

aws **Creative Industries**

Funded projects
2017





New ideas with
potential.

The catalysts: innovation, flexibility, interdisciplinary modes of operation and early anticipation of social change.

The result: incremental growth, high added value and above average potential for development.



© BMDW/Christian Lendl

Dr.ⁱⁿ Margarete Schramböck
Federal Minister for Digital and
Economic Affairs

Investing in creativity and innovation is the best way to secure our future, to safeguard our country's competitive position amongst the best and to become an innovation leader. Digitalisation and the associated novel forms of value creation offer our companies enormous opportunities. The mainspring of the digital transformation is the creative industries sector. This is where many ideas, products and processes, services and business models of tomorrow are being developed, and already successfully applied – with the cross-sector collaboration benefiting the rest of the economy. We aim to support this pioneering transformation in a purposeful manner and enable trendsetting creative projects to get off the ground – projects which benefit both the local economy and society at large!



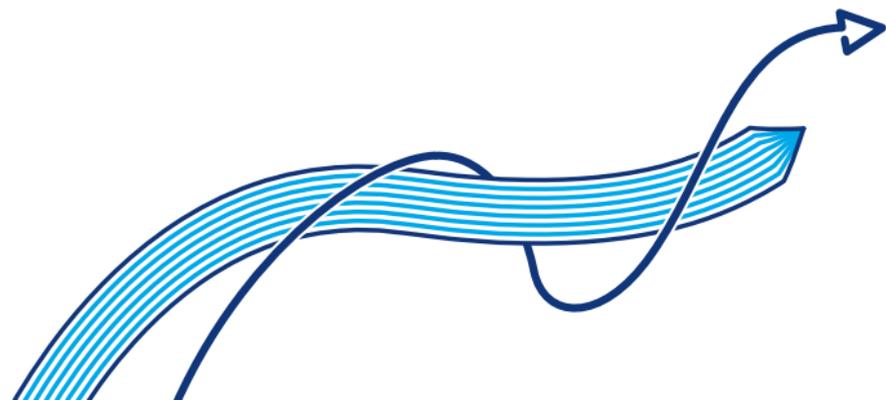
Mag.ª Edeltraud Stiftinger
Managing Director of the AWS

DI Bernhard Sagmeister
Managing Director of the AWS



The idea that innovation only relates to technology has long been obsolete. The defining term today is impact innovation. The starting point in Austria lies within the creative industries, which aws has been supporting for more than ten years. This booklet provides an insight into the wealth of ideas and the creative potential of companies. The strength and adaptability of this sector is particularly evident in these times of digitalisation. The creative industries have – in a kind of pioneering role – long recognised this potential. Many companies we support with the programmes ‘aws impulse XS’ and ‘aws impulse XL’ have long been concerned with the digital opportunities for new products, services and business models – this applies to both start-ups and established SMEs. In order to further promote this pioneering spirit, our impulse Calls place special emphasis on digitalisation projects. The creative industries are after all the driving force behind innovation within the entire economy. The next few pages provide insight into the highly innovative projects that have been implemented with the assistance of aws.

aws **Creative Industries**



Media & Publishing

Film Industry (Exploitation/Technologie)

aws Creative Industries provides support in form of funding, training and further education programmes, it also aims to promote public awareness

Digital/Games

Fashion

Advertising Industry

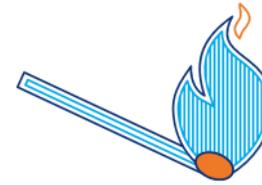
Architecture

Design

Graphic

Art Market

Music Industry (Exploitation/Technologie)



aws **impulse XS**

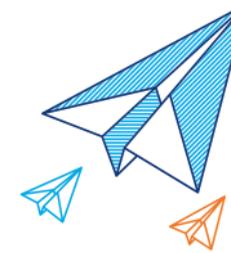
Funding support is in the form of a subsidy during the early-stage venture of an innovation project that contextually sits within the scope of the creative industries. It suits small and medium-sized enterprises across all industries (established enterprise/start-up) and natural persons.

„Brilliant idea“

You have set yourself the goal of realising an innovative idea for a product, service or process? How do you know if your brilliant idea can be implemented or whether you can develop a business case based on it? A sponsorship from the aws allows for funding activities aimed at evaluating content and economic feasibility where new and innovative products, services or processes are concerned at a very early development stage.

Funding is up to **70 % of the eligible project costs** and is limited to **EUR 50,000**.

aws impulse XL



Funding support is in the form of a subsidy for innovative undertakings in the development and implementation phase of a project which contextually sit within the scope of the creative industries. It suits small and medium-sized companies across all industries (established enterprise/start-up).

„Taking off!“

You have an idea for an innovative product, an innovative service or an innovative process? A feasibility study has been conducted, a business model is at hand – and this with prospect of success! How do you get your project to take off? aws can support the development, first application and/or market transition with a subsidy.

Funding is up to **50% of the eligible project costs** and is limited to **EUR 200,000**.

aws Creative Industries

In addition to monetary support, aws Creative Industries offers education and training with emphasis on entrepreneurial professionalisation for (potential) start-ups, spin-offs and intrapreneurs. Within this framework which is tailored to the creative industries, experts offer insights into current topics relevant to companies and outlooks on the latest developments and trends.

With targeted activities and a broad information programme aws Creative Industries provides a substantial contribution to raising public awareness of the value and potential of creative achievements and to strengthen the economic importance of this sector.

aws Creative Industries was a partner in the Austrian National Design Prize with the special „Design Concept“ award, as well as in Vienna Design Week, Forward Festival and Play Austria. It is also the national host of the Creative Business Cup.

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2017

aws impulse XS

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aws **impulse XS**

Funded projects





Effective planning of creative construction projects

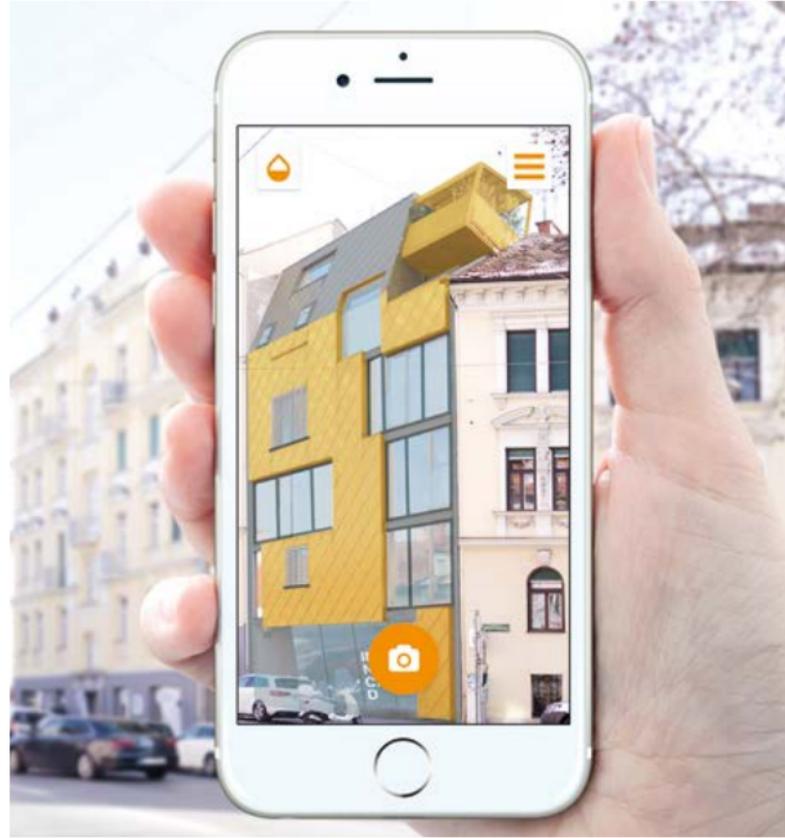
Archilles Pro – Entwurfstool für Architekten // DI Dr. Martin Emmerer

Designing construction projects – from idea to implementation – is increasingly taking place in architectural firms using Building Information Modelling (BIM). These programs accompany all phases of work, but make the early creative process too complicated. Archilles Pro is a web-based program that seeks to compensate for this deficit. It is a stand-alone BIM application tailored purely to the artistic process. Users can very efficiently implement building brief requirements into three-dimensional building designs. The designs can be loaded into the Archilles

Cloud and progress monitored through automatic feedback on the degree to which design goals are achieved. Martin Emmerer developed the theoretical basis for this project as part of his dissertation and is also an independent architect and software developer. A prototype of Archilles Pro has already been developed and will be tested in the future on its cost-effectiveness for individuals such as freelancers and for companies.



www.robotic-eyes.com



Buildings design with augmented reality

Holographische Architekturmodelle im Freien // Robotic Eyes GmbH & Co KG

Robotic Eyes GmbH develops mixed and augmented reality solutions for architects and works on a project designed to enable the permanent positioning of holograms. While current technology is tied to the field of vision of people using an AR device, Robotic Eyes is working on locking virtual objects into position in the real world so that they can be seen by multiple people in the same place via an AR device. Customers could, for example, be involved in the development process at an early stage and house inspections could take place before a

single brick was laid. The design process itself could also be carried out on-site by drawing designs via augmented reality directly into the designated space within the real world scenario. The challenge is the synchronisation of multiple AR-enabled smartphones, tablets, or glasses and the anchoring of holograms in the real world. To realise these goals Robotic Eyes is working with experts from the Graz University of Technology on implementation – including for Microsoft's HoloLens.



hallo@stadtbalkon.at

Flexible balcony systems for buildings of the Gründerzeit epoche

stadtbalkon // stadtbalkon GmbH

Apartments with open spaces such as a balconies are in high demand. But where historic buildings are concerned such as ‚Gründerbauten‘, extensions to existing buildings are often prohibitively expensive, too complicated or visually unappealing. The Stadtbalkon project seeks to tackle this problem with a flexible construction system that allows street-side balcony extensions to be built for all houses. The aim is to make the construction process as short and cost-effective as possible and to avoid any issues down-track. Due

to stadtbalkon’s flexible adaptability, enabling it to take into account windows in existing buildings, architectural interference can be kept to a minimum and neighbourhood rights can be abided by. With their stadtbalkon project, founders Nik Stützle and Géza Mozsner, both with a Vienna based background in architecture, strive for enhanced living conditions and the improved use of outdoor space.

www.formfinder.at

Bionic large-scale umbrella against wind and weather

Bionik-Schirm mit neuartiger Spannkinematik // Formfinder Software GmbH

In the design of this large year-round weatherproof screen the company Formfinder used bionic studies in which the expansion of flowers has been analysed and the concept then transferred to mechanics. Thus a stretching technique could be developed, which is particularly stable and at the same time protects the material used in the closed state. The screen's novel opening and closing mechanism is designed to protect against extreme weather conditions such as heat, snow and heavy rain. The visual design targets primarily the catering,

hospitality and event industries. The aim is to guarantee certainty to facilitate the planning of outdoor events and to increase the number of tables that can be covered. Large-scale protection is provided by a span of twelve by twelve meters. This size enables stable protection of an area of 144 square meters, a capacity unmatched by any other umbrella to date. Project initiator and researcher Robert Roithmayr is the director of the master's program „Lightweight Membrane Structures“ at the Danube University Krems. A patent has already been filed for the bionic screen.

www.eoos.com

Designer furniture for people in need of care

EOOS care // EOOS Design GmbH

The design research project „EOOS Care“ by the design studio EOOS aims to open up a new line of business with the development of furniture and products that are explicitly tailored to the requirements of people in need of care. The aim is to develop an approach to solutions via social labs – i.e. by involving affected parties. With this project, EOOS aims to expand its scope of business activity into the premium segment of high-quality residential and sanitary furniture. Comparable pilot projects for the Caritas organisation and the Bill & Melinda Gates Foundation have

already been implemented successfully. The Care line is designed to provide people who are being cared for at home with a wider choice of sophisticated design in order to enjoy a well-designed living environment. The conception follows a design-anthropological approach which puts the individual person at the centre. At the same time it also integrates technical aids. The finished product, potentially incorporating associated services, is to be more attractive than the current options dominating the market that are purely aligned with medical requirements.

www.rinkcycles.com

Unique bicycle construction made in Austria

RINK Cycles – individueller Fahrradbau made in AUT // Putzi Jürgen, RINK Cycles

The bicycle manufacturer Rink Cycles is already building bicycles for its customers that are designed as exclusively as possible. At this stage the company still has to rely on the import of components from the US, China and Taiwan. The production of these parts is to be completely brought in-house by this project, without sacrificing safety or construction standards. Depending on the type of construction and functional requirements, materials are also carefully evaluated and pros and cons examined – a consideration often neglected in mass

production. Typically it is steel which is to be compared with alternative materials such as aluminium and carbon. This data then allows for transparency where the design of individual frame elements is concerned. The individualisation of the bicycle frames can thus be further developed and customers are offered a true „discovery“ process. The individual parts of their new bike can be custom-made for them whilst they get complete insight into the construction of their new unique bike in a timeless design.

www.naturkind.at

Completely pollutant-free stroller

MOVERE – der 100% schadstofffreie Kinderwagen // Naturkind GmbH

The company Naturkind already produces strollers that feature textiles completely free of pollutants. Over the course of the project „MOVERE – 100% pollutant-free stroller“ all other components, which were previously produced overseas at low cost, are to be substituted by bio-materials. The examination of suitable materials is expected to result in new production methods, which the company aspires to implement in collaboration with regional partners. Other improvements in the construction process being sought during the development phase are increased

foldability and compactness of strollers. The design process should therefore include the entire product – from the creation of the individual elements to the aesthetic concept and the sustainable production to the environmentally friendly disposal after years of use. As a totally new concept for prams of this kind, it guarantees customers of not having any negative effects on the environment or habitat.



www.design.wien

Designer drinking glasses as the mirror image of Vienna

design.wien, Produkte und Lebensgefühl // design.wien GmbH

Designer Bernhard Fink captures the spirit of his adopted home of Vienna with his drinking glasses series. The label design. wien picks up not only the themes of music, of imperial heritage and of the cultural aspects of the city, but also the propensity for indulgence. Typical Viennese drinks are animated with drinking glasses of different sizes that remind us of the musical Vienna: a selective just intonation of glasses is constructed, for example, which can be experienced by use of the enclosed wooden sticks. Another new line of drinking glasses is being developed,

that depicts different nose shapes of famous Viennese people. Various series – such as that of the House of Habsburg or of prominent writers – are represented by a specific character glass which assigns a person to a particular drink: The craft beer glass „Franz“ is paired with the liqueur glass „Sissi“. Parallel to the line of drinking glasses, destination advertising videos are being shot, that introduce Vienna including the stores and gastronomers who range these unique drinking glasses.



www.georgbechterlicht.at

Photo credit: Georg Bechter Licht (Photographer: Adolf Berreuter)

Atmospheric ventilation systems

Lüftungsauslass mit Lichtintegration // GEORG BECHTER LICHT

Room design, apart from visual attractiveness, places first and foremost emphasis on functionality. Essential ventilation outlets are typically placed on the wall, where they present as a foreign object, leaving little room for creative design decisions. Thus the company GEORG BECHTER LICHT seeks to develop ventilation outlets with an appealing design and integrated luminaire. Ventilation should no longer be perceived as such, but also as a lighting element. This should assist room designers to integrate these necessary elements into

the planning without having to hide them. From a visual point of view, the light will be in the foreground – concealing the ventilation device, without restricting its functionality. The system should be able to both bring air into the room as well as exhaust it, without having to resort to the standard templates used. The lamps can be integrated into ceilings or walls and this way offer considerable creative freedom for attractive interior design.



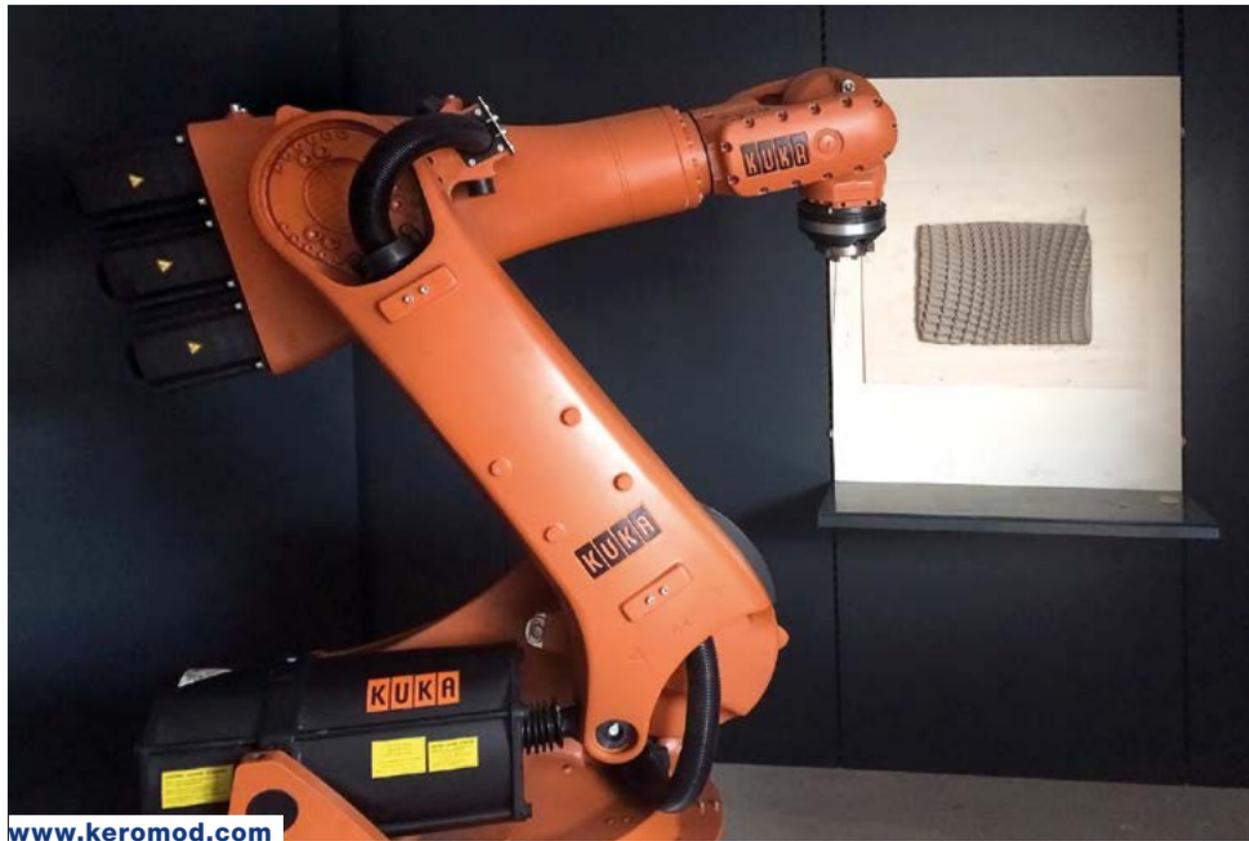
www.tonkelom.com

First foldable e-mountain bike

Faltbares FULLY mit E-Antrieb // TONKEL OM handmades OG

TONKEL OM seek to apply their patented folding mechanism, which has already been successfully tested on a prototype mountain bike, to a „Full Suspension MTB“ (FULLY) with removable electric drive. The result is to allow the entire bike to be stowed and transported in a backpack which has been developed in parallel. This would create a globally unique product that is theft-proof, space-saving, flexible and robust all at the same time. Designers and metalworking industry experts are being consulted for the construction and 3D computer models are being worked on in great detail. The

emphasis is on sustainability, functionality, security and design. The mountain bike is to function with, as well as without, an electric motor and thus gives customers the freedom to use it according to their individual preferences. The dominant design considerations focus on effortless and compact stowage, attributes of increasing importance to small-apartment-living. It means more flexibility, mobility and freedom in the age of e-mobility and where space is at a premium. The foldable mechanism has been patented in Europe, USA and Canada.

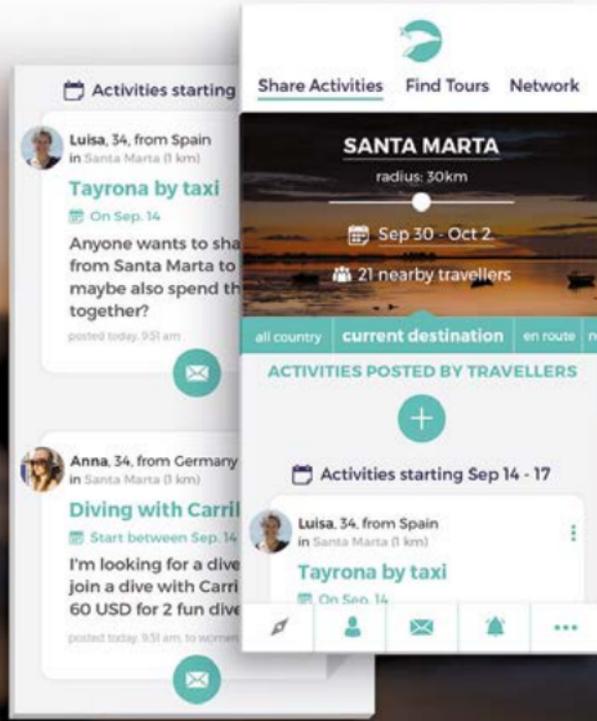
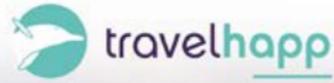


Digital Ceramics – Tradition with a Future

KEROMOD – Keramik 2.0 // SE Design GmbH

Mouldable materials such as clay and ceramic material used to construct objects in architecture and design can be formed only partially by machine. KEROMOD is about to change that. In the initial step computer algorithms are developed that enable a robot arm to carry out motion sequences as if by hand and to simulate these movements including the use of tools with 3D printed shapes such as the ball of the hand or the thumb. This digital design process allows the production of objects that cannot currently be made by hand or machine.

In addition to ceramic raw material, other materials and various geometric shapes are to be tested in order to fully explore the extent of design possibilities such a robot arm renders. Initiator and industrial designer Stephan Everwin will be assisted in the implementation of the project by Professor Johannes Braumann, Head of the Laboratory for Creative Robotics in Linz, and ceramic engineer Alexander Georgiades.



travelhapp.com

App-Screen Photo by Eurico Craveiro on Unsplash // Photo by Christian Holzinger on Unsplash // Design: Gabriela Lucano

Travelhapp

Flashtours: Gemeinsam mehr erleben // Nicole Neuberger flashtours/travelhapp

In order to prevent single travellers from having to forego activities due to the necessary number of participants not having been met, Flashtours seeks to enable the formation of spontaneous tour groups in certain travel destinations. The Flashtours project team has set itself the goal of bringing together local providers with interested parties and thus to act where solo travel collides with the spontaneous requirement to form groups. Special consideration is to be given to the requirements of women travelling alone. The time between expressing

interest and carrying out the group activity should be kept as short as possible. The main concerns of the project team surrounding Nicole Neuberger also include the promotion of fair prices, maximising the sense of security of travellers and the opportunity to generate a positive and immediate „Social Impact“.

www.bikeparker.at

Perfection all-round

BIKEPARKER – Fahrradabstellanlage // Tanja Friedrich

With the modular bicycle parking facility BIKEPARKER, the team surrounding Tanja Friedrich aspires to offer an individual solution in response to the ever continuing cycling trend and the shortage of parking facilities. The seven square meters hold up to twelve bicycles – the size however can be adjusted to meet specific location and customer requirements. A spring balancer allows to effortlessly pull the bicycles into a vertical position. Due to the circular arrangement of the parking system – around a tree or a lantern, for example – it also saves space and

integrates well into the cityscape. The particularly user-friendly concept should also motivate more people to switch from cars to bicycles. BIKEPARKER is designed purely mechanically, so the wheel stand is easy to maintain and weatherproof.



www.nueva-network.eu

Credits: nueva/CFS

Barrier-free evaluation

nueva online Evaluationstool // CFS Consulting, Franchise & Sales GmbH

For 17 years the name nueva has been standing for an evaluation process that measures the quality of care services for people with disabilities. The new digital survey tool is intended to supplement proven face-to-face surveys, focusing in particular on the needs of people with learning difficulties. However, innovation presents challenges: Existing software components, digital help features and new solution components must be adapted, connected and created in such a way that a simple and barrier-free evaluation tool can be offered. The software packages

are equipped with aid programs (reading software, sign language videos) and tested for their suitability. This software solution which was developed specifically for its target group will therefore be used as a simpler, complementary method to the conventional interview model in the future.



www.eet.energy



SolMate – A power plant for the home

Integration Plug&Play Kleinstkraftwerk // EET – Efficient Energy Technology GmbH

The Plug & Play small power station of the EET GmbH is a plug-in product that can be connected to any standard socket on the home balcony. By means of a photovoltaic area of about three square meters and a storage unit, it is able to produce about 25% of one's own electricity demand in a decentralised and renewable way. The innovative significance of the project lies not only in the technological development of the power plant, but also in the implementation's relevance within the context of the creative industries. The aim is to integrate this small

power plant into the user's environment in the most inconspicuous and space-saving way possible. In doing so, simplicity plays a central role – the unobtrusive integration into the household is as important as the smooth installation of the system.

www.dronerescue.com

When safety matters

Designed Drone Tracker // Drone Rescue Systems

The drone market is growing and so is its product diversity. According to the developers of the Designed Drone Tracker there are still major market gaps where safety is concerned. These gaps are about to be filled with a tracking system that is specifically aimed at home users. In order to appeal to this target market it is to be not only very cost-effective, but also easy to use. The system's design objective is to enable a detailed examination and the analysis of every flight. It seeks to ensure safe working practices, especially where the creative utilisation of drones is

concerned. The app and web platform which are linked to the system also facilitate the sharing and quick evaluation of images and video data. Another objective of Drone Rescue Systems GmbH is to enable the very precise recording of working hours, duration of flights and flight destinations.



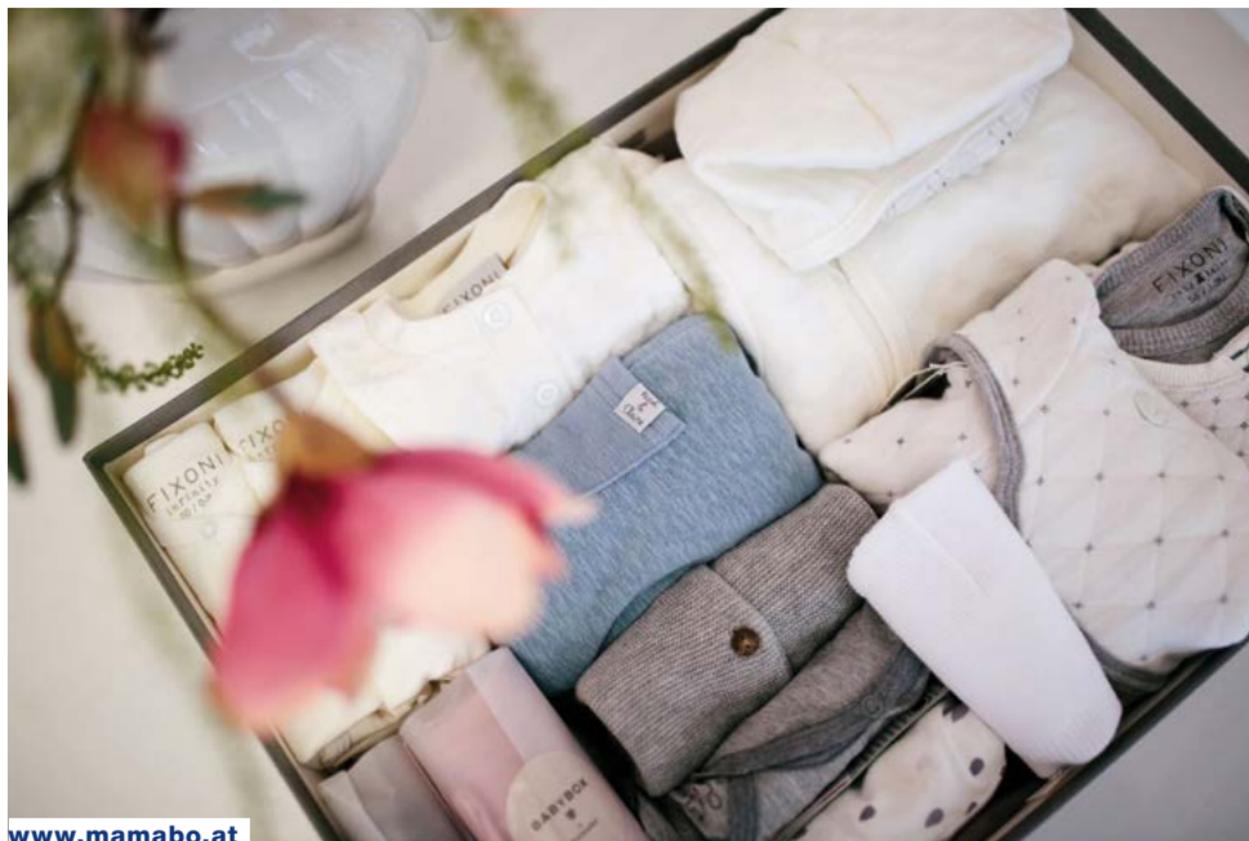
www.fimboo.com | www.doingcircular.com

Over hill and dale

fimboo – poles with a story // Lex Sören

Under the maxim „We want to make a difference!“, Lex Sören and his team plan to launch sustainably produced ski and hiking poles on the Austrian market. Only bamboo and recycled, cast plastic will be used in the manufacture. In addition to the ecological idea, the project team is also interested in the social component: Apart from local production in Austria, the poles will also be made in a training site and workshop in Uganda that has already been set up by Sören and his team. Despite bamboo-made trekking poles having had a long tradition, they were almost completely

replaced by aluminium poles in the last century. The project team around fimboo aim to revive this old tradition, but at the same time enrich it with a new, modern design. In addition, the ski and hiking poles should be individually adaptable.

www.mamabo.at

BabyBox by MAMABO

Leo & Luna – das Sorglospaket für Babykleidung // Isabella Hold

With rising stress levels leading up to the birth of a child, it becomes increasingly difficult, especially for inexperienced parents, to concentrate on all the things that are yet to be done. Often there is little time left to deal with baby clothes and other important items. With Leo & Luna, the carefree package for baby clothing, expectant parents will be fully relieved from this burden. Isabella Hold has developed a 61-part firstborn package together with parents, midwives and doctors, which is intended to guarantee significant relief in everyday life and a carefree time with

the baby. The four boxes that follow are distributed throughout the baby's first year of life, so parents continue to receive baby clothing during this often stressful period. A style coordinator ensures in advance that the boxes also meet the taste of the parents.



www.vorstricker.in | www.teresamair.at



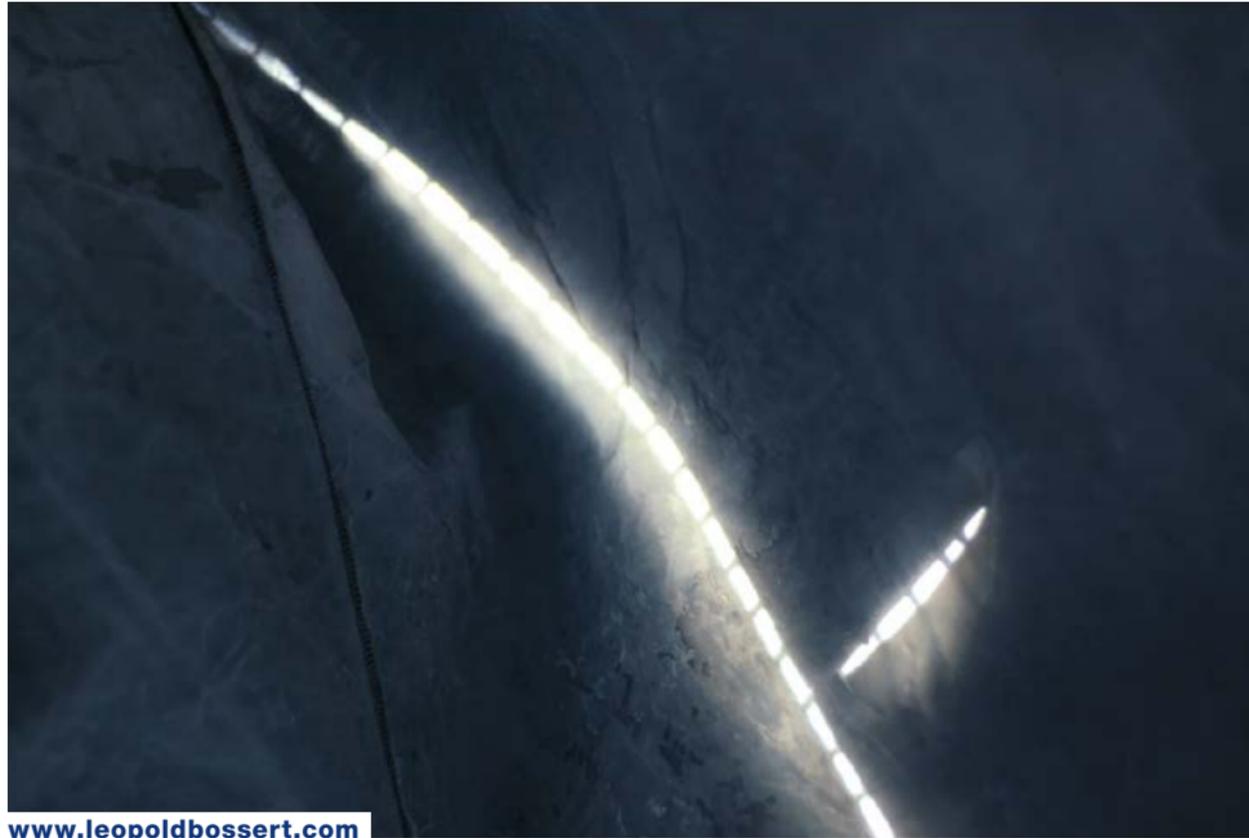
Photo credit: Fabian Perfler

Exciting enmeshment

Die Strickerei // Teresa Mair

Knitting art, contemporary fashion design, participative workshops and sustainable production come together in Teresa Mair's project to create an exciting new perspective on old craftsmanship. The combination of tradition and modern sustainable design approaches results in high-quality knitwear, which can also be produced in co-creation workshops. The trend of the „prosumer“ development, which aims to enable customers to participate in the creation of their products, plays an important role for Mair. The combination of product and service thus

becomes one of the core elements of the project. Fundamental to the concept is the appreciation of regional craftsmanship which in turn should lead to the recognition of its importance and to knitting patterns of specific regions being passed on and not being lost.

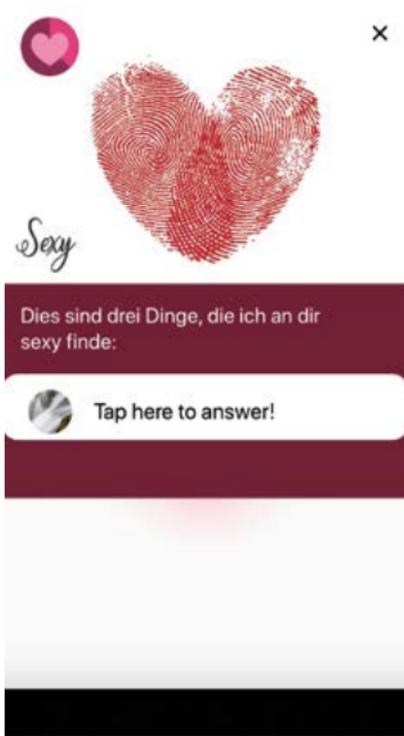


Courage for openness

Neuartiges Maschinenstichbild: Open sealed stitch // Leopold Bossert GmbH

The Viennese designer Leopold Bossert aims to further develop his „open and closed seam“ clothing joins, which have already been tested in initial trials. The objective is to preserve the transparency of an open seam without sacrificing wind and rain resistance and thus to launch a previously unique stitching concept onto the market. To achieve this, both converted double chainstitch machines and a special sealing strip will be used. With his innovative product, Bossert aims to redirect the focus of the fashion industry to technology and innovation – two aspects

that have visibly taken a back seat. As the operator of a meanwhile internationally recognised label and tailoring studio, Leopold Bossert already enjoys a sound network of international customers.



www.netzfrequenz.com



Couple game

The Couple Game // netzfrequenz software GmbH

The Couple Game, which is developed in interdisciplinary cooperation of game designers, game developers and couples therapists, combines communication solutions applied in couples therapy with modern means of communication shaped by our digital society. The game is intended to promote continuous high-quality discussion of relational topics and questions, without replacing real conversation. Despite the mostly asynchronous nature of the regular interaction cycles, the couple works together in determining the course of

the game. By setting different tasks the playful communication platform aims to promote regular discussion of topics that are important to both partners. Due to the entertaining character and easy routine of each game, The Couple Game can be played during the day and on the move.



www.spacewarp.at

An algorithm to scan the real environment.

Spacewarp – Missing Link 3D Scan zu Gameengine // Spacewarp GmbH

The team of Spacewarp GmbH which includes the two project leaders Gerald Trojan and Helmut Hlavacs and the 3D scanner specialist Andreas Haier, aim to advance development environments for games (game engines) by making the need for replication of the real world obsolete. The Spacewarp algorithm should make it possible to scan reality and then make these scans available for further processing, thus providing game developers with an entire library of real objects. The primary goal of the project team is to be able to create

game experiences that are even more realistic and impressive. In addition, the algorithm can be used to create training environments in which stress situations can be simulated. In future the algorithm could also be used to equip museums with creative edutainment solutions.



<https://eq-serve.com/multilooper>

The media player for the discerning

Multilooper – 4K Multiscreen Mediaplayer System // EQ-Serve EDV & Labortechnik GmbH

Presentation via multimedia is becoming increasingly important for a number of companies. Many utilise Video as the primary presentation medium. Especially museums and artists use integrated multimedia as a form of presentation. But showing high-quality videos on multiple screens simultaneously is often not possible without using complicated media players. This is where the Multilooper comes into play. It enables wireless frame synchronous play-back of 4K videos on several output devices. The system was developed by a project team consisting

of Willibald Palatin, Christian Hager and Uli Kühn for artists who need easy-to-use and resource-saving media players for their exhibitions. It provides central control and management of multiple videos and screens as well as installation and handling that doesn't require a lot of know-how.



lev@gamegestalt.com

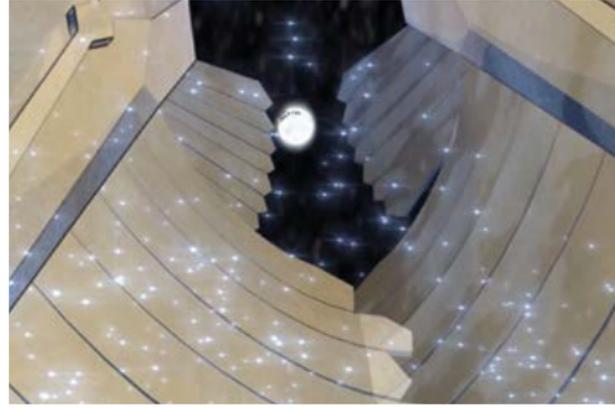


Photo credit: Lev Ledit, game gestalt gmbh & entreZ VR dream factory

VR dreams

Deep Dream VR // Game Gestalt GmbH

Virtual reality games often don't deliver the experiences they promise. Nevertheless, many users who have joined the trend by buying VR glasses now find themselves waiting for accordingly good games that justify the purchase. With their DeepDream VR project The Game Gestalt GmbH aims to demonstrate the possibilities that unfold within the virtual game world. Deep Dream VR is developed by three game industry professionals: the founder Lev Ledit, the game developer Christian Knapp and the owner of VR production company entreZ, Barbara Lippe. DeepDream VR takes

players into a dreamlike state in which the external reality is briefly forgotten. A special feature of the game is its environment which responds to the player. This conveys the feeling of actually being present in this strange world, rather than just watching it.



www.phantomfox.at

The modern children's book

Motiontales – eine interaktive Kinderbuch-App // Dipl.-Ing. Daniel Horvatits

Children's books are the ideal way to immerse yourself in other worlds, expand your vocabulary and stimulate thought. Daniel Horvatits, the founder of Phantom Fox Interactive GmbH, aims to invigorate children's books with modern technologies. In the planning are tablet and laptop applications which breath a second life into books. A link is created between the classic medium of a book and modern technology which is applied in apps and games. The foxes of Phantom Fox are currently developing their first project „Children of Lumera“,

which will be released as a platform game as well as a children's book. Inspired by storytellers such as Michael Ende or J. J. R. Tolkien, the fantastic story will convince both the young and the young at heart. The story follows the brave heroine Elo into a universe full of adventure in which she gets to know incredible cultures in foreign worlds, and where she wanders through breathtaking landscapes – in search of the important things in life.

www.marrrtgames.com

Motion Detection in flight mode

Wasteland Dash – motion sensing done right // Martin Titz

Wasteland Dash is one of the first games that truly takes advantage of the control capabilities of smartphones. Most mobile games never utilise them, thus diminishing the potential enjoyment of the game. Martin Titz has been developing games for five years. Together with the illustrator Susanne Pototschnig, he is responsible for Wasteland Dash, a game that enables ergonomic control on the smartphone. The terrain of Wasteland Dash is continuously extended by algorithms, creating the impression of an endless world of games. The reconnaissance aircraft that

flies through the world of Wasteland Dash is controlled by the movement of the smartphone. This overcomes the cumbersome and inaccurate control of conventional Touch & Drags. The use of the orientation sensor technology of the smartphone allows for a more natural gaming experience that delivers precise control without frustration.



VR Giants: David helps Goliath

Goliath VR – Groß hilft Klein in Virtual Reality // Wolfgang Tschauko

Many virtual reality games are so far only available in single player mode. VR Giants's novelty lies in the fact that its minimalist world can be used by two people simultaneously. The game, which was created in the context of the master thesis of its developer Wolfgang Tschauko, encourages the players to move and to communicate. One of the players is Goliath, a giant controlled by a VR headset. The other plays the comparatively tiny David who is controlled by means of a conventional game pad. In the various levels of the game Goliath can apply his

body as a bridge which David is able to cross. As a result, VR Giants promotes cooperation among users. The game is not yet available on the market in this form, however has already been awarded by two Austrian game festivals. Austria plays a pioneering role here, as similar concepts do not yet exist on the video game market.



www.marieartaker.at

I'll save that for later

For Future Reference. Memory is a Creative Process // Marie Artaker

We all collect information, inspirations and ideas. Important and less important documents, graphics and notes are stored in our digital and analogue files. Especially for creative artists and professionals, the traditional desk top filing system is difficult to manage because files, and therefore thoughts and ideas, disappear into folders and are often forgotten. Together with cultural manager Fleur Christine Vitale, NOUS Wissensmanagement GmbH and expert for digital knowledge management Wolfgang Schreiner, designer Marie Artaker is developing a digital web-based solution

that adapts the collection and storage of digitised material of all kinds to the working conditions of creative professionals. With For Future Reference, all data and ideas that may be used in various ways at some point in the future are being collected and stored on a type of digital desktop. Empty spaces are filled with content that hasn't been accessed in a long time, facilitating new and unexpected views and associations. As with no other similar system, chance plays a big role here, which stimulates the creative work process.



www.streambreak.tv

Stream Breaks

StreamBreak // Manuel Fleck

Streamers and e-sports events often have thousands of spectators these days. But those who cannot stream live 24 hours a day have a problem: the audience will be lost to other streamers. StreamBreak offers a solution. Instead of repetitive commercials being shown at this point, streamers can entertain their audience with mini-games. The project which is currently in alpha phase, was developed by David Fasching, Oliver Wendelin and Manuel Fleck. Together they create mini-games that thousands of viewers can play simultaneously. Whether they be played by

an entire group of viewers or by members of the audience individually, puzzles can be solved, for example, or points can be earned. Streamers can take breaks while at the same time maintaining or increasing audience loyalty to their streams. There is the additional possibility of incorporating sponsor products into the mini-games.



www.re-compose.com

News for music producers and sound creators

Innovatives Sounddesign mit SPEXX // Re-Compose GmbH

The technical creation and editing of sounds is to become even more diverse. Spexx, a program of Re-Compose GmbH, offers the possibility to manipulate and process sounds and music in a completely new way. The project team consists of the composer Günther Rabl, Martin Gasser, Stefan Oertl and Roland Trimmel. For decades Günther Rabl has been working on his compositions with a self-written program – part of which is the origin of Spexx. Its functionality is particularly well suited for the production of Dolby Atmos, ie soundscapes for films, as well as for

the processing of electronic music. One of the innovative features of Spexx is that the spectrum of the acoustic signal can be distorted, mirrored and infinitely expanded, among other features, thus creating completely new sound experiences and completely new possibilities for music producers and sound designers.



Sheet music subscription

OKTAV – digitales Noten-Abonnement für Musiker // David Kitzmüller

Hardly any vendor – whether online or on premises – currently offers the possibility of effortlessly accessing an extensive range of sheet music. Except OKTAV, the subscription service for piano players. The idea arose from the musical requirements of the two founders David Kitzmüller and Toni Luong. Similar to the music provider Spotify, amateur musicians can subscribe to OKTAV. This provides them with a large variety of sheet music, not limited to licensed work, in the forms of both on-screen and print-on-demand service. The program also uses algorithms to

personalise search results, playlists and recommendations. It recognises personal tastes as well as the users' required levels of difficulty and proposes new pieces of music accordingly.



www.eclipse-harp.at



State of the art harps

Konzertharfe aus Carbon // Andrea Pretzler

A common problem faced by many harpists is the harmful effect of humidity and temperature on wood, the dominant material the harp is made of. Andrea Pretzler, an expert in fibre composite construction and design, is therefore working together with Otto Zangerle, a traditional Harp maker, on a harp made of carbon. The material has special properties that innovate and improve the instrument in every way. First of all, it is particularly light and robust, which facilitates transportation. Additionally, as opposed to wood, the material does

not react to the prevailing room climate. Another advantage of the material and construction is the effortlessness with which sound is transferred from the string into the instrument's body as well as from the instrument's body into the room, which translates into less exertion on the part of the artist. All these qualities enable higher quality in music to be achieved and a wider range of concert events to be realised.

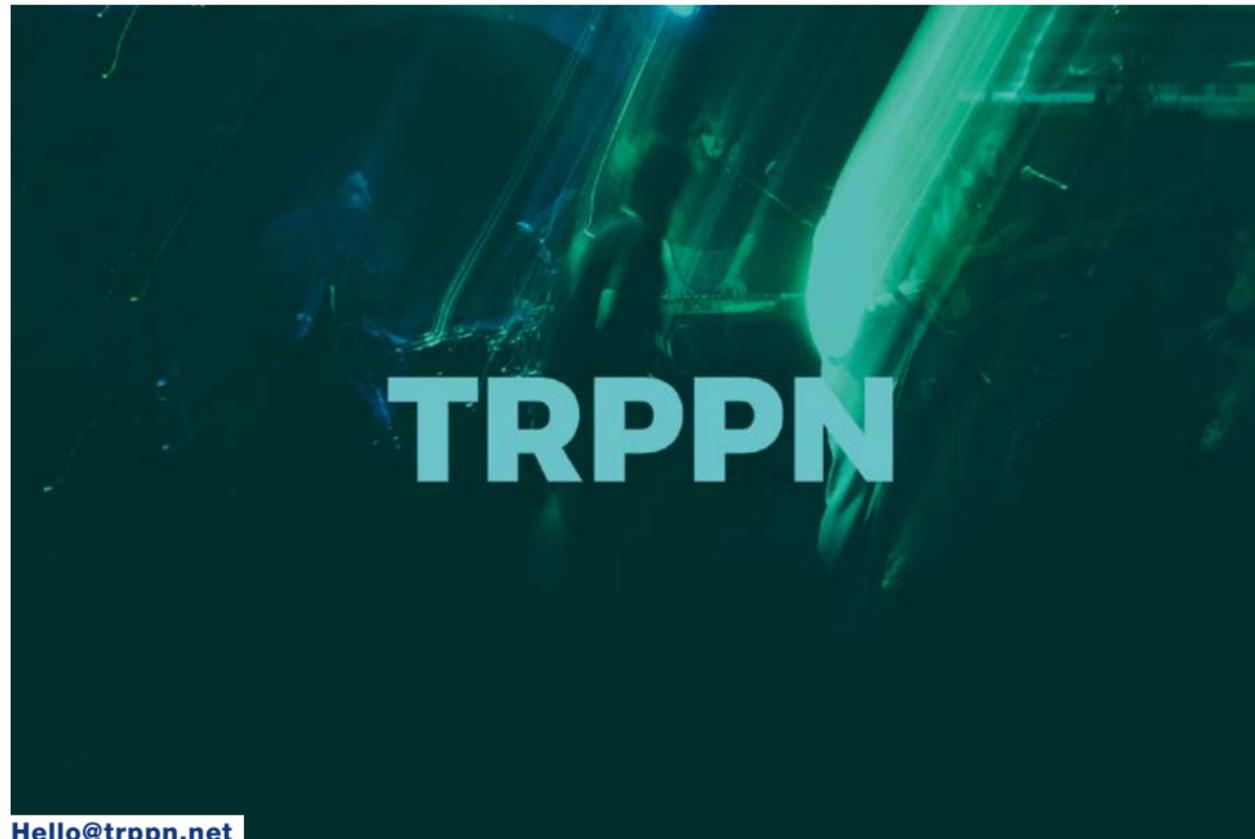


Modular audiophilia

SOUNDWALL – Modulares Plug&Play Home-Audio-System //
RAUMKLANG Architektur, Akustik & Highend Audio e.U.

Not just to listen to music, but to experience and enjoy it – Soundwall, a modular plug & play home audio system developed especially for audiophiles with high demands on design, individuality and a perfect sound. At the touch of a button, the entire audio system can be tailored to the needs of different listeners. By incorporating suitable damper elements, Soundwall is optimally decoupled from support walls and can compensate for ambient noise and sound reflections. The power supply of the individual panels occurs via plug connections and the

sound generating elements communicate wirelessly with the audio module. Thanks to the easy Click & Fit installation system, Soundwall can be assembled and adapted effortlessly, offering a flexible and high-quality audio solution.



Where does the music play?

Trppn – Entwicklung der BETA Version // Trppn i.G. GmbH

If you want to find out what music is being played in your favourite venue, you no longer have to be present on-site. The social and live-based platform Trppn provides live information on visitors and music being played and at the same time sees itself as a holistic marketing, statistics and management tool for music venues. The mobile app informs users about current events, visualises the density of visitors on a map and also offers users the opportunity to interact and exchange views on what is happening in a particular venue at any given time. This allows you

to be on-site „live“ before you make your way to the venue and to decide on a specific event based on the type of music and capacity utilisation. The application is supported by hardware placed within the venue, which transmits information about music and crowd levels.



<https://tribe.wtf>

Investment in music

Tribe // Tribe GmbH

The music market is changing. Although streaming platforms such as Spotify, Deezer or Apple Music allow fans to support musicians by playing their tracks, the financial outcome for artists is often poor. This is where Tribe comes in. The decentralised platform enables music makers to secure long-term funding for projects and to publish and disseminate the resulting works. By contributing to the success financiers directly invest the generation of music. Technologies such as Blockchain and Smart Contracts warrant security and transparency during this step

in the process. The music market, which until now has been very closed, will thus be opened up to new investors. Higher levels of investment, be it in the form of fixed investments or ventures, will result in improved financing options for artists.

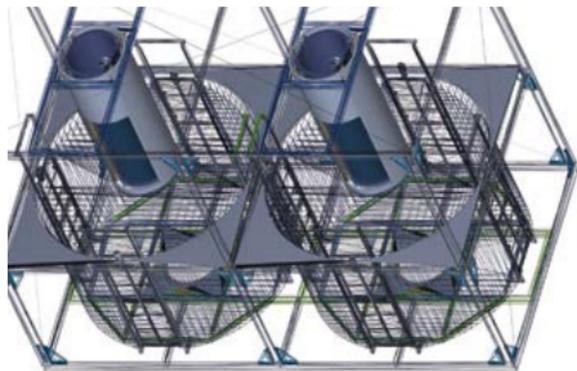


Filming like a Ninja

Ninjabal – Der schnelltarierende Gimbal // Ninjawerk GmbH

The gimbal – a three-axis electromotive stabilisation system – has established itself within the world of film for the stable realisation of fluid, dynamic camera movement, be it freehand or permanently mounted onto mobile devices such as camera cranes or drones. While the system itself has become almost indispensable, there is potential for improvement especially where the very time-consuming set-up is concerned. At present the camera has to be brought into mechanical balance manually before use – this process takes about

thirty minutes for each camera-lens combination. The newly developed Ninjabal, with its auto-taring function using servomotors, saves valuable time and reduces the set-up duration to just a few minutes. Sliding gimbal motors on the individual arms also allow for the smallest minimum size depending on the camera set-up. The flexible design also permits the gimbal to be adjusted to the optimal size, depending on the camera-lens combination.



www.dolinsek.com



Stories from 1001 rooms

1001 rooms – Beat the Matrix // DOLINSEKfilm GmbH

Alone against the Matrix through 1001 rooms – this is the basic concept of a new TV game show in which the candidates are sent through ever new spaces in which they have to solve personalised tasks. The walls, doors and floors of the octagon-shaped rooms are equipped with high-definition screens, permitting the representation of almost infinite environments. Each room has four doors, allowing movement in four different directions. While participants and viewers are given the impression that they are dealing with an infinite labyrinth, the setting is in fact limited to only two spaces which are rotating

around their own axis and which are always perceived differently. For set tasks this format uses personal information of the candidates from the Internet. The further he or she advances in the game, the more personal the information and the more difficult are the tasks to be solved. By using big data the show also highlights a certain security risk: Are the participants aware of how much the internet knows about them?



www.hypesthive.com

Gaming influencers wanted

Hypest Hive – Entwicklung MVP Influencer Marktplatz // Hypest Hive GmbH

Over recent years influencers have shaped the advertising industry and in doing so present companies with new challenges. While classic marketing strategies with qualified testimonials and endorsements can be planned relatively well, cooperation with influencers depends on several factors. The Hypest Hive platform offers an all-in-one solution. It simplifies the search for suitable streamers and influencers within the gaming environment by creating an interface which makes the otherwise very time-consuming process of establishing

contacts and communication as efficient as possible. In the Management Toolkit, creative minds from the gaming sector find a digital manager who takes care of organisational tasks involving contracts, accounting and KPI administration. In an effort to promote the rapid growth of the platform, a percentage service fee will only be charged once a partnership is being entered into.

www.obono.at

„I do not need the bill, thank you!“

obono e-Belege // CodeWerkstatt OG

If on each of the 313 shopping days per year every person living in Austria was issued with an 8 × 20 centimetre printed receipt, the sequentially arranged pieces of paper would be 535,000 kilometres long. With this the earth could be wrapped 13 times. But who says that this receipt must be made of paper? Obono emancipates itself from the traditional format in which conventional POS systems only support printed documents and where electronic documents can typically only be forwarded via e-mail as a PDF. Receipts are transmitted directly to the customer's

smartphone electronically – anonymously and without detours. The project challenges were in ensuring the anonymity of the customers and in developing a solution that can be integrated independently of the manufacturer. The goal is that each customer can pick up his electronic receipt directly from the cash register and immediately process it on the smartphone.



aws **impulse XL**
Geförderte Projekte

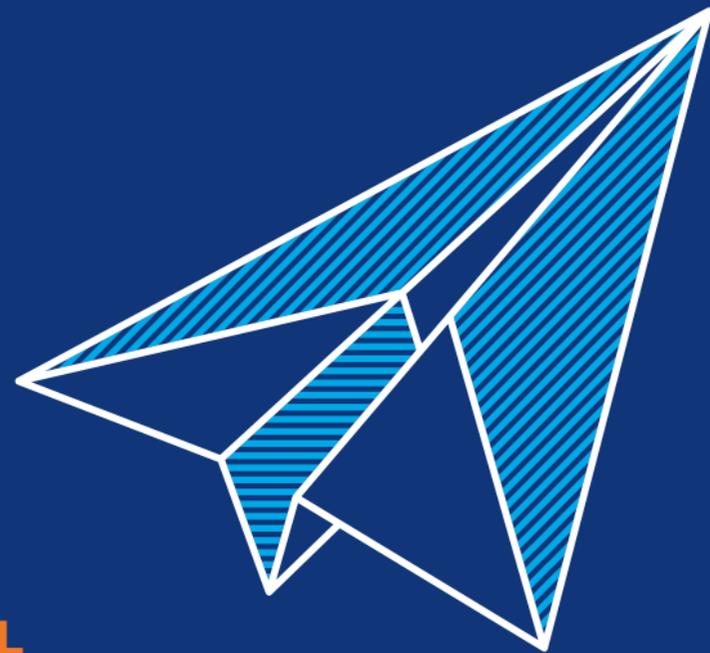




Photo credit: © BOAnet.at

Virtual glance into the city of the future

Parametrische konsensbasierte 3D-Zukunftsplanung //
BOA GmbH, Dr. Mag. Laura P. Spinadel

3D models are already widely used in urban planning. The web tool Urban Menus aims not only to depict future city landscapes through virtual reality, but also to bring them to life. A realistic simulation of dynamic elements such as architecture, open spaces, natural areas, together with residents and traffic arrangements will simplify urban planning. An adaptation of parameters, such as land development or the introduction of pedestrian and traffic zones, can identify risks, challenges and opportunities prior to project implementation. Additionally

the concept aims to instrument a change in perspectives of various players. It also provides metrics which facilitate the analysis of ecology, safety and quality of life. The objective is to develop an interactive web tool that enables decentralised use and one that renders a city's organism and the alternative lifestyles created by different city models tangible, comprehensible and able to be planned.

www.lumapod.com

Lumapod – Tripod in travel size

Chroma – Dreibeinstativ mit Rapid-Setup-Design // Lumapod GmbH

Even photographic amateurs appreciate the benefits of a tripod: Be it a group picture from a distance or at night – a tripod always helps when the camera is to be static and secure, without the participation of the photographer. While professional tripods fulfil this requirement, they are typically heavy and, especially for laymen, somewhat cumbersome to handle. Light mini-tripods on the other hand are too unstable or too small. This is where Lumapod comes in and impresses with its significantly reduced pack size and weight as well as its stability and flexibility. With

only a single actuating element, the tripod can be assembled and disassembled within two seconds. Instead of three legs with levers to adjust the length of the tripod, the Lumapod has only one central telescopic tube which is affixed with three pull ropes. Depending on the model, a camera or even a smartphone can be mounted at the upper end of the tripod. Thus it also serves to replace the classic selfie stick.

www.iride.design

Specs on the helmet

Helmbrille, I-RIDE, eye wear for helmets // I – RIDE OG

Spectacles and motorcycle helmets don't work well together – at least where wearing comfort is concerned. Where the temple arms touch the head the motorcycle helmet they typically create pressure points. This can be unpleasant, especially when they are worn for a long time. In order to avoid these pressure points I-RIDE helmet glasses dispense with both the side temple arms and the nose bridge, thus eliminating any contact with the wearer's head. The completely new design allows for the glasses to be attached directly on the helmet with very

small high-performance magnets and thus prevents pressure points. Precise processing is particularly important here: The high-quality plastic elements are manufactured by injection moulding. The quality lenses are manufactured in Austria by specialist opticians and are available in all strengths. To ensure optimal visual performance the design of the helmet glasses allows for the lenses to be adjustable in all axes. This way safe riding pleasure coupled with superior visibility is guaranteed.



Smokin' hot

BBQ System modern line Hybridmodul und zus. Module // Smoke it GmbH

One might think that barbecuing unifies nations, because in almost every culture there is a term for the art of grilling – from Teppanyaki in Asia to smokers in the US to plancha in Spain. It is this diversity that Smoke leverages with its modular grill system. It offers a modern BBQ unit that can be upgraded to a unique outdoor kitchen and suits a variety of barbecue types. The central base module can be fired with both charcoal and gas. Depending on the operating mode, all relevant temperatures can be generated, and even indirect grilling is possible.

By virtue of an additional combustion chamber the BBQ module can also be used as a Smoker. Other modules extend the device to serve as Teppanyaki grill or a ceramic grill. Modular extensions such as a sink, cutting surfaces, cooling elements or a pizza oven enable this BBQ to be used as a complete outdoor kitchen.



www.keego.at



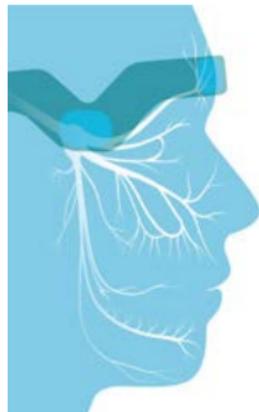
Photo credit: Konstantin Feyer

The first squeezable titanium bottle

Flowpro: Reines, nachhaltiges, sportliches Trinken // KEEGO Technologies GmbH

Athletes have two basic options of sports water bottles: Bottles made of plastic that can be squeezed to adjust the flow of water, and metal bottles which, whilst offering little possibility to regulate the flow rate, come with taste and health benefits. The development team of KEEGO has created a novel drinking bottle for athletes by combining the advantages of plastic and metal bottles: a drinking bottle made of flexible metal with a unique design language. Working together with the University of Leoben a prototype was created and then developed into a

marketable product in cooperation with a manufacturing company. With KEEGO a contemporary product with high design standards will enter the dynamic sporting goods market – which is good news considering that there had not been much innovation of sports water bottle products lately.



The AUROX® Headband applies cooling exactly to the uppermost branch of the trigeminal nerve.

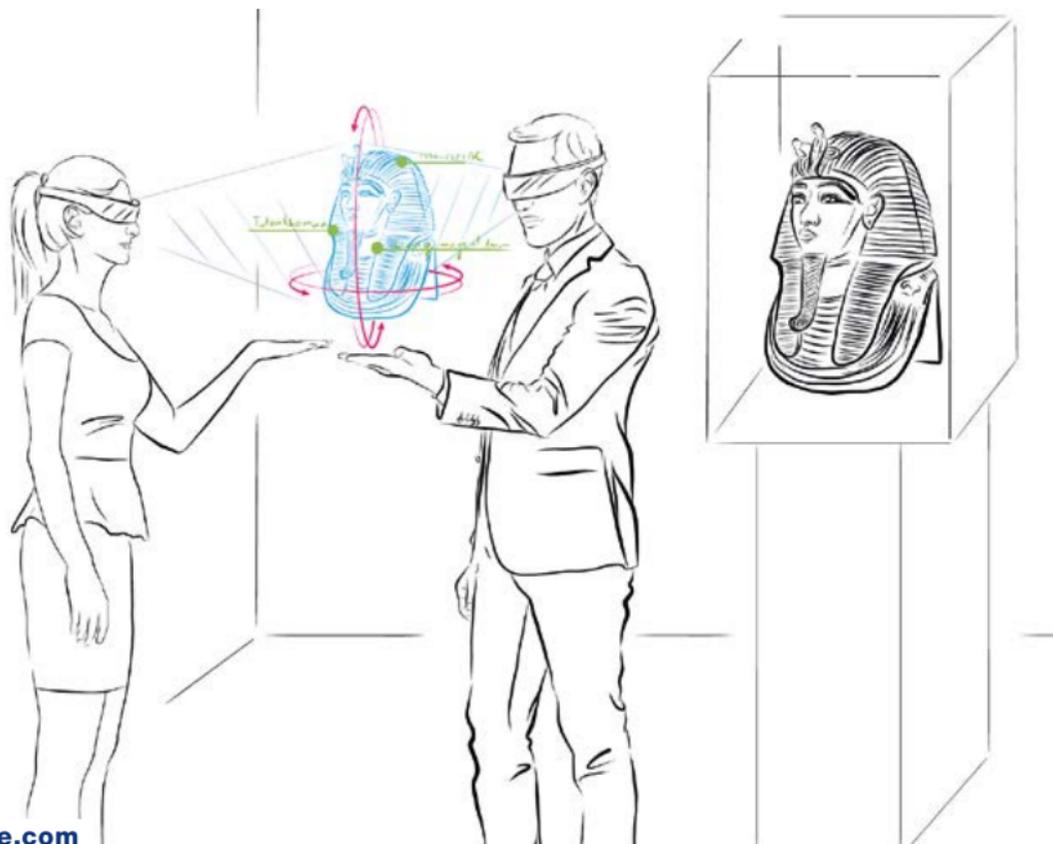


AUROX® Headband – Cooling at the push of a button

AUROX Headband // Aurox GmbH

The AUROX® Headband is the world's first Life-Science Wearable which applies precision cooling to the forehead and temples. This is precisely where the so-called trigeminal nerve is located and where the cooling effect is most potent. To validate this we have performed a medical study at Univ. Hospital Graz in 2016. Numerous other studies prove that cooling can relieve weather sensitivity and other ailments. Not only has the AUROX® headband the cooling capacity of an ice pack, it can also generate warmth and even create precise temperature

profiles. You can select your desired temperature via buttons on the device or via our smartphone application. The application offers six different programs which promote relaxation and overall well-being as well as performance and vitality. At the press of a button, the desired temperature curve is transmitted via Bluetooth Low Energy (BLE) and implemented on the headband. Three years of intensive research and development allow the integration of this technology into a lightweight wearable for the very first time.



Augmented Reality for the Museum

HoloMuse // Fluxguide Ausstellungssysteme GmbH

Augmented, mixed and virtual reality are increasingly used in modern knowledge transfer in exhibitions and museums to enable creative experiences of a digital nature. With HoloMuse the Viennese company Fluxguide develops innovative augmented reality communication concepts for museums coupled with a software solution to create augmented exhibition applications. HoloMuse is building on existing Fluxguide software products for the digital knowledge transfer. Thus exhibition concepts can be creatively expanded to include virtual and augmented reality

elements which visitors can access on end devices such as smartphones and augmented reality or virtual reality goggles. Such innovative digital methods offer unimagined new opportunities for inspiring experiences that enable the interactive and participatory generation of knowledge. Moreover, they allow visitors to play a more active role when partaking in discerning didactic exhibition concepts.

www.memocorby.com

Language training with gamification

Memocorby: ein innovatives Lerntool für Alt & Jung // Memocorby Systems GmbH

In Austria alone, around 165,000 people suffer from language impairments. Included in this number are many aphasia or apractic patients and patients with dementia. According to Memocorby Systems GmbH the cost of language therapy in Austria amounts to around 84 million Euros annually. The company which is based in Vienna has developed an innovative technical solution to help reduce this cost. It consists of five cubes with colour displays and a tablet app. The Memocorby learning tool uses visual, haptic and auditory stimuli to assist

patients with language training. The five Memocorby cubes display words or play them as audio files, which are then read, repeated or assigned by the patients. With this tool Memocorby aims to reach its objective of being perceived as a competent specialist for innovative learning methods throughout Europe.



Efficient use of energy through swapping

eFRIENDS – Strom tauschen und sofort profitieren // eFriends Energy GmbH

The concept eFriends is based on the desire to propel the transition towards renewable energy sources and also the realisation that worldwide energy demand will continue to increase over the coming years. It aims to create decentralised and private solar energy networks that are capable of driving down the electricity price to as little as 0 cents. Only 25% of the solar power generated by privately operated photovoltaic systems is consumed by the operators themselves. eFriends is designed to allow them to swap the remaining 75% with friends,

relatives and acquaintances within private communities. The model would increase the profitability of photovoltaic systems which are interconnected through peer-to-peer technology. In addition those households without their own solar collection system could obtain solar energy at a very reasonable price.

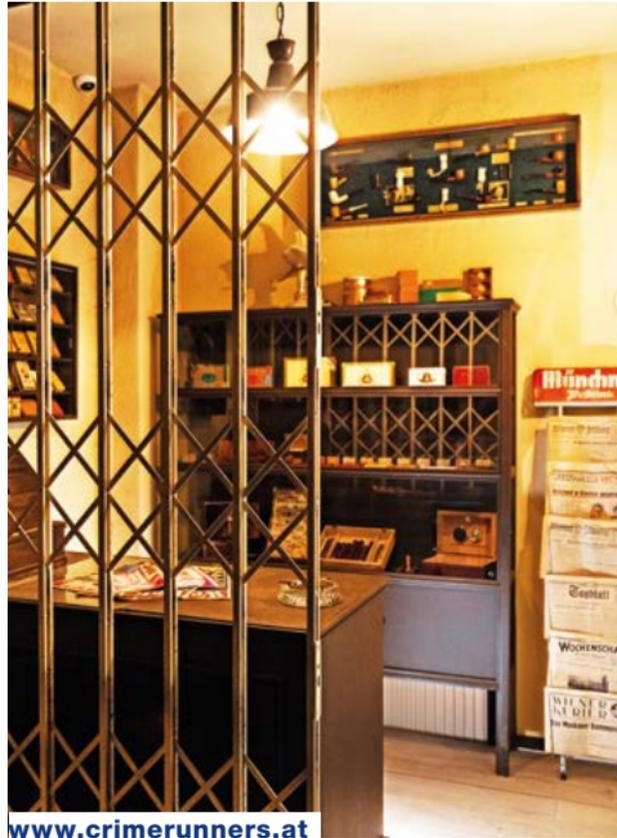


Go play

Cybershoes® – Walk the VR Side of Life // Cybershoes GmbH

The mobility of anyone who moves in VR scenarios is typically limited to the extent by which one actually moves on foot. The innovative new development of Cybershoes by the 3D.RUN GmbH extends the possibilities of mobility within virtual reality settings and thus increases the range of movement for users. The wearing of cybershoes, coupled with the sliding of feet on the floor in a seated position, imitate natural walking movements whilst the player actually remains in place. This increases opportunities of creating realistic

experiences for gaming in virtual worlds or exploring virtually replicated remote locations. The foot controls also resolve the previously existing problem of motion sickness, which occurs in many people as soon as they move in virtual spaces in which their actual and virtual acceleration no longer coincide.



www.crimerrunners.at



Going Underground

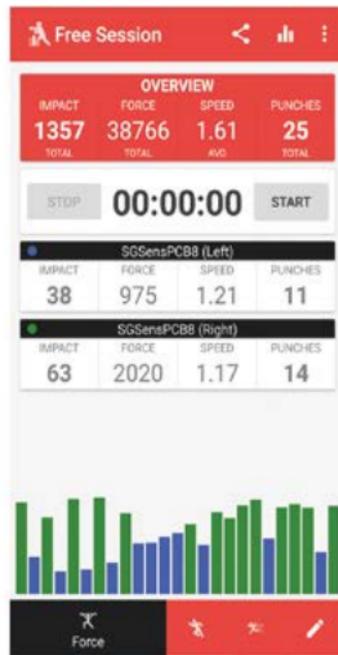
Erstes multimediales interaktives LiveFilmerlebnis // Crime Runners GmbH

Anyone who enters into one of the worlds of the Crime Runners GmbH suddenly finds themselves within collapsing mine shafts or in spaceships that are about to launch. Not on screen – but in rooms that allow up to one and a half hours of game experience through professional stage design, light and sound effects, pyrotechnics and the use of videos and holograms. The participants become performers by solving puzzles, fulfilling tasks and thus intervening in the plot. With their new adventure „Going Underground“ Crime Runners create an Escape Room

of a size that has not, up until now, been achieved. The participants of this live action adventure can roam an entire 180 square meters. The aim is to create interactive experiences that have so far only been realised in very few places worldwide.



www.i-sporttec.com



IMPACT: Training partner in the glove

Smart Glove // Innovative Sport Technologies KG

The Viennese start-up Innovative Sport Technologies, together with Blue Danube Robotics, Sportdata and sales partner Budoland, is developing a boxing glove that cloaks the boxer's hand with innovative technology. Through embedded sensors Impact is able to measure and record any forces that are exerted on it. In combination with a mobile app users can follow their own performance development and adapt their training schedules accordingly. The developers view the analysis potential of Impact as a „game changer“ in sports

science, not just for classic martial arts but for a wide variety of fitness applications. The measurement data transmitted by Impact can be used for visualisation or sound effects as well as for the gamification of training, for example, in combination with Virtual Reality as an example.

CHORDMILL-BASIC
DOWNLOADEN, GENRE
AUSWÄHLEN UND LOSLEGEN

IN WENIGEN MINUTEN
VON EINZELNEN AKKORDEN
ZUR EIGENEN SEQUENZ

MIT CHORDMILL-EXTENDED
HAST DU DEINE BAND
IN DER HOSENTASCHE

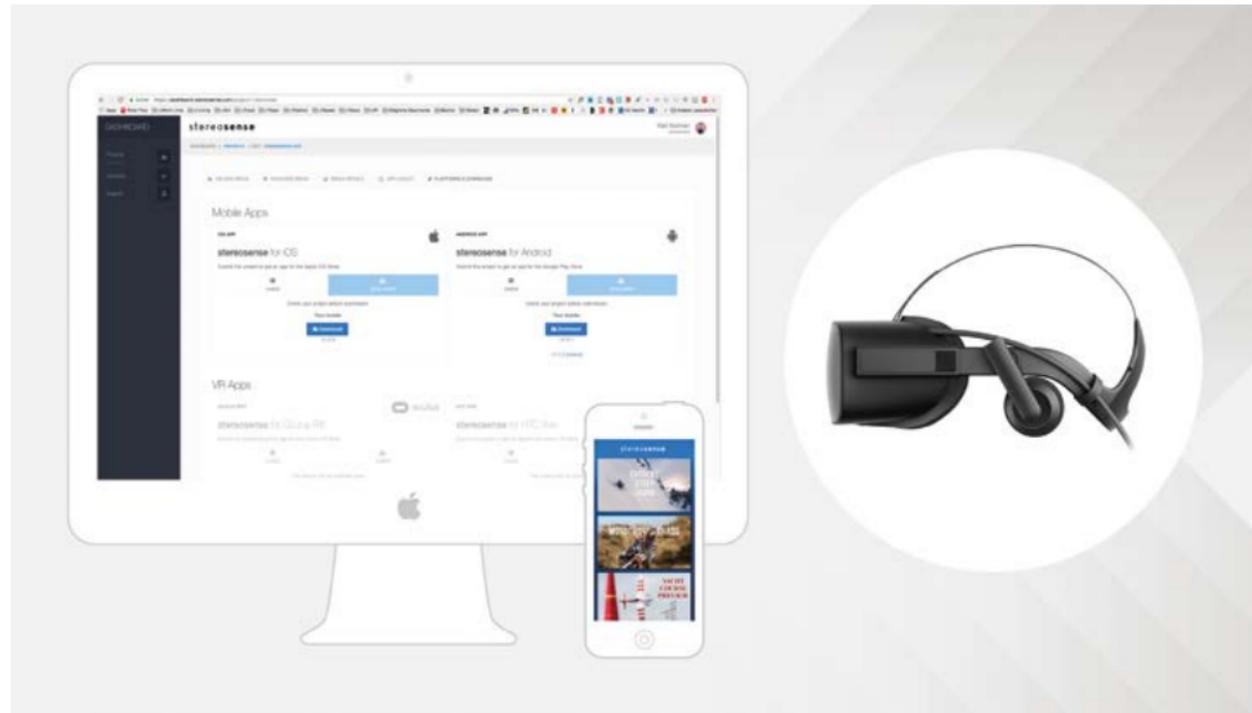
www.chordmill.com

Play-along app for musicians

CHORDMILL – Music Play Along APP // Dickbauer Gasselsberger OG

In the view of the developers the market for musicians who are looking for play-along samples is simply not good enough. With its app development, the company Dickbauer Gasselsberger OG aims to close a gap in the market which is defined by superior quality. Within the app, the „Akkordmühle“ or Chordmill is visualised as a millstone consisting of twelve separate sections, each representing one of the twelve keys. The Chordmill offers musicians sound sequences from different musical styles which can be replayed or accompanied. Traditional loops which

are used in self-study music are usually recorded by digitally animated or real bands. The permanent use of these rather poor quality conventional loops would drive practising musicians crazy over time, the developers are convinced. Hence they aim to set new standards by recording the Chordmill practice sequences with outstanding musicians.



www.stereosense.com

© stereosense GmbH

The warehouse of virtual reality

stereosense – Das CMS für Virtual Reality // stereosense GmbH

The stereosense GmbH team is developing a cloud solution that makes 360° and 3D elements for virtual reality scenarios easily accessible, usable and combinable. This should reduce costs and make virtual reality also viable for small and medium-sized enterprises. In order to enable a broad range of customers to experience virtual reality, in the form of digital showrooms for example, expensive equipment is required. The development of virtual space itself is also costly. The web-based software stereosense aims to create a digital place to upload and share virtual

reality content for VR developers and to simplify content production. The elements made accessible via stereosense would be applicable across different platforms and thus also help to establish international standards for virtual reality elements.

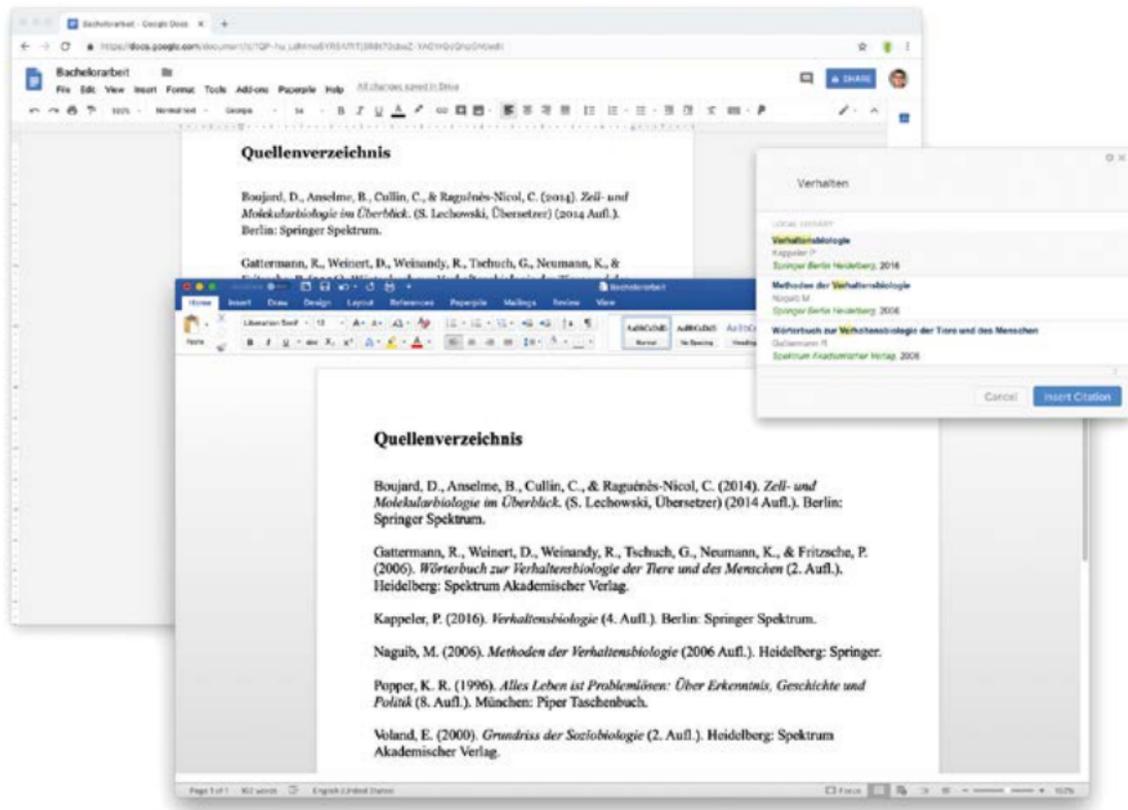


Constantly sharp

Automatisierter Fokus für Film- und Fernsehkameras // qinematiq GmbH

Automatic focus has been serving as a practical aid in photography for a long time a. Moving images, however, cannot be permanently focused automatically, as this would require perpetual distance measurement between the camera and the filmed objects. The qinematiq GmbH team from Vienna aims to solve exactly this problem. A handy measuring device fitted with a stereoscopic camera arrangement scans the scenery and creates a depth map which in turn is able to drive the operation of a focus lens. A film lens can thus be focused in real time. For the

first time it is possible to shoot moving objects with autofocus assistance. The measuring device is based on the system IMAGE + which has also been developed by qinematiq. It is 70% faster than the ultrasound measuring devices currently being used on film sets which can only follow motions to a limited extent.



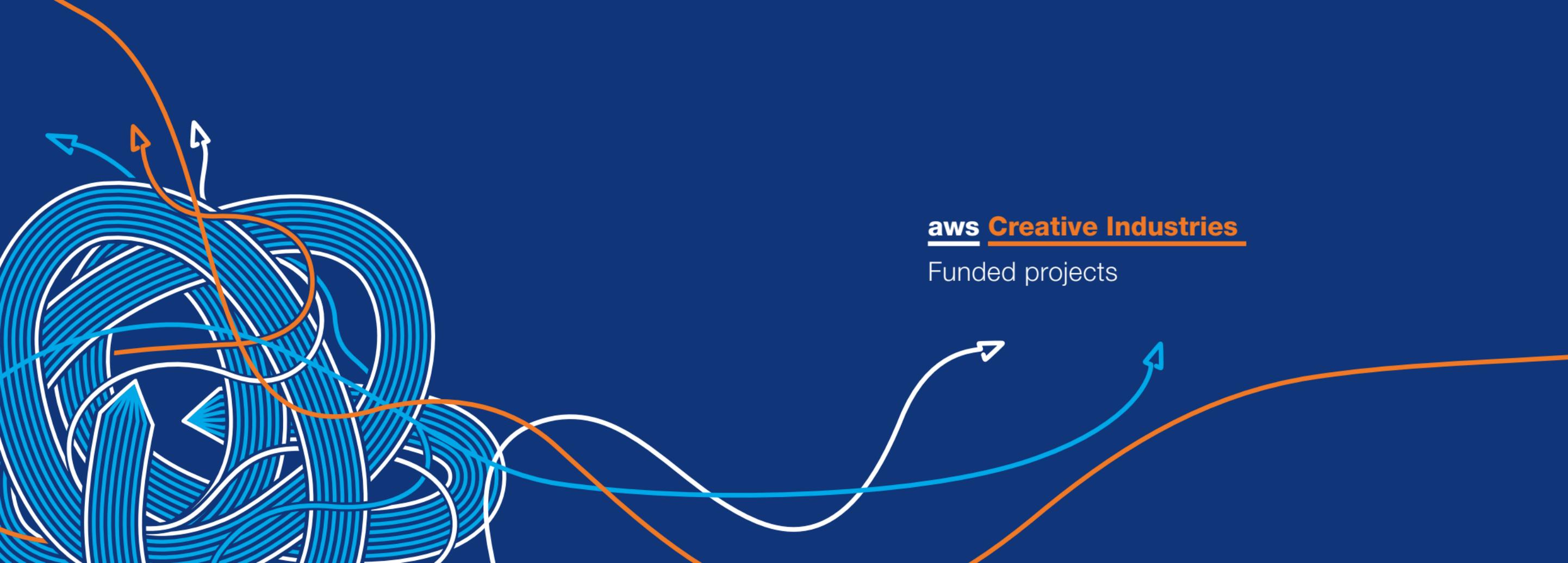
bibguru@paperpile.com

A useful reference management tool

BibGuru: Zitieren – Alles. Schnell. Richtig. // Paperpile LLC & Co OG

At the heart of BibGuru is a literature database where every scientific article and book can be found. Pupils, students and scientists who create academic work can access the database via the BibGuru web app or via plug-ins for Microsoft Word, LibreOffice and Google Docs. By using automated algorithms the plug-in enters the appropriately formatted information into the reference list of their work. According to the development team of Paperpile LLC & Co OG, BibGuru differs from similar products not only in the quality of

source citation formatting according to the desired citation style, but also in the speed of its real-time reference searches and their compatibility with relevant data protection regulations within the EU.



aws Creative Industries

Funded projects

Funded projects 2017

aws impulse XS

Architecture	Archilles Pro – Entwurfstool für Architekten	Emmerer Martin	www.emmerer.com	018–019
Architecture	Holographische Architekturmodelle im Freien	Robotic Eyes GmbH & Co KG	www.robotic-eyes.com	020–021
Architecture	stadtbalkon	stadtbalkon	stadtbalkon.at	022–023
Architecture	Bionik-Schirm mit neuartiger Spannkinematik	Formfinder Software GmbH	www.formfinder.at	024–025
Design	EOOS care	EOOS Design	www.eoos.com	026–027
Design	RINK Cycles – individueller Fahrradbau made in AUT	Putzi Jürgen , RINK Cycles	www.rinkcycles.com	028–029
Design	MOVEERE – der 100% schadstofffreie Kinderwagen	Naturkind GmbH	www.naturkind.at	030–031
Design	design.wien, Produkte und Lebensgefühl	design.wien GmbH	www.design.wien	032–033
Design	Lüftungsauslass mit Lichtintegration	GEORG BECHTER LICHT	www.georgbechterlicht.at	034–035

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Design	Faltbares FULLY mit E-Antrieb	TONKEL OM handmades	www.tonkelom.com	036–037
Design	KEROMOD – Keramik 2.0	SE Design GmbH	www.keromod.com	038–039
Design	Flashtours: Gemeinsam mehr erleben	Neuberger Nicole	grounded.co.at	040–041
Design	BIKEPARKER – Fahrradabstellanlage	Tanja Friedrich	www.bikeparker.at	042–043
Design	nueva online Evaluationstool	CFS Consulting, Franchise & Sales GmbH	www.atempo.at	044–045
Design	Integration Plug&Play Kleinstkraftwerk	E²T – Efficient Energy Technology GmbH	www.e2t.at	046–047
Design	Designed Drone Tracker	Drone Rescue Systems GmbH	www.dronerescue.com	048–049
Design	fimboo – poles with a story	Lex Sören	www.fimboo.com	050–051
Fashion	Leo & Luna – das Sorglospaket für Babykleidung	Leo & Luna Baby- und Kinderkleidung GmbH	www.mamabo.at	052–053

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Fashion	Die Strickerei	Mair Teresa	www.vorstricker.in www.teresamair.at	054–055
Fashion	Neuartiges Maschinenstichbild: Open sealed stitch	Leopold Bossert GmbH	www.leopoldbossert.com	056–057
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Digital/Games	Spacewarp – Missing Link 3D Scan zu Gameengine	Spacewarp GmbH	www.spacewarp.at	060–061
Digital/Games	Multilooper – 4K Multiscreen Mediaplayer System	EQ-Serve EDV & Labortechnik GmbH	eq-serve.com	062–063
Digital/Games	Deep Dream VR	Game Gestalt GmbH	www.gamegestalt.com	064–065
Digital/Games	Motiontales – eine interaktive Kinderbuch-App	Dipl.-Ing. Horvatits Daniel	www.motionworks.at	066–067
Digital/Games	Wasteland Dash – motion sensing done right	Titz Martin	marrtgames.com	068–069
Digital/Games	Goliath VR – Groß hilft Klein in Virtual Reality	Wolfgang Tschauko	www.vrgiantsgame.com	070–071

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Music Industry (Exploitation/Technology)	Trppn – Entwicklung der BETA Version	Trppn i.G.	Hello@trppn.net">Hello@trppn.net	084–085
Music Industry (Exploitation/Technology)	Tribe	Tribe	tribe.wtf	086–087
Film Industry (Exploitation/Technology)	Ninjagimbal – Der schnelltarierende Gimbal	Ninjagimbals GmbH	www.ninjawerk.com	088–089

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Film Industry (Exploitation/Technology)	1001 rooms – Beat the Matrix	DOLINSEKfilm	www.dolinsek.com	090–091
Advertising Industry	Hypest Hive- Entwicklung MVP Influencer Marktplatz	Hypest Hive e.U. Mohamed Ghanim	www.hypesthive.com	092–093
Advertising Industry	obono e-Belege	CodeWerkstatt OG	codewerkstatt.at	094–095

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Architecture	Parametrische konsensbasierte 3D-Zukunftsplanung	BOA GmbH, Dr. Mag. Arch. Arq. Laura P. Spinadel	www.boanet.at	098–099
Design	Chroma – Dreibeinstativ mit Rapid-Setup-Design	Chroma	www.lumapod.com	100–101
Design	Helmbrille, I-RIDE, eye wear for helmets	I – RIDE OG	www.iride.design	102–103
Design	BBQ System modern line Hybridmodul und zus.Module	Smoke it GmbH	smoke-it.at	104–105
Design	Flowpro: Reines, nachhaltiges, sportliches Trinken	Angst Lukas	www.keego.at	106–107
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Digital/Games	eFRIENDS – Strom tauschen und sofort profitieren	eFriends Energy GmbH	www.efriends.at	114–115

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Digital/Games	Cybershoes® – Walk the VR Side of Life	Cybershoes GmbH	www.3d.run	116–117
Digital/Games	Erstes multimediales interaktives LiveFilmerlebnis	Crime Runners GmbH	www.crimerrunners.at	118–119
Digital/Games	Smart Glove	Innovative Sport Technologies	www.i-sporttec.com	120–121
Music Industry (Exploitation/Technology)	CHORDMILL – Music Play Along APP	DICKBAUER GASSELSBERGER OG	www.chordmill.com (noch im Aufbau)	122–123
Film Industry (Exploitation/Technology)	stereosense – Das CMS für Virtual Reality	stereosense GmbH	www.stereosense.com	124–125
Film Industry (Exploitation/Technology)	Automatisierter Fokus für Film- und Fernsehkameras	qinematiq GmbH	www.qinematiq.com	126–127
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Boosting innovation

aws Creative Industries is part of the strategy of the Federal Ministry for Digital and Economic Affairs to support innovative projects in the context of the creative industries and to highlight the importance of creative services within the economy.



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