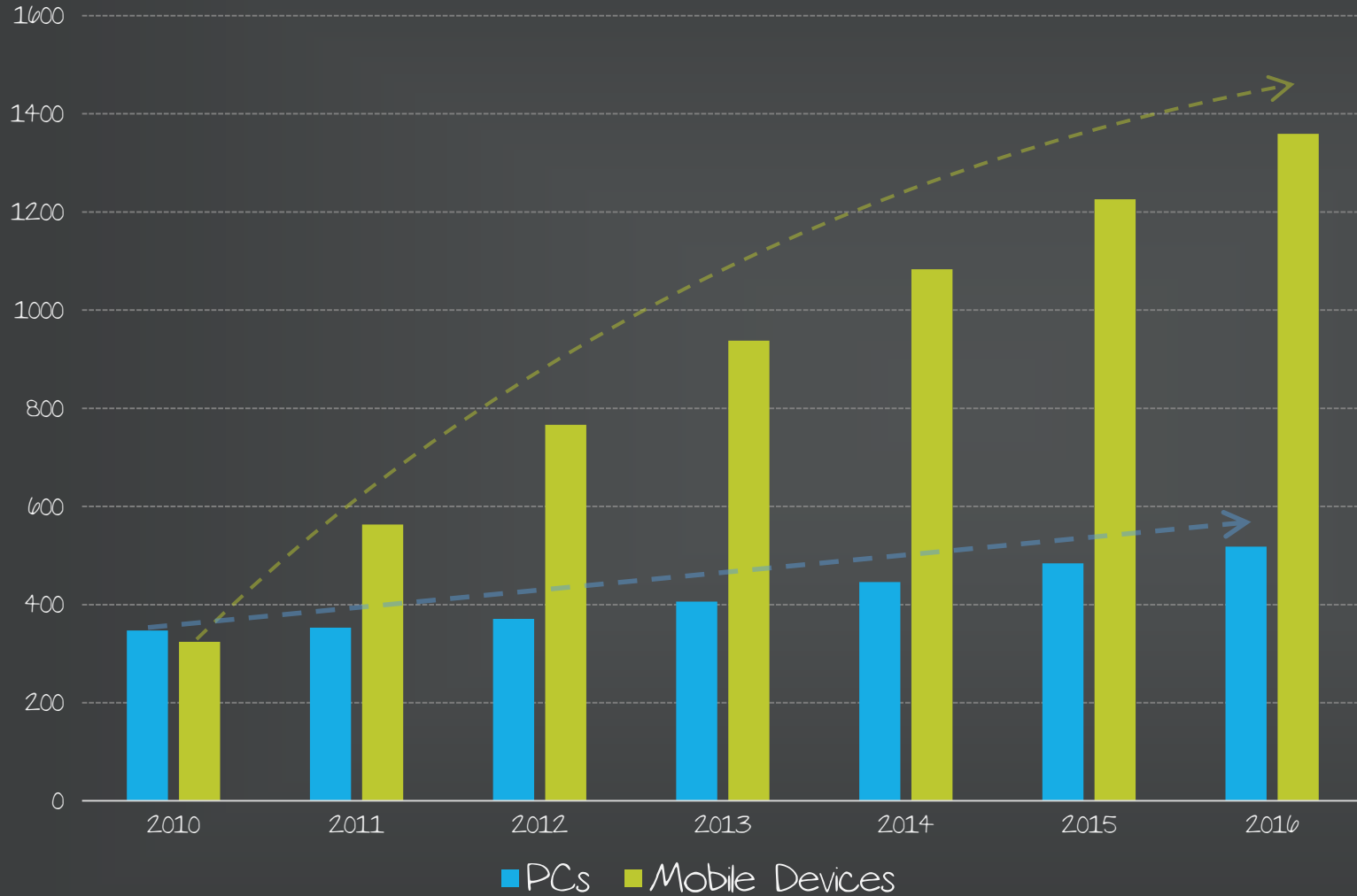


1

# The Post PC Era



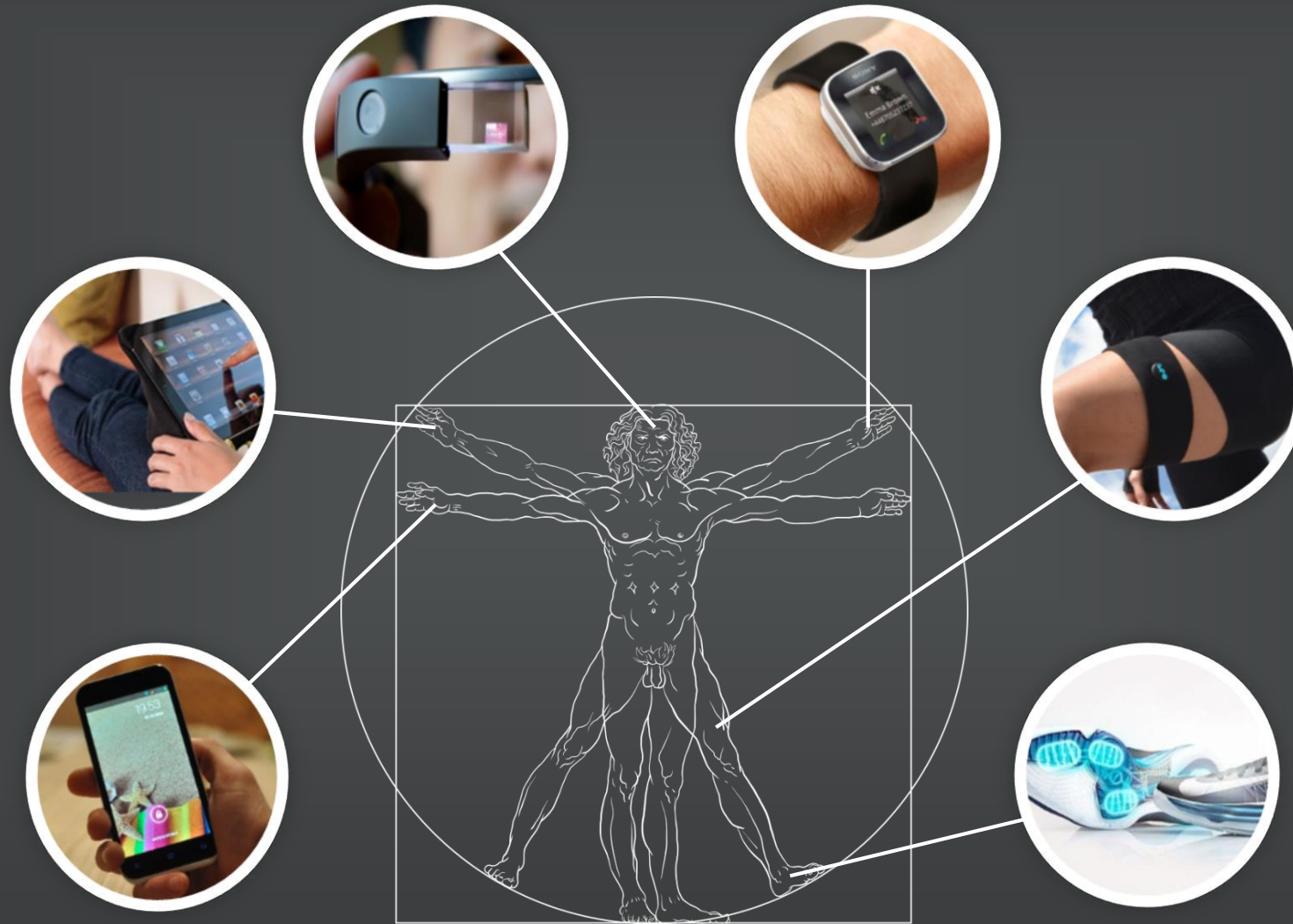
①

# Wechselnder Kontext = Wechselnde Anforderungen



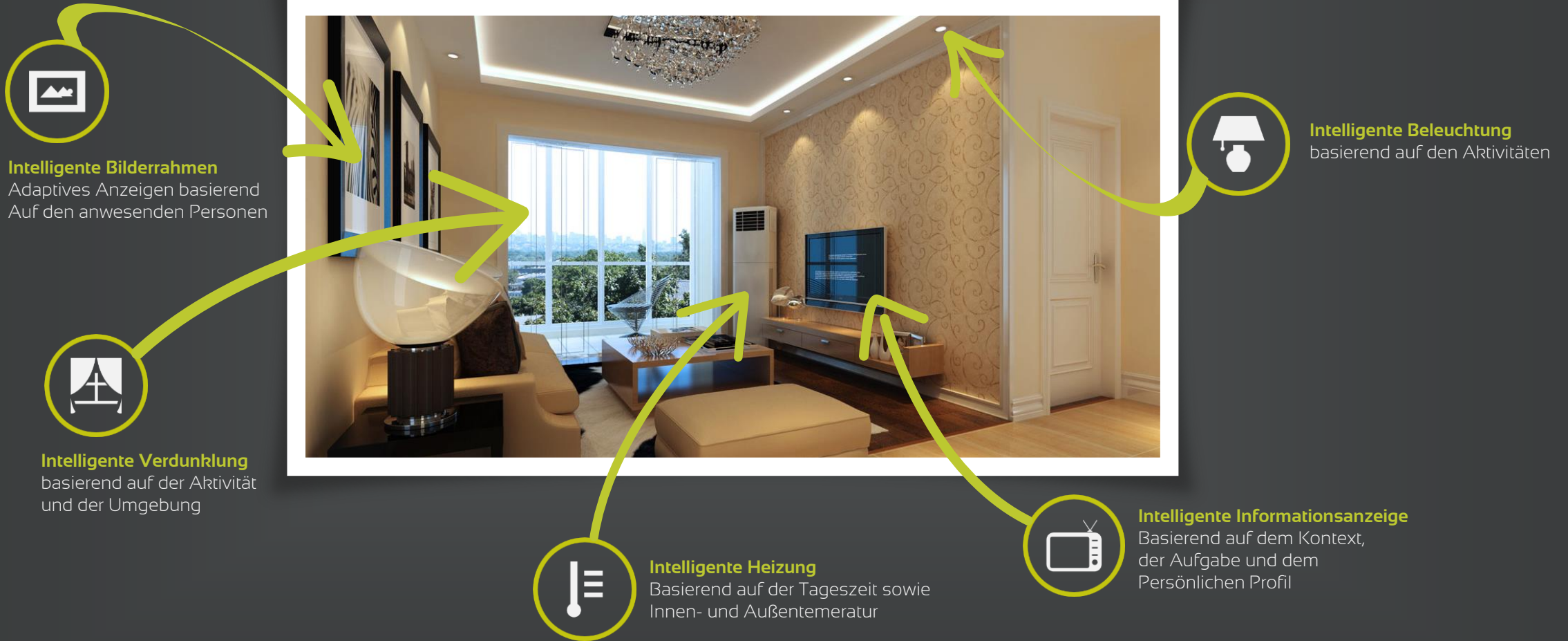
①

# Mehrere Devices = Zusammenspiel



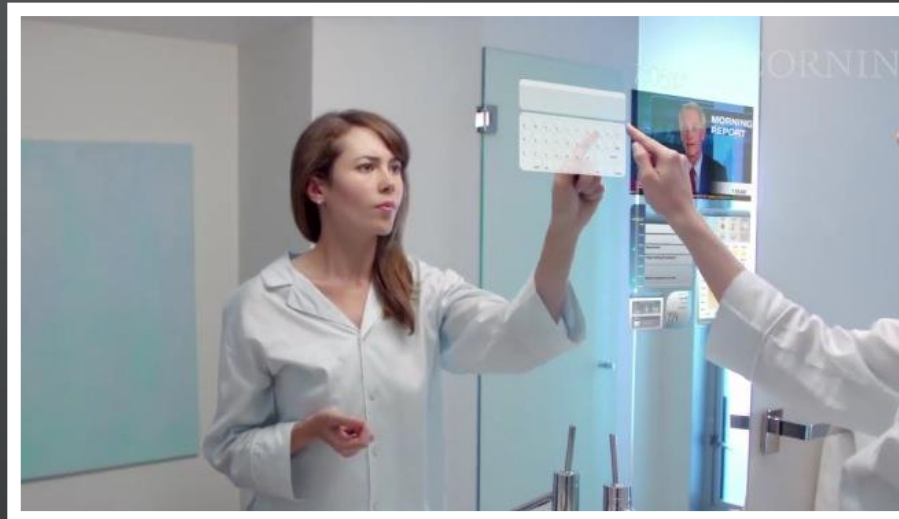
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# Wechselnder Ort = Wechselnde Systeme



①

# Wechselnde Displays = Wechselnde Eigenschaften



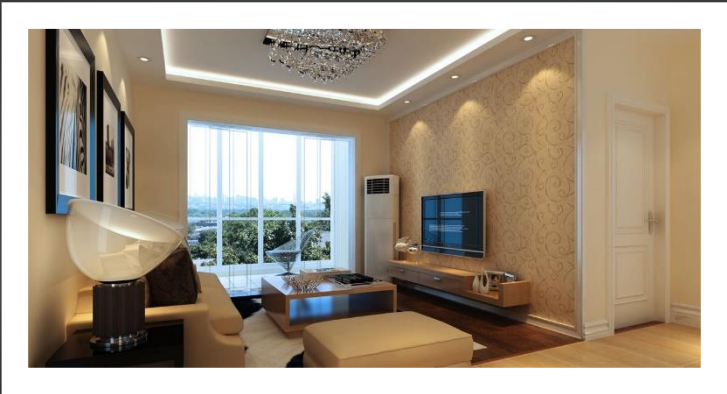
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# Quo vadis

Mobile Systeme



Smart Embedded Systems



## Smart City

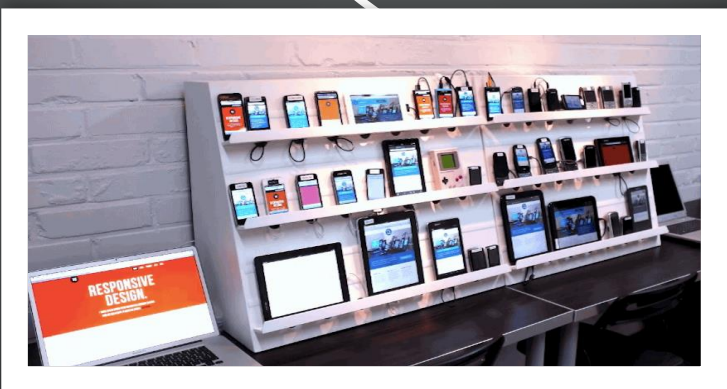


Wechselnde:

- Anforderungen
- Apps
- Kollaborationen
- Displays



Ecosystem of Displays



Ecosystem of Devices

①

# Blended Interaction Spaces



①

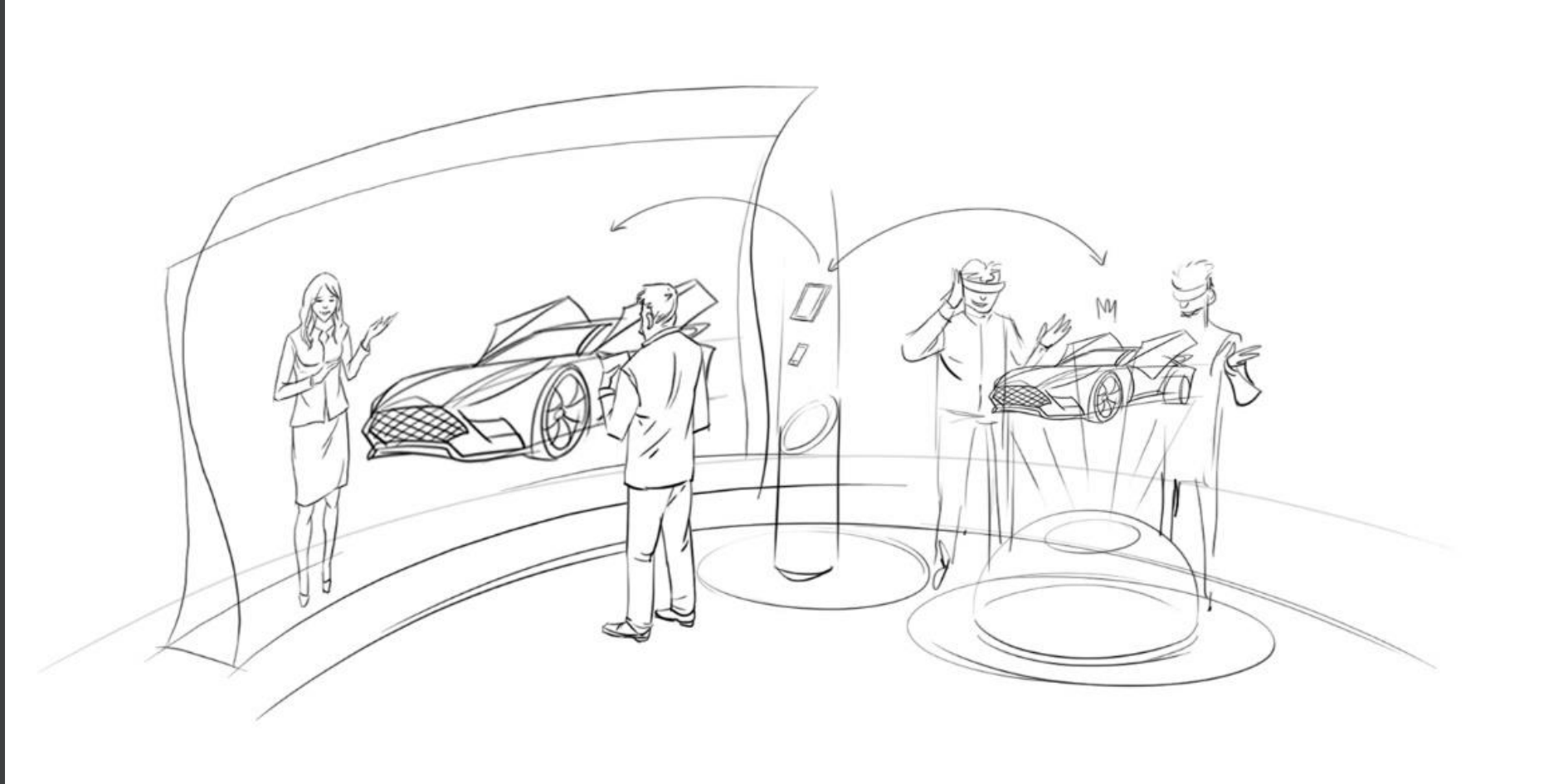
# Blended Interaction Spaces





①

# Blended Interaction Spaces



①

# SysPlace



## SYSPLACE

- BMBF Projekt
- KMU-Innovativ
- 2014 - 2016

Konzept zur Entwicklung von  
Blended Interaction Anwendungen

Industrie

Forschung



- Projektleiter
- Demonstrator
- Entwicklung

:>ameria

- Virtual Promoter
- Entwicklung

3m5.

- Virtual Reality
- Augmented Reality
- Entwicklung



hochschule mannheim

- Interaktion
- BI-Patternkatalog
- Entwicklung

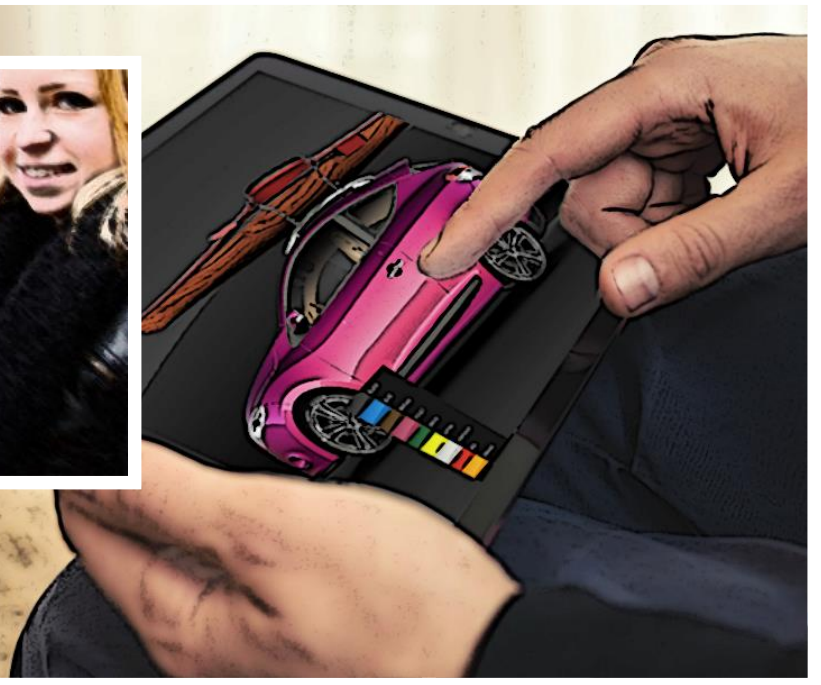


TECHNISCHE  
UNIVERSITÄT  
DRESDEN

- SW-Architektur
- BI-IDE
- BI-Runtime
- Entwicklung

①

# SysPlace





- BMBF Projekt
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Konzept zur Entwicklung von  
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Industrie

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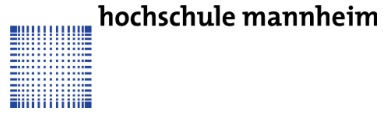
- Projektleiter
- Demonstrator
- Entwicklung



- Virtual Promoter
- Entwicklung



- Virtual Reality
- Augmented Reality
- Entwicklung



- Interaktion
- BI-Patternkatalog
- Entwicklung



- SW-Architektur
- BI-IDE
- BI-Runtime
- Entwicklung
- Wearables