Results of Competition: IC Tomorrow: Digital Innovation Contest - Virtual & Augmented

Competition Code: 1507_IC_DIG_VAR

Total available funding for this competition was £210K from Innovate UK

Note: These proposals have succeeded in the assessment stage of this competition. All are subject to grant offer and conditions being met.

Participant organisation names	Project title	Proposed project costs	Proposed project grant
· ·	In-Site: A Smart AR Solution for Construction	£35,000	£35,000

Project description - provided by applicants

Our In-Site solution brings functional Augmented Reality to the construction sector to deliver improvements in efficiency and safety. In-Site performs three basic functions: it identifies an asset, it pulls information about that asset from the cloud, and it delivers information about the asset back from the operative to the cloud. The benefits of this functionality are vast, but we focus on two key elements: commissioning and handover becomes both more efficient and safer with In-Site. It is more efficient because the logging and reporting can happen more swiftly and robustly. It is safer because it allows the operative to perform key tasks hands-free and with their heads up.In-Site is made possible by the advent of wearable devices in PPE-compliant form, together with the availability of outstanding 3D content and augmented reality engines. With our unrivalled experience in construction visualisation and functional AR, Soluis are perfectly positioned to bring these new technologies together in a commercially successful smart solution which promises improvements in the efficiency and safety of construction projects.

Note: you can see all Innovate UK-funded projects here

https://www.gov.uk/government/publications/innovate-uk-funded-projects Use the Competition Code given above to search for this competition's results

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Future Visual Ltd	Immersive Retail	£35,000	£35,000

Project description - provided by applicants

We will build an Immersive Retail environment, called the Shopping and Immersion Platform (SIP). Customers will enter the Shopping and Immersion Platform via a Virtual Reality HMD where they will be able to intuitively interact with objects. A focus on the quality of the environment and the ease of interaction will be the defining experience for customers. The platform will collect and analyse data at both the individual and group level. In response to individual level metric analysis, the environment will become tailored to individual customer preferences based on data collected from their actions. At the group level we will be able to look at trends across all users and see how this may be benefitting the customer experience. For example, does the ability to view objects in VR lead to a reduction in the return of big ticket items ? The Shopping and Immersion Platform will not be constrained by the existing layout, floor plan and footfall of retail environments. Whilst providing a retail experience that is different to the existing John Lewis shopping journey, SIP will feel like an extension of the brand.

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Reflex Arc Ltd	Rehab Trainer	£35,000	£35,000

Project description - provided by applicants

Rehab Trainer helps recovering patients visualise and understand effects of physiotherapy treatment. It uses virtual reality and motion sensor technology to make an immersive learning simulation and provide direct feedback to both patients and therapists.

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Aura 360 Ltd	Director VR	£35,000	£35,000

Project description - provided by applicants

Director VR is a software product which enables a single user to direct and control real time events in a virtual reality environment to a group of invited participants.

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NeuroDigital Technologies SL	Surgical Laparascopy Virtual	£35,000	£35,000

Project description - provided by applicants

NeuroDigital Technologies innovates developing hardware and software solutions for Virtual Reality. Both for Fun&Serious Games we have developed the concept of Extended Virtual Reality, creating multisensory experiences that include visual, auditive and tactile stimulation.

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Participant organisation names	Project title	Proposed project costs	Proposed project grant
Mbryonik Ltd	VR/AR Performance Toolkit	£35,000	£35,000
Project description - provided by appli	icants		
Awaiting Public Project Summary			

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