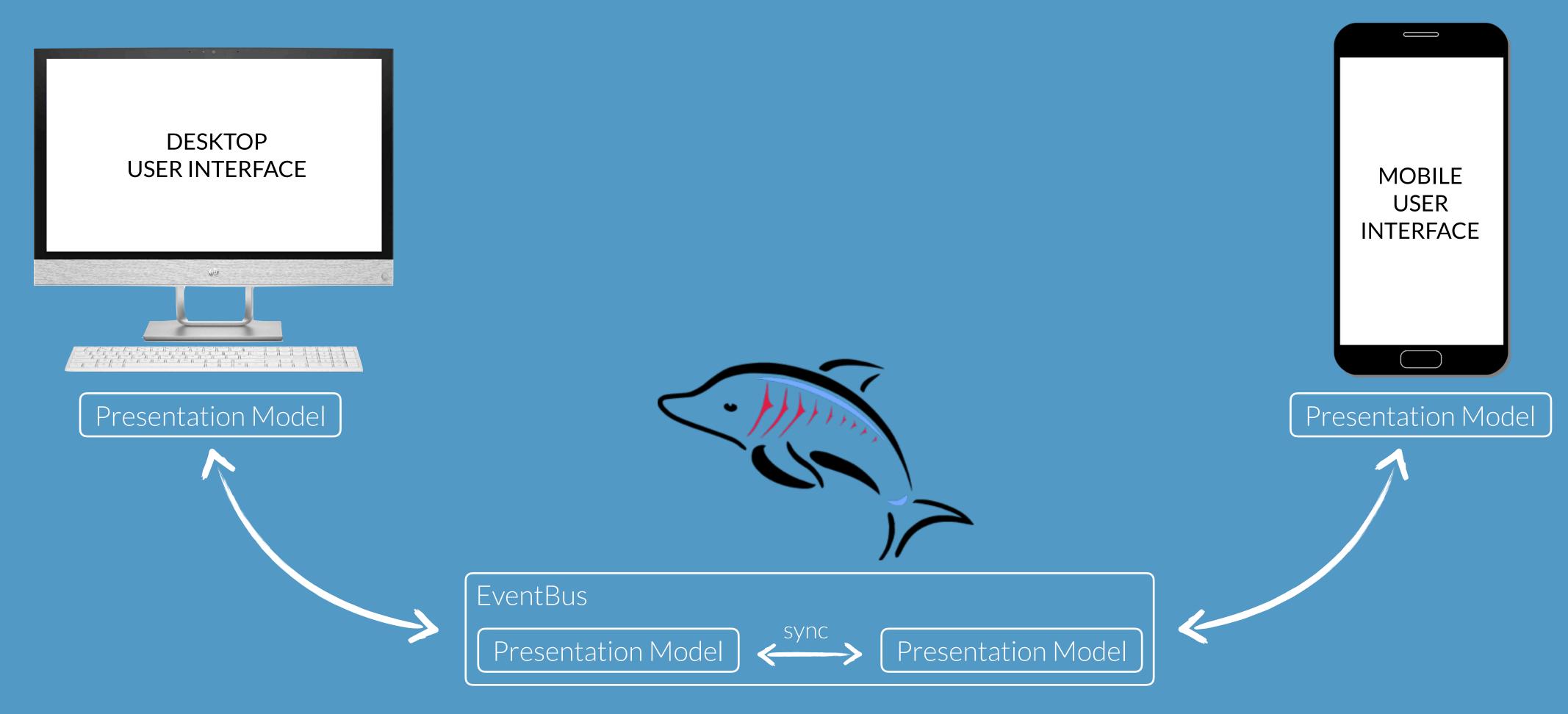




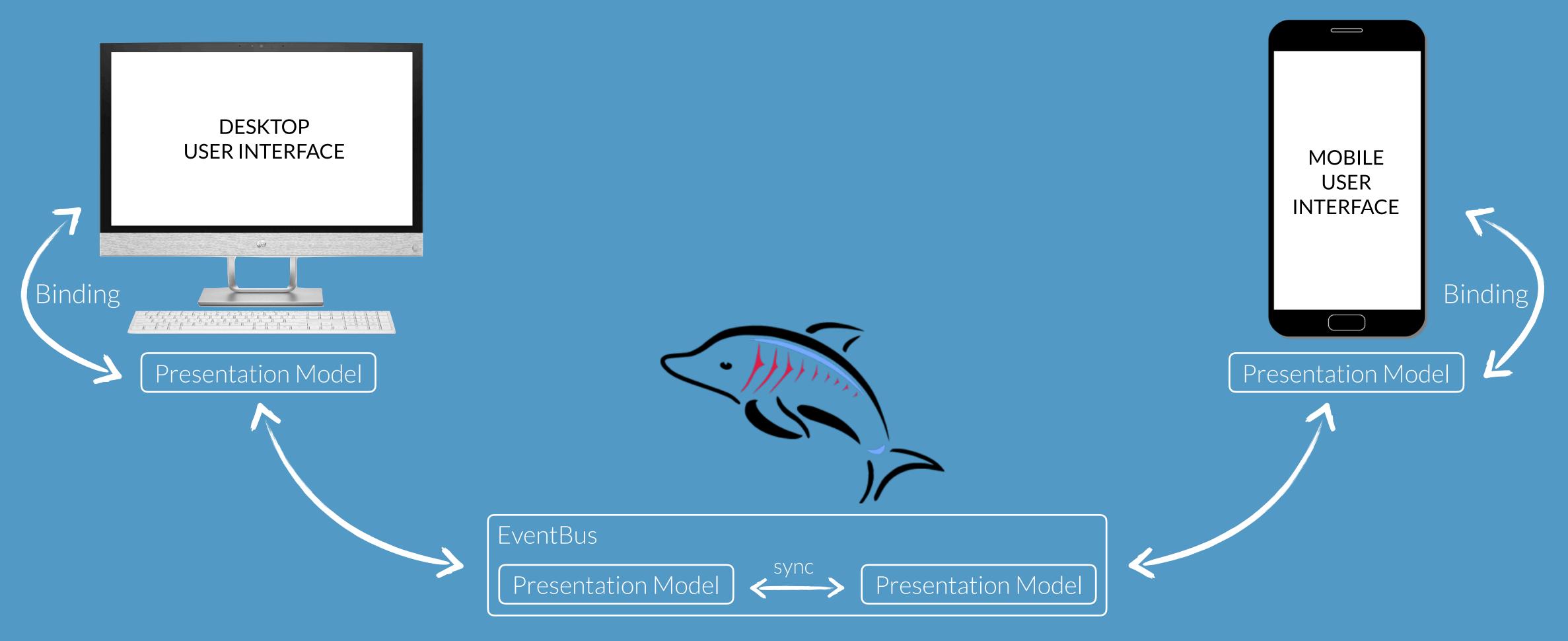








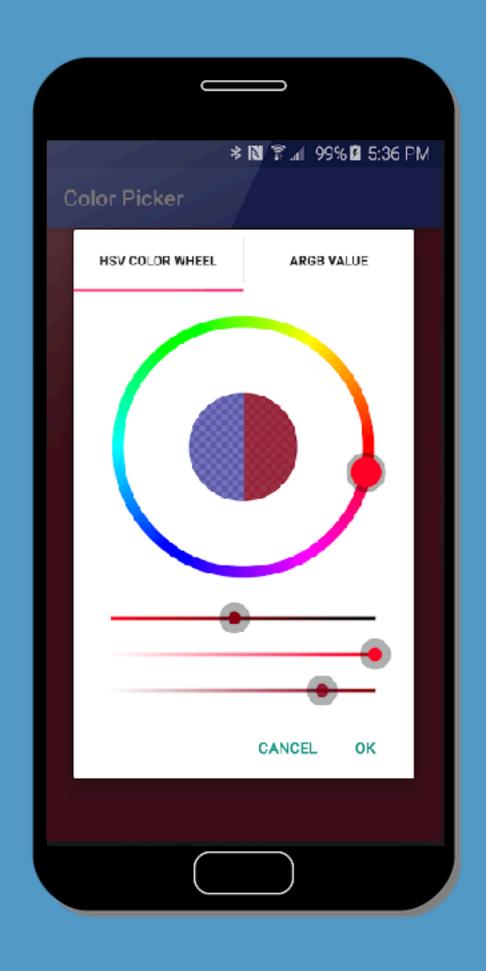
OPEN DOLPHIN





NumberField

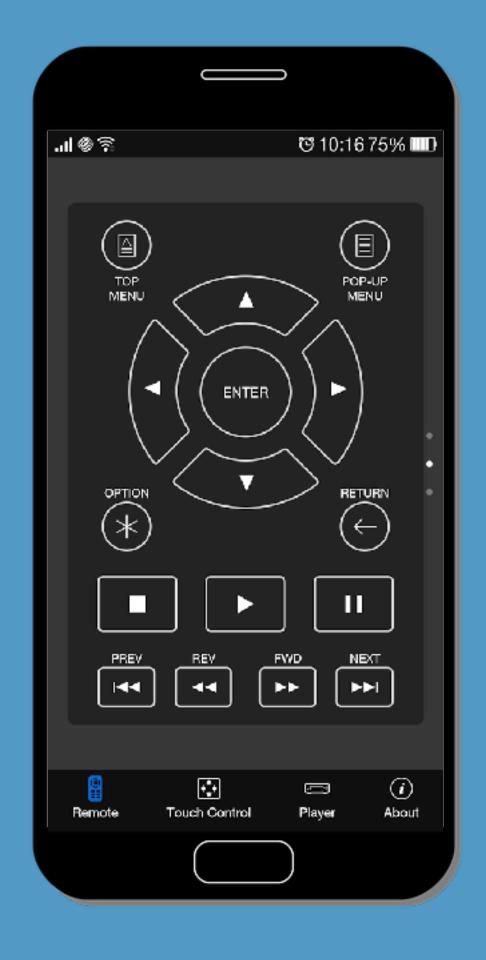




Graphics Application Color Picker

EUTURE DEAS





MediaPlayer Remote Control

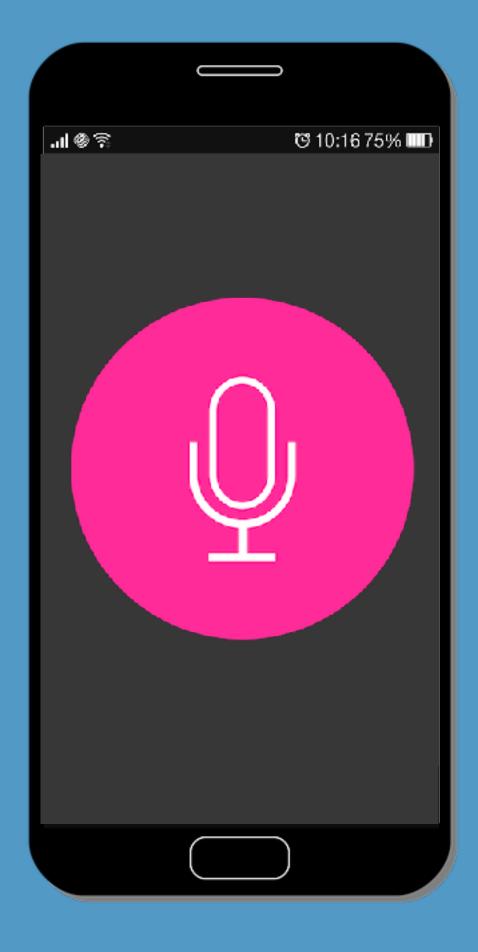




Presentation Application Remote Control







Voice controlled text fields

- HTML 5 implementation (e.g. Cordova)
- Switch from long polling to MQTT



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