

# Bikify Us

Bikify Us is an award-winning innovative solution to promote cycling and develop local communities.

Bikify Us is centered on a mobile app that rewards people for cycling. The benefits of cycling are evident: cyclists themselves stay fit and healthy, and move conveniently, especially in urban settings. Other stakeholders benefit as well from this activity, for example Municipalities, who can obtain a reduction in traffic and pollution, a decreased need for car parking spaces, and an improved city image as green and eco-friendly.

The Trivsa team, with the Bikify Us project, has won the Stockholm Startup Weekend 2014 Health & Wellness Edition competition, and has graduated from the Stockholm Innovation and Growth (STING) Startup ICT pre- accelerator program.

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# EdQu 2.0

EdQu is an education technology startup based in Stockholm. The company offers a service mainly targeted at teachers and principals, which allows them to follow students' results continuously throughout the year.

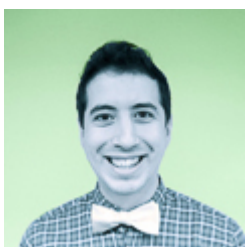
The service receives its data from students completing digital, adaptive tests in school subjects. This means that the problems posed to the student are continuously adapted to the student's individual skill levels. The system evaluates answers and continuously pulls new questions from EdQu's proprietary database.

Once students have completed a test, the results are immediately available to both teachers and principals.

The system provides these users with a helpful and intuitive interface that allows for fast analysis and aids in decision-making. Decisions in schools no longer have to be made based on hearsay or loosely related data; instead, a complete fact base on students' learning becomes available to decision-makers.

EdQu 1.0 is currently being marketed in Sweden, but in order to further develop the adaptivity and visualization of results, the company decided to apply to SpeedUP! Europe. The second version of the service will be made publicly available later during 2015.

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## Fi-Craft

The vision of Fi-Craft is to bring Video Gamification to Smart Cities, with the purpose of creating a FIWARE technology enabled gamified learning system for societally useful skills and knowledge, where learning is fun.

The Fi-Craft idea and concept in its core, is based on using FIWARE technology and economies of scale to make education more efficient, as well as more fun for everyone. This is one of our core values, and will permeate the development of Fi-Craft.

We want to make the creation of gamified video content efficient and most of all scalable.

To create value for customer organizations we will also add the specific value creating processes of recruitment of skilled employees who have done well in the Fi-Craft games, and internal education of existing employees using Fi-Craft.

One of the key elements in this is our trans-disciplinary team, with skills in game design, psychology, education, programming, economics, video production, and general IT.

With Fi-Craft, we hope to create the first Video Gamified Learning System for Smart Cities on a massive scale, using FIWARE technology.

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## Gro Family

Gro Play have been developing educational games for young children based on health, environmental awareness and sustainable living, for over three years and during this time we have detected a gap in the market when it comes to collaborative play between young children 2-8 years old and their parents.

Also a lot of data show that parents in Europe and America spend less time with their children since more families than before have both parents working and parents spend more time at work and commuting / travelling.

We have also detected that parents have become more concerned

about their children's digital life and parents would like to monitor and participate in the digital play.

With Gro Family we will provide a solution to this problem for both children and parents where they can play together virtually without borders like space and time, and make the play experience equally fun for both parents and children by mixing different levels of difficulty and content but still combine the overall experience in a common world.

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## LuminGo-Smart Back-up

In developing countries, unreliable grids and power generations generate frequent power outages when the power production does not meet the demand.

Our Smart Grid system integrates individual back-up power in the overall grid management, offering a new level of control to the grid operator. The system architecture includes:

- A network of Smart Batteries installed at customers' premises which are loaded during off-peak periods. The battery will serve as a back-up providing electricity during peak hours and during power outages.

- A Monitoring System based on individual meters and control systems (Power Management Units) sending and receiving information via GSM network to a firewall.
- A Grid Management Software gives to the grid operator new possibilities to manage the grid by monitoring the state of the batteries and controlling the power supply of individual consumers.

The software includes a Power Outage Management function that enables the grid operators to instantly detect and locate power outages on the low voltage lines.

Our Grid Management software will be used by electricity distribution companies as an additional layer of control to the existing SCADA system.

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# SMART BACK-UP

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## SBDRE

Spontano is a smart city concept that aims to enable spontaneity in the entertainment industry by providing personalized recommendations to users of what to do in the next 48 hours. Spontano graduated from the STING accelerator in Stockholm and has been live with their iPhone and Android apps since fall 2014. During a prestudy done summer -14, we learned that lack of relevance is a key blocker of spontaneous bookings in the current service. Currently Spontano provides a curated list of events and activities happening in Stockholm. Now the challenge is to make the experience relevant for each individual user. This means catering for the unique user's interests, location and demographics to show only the most relevant events and activities. Through FI-WARE technology, Spontano are enabled to crunch large sets of data and construct a scalable, automated recommendations engine that is required to give each user a relevant experience in our apps as we scale up. Already collecting heaps of data from

both external sources and user actions in the iPhone and Android apps, the FI-WARE platform enable us to build, test and deploy efficient big data methodologies to gain insights. The resulting insights will enable Spontano to scale in the current geographics and beyond, with the utmost goal of making Spontano a global success and a key driver within the entertainment sector.

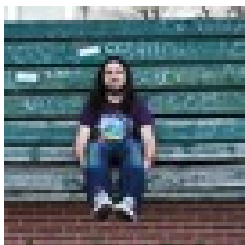
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## SNIBS

IBSfri is working with treatment of IBS wich is a gastrointestinal disease that affects 15-20 % of the population worldwide with symptoms like bloating, pain etc. In 2014 we launched the first version of treatment online based on the nutritional-treatment FODMAP. Our main objective, using FIcontent technology, is to develop an interactive social platform, complementing the digital IBS-treatment, and to

launch it in the European countries during the next two years. A real challenge when following the FODMAP diet is to find restaurants with food customized to FODMAP. Using FIcontent social network makes it possible for the users to find restaurants with food customized to FODMAP.

It also gives the possibility for the users to pinpoint and recommend places to eat or stores offering suitable products for IBS. We also aim to stream content and lectures for users of the IBSfri website or mobile application. The team of IBSfri consist of Jeanette and Sofia who are the founders and reg. dietitians. Sophie is a very creative Content editor with entrepreneur experience. Daniel is our Web developer with 10 years of experience, currently in charge of developing the IBSfri website. The team has been working closely together since the start and feel confident in each other regarding competence, personality and the ability to work towards the same goal.

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# Worldfavor Mobile Application

Worldfavor Mobile Application is an application for individual stakeholders, such as consumers or other individuals, looking to know the environmental and social work and performance of companies. The mobile application utilizes the sustainability data of companies sourced from the already existing and growing Worldfavor database, and makes the data easily accessible to individuals through their mobile phone. Geolocation technology will allow users to identify companies that are nearby in their everyday movements, and thereby view the sustainability information on these companies

When a company has not yet added sustainability information to Worldfavor, the individuals will be able to encourage the company by asking for the information, thus giving strong incentives for the company to provide their information. Companies will be able to understand which sustainability topics are most important to their stakeholders. FI-WARE technologies are used to provide context-aware functionality and geo-spatial searches to the user, specifically with the help of the Orion Context Broker and POI Data Provider technologies.

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