

HELIOS

WP2. Concept Design

HELIOS ecosystem after covid19 situation

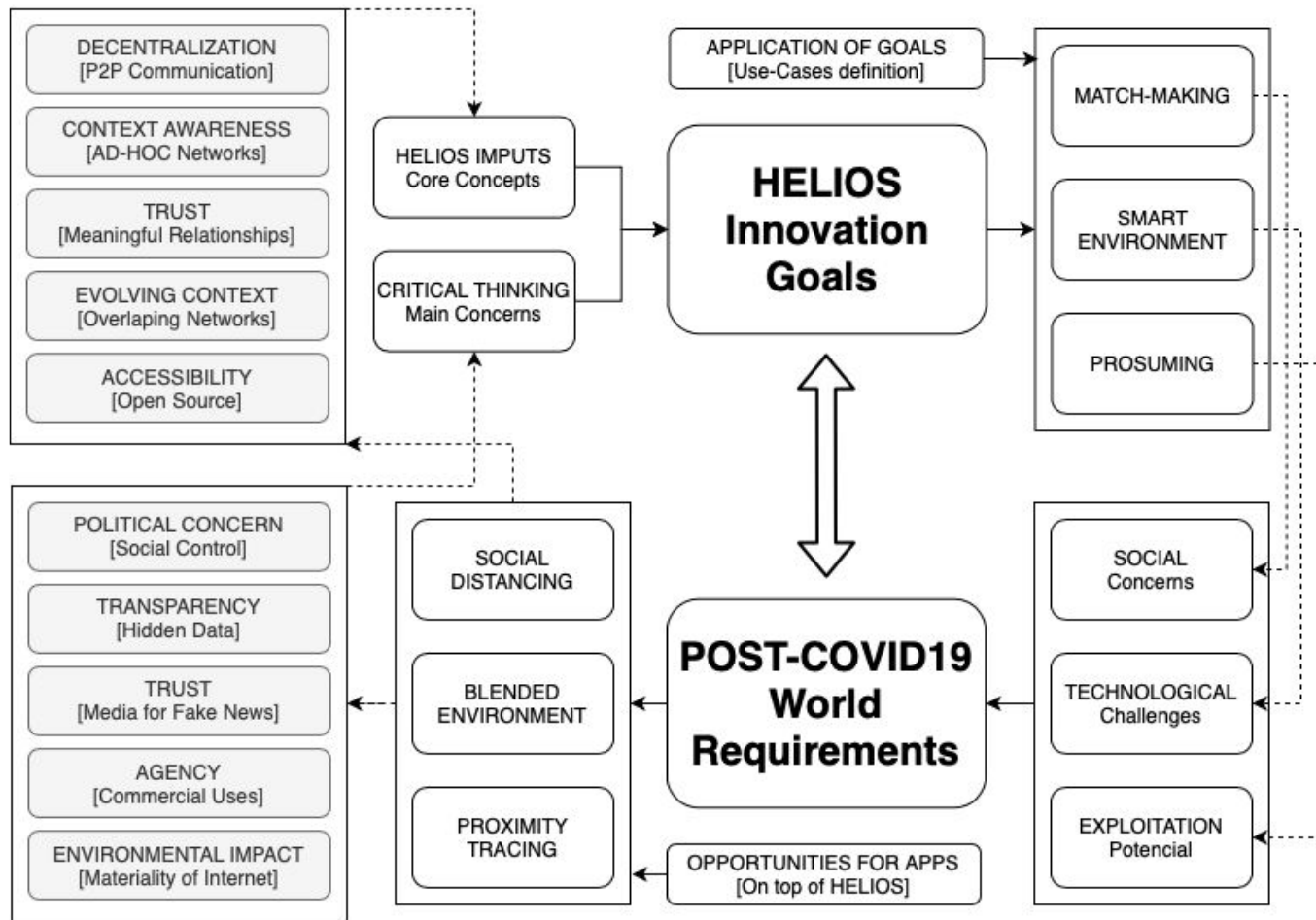
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After Covid-19 pandemic the world faces new requirements for social media networking.
HELIOS matches these conditions










HELIOS
HELIOS ecosystem after Covid










Definition:
Approach to new conditions











What if we look at this new world as a place
to explode HELIOS capabilities?

| HELIOS GOALS | INNOVATION CATEGORIES | CONDITION (risk) | NEW REQUIREMENT |
|------------------------|--------------------------|--------------------------------|---|
| MATCH MAKING | SOCIAL CONCERNS | Loneliness (social distancing) | More time online, less personal interaction Online Social Life |
| | | Social Imbalance | Differential response depending on age or access to digital resources Universal Accessibility |
| | | Loss of Privacy | Health protection and security in public events and places causes the transference of personal data Proximity Tracing |
| SMART ENVIRONMENT | TECHNOLOGICAL CHALLENGES | Digital Dependency | Dependency of digital devices increased and possibly a 'normal' life cannot be managed without digital (broadband) devices Smart Objects |
| | | Overlapping Contexts | Work and private activities are conducted in similar space Context Perception |
| | | Remote Working | Social and morphological implications for homes and cities Video Conferencing |
| EXPLOITATION POTENTIAL | ADVANCE PROSUMING | Online Consumption | Time is saved by ordering more goods online however resulting in less social interaction Ethical Shopping |
| | | Movement Limitation | Movement is limited to a local space (less driving or travelling to remote locations) Distributed Content Creation |
| | | Blended Environment | Need for hybrid physical / virtual spaces to qualify the digital experience AR/VR/MR Applications |

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|-------------------------|-----------------------------|---|--|
| Online Social Life | HELIOS TALK | Contextual social network Application for basic communication |  |
| | HELIOS BOT | Digital conversation couple Application for pleasant dialogue |  |
| | HELIOS LIGHT BULB | Contextual smart object to be connected for emotional communication (haptic response) |  |
| Universal Accessibility | HELIOS ELDER | Intergenerational communication grandparents / children / grandchildren App |  |
| | HELIOS LIBRARY | Device sharing App for universal access to the network |  |
| | HELIOS TEEN | Homework forum Application for online quarantined students |  |
| Proximity Tracing | HELIOS RADAR | Warning of proximity to dangerous contexts Application |  |
| | HELIOS TICKET | Paper free reservation management Application for events |  |
| | HELIOS TRAFFIC LIGHT | Smart luminaire for identification of free-covid public space |  |

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| Smart Objects | HELIOS GALAXY | Digital assistant for HELIOS Apps, devices, calendar management |  |
| | HELIOS COUNTER | Basic Application for bytes and energy consumption display |  |
| | HELIOS LIFEGUARD | Digital assistant for health prevention against excessive use of technology |  |
| Context Perception | HELIOS ALERT | Visual communication alerts App for context migration visibility |  |
| | HELIOS ENVIRONMENT | Smart color light bulb to differentiate work and private contexts |  |
| | HELIOS MGMT | Manual management of self created contexts in the different Apps |  |
| Video Conferencing | HELIOS ROOM | Contextual remote working space Application with video chat |  |
| | HELIOS VIRTUAL OFFICE | VR Application for digital meetings, including avatars representation |  |
| | HELIOS BOARD | Digital board for collective mapping and working Application |  |

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| Ethical Shopping | HELIOS PERSONAL SHOPPER | Shopper Assistant App for contextual and proximity shopping opportunities |  |
| | HELIOS MARKET | Digital second hand and opportunities proximity market Application |  |
| | HELIOS JOBS | Digital network for job hunting and assistance Application |  |
| Distributed Content Creation | HELIOS CITIZEN JOURNALISM | Decentralized platform for visual content creation and distribution App |  |
| | HELIOS VIRTUAL TOUR | VR Application for digital visit to closed tourism attractions |  |
| | HELIOS MAPS | VR Application for digital street walking and visualization |  |
| AR/VR/MR Applications | HELIOS CULTURAL HUB | AR/VR content player for p2p and remote facilities visitors Application |  |
| | HELIOS CLASSROOM | VR Application for virtual attendance to online or digital classes |  |
| | HELIOS CAFE | VR Application for virtual chat or non-professional online meetings |  |



HELIOS Elder

Context Description HELIOS Elder can offer intergenerational communication mechanisms between people with different technological skills who are separated by the pandemic situation.

Target Description Max is a retired farmer who lives in a nursing home. Max used to receive a weekly visit from his children and grandchildren. With them he played chess and gave them gardening advice while they visited the residence garden. Now Max is confined and unable to receive visitors, but has a mobile phone and a tablet.

Max does his daily routines and always carries his mobile phone with him. HELIOS recognizes when Max is busy, when he's free, when he's tired, when he's in a good mood. HELIOS E application is activated and processes this data.

HELIOS E recognizes that Max is free and animated. Their granddaughter Eli, who also uses HELIOS E, is also available so HELIOS E sends them a notification.

Eli receives the notification and decides to have a chat with his grandfather. Eli sends a video call request. Max receives the notification on his phone with clear instructions on how to accept and activate it.

Max has a stand on his desk to place the tablet in case of a call. He places the tablet there, accepts the call, and starts chatting with his granddaughter.

After the call, Max has time to play chess. HELIOS E shows him the contacts available in the Chess context. He offers a game to Kate, who lives in another nursing home and has played with before.

Kate accepts the game and they both play while keeping a chat window open. In the chat they talk about their grandchildren and their plants.

After the game Max walks through his garden and takes pictures of the flowers, which are automatically shared on HELIOS E. He receives comments from his contacts in the garden context.

Dinner time comes and Max heads to the dining room. HELIOS E recognizes the dining hours and context. HELIOS E sends a message to his children to let them know that he is already having dinner.

