

GreenVETAfrica

Lesson 1.7 Demo of the Existing Smart Remote Expert Solution

Unit 2: Practical Case – Identify and Specify the Most Appropriate Practical Application of the Smart Remote Expert Solution in the Context of GreenVETAfrica

Module 3: Remote Expert Solution for Vocational Technical Training Programmes



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Learning Objectives

At the end of the lesson, learners should be able to:

1. Define Remote Expert Solution and mention two interpolating components
2. Describe an 'App' and a 'Creator'
3. Mention and explain different terminologies used within the mobile app

Instructional Materials

1. Web application
2. Mobile app
3. Internet
4. Laptop, desktop, tablet, or mobile phone

Introduction

The Remote Expert Solution is an innovative service for mobile and wearable devices:

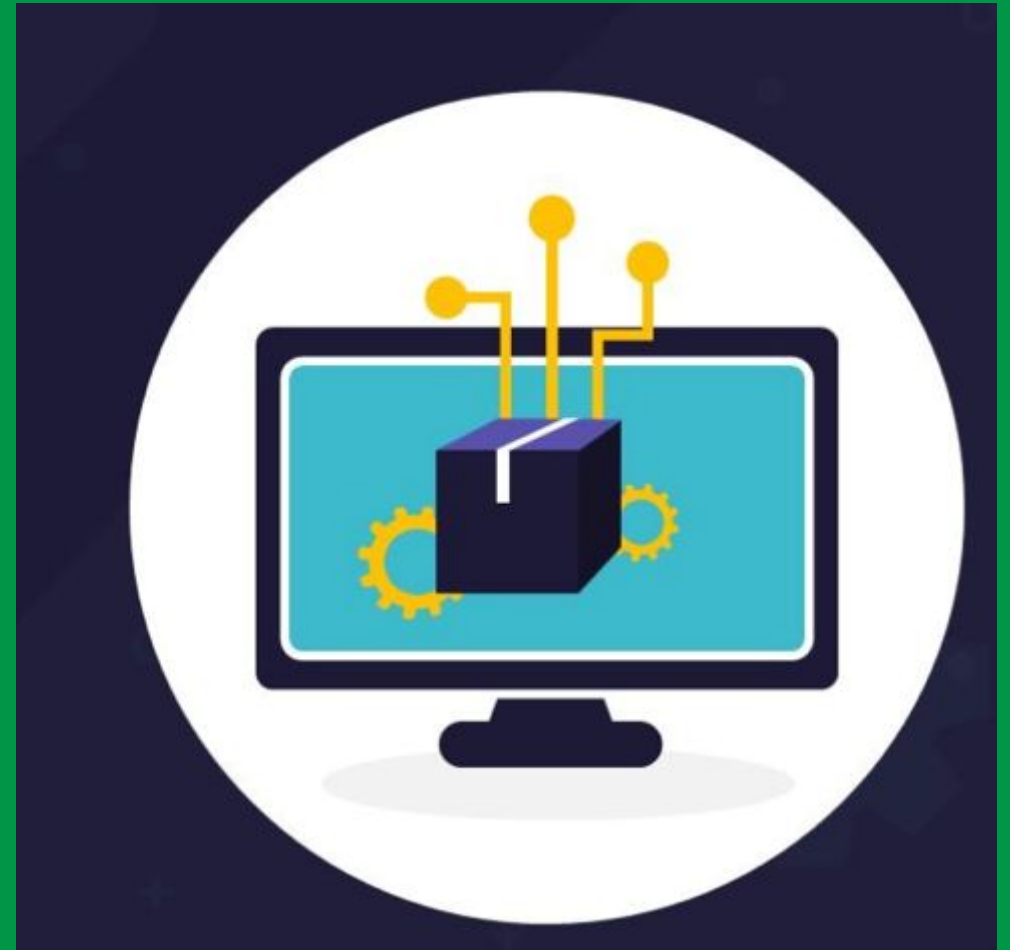
A Software as a Service (SaaS) platform based on two interoperating components:

- ✓ Creator
- ✓ App



Creator

The Creator is a **web application that allows you to create your own digital instruction manual** by associating digital content (videos, audio, text, websites) with real-world objects. Its user-friendly graphical interface does not require specific computer skills.



App



- ✓ The app allows anyone to easily access the digital interactive instruction manuals
- ✓ By opening the app, users can choose a macro project, and when they frame the target object with their device's camera, the augmented reality contents of their manual will appear on the screen
- ✓ Users can interact with these contents to make the most of the information
- ✓ The app can also be used offline once the projects are downloaded, enabling usage in any situation

Terminology

1. **Target:** it is a photo of the object to be framed, which can be uploaded in various image file format;
2. **Overlay:** it is an element added on top of a target. Overlays can be chosen from two pre-configured sets or uploaded directly by the user in Creator. Each overlay can be configured to open a file when tapped on App;
3. **Match:** a set of targets that usually belong to a macro area. By selecting a project in advance on App, the augmented reality engine will only search for matches related to the current project's targets;
4. **Step:** interaction, the event where the user taps on an overlay linked to an action;
5. **Session:** the period of time that the user dedicates to interacting with any target in the project.

Mobile App Features

N. MATRICOLA: AF77228



Project Name	Version	Target	Last Update	Action
ABB	v. 93	2	27/07/2022	1 - open
TEST	v. 46	3	13/09/2022	2 - upgrade
UAT-	v. 14	0	21/09/2022	3 - download

Project List:

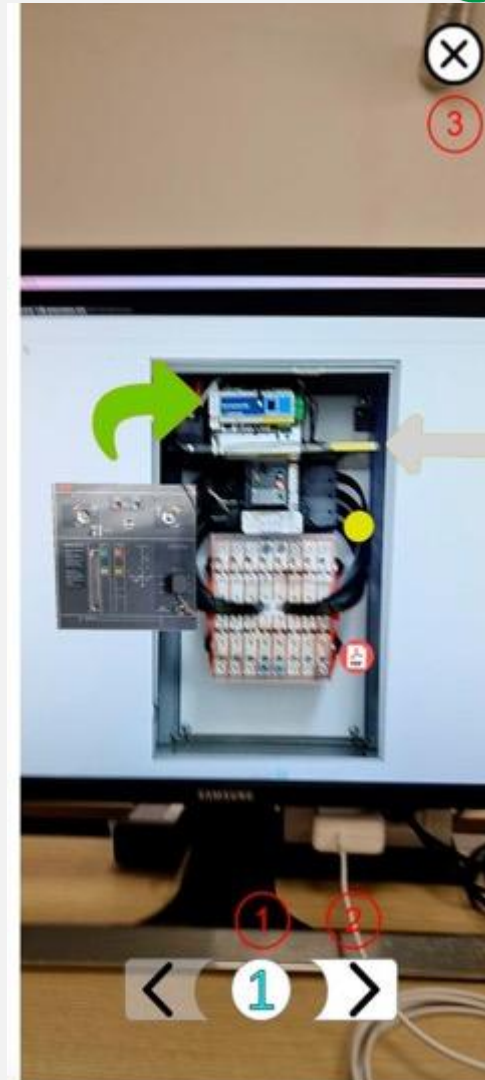
The mobile app displays a list of available projects upon login:

1. Open - Button to open the project
2. Update - Update the project
3. Start downloading the project

Viewing a Project on the Mobile App:

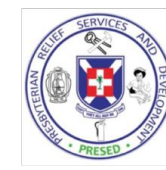
1. Indicator - Indicates the currently displayed step
2. Next Step - Shows the next step if available
3. Close the current project view

Overlays are clickable; pressing on them allows viewing the attached object. To enhance real object recognition by the software, it may be necessary to make a circular movement with the smartphone.



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