LETO

Facilitating social and professional **networking**, **communication**, and **collaboration**

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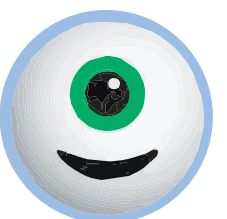
ARTEMIS

Product
Artemis is an Augmented Reality application geared at quickly introducing and connecting users via a virtual badge system.

How It Works
Users create a custom Blurb (containing an email address, a link to one's LinkedIn, samples of design work, etc.) that is uploaded to our database. They are then given a unique ID sticker as part of their nametag. Each person's sticker is keyed to their custom Blurb.
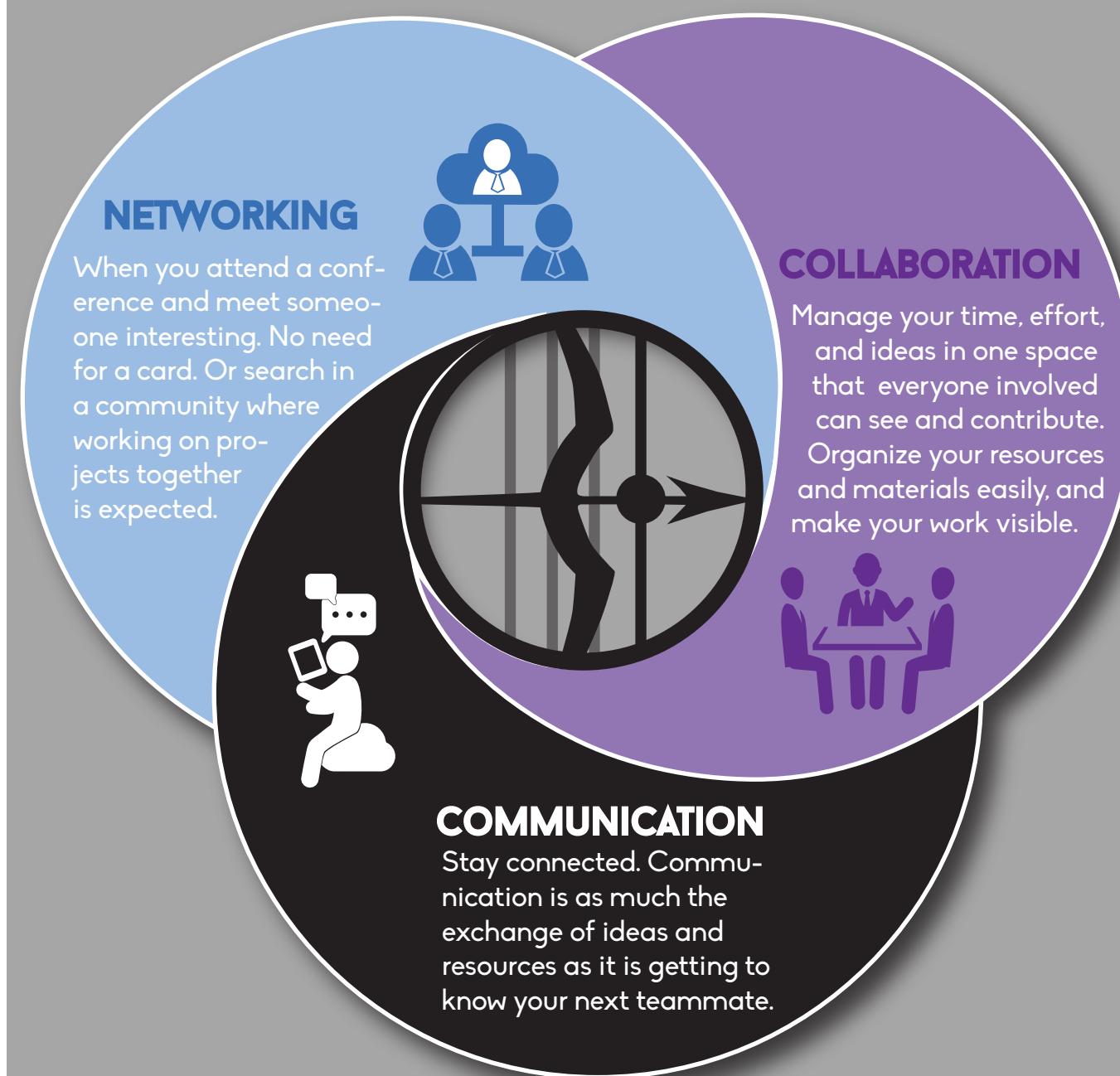
Process
Using Qualcomm's Vuforia AR library, we were able to build this simple cloud-based virtual badge system. This app is supplemented by a PHP/Javascript system that generates user Blurbs as well as unique image targets.
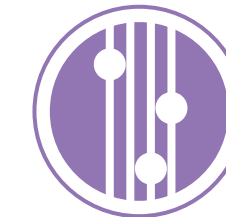
Want a demo?

SOLUTION

NETWORKING
When you attend a conference and meet someone interesting. No need for a card. Or search in a community where working on projects together is expected.

COLLABORATION
Manage your time, effort, and ideas in one space that everyone involved can see and contribute. Organize your resources and materials easily, and make your work visible.

COMMUNICATION
Stay connected. Communication is as much the exchange of ideas and resources as it is getting to know your next teammate.
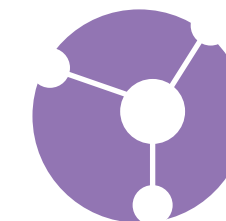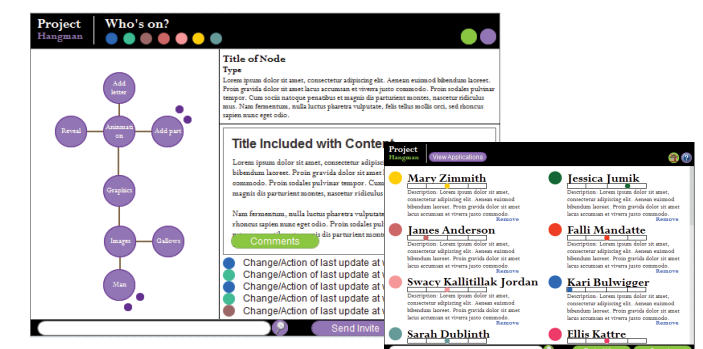
PROBLEM
Most technology projects, regardless if they are academic, professional, or personal, consist of team efforts. The whole process of networking and recruiting is as much a task as organizing and managing. So much time and effort is spent on the politics that could be better spent on design and development. The goal of Leto, through Artemis and Apollo, is to allow more effective communication for a more efficient workspace and team atmosphere.

APOLLO

Product
Apollo enables users to collaborate using multiple resources and materials easily, taking cues from the Actor Network Theory of distributed information.

How It Works
Users communicate, create, edit, and organize project materials in a workspace that is visually oriented in an easily searchable tree structure. They are provided a dashboard to manage their various projects, and can view a showcase of projects to join or members to recruit.

Process
Using the tree concept, we determined nodes to be objects which represent physical units of a project, such as documents and comments. We draw on the Node.js framework to track and edit nodes in real-time, which are then rendered on Canvas.

Want a peek?