



**FLAME**

FACILITY FOR LARGE-SCALE ADAPTIVE MEDIA EXPERIMENTATION

# Urban Hacking in 5G

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Urban Hacking in 5G

# Your Mission



- Join a team to share ideas and contribute your skills

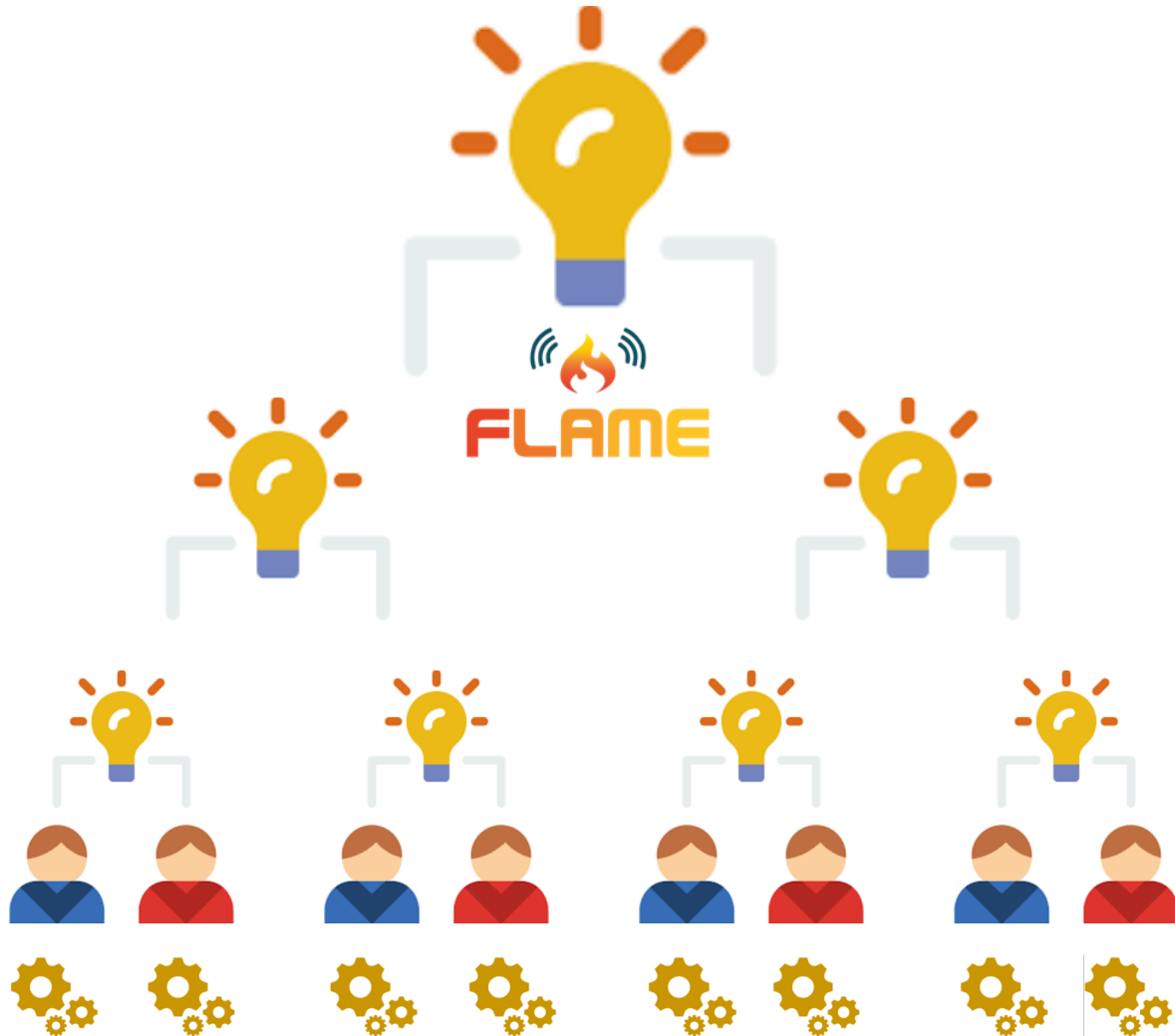


- Design and prototype an media application that shows the potential of media in urban spaces using the FLAME platform and 5G infrastructure



- Demonstrate your results

# Everyone Working Together



- We are all part of a team a bigger team interested in the potential of media and 5G
- We all have ideas and solutions
- We all bring skills in technology, creativity and entrepreneurship
- We all support and learn from each other

# I really do mean everyone - FLAME Mentors

- Creative Mentors
  - Marc Godon
  - Fabio Zund
  - Steven Poulakos
  - Klaas Baert
- Technical Mentors
  - Michael Boniface
  - Nikolay Stanchev
  - Sebastian Robitzsch
  - Kay Hänsge
  - Navid Solhjoo
  - Hamid Falaki

# Awards



“Overall” £1000 Vouchers ,  
Opportunity to present in FLAME show



“Creativity” - £500 Vouchers

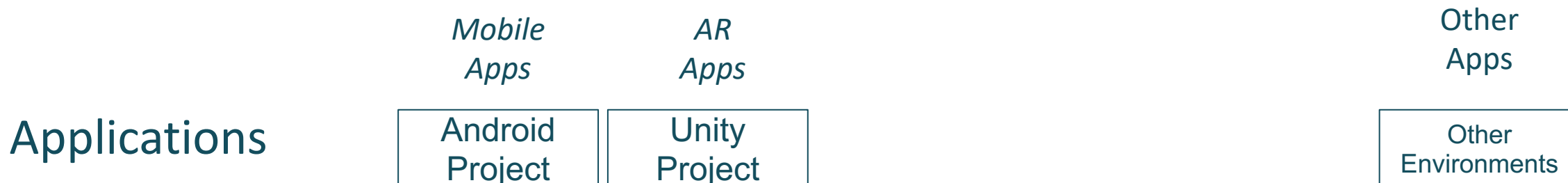


“Technical” - £500 Vouchers

# Judging Criteria (Total 80, 10 per criteria)

- **Creativity**
  - **Innovative experience:** originality and pushing the boundaries of what has been done before
  - **Interaction:** illustrative idea for forms of interaction between people and content using FLAME/5G
  - **Visual/API design:** quality, appropriate and relevant interface for the audience and interaction
  - **Overall experience:** the appeal of the entire application to audiences
- **Technical**
  - **Innovative technology:** novelty of the technical approach
  - **Use of FLAME and 5G:** use demonstrating the benefits of the available features
  - **Technical quality and performance:** does it work well, reliably and considering some aspects of performance such as smart usage of edge resources
  - **Usability:** is the solution intuitive and responding in the way users would expect

# Technical Starting Point (nothing mandated depends on skills and design)



**Please Ask!**



Infrastructures



Southampton



Bristol

# Design Studio Team Forming

- We will create 4 teams (3-4 people)
- Teams should aim balance creative and technical skills
- We will introduce ourselves (line up – 90 seconds minute per conversation)
  - name, current position (job/industry, student/subject), skills, objectives
- We will explore any natural connections emerging
- We will explore any skill offerings and gaps