Finland Deployment Site
Technical solutions

Architecture

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<th>DEVICES</th>
<th>GATEWAY</th>
<th>MIDDLEWARE</th>
<th>APPLICATIONS</th>
<th>USERS</th>
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<td>Braclet</td>
<td>Senescreen inc. Gateway</td>
<td>SeniorSome, AIOTES / SIL, Compliant Bedhead</td>
<td>Web Applications</td>
<td>Seniors, caregivers, communication, entertainment context, personalising context, mobile</td>
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<td></td>
<td>Activity, sleep, heart rate, exercise</td>
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<td>Android Tablets and Smartphones</td>
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<td>Senescreen</td>
<td>OpenIoT</td>
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<td>Activity view, input, heart rate, exercise</td>
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Equipment onsite

Daily activity monitoring at home
- Senescreen inc. Gateway
- Bracelet
- Option: motion detector/camera/game
- 2 facilities with Senescreen 3 in test
- 1 Bracelet (2 in test)
- Ramping up in progress
  - Average installation time 1 hours.
  - 2 facilities personnel trained
  - KPI collection Service

Data collection to SIL

- User information how many:
- Communications behaviour
- User Feedback
- Activity information
- Remote management

Exercise Promotion

- Exergames Laptop
- Motion detection camera
- 40 inch Screen
  - 2 Facilities
  - 2 Laptop computers
  - 2 Motion detect cameras
  - 2 Screens (40"

Users username and name of the game(s) played
- Length of played game and number of movements performed per game
- The scope (degrees/percentages of min, max and average) and speed (degrees/hundreds of seconds) of movements made in the games per player

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