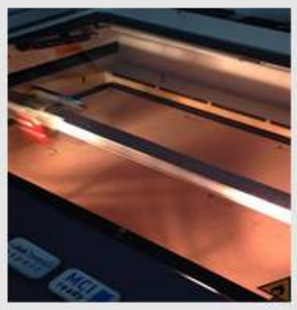
SmartCampus

A RICM5 end-of-studies project

The aim of this project is to create an augmented reality (AR) and crowdsourcing application that will allow the user to access multiple types of information, such as crowdsourcing information, general information about various campus components, variable information like transport timetables and cafeteria menus, atmospheric and meteorological sensor data, etc .

We created a simplified model of the Grenoble campus, using mainly wood and carpeting.

The buildings were built using laser-cutting technology, made available by the LIG.



Clicking on an item gets the user the same information than by scanning a building.

This button makes the application go full-screen.

This button allows the user to switch to the map.

When a building is scanned, various information appears on the screen.

Every building has a QR code.