






TITLE	Crowd Orchestration
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**SHORT DESCRIPTION**

Objective	<p>Design, build and test a crowd orchestration system, following sustainable and ethical design practices.</p> <p>The purpose, target user segment and the full set of device requirements are to be defined by the team based on the state of the art, marketing, sustainability and ethical analyses.</p> <p>The system may guide, change the pace, capture/divert the attention, synchronise or entertain the crowd.</p>
Requirements	<ul style="list-style-type: none"> <li>– Use or reuse low cost hardware solutions;</li> <li>– Use open source software;</li> <li>– Adopt the International System of Units (<a href="#">NIST International Guide for the use of the International System of Units</a>);</li> <li>– Comply with the <a href="#">2006/42/CE 2006-05-17</a>, <a href="#">2004/108/EC 2004-12-15</a>, <a href="#">2014/35/EU 2016-04-20</a>, <a href="#">2014/53/EU 2014-04-16</a> and <a href="#">ROHS</a> EU Directives.</li> </ul>

**RELEVANT DATA**

Maximum budget: 100 €

EUROPEAN PROJECT SEMESTER – EPS@ISEP  
PROJECT DESCRIPTION

**Project:** P06  
**Semester:** Spring 2021

RESOURCES

ACADEMIC SUPERVISORS	Benedita Malheiro (MBM), Jorge Fonseca Justo (JFJ), Maria Cristina Ribeiro (MCR), Manuel Silva (MSS), Paulo Ferreira (PDF), Pedro Barbosa Guedes (PBG)
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