# Dynamic room use@HAN

## **Problem**

Due to a drastic increase in student numbers and an ongoing shift to project work in small groups, the HAN experiences a capacity problem regarding rooms. What makes matters worse is that rooms are often scheduled for an entire study period, although the rooms are not actually required in all of the reserved slots or not for the entire reserved time.

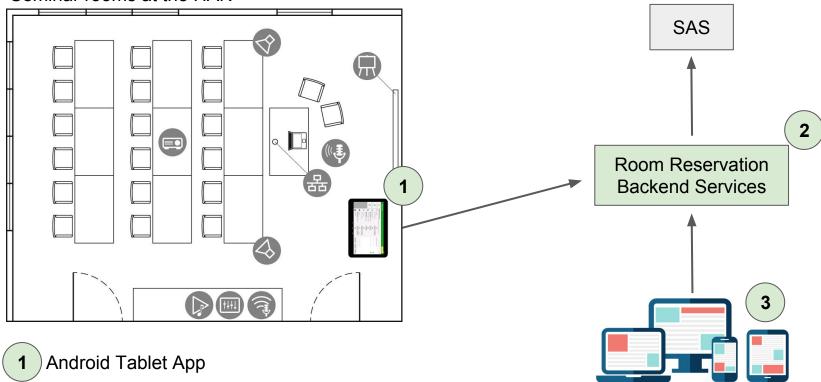
To partially remedy these problems, the HAN envisions a software system that allows for dynamic room reservations by students and lecturers. An important characteristic of the system is that it checks whether persons are actually physically present in the room during the reserved slots.

# Technological aspects of the solution

- Android tablets mounted to walls in all rooms running a reservation APP
- Motion detection on tablet using built-in camera
- Responsive web application for placing room reservations
- QR-code generation and scanning

# **Architectural Vision**

#### Seminar rooms at the HAN

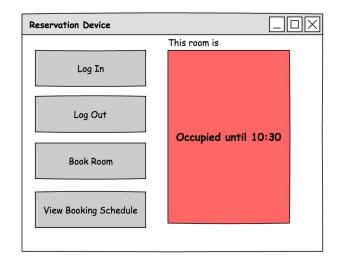


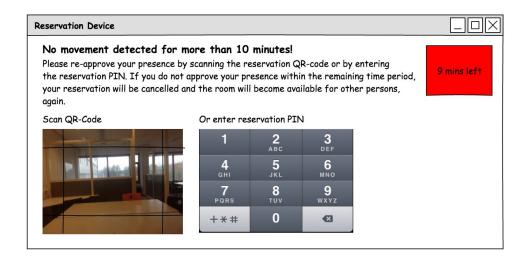
- 2 Backend services (e.g. webservices, database,...)
- Responsive web application for reservation and room status

#### Seminar rooms at the HAN



- Android tablet attached to a wall in the room.
- Runs an application for
  - Approval of room reservations (persons who have reserved a room log in to the APP using a QR-code or a PIN code)
  - Reserving the room immediately
  - Detecting motion in the room using the integrated camera
  - Showing the reservation status of the room

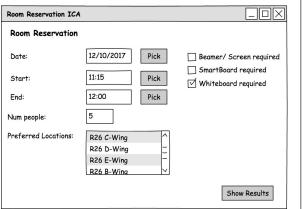


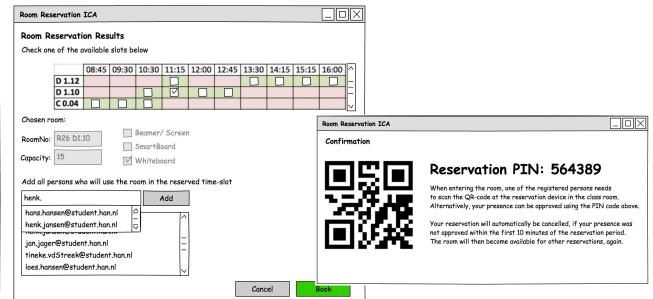


#### Web application



- Responsive web application that runs on desktops, phones and tablets
  - Search for available rooms
  - Place reservations for rooms





Backend

2

Room Reservation Backend Services

### Backend Services required for the system

- Interfaces with SAS for getting a list of available rooms and time-slots
- Provides data persistence services
- Optionally provides messaging infrastructure for syncing wall devices and web application
- 0 ...