Lesson 1.8 Presentation of the Application Backend for the Creation of the Practical Case

Unit 3: Practical Case – Develop the Remote Expert Application for GreenVETAfrica Training

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. Login to the smart remote expert backend platform
2. Create a new project
3. Add all the necessary steps needed for the new project
4. Publish the new project to make it accessible to mobile app users
5. Access the desired project in real time using the mobile app

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Instructional Materials

1. Mobile app
2. Internet
3. Laptop, desktop, tablet, or mobile phone
4. Real time object

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How to Create a New Project

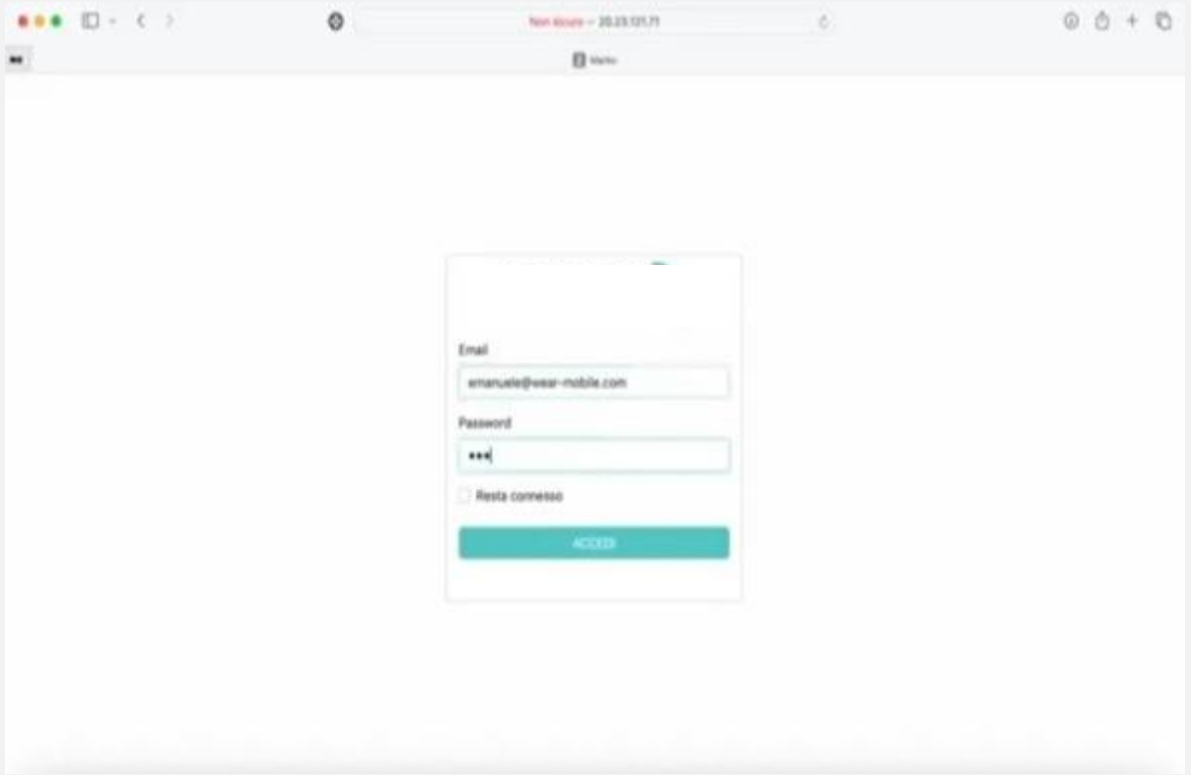
Instructions

- **Connecting to the smart remote expert backend platform requires entering:**
  - ‘username’
  - ‘password’

then click connect….

Once connected, a screen will appear containing several tasks created by other users

You can only view tasks created and shared by other users



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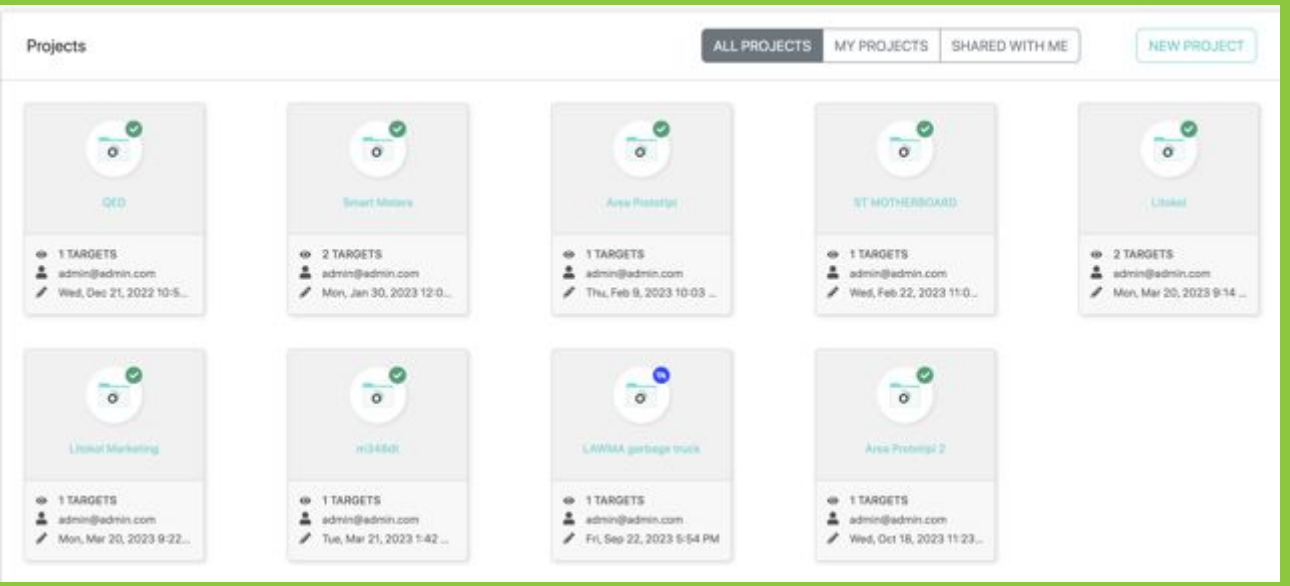


- **To create a new task, click the button at the top right "New Projects"**

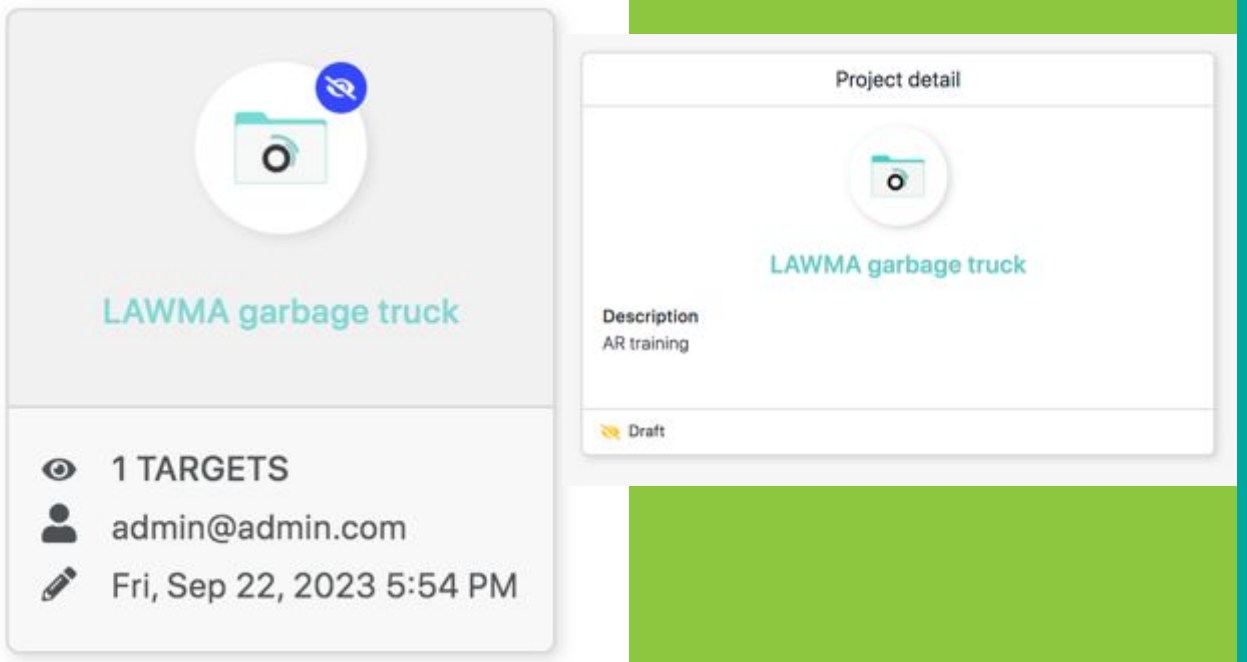
A highlight of the screen will appear with two important information to be filled

- Project name
- Description (optional)

The description will help clarifying the purpose of the task to the mobile users

Once created, the new task will appear on the list at the front page of the platform

Note: the blue mark on the new project indicates that the project is not public and not yet accessible to users. The status of the project is “Draft” in the console



Your project will remain in ”draft” till you publish it once completed

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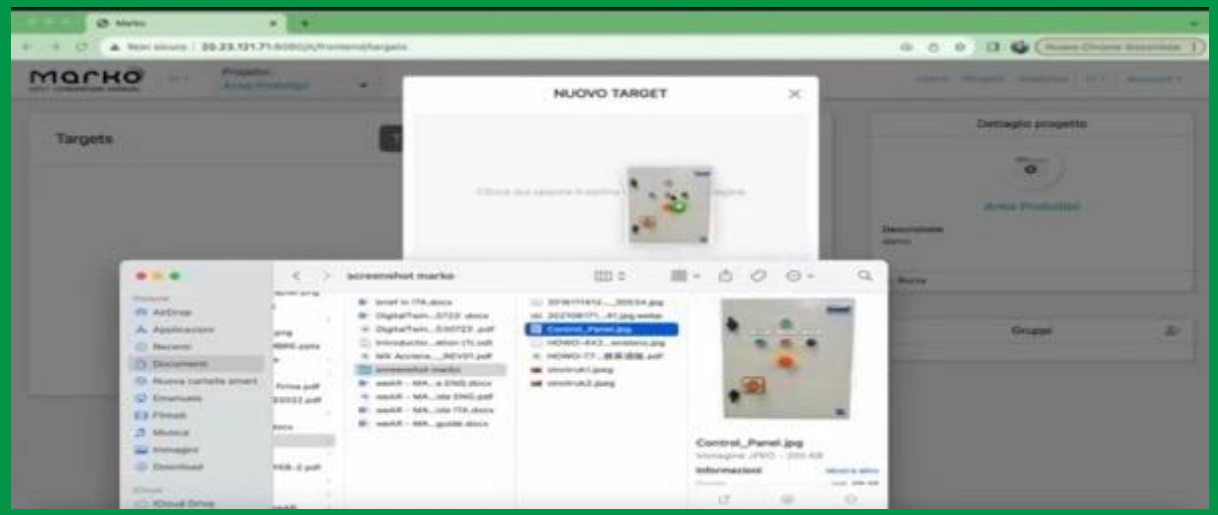
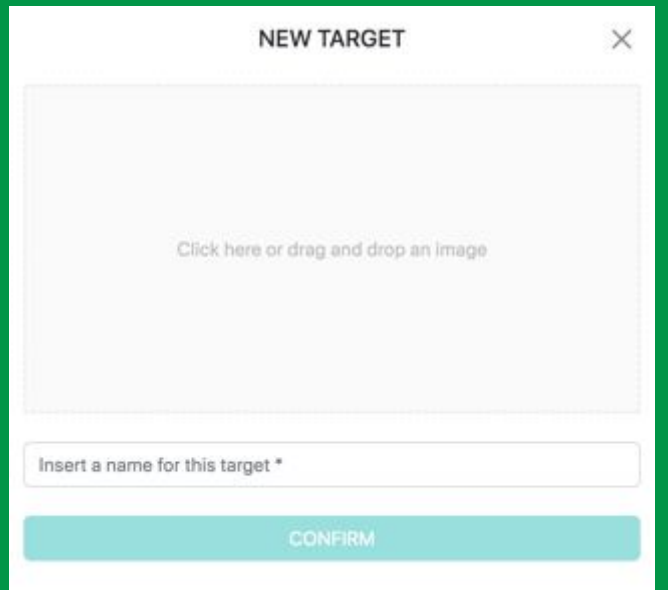


- Drag and drop selected image to the designated space
- You must give the target image a unique name
- Once given the unique name, the system will notify you of a new target creation

To add target images to the project:

- Click on the new project
- A new screen will appear containing several information
- Click on the new target button
- Another screen will appear that gives you access to the data on your pc
- Select your target image



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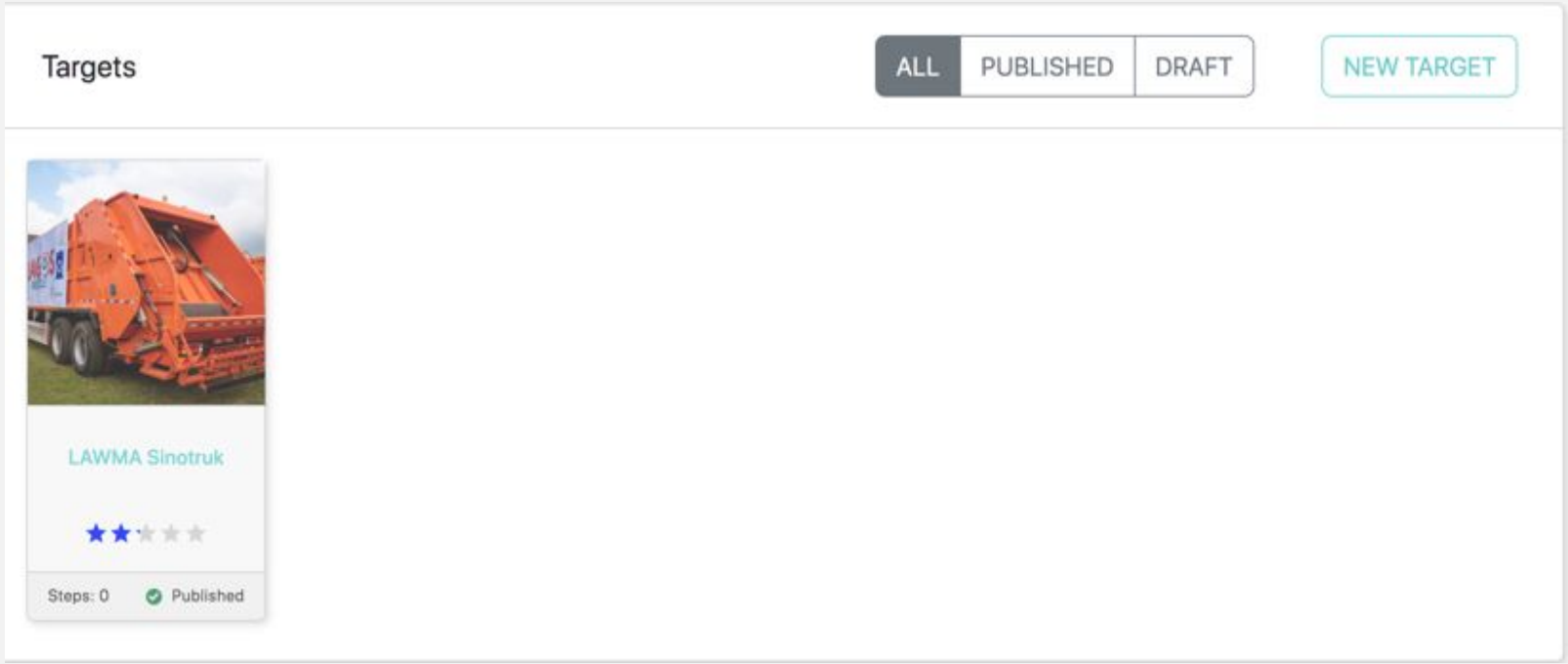
- Now, you can see the target image on the new project
- The stars on the new project are automatic ratings by the system, the more stars, the better the match between AR content and the real object



- **To navigate to the augmented reality overlay editor, click on the target image**

What is an augmented reality overlay editor?

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The augmented reality overlay editor consists of a workspace with the target image and a drop menu where you can add virtual elements to the target image

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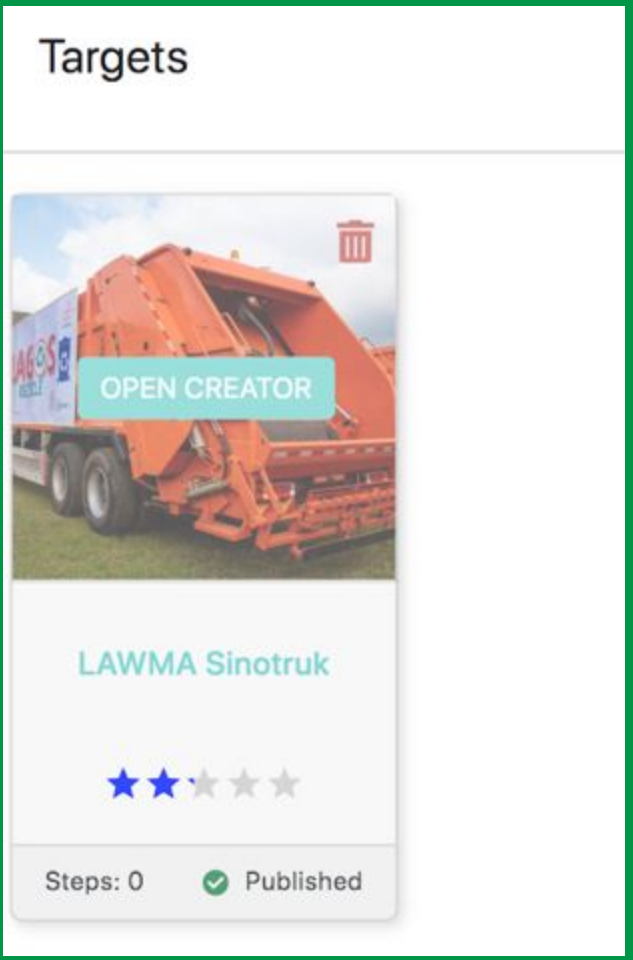

- Save the project frequently using the dedicated floppy disc button in the command menu
- There is a button with a cross icon in the bottom right, it allows you to add a step

Move over your project and you will see the ”Open Creator” button, double click on it to enter into the overlay editor of your project

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STEP 1: CHECK
FILLING
STRUCTURE
LAGOS
RECYCLE
TILTING SISTEM

- Each vector element can be moved and resized, and their colours can be customised too

At the top left, there are three buttons, Basic, Media and Upload accordingly

- The ‘Basic’ drop-down menu includes preset vector elements like circles, squares, left and right arrows
- The elements can be used to highlight processes and tasks that the operator must perform on the real object

At the top is the command menu

The command menu allows you to display:

- Convenient grid
- Forward / backward command to better position the overlays in the workspace
- Text command allows you to add text directly to the target image and change the fill and border column

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A step is a timeframe used to indicate consecutive actions in a process

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❖ In this project, 3 different steps were created:

- Step 1: it indicates the first checks to be carried out: tilting system/filling structure

- Step 2: it asks to check the scraper system and the waste water collection tank

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- Step 3: it includes a PDF file and an image to explain what needs to be done:
  - You can upload a video, an audio recording, an image, a pdf to help with the step 3 instruction resolution
  - click on the ‘media’ drop-down menu button at the top left
  - Click on the PDF icon
  - A new screen will allow you to select the relevant files (image, video, pdf etc)
- Select the PDF file, drag and drop it on the target image

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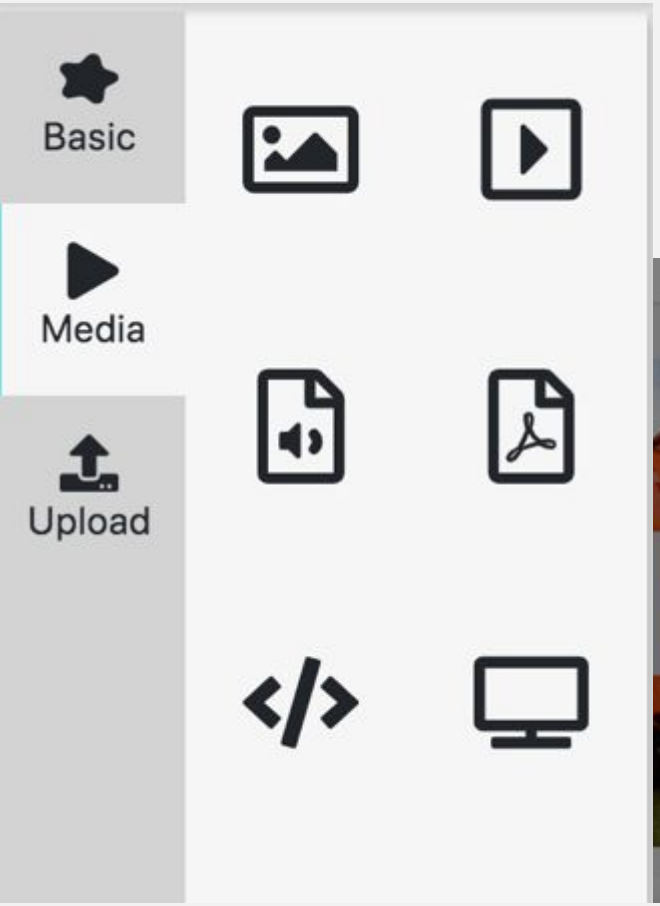
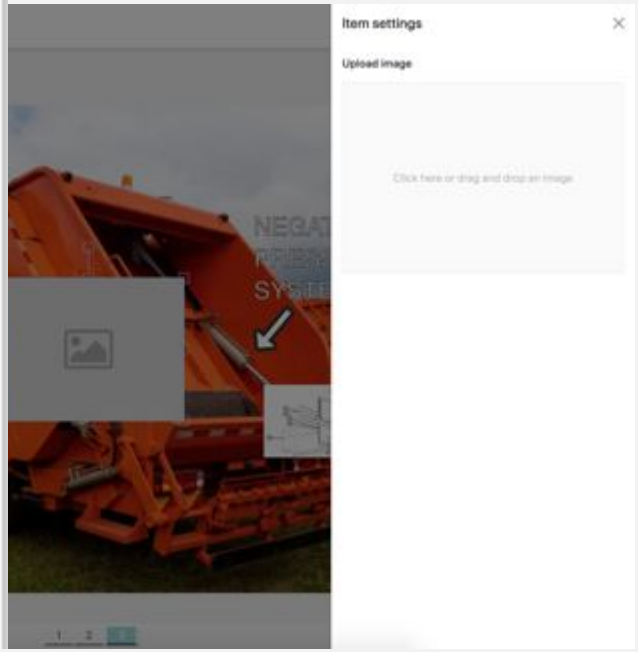




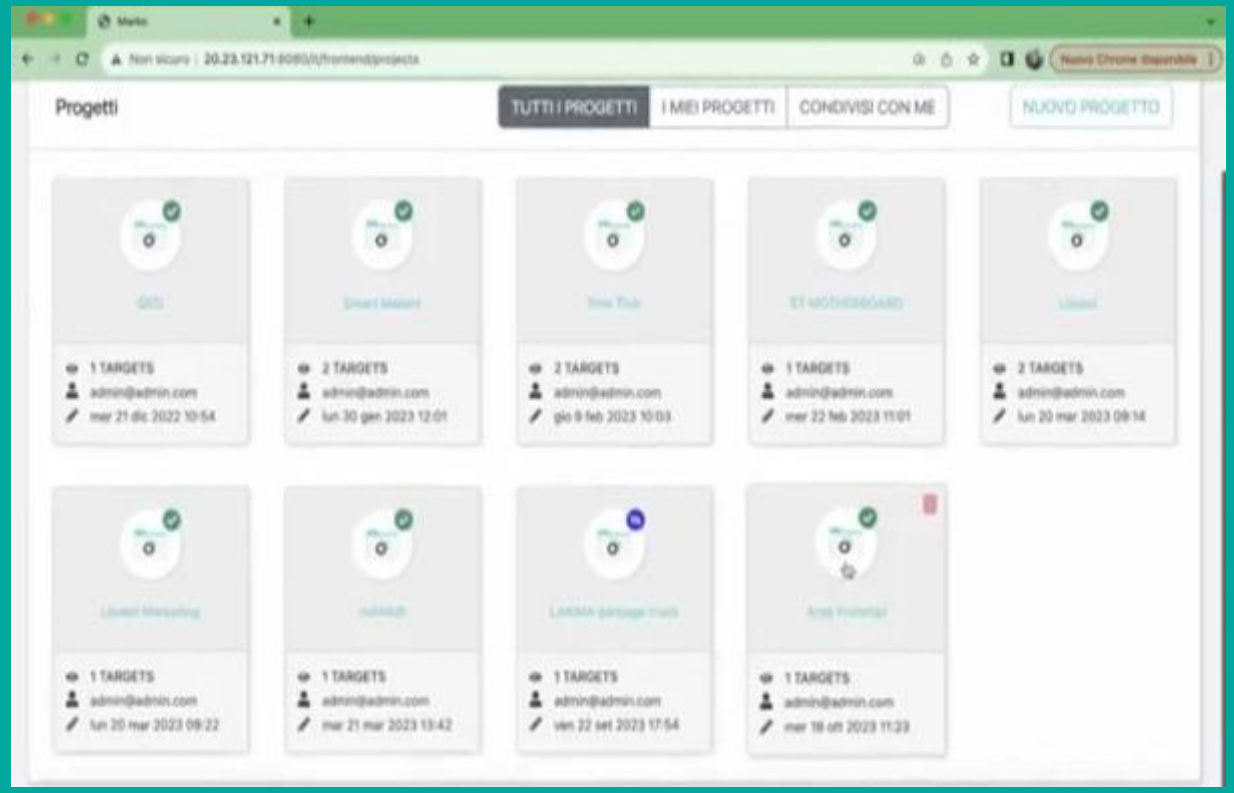
- To add a picture, select the picture icon on the drop-down menu
- A new screen will appear that gives you access to the data on your pc
- Select the picture, drag and drop it on the target image
- Make sure you press the dedicated floppy disc button in the command menu to save your progress

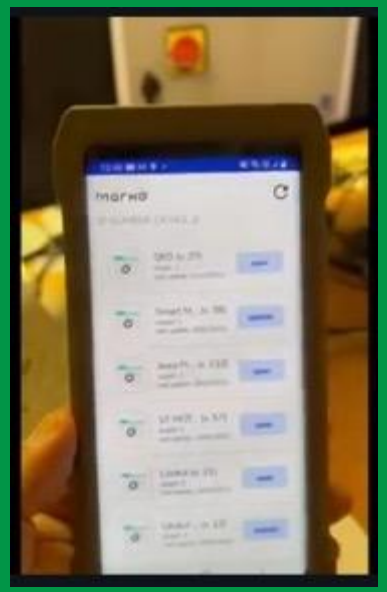
❖ **The menu in the bottom left is used to adjust the zoom of the workspace**

- You can zoom in / out and drag left/right/up/down
- Once you have saved your work on the target image, return to the new project

- **You need to publish both the target and the project to make them visible to mobile app users:**

- Click on the publish button by the right side
- Once published, the new project in the list of active projects will be highlighted with a green check mark
- The green check mark indicates that the project is public and accessible to authorised users





- **Launch the Remote Expert Mobile App on your phone/tablet, you will see the projects accessible to that user**
  - Select the desired project and point the phone/tablet at the real object
  - Augmented reality overlays will appear
  - Select the steps in the menu at the bottom of your screen
  - Click on the overlays to access any associated file

Check your project on the mobile App before sharing it with your field technicians or students. Make the required changes on the backend platform as often as you need.

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