

## **Project Team 17 Presents...**

### **AERI ( The CEED space helper)**

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GNG1103

**Deliverable I - Design day Materials**  
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## **Problem Statement**

*“The staff, students, and community that use the CEED space need an interactive system in order to time and inventory manage more efficiently.”*

## **Presentation Layout**

SO WHAT

**An intro to who we are and what we are doing-** *Rehana Lawrence*

- Introduction to who we are as a team.
- Introduction to our problem and problem statement.
- Introduction to how we solved the problem.

WHO CARES

**An explanation of why this is important** - *Evangelina Schonfeldt*

- Introduction to our clients.
- Discussion of our prototypes and development.
- Discussion on how we came to our solution and what our solution is.

WHY US

**An explanation of why we are special compared to everyone else** - *Isabelle Tam*

- Discussion of our simplistic design (everything in one place for the user).
- Discussion of the convenience of access from anywhere.
- Discussion of our strengths.

TUTORIAL AND TECHNICALITIES

**A live tutorial will be given to demonstrate our project** - *Alec Edward*

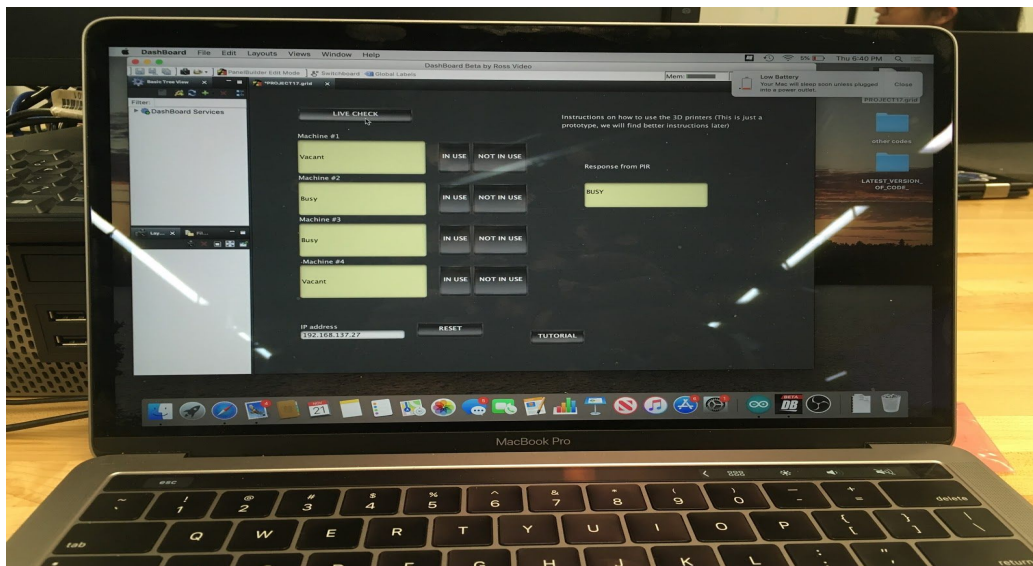
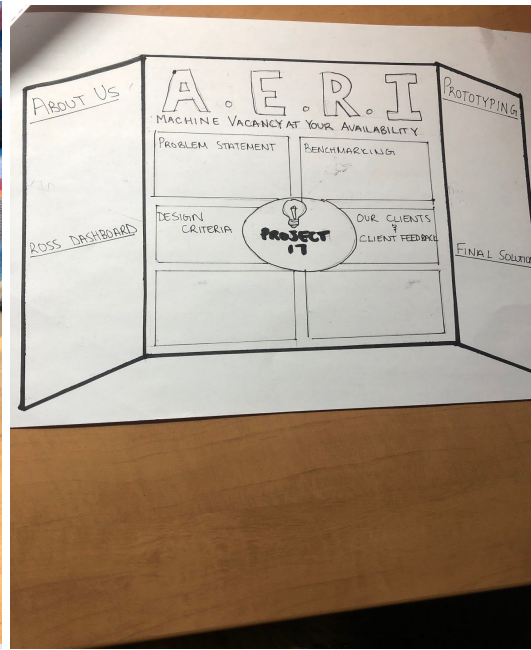
- Demonstration of the motion sensor and listener communication with our dashboard.
- Demonstration of our dashboard on it's own.
- Demonstration of our website receiving and displaying our information.

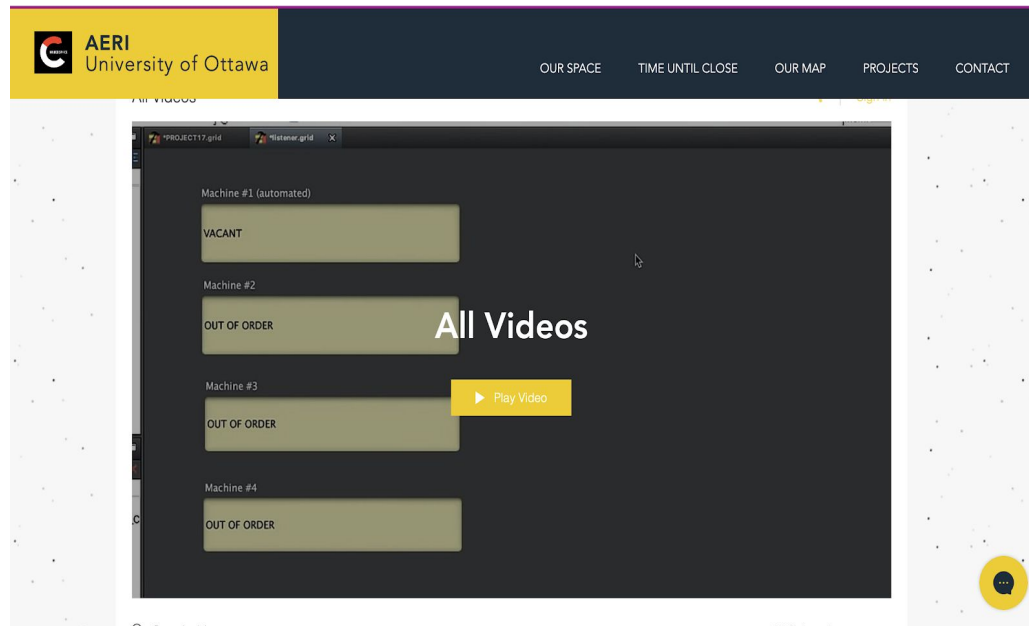
## **Presentation Visuals**

**Visuals-** *To be displayed on the table*

We believe a picture is worth a thousand words. Which is why we will be having numerous visuals to help aid in the demonstration of our project.

- Four computer monitors will be displayed on our table. One will show the running of our circuit. The second will display the dashboard itself, the third will be displaying a video showcasing our progress of the project, the fourth and final will display our website.
- A display board of our design thinking process.
- Our final prototype of our project.





## Our Project

Our project is a sensor to detect when the 3D printers in the makerspace are in use. The busy or vacant information is then relayed to our dashboard which is displayed on our website for anyone to access.