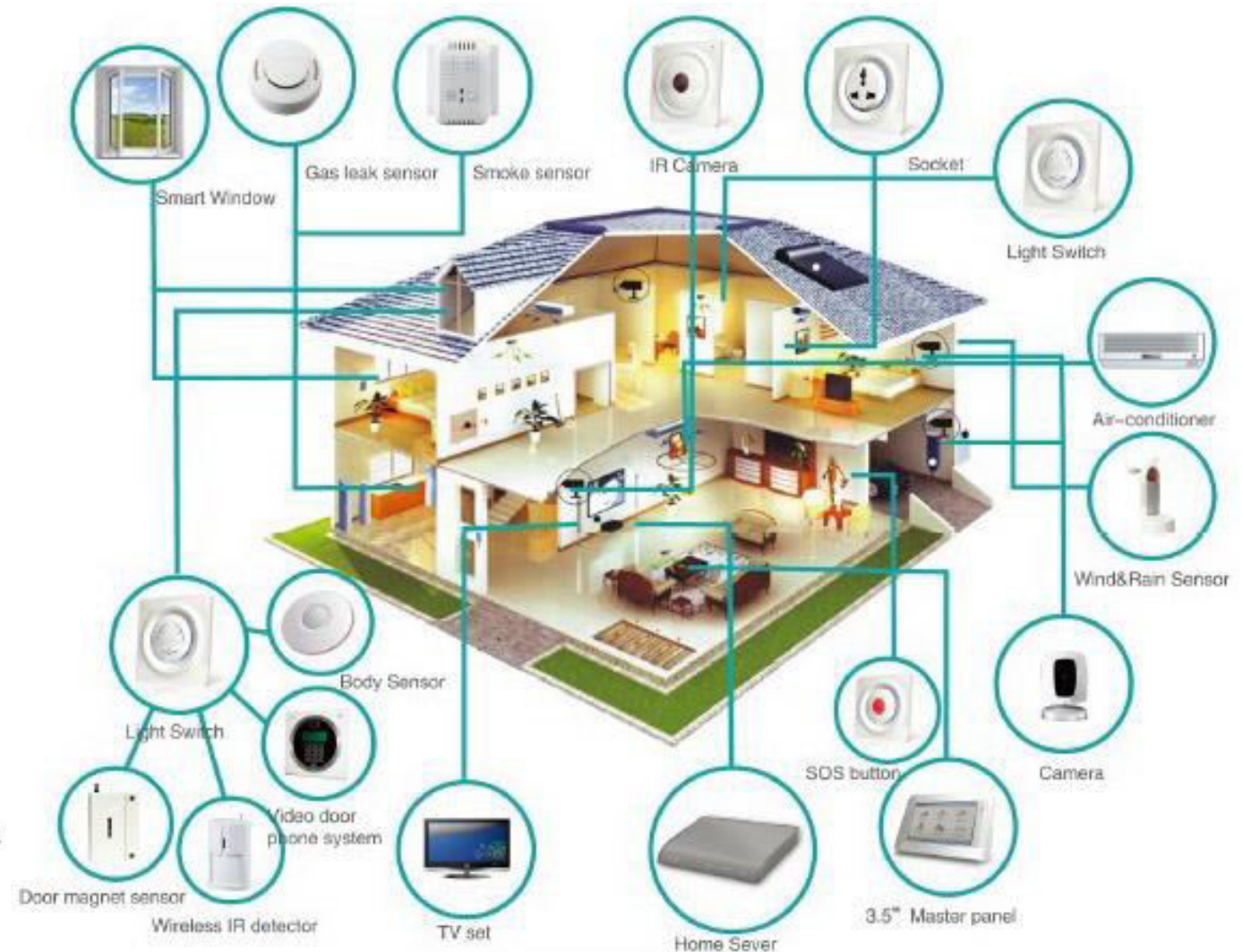


# WorkPackage1: A Smart Home for Disabled: Occupational Therapy Perspective

Smarthome appliance controlling can be turned into occupational therapy



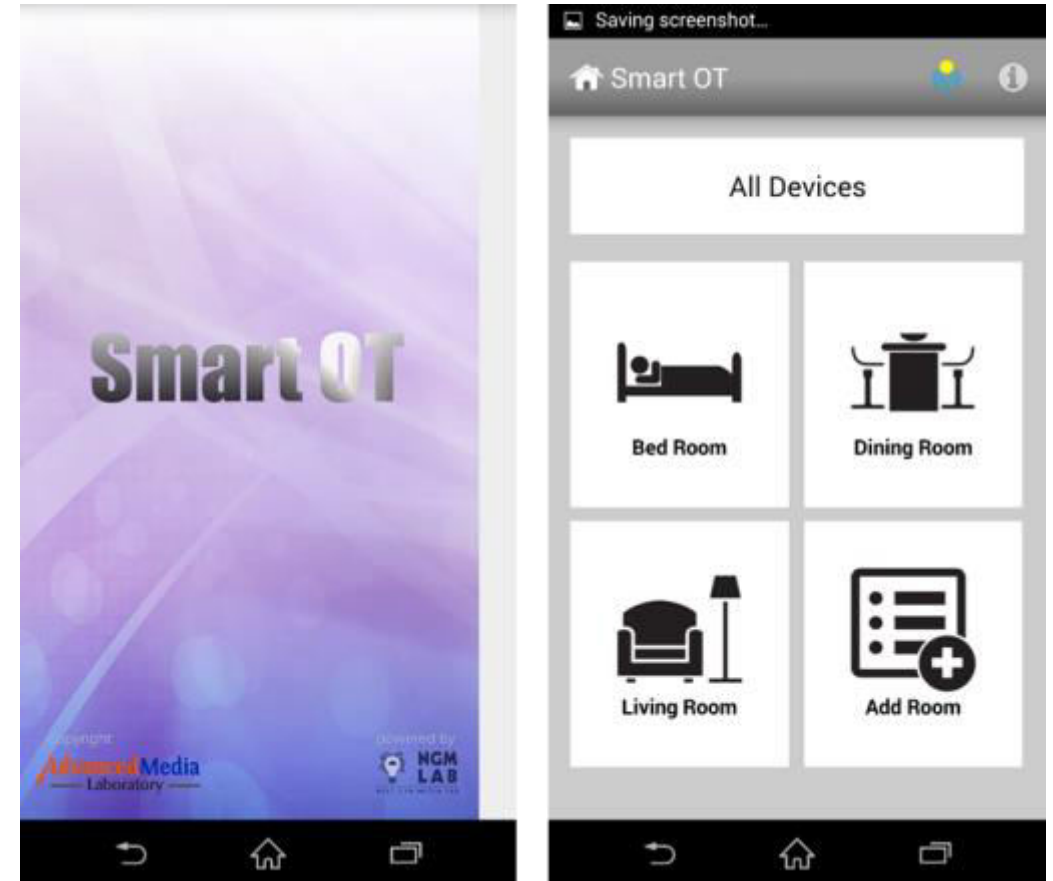
# WorkPackage1: A Smart Home for Disabled: Occupational Therapy Perspective

Therapist can define gesture to control devices based on patient improvement metric

Developed Smartphone app called “SmartOT”, which will allow a patient to control the appliances accordingly.

All the interaction with the appliances are recorded by the big data repository

Real-time or offline forward and inverse kinematic analytical Data is available for patient and therapist



# **WorkPackage1: A Smart Home for Disabled: Occupational Therapy Perspective**

**VIDEO DEMONSTRATION**

# **WorkPackage2: Recording, annotation and Playback of in-house multimedia therapy exercises**

## **Challenges**

- Most of the physiotherapy patients perform exercises at home incorrectly.
- A therapist cannot know if the patient has done exercise at home or if she has done it correctly.
- Small amount of improvement gained by performing exercise done at home cannot be measured.
- Hence, the improvement pace is compromised.

# **WorkPackage2: Recording, annotation and Playback of in-house multimedia therapy exercises**

## **Solution**

- We have devised a solution to enable therapists to monitor and guide their patients remotely.
- Therapists can create therapies, record them and upload them to the cloud.
- Patients can download therapies at home and practice them with visual cues for self correction.
- The therapy session performed by the patient at home is monitored to detect different activities such as beginning and ending of a repetition and calculate the time, speed and min and max range of motion of different joints taking part in the activity.

# WorkPackage2: Recording, annotation and Playback of in-house multimedia therapy exercises

## Solution

- The system can report to the therapist all the activity performed by the patient at home.
- The therapist as well as the patient and her community of interest can view complete analysis of the patient's recovery process.
- **Big Data** analytics can be used to study and discover new recovery parameters.

# WorkPackage2: Recording, annotation and Playback of in-house multimedia therapy exercises

Back Therapy Session Recording Logout

User profile	Therapy	Health sensor
Name Mohamed Ali	Therapy Spinal Recovery	Heart Rate 100 bpm
Age 49	Repetition 49	Temperature 37°C
Height 5' 10"	Inverse Kinematics Flexion	Blood Pressure 120/80
Country Bangladesh		Breathing 44

Kinect Live Video Avatar Guide Kintect Skeleton Stream


Record Submit

The interface displays a 'Therapy Session' for user 'Mohamed Ali'. It includes a 'Recording' indicator and a 'Logout' button. The user profile shows: Name Mohamed Ali, Age 49, Height 5' 10", Country Bangladesh. The therapy details are: Spinal Recovery, Repetition 49, Inverse Kinematics Flexion. Health sensors show: Heart Rate 100 bpm, Temperature 37°C, Blood Pressure 120/80, Breathing 44. The main content area is divided into three panels: 1. 'Kinect Live Video' showing a real-time video of a person with arms raised and a speech bubble saying 'This is fun'. 2. 'Avatar Guide' showing a blue 3D avatar of the person with arms raised and a 'PLAY' button. 3. 'Kintect Skeleton Stream' showing a skeletal overlay with 'Guide Skeleton' (red) and 'Live Skeleton' (green) labels, and a 'Leap skeletal Stream' inset showing a hand skeleton. At the bottom, there are 'Record' and 'Submit' buttons.

# WorkPackage2: Recording, annotation and Playback of in-house multimedia therapy exercises

Back Session Player Logout

Session:  Add Annotation Show statistics

Accuracy: 



Therapy

Name:	Spinal Recovery
Repetition:	10
Inverse Kinematics:	Flexion

Health Sensor


Heart Rate:	100 bpm
Temperature:	37°C
Blood Pressure:	120/80
Breathing:	44

Navigation: Play, Previous, Next, Pause, Stop




# WorkPackage2: Recording, annotation and Playback of in-house multimedia therapy exercises

Kinect Video




0:08 / 0:09 Start: 0:00:08 End: 0:00:09

Leap Video

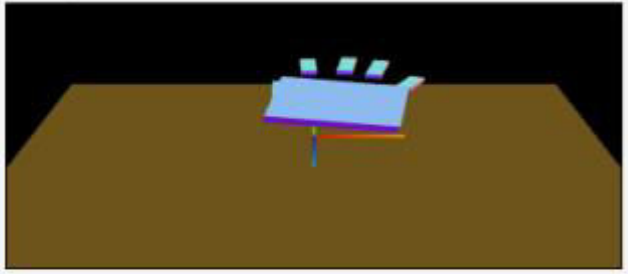


0:03 / 0:03

Kinect Skeleton



Leap Skeleton



**Good Job**

h1

- Allow anyone to view this annotation
- Allow anyone to edit this annotation

Share without saving: ↻

The image displays a software interface for recording and annotating therapy exercises. It is divided into four quadrants: 'Kinect Video' (top-left) shows a man in a white shirt standing in front of a whiteboard; 'Leap Video' (top-right) shows a hand gesture; 'Kinect Skeleton' (bottom-left) shows a skeletal representation of the man; and 'Leap Skeleton' (bottom-right) shows a skeletal representation of the hand gesture. A 'Good Job' notification window is open on the right side, featuring a rich text editor with bold and italic options, a text area containing 'h1', and two checked checkboxes for 'Allow anyone to view this annotation' and 'Allow anyone to edit this annotation'. A 'Share without saving' button is also visible at the bottom of the notification window.

# WorkPackage2: Recording, annotation and Playback of in-house multimedia therapy exercises

Back Session Annotation Logout

David's Session

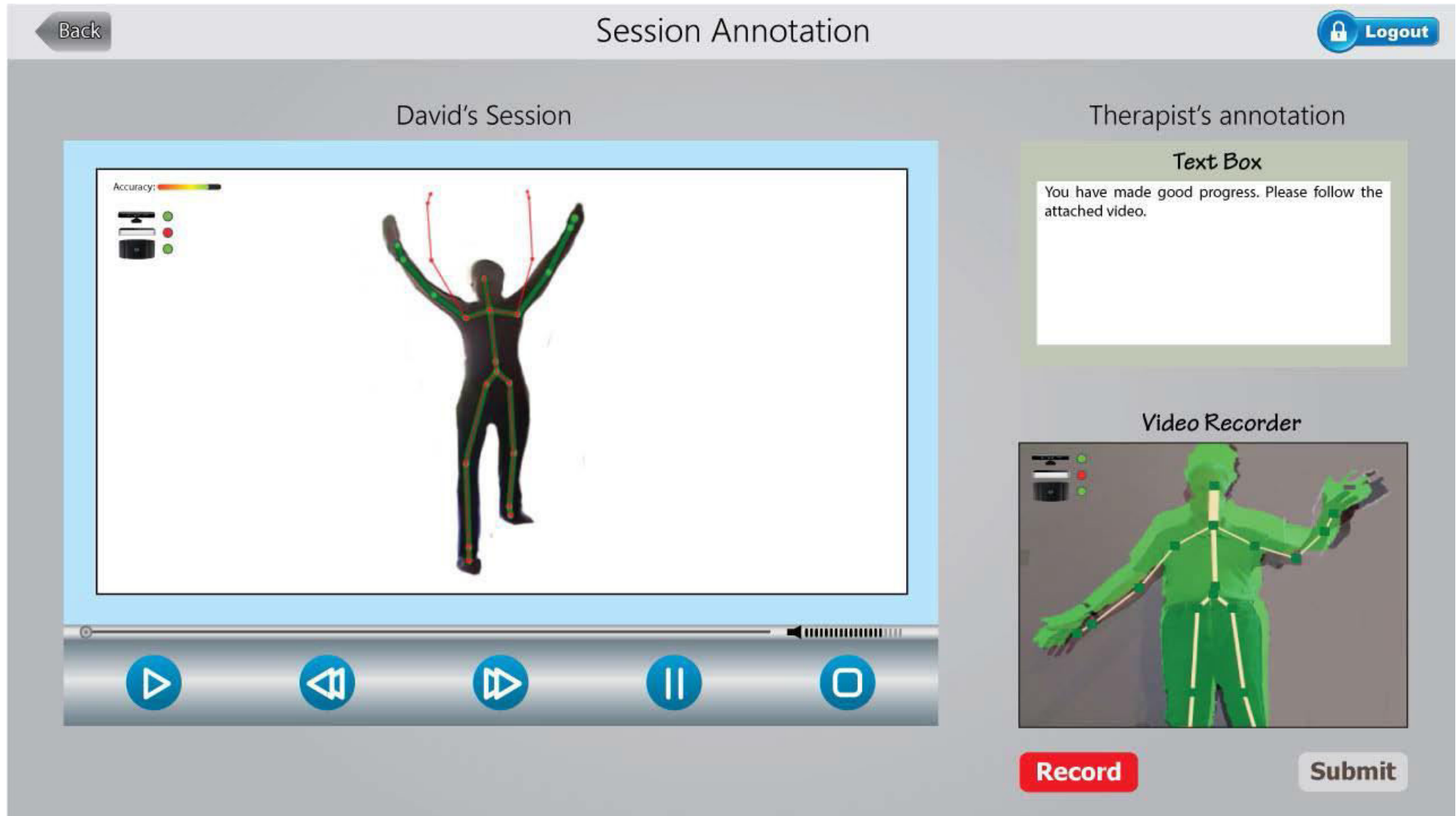
Therapist's annotation

Text Box

You have made good progress. Please follow the attached video.

Video Recorder

Record Submit



# WorkPackage2: Recording, annotation and Playback of in-house multimedia therapy exercises

Home Therapist Caregiver Admin Help Logout Show Logo

Good Job

Delwar

Share:

Kinect Video

Sun May 03 2015 18:05:41 GMT+0600 (Bangladesh Standard Time)

Leap

Leap Video

0:09 / 0:09

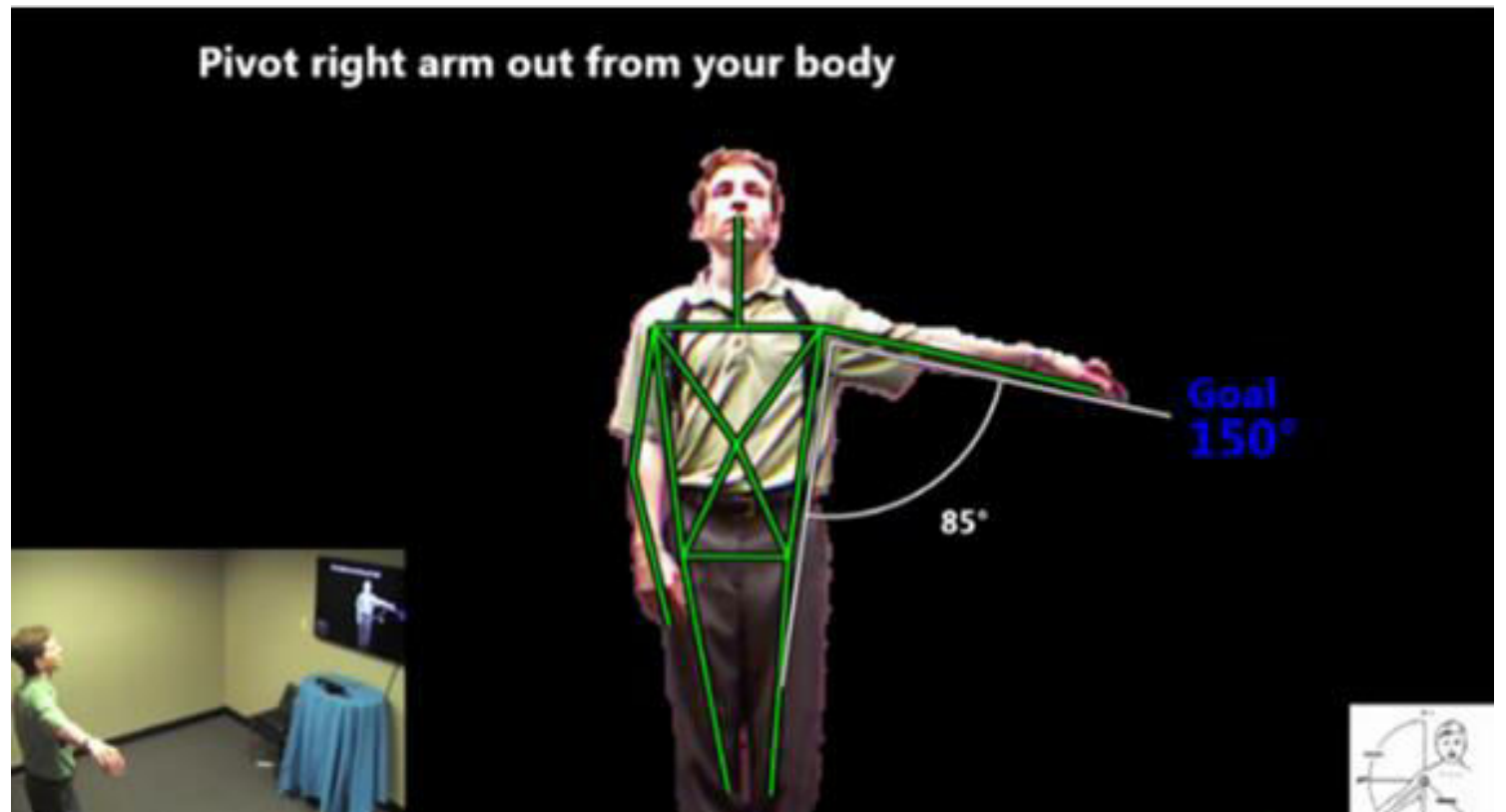
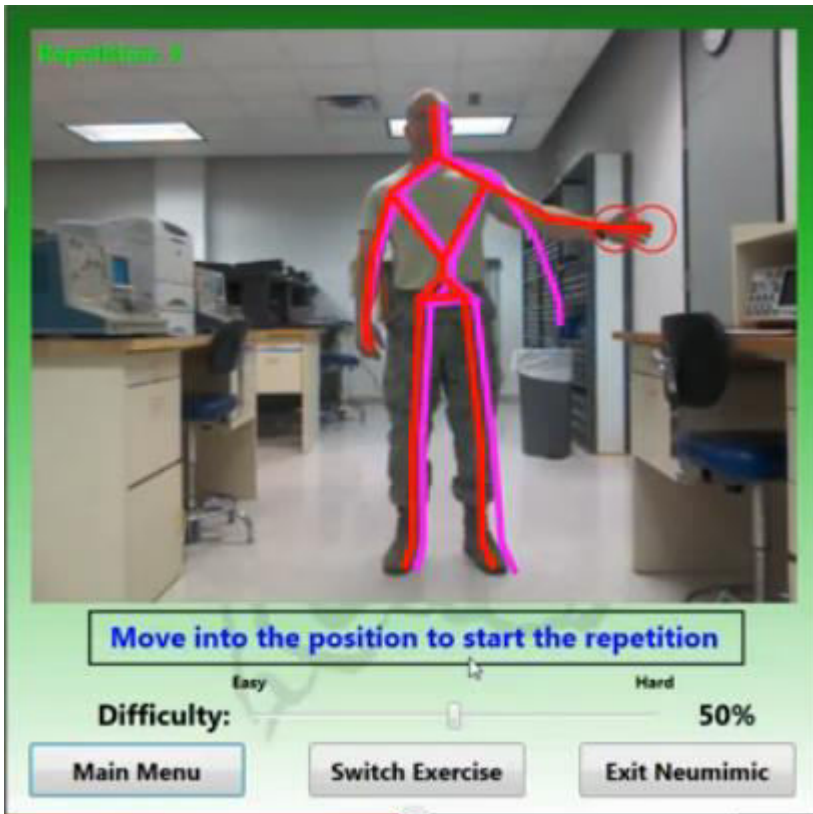
0:03 / 0:03

# **WorkPackage2: Recording, annotation and Playback of in-house multimedia therapy exercises**

[VIDEO DEMONSTRATION](#)

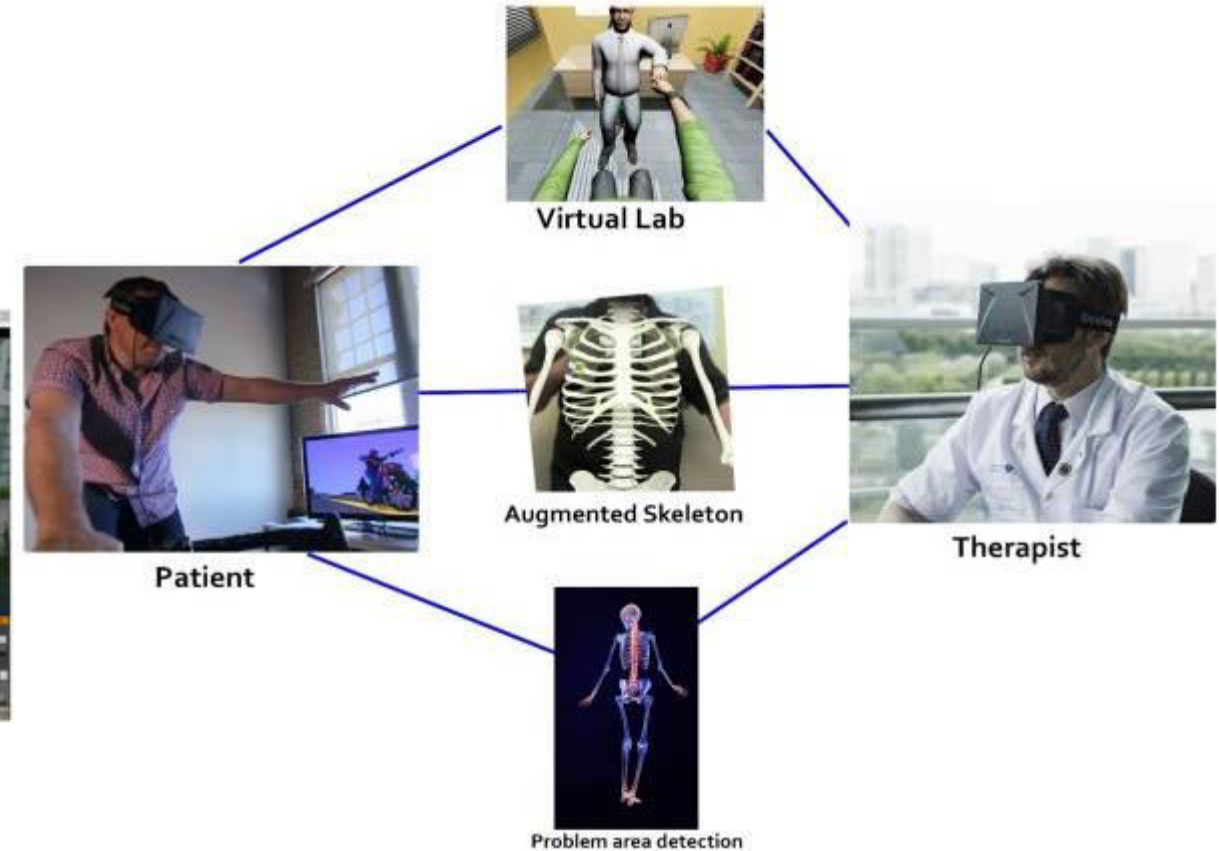
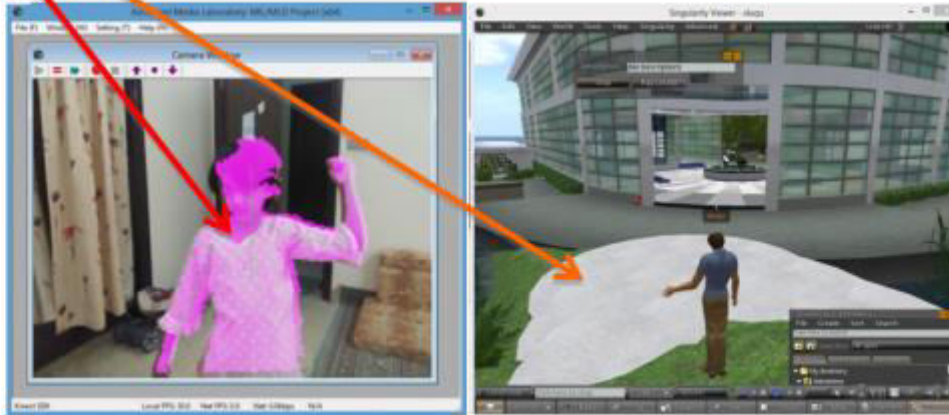
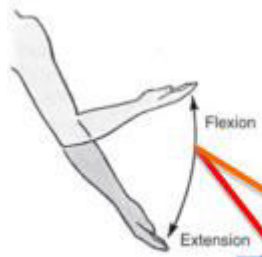
# WorkPackage7: Complete Multimedia e-Therapy Framework

## Solution1: Augmented Reality



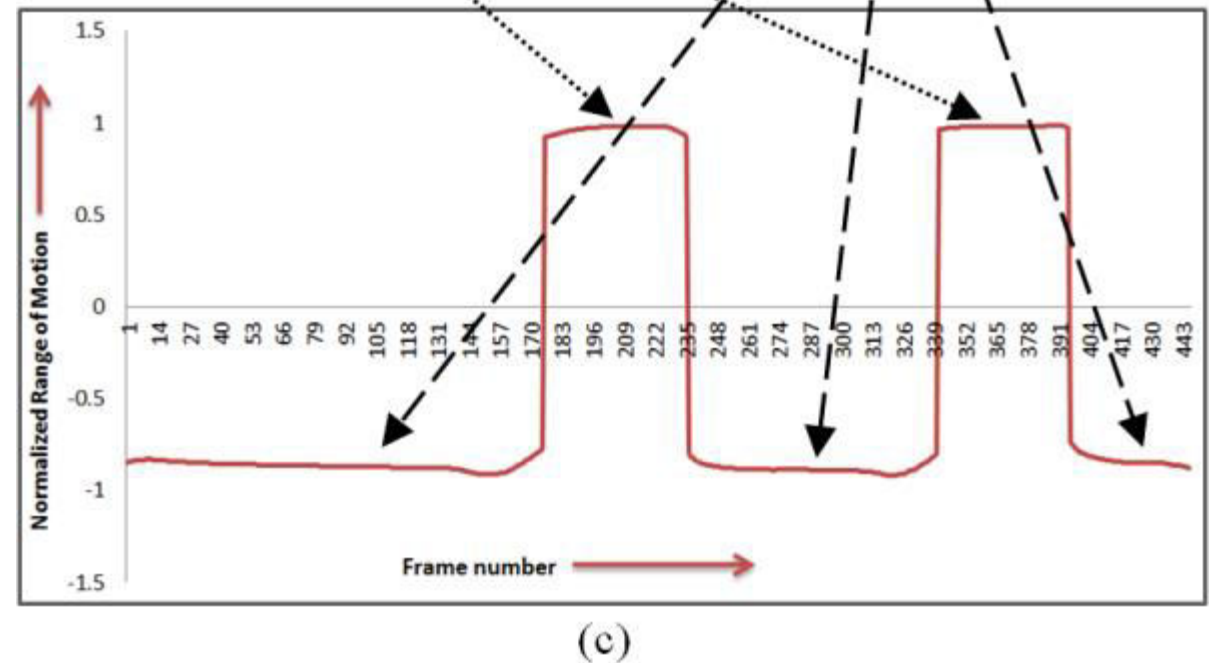
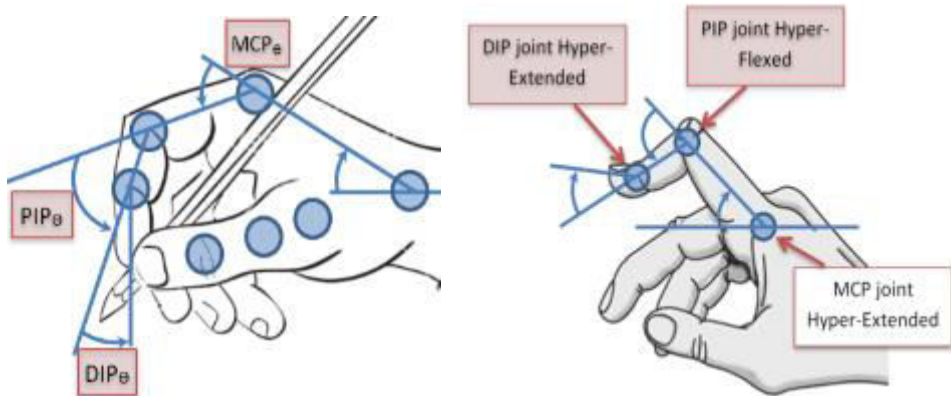
# WorkPackage7: Complete Multimedia e-Therapy Framework

## Solution2: Virtual Reality

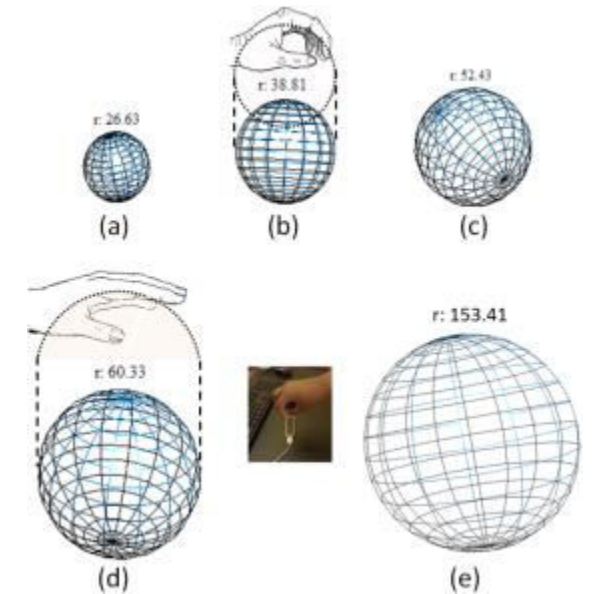
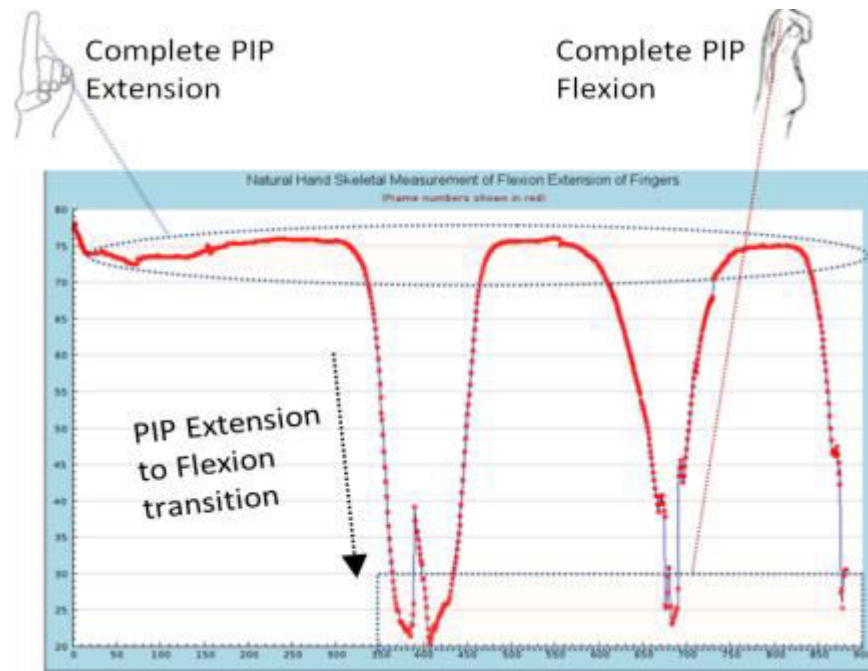
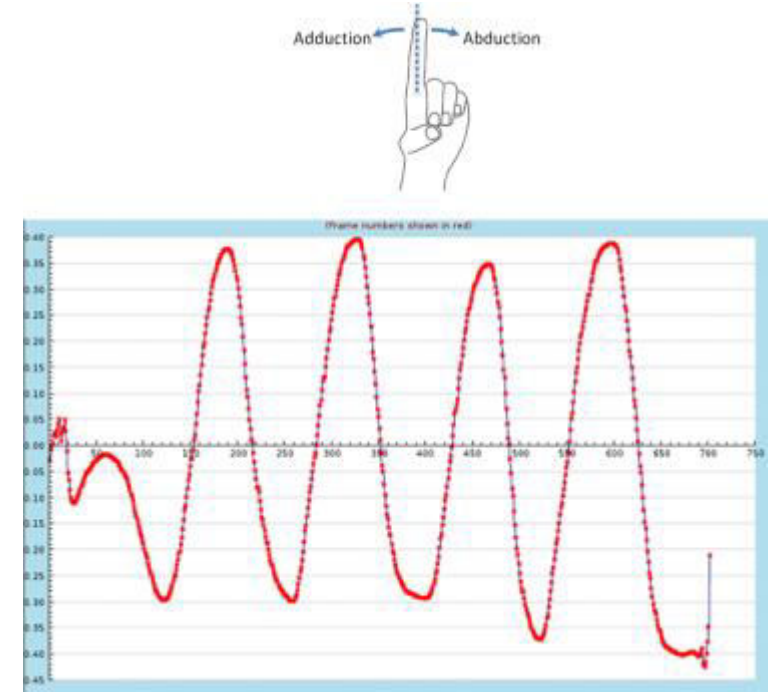
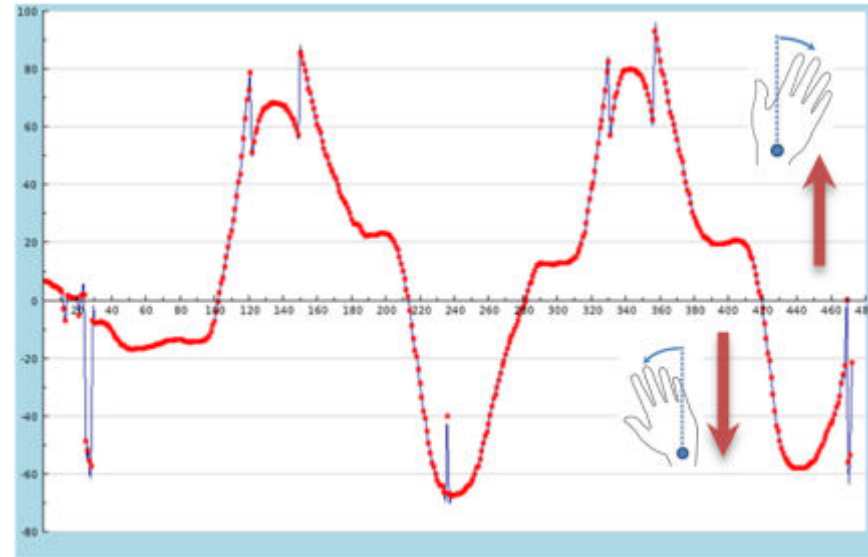


# WorkPackage7: Complete Multimedia e-Therapy Framework

In-home Therapy in Action:

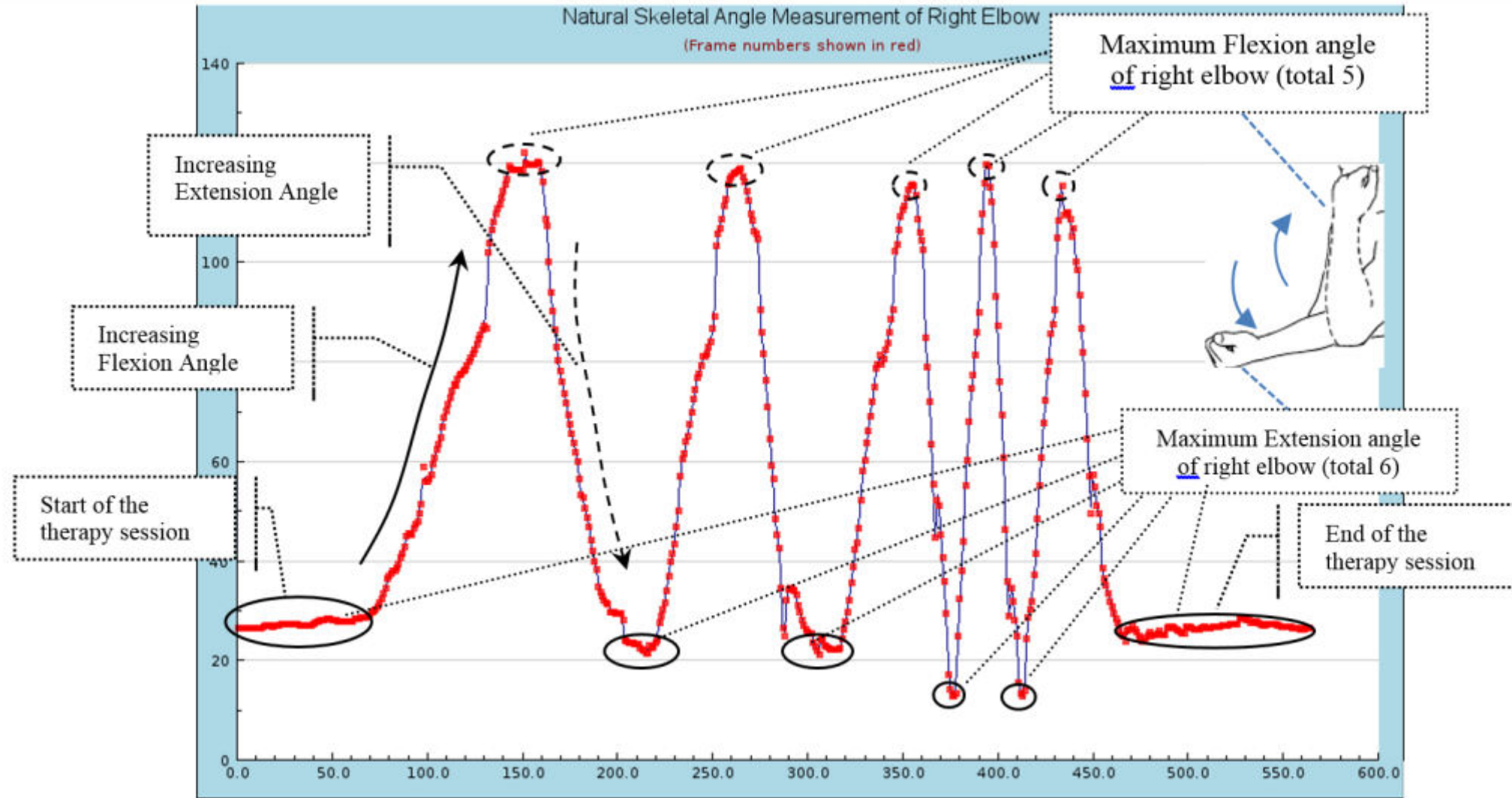


# WorkPackage7: Complete Multimedia e-Therapy Framework





# WorkPackage7: Complete Multimedia e-Therapy Framework



# **WorkPackage7: Complete Multimedia e-Therapy Framework**

**VIDEO DEMONSTRATION**

# WorkPackage3: Gesture Based Serious Games For Physical Therapy

## Problems:

- Physiotherapy exercises are boring.
- Forcing young disabled children to perform exercises can be specially challenging.
- Two thirds of the patients do not perform exercises correctly at home.
- A therapist has no way of knowing if a patient performed exercises at home correctly or not.
- There is no way for a therapist to correct a person performing exercise at home.
- Recovery in many patients is slow and cannot be measured accurately by instruments currently in use.

# WorkPackage3: Gesture Based Serious Games For Physical Therapy

## Solution:

- We have developed an online flying game that can be played by a patient using hand and body gestures.
- The gestures used to play the game are the ones required to perform physical therapy.
- The therapist can customize the game with required gestures and difficulty level, depending on the current state of the patient.
- Off the shelf multi-sensory environment will allow patients to play the games while the kinematic data will be available to the doctor for further analysis and deciding quality of improvement.

# WorkPackage3: Gesture Based Serious Games For Physical Therapy



# WorkPackage3: Gesture Based Serious Games For Physical Therapy



WHOLE BODY JOINT-MOTION RECOGNITION IN REAL-TIME

N  
LEVEL  
X  
T



Therapist examines the patient



$\alpha_1$	Turn left twice ..... with in $t_1$ seconds
$\beta_1$	Ten times after $t_2$ seconds
$\beta_2$	Five times after every $\beta_2$ and $\alpha_2$ .
$\alpha_2$	.....
$\alpha_3$	.....
$\beta_1$	.....
$\beta_2$	.....
$t_1$	.....
$t_2$	.....
$t_3$	.....
...	.....



Leap data.....  
Pronation.: True  
Extension.: 25°  
Ulnar.....: 0°



Kinect data.....  
ElbowLeft angle  
is  
78.34294523370473



KINEMATIC DATA



DISABILITY-AWARE 3D GAME



software design

web, erp, product, time, quality, development, coding, web2.0, application, htm, usability, code, project, testing, source, traffic, programmer, content, marketing, product, time, quality, development, coding, web2.0

# WorkPackage3: Gesture Based Serious Games For Physical Therapy

The screenshot displays a software interface for selecting physical therapy exercises. At the top, a navigation bar includes tabs for 'Patient', 'Module', 'Exercises', 'Play', and 'Results'. The 'Exercises' tab is active, showing a 'Select exercises' screen. The current selection is 'Lower back - Custom' at 'Level II', with a 'Begin' button and a '17 Min' timer. Below this, a horizontal menu categorizes exercises: 'Back' (14), 'Balance' (5), 'Coordination' (11), 'Dynamic balance' (12), 'Lower extremities' (10), and 'Upper extremities' (14). The main area features a grid of exercise cards, each with a play button icon, a title, a gear icon for settings, and controls for '1 Series' and '5 Reps. per side'. The exercises include: 'Alternate arms front lifting', 'Alternate arms side lifting', 'Back balance - cross', 'Back balance - front/back', 'Back balance - random', 'Back balance - side to side', 'Back balance - X', 'Good evening', 'Good evening - arms W', 'Side bend', 'Trunk rotation', 'Trunk rotation arms front', 'Trunk rotation with arms forward', and 'Trunk rotation with arms to the sides'. Filter options at the top of the grid include 'Slow movements learning', 'Both Both sides', '100% arms ROM Full range of motion', '100% legs ROM Full range of motion', and '3x3 Small playing field'.

# WorkPackage3: Gesture Based Serious Games For Physical Therapy

The screenshot shows a software interface with a dark blue header containing navigation tabs: Patient, Module, Exercises, Play, and Results. The 'Module' tab is selected. Below the header, there are three main sections: 'Select module', 'Select program', and 'Level'. The 'Select module' section has a 'Next' button and buttons for '55- years old', 'Balance', 'General', 'Lower back' (selected), 'Lower extremities', and 'Shoulder'. The 'Select program' section has buttons for 'Balance - easy', 'Balance - hard', 'Balance - medium', 'Coordination - easy', 'Coordination - medium', 'Custom' (selected), 'Frontal plane', 'Mixed plane', 'Rotations', and 'Sagittal plane'. The 'Level' section has a horizontal row of buttons numbered 1 to 30, with '11' selected. Below the numbers are three difficulty ranges: 'Easy' (levels 1-6), 'Medium' (levels 7-20), and 'Hard' (levels 21-30).

Section	Item	Status
Header	Patient	Not Selected
Header	Module	Selected
Header	Exercises	Not Selected
Header	Play	Not Selected
Header	Results	Not Selected
Select module	Next	Button
Select module	55- years old	Not Selected
Select module	Balance	Not Selected
Select module	General	Not Selected
Select module	Lower back	Selected
Select module	Lower extremities	Not Selected
Select module	Shoulder	Not Selected
Select program	Balance - easy	Not Selected
Select program	Balance - hard	Not Selected
Select program	Balance - medium	Not Selected
Select program	Coordination - easy	Not Selected
Select program	Coordination - medium	Not Selected
Select program	Custom	Selected
Select program	Frontal plane	Not Selected
Select program	Mixed plane	Not Selected
Select program	Rotations	Not Selected
Select program	Sagittal plane	Not Selected
Level	1	Not Selected
Level	2	Not Selected
Level	3	Not Selected
Level	4	Not Selected
Level	5	Not Selected
Level	6	Not Selected
Level	7	Not Selected
Level	8	Not Selected
Level	9	Not Selected
Level	10	Not Selected
Level	11	Selected
Level	12	Not Selected
Level	13	Not Selected
Level	14	Not Selected
Level	15	Not Selected
Level	16	Not Selected
Level	17	Not Selected
Level	18	Not Selected
Level	19	Not Selected
Level	20	Not Selected
Level	21	Not Selected
Level	22	Not Selected
Level	23	Not Selected
Level	24	Not Selected
Level	25	Not Selected
Level	26	Not Selected
Level	27	Not Selected
Level	28	Not Selected
Level	29	Not Selected
Level	30	Not Selected
Level	Easy (1-6)	Range
Level	Medium (7-20)	Range
Level	Hard (21-30)	Range



# WorkPackage3: Gesture Based Serious Games For Physical Therapy

Patient

Module

Exercises

Play

Results

Play

Start

## Program

Selected module: Lower extremities

Selected program: Custom

Level: 11

Estimated play time: 8 Min

	Exercise	Mode	Game	Level	Series
1	Hip abduction	Learning	Waterfall	11	3 x 5 Reps. per side
2	Sidewalking	Learning	Waterfall	11	1 x 20 Reps. per side

# WorkPackage3: Gesture Based Serious Games For Physical Therapy

## Dashboard Analytics

Profile	Performance Data	Program Management																																								
<p><b>Favorites</b></p> <ul style="list-style-type: none"> <li>Since Beginning</li> <li>Past Year</li> <li>Past 6 Months</li> <li>Past 3 Months</li> <li>Past Month</li> <li>Past Week</li> </ul> <p><b>Sessions</b></p> <ul style="list-style-type: none"> <li>3/20/2013 7:44:24 PM               <ul style="list-style-type: none"> <li>Shoulder mobility</li> <li>Trunk strength</li> <li>Exercise targeting elb...</li> <li>Bilateral clapping activ...</li> </ul> </li> <li>3/19/2013 3:44:24 PM</li> <li>3/17/2013 7:42:24 PM</li> <li>3/16/2013 4:38:24 PM</li> <li>3/15/2013 5:47:24 PM</li> <li>3/11/2013 6:39:24 PM</li> <li>3/10/2013 7:40:24 PM</li> <li>3/7/2013 6:38:24 PM</li> </ul>	<p><b>Program Session - 7:44 PM</b></p> <p>Total Time Spent: 8 minutes</p> <p>Session Performance Rating: 40</p> <p>Total score: 3341</p> <p>Average score: 382.6</p> <table border="1"> <thead> <tr> <th>Title</th> <th>Scenario</th> <th>Duration</th> <th>Number of levels</th> <th>Performance Rating</th> <th>Activity Rating</th> <th>Average score</th> <th>Total score</th> </tr> </thead> <tbody> <tr> <td>Shoulder mobility</td> <td>Fish Frenzy</td> <td>0:00:59</td> <td>3</td> <td>40</td> <td>96.72</td> <td>380.3</td> <td>1141</td> </tr> <tr> <td>Trunk strength</td> <td>Sitting Balance</td> <td>0:05:45</td> <td>1</td> <td>40</td> <td>100</td> <td>100.0</td> <td>100</td> </tr> <tr> <td>Exercise targeting elbow flexion</td> <td>Pixel Waves</td> <td>0:00:58</td> <td>2</td> <td>40</td> <td>100</td> <td>700.0</td> <td>1400</td> </tr> <tr> <td>Bilateral clapping activity</td> <td>Pop Clap</td> <td>0:00:57</td> <td>2</td> <td>40</td> <td>100</td> <td>350.0</td> <td>700</td> </tr> </tbody> </table>	Title	Scenario	Duration	Number of levels	Performance Rating	Activity Rating	Average score	Total score	Shoulder mobility	Fish Frenzy	0:00:59	3	40	96.72	380.3	1141	Trunk strength	Sitting Balance	0:05:45	1	40	100	100.0	100	Exercise targeting elbow flexion	Pixel Waves	0:00:58	2	40	100	700.0	1400	Bilateral clapping activity	Pop Clap	0:00:57	2	40	100	350.0	700	
Title	Scenario	Duration	Number of levels	Performance Rating	Activity Rating	Average score	Total score																																			
Shoulder mobility	Fish Frenzy	0:00:59	3	40	96.72	380.3	1141																																			
Trunk strength	Sitting Balance	0:05:45	1	40	100	100.0	100																																			
Exercise targeting elbow flexion	Pixel Waves	0:00:58	2	40	100	700.0	1400																																			
Bilateral clapping activity	Pop Clap	0:00:57	2	40	100	350.0	700																																			

# WorkPackage3: Gesture Based Serious Games For Physical Therapy

VIDEO DEMONSTRATION

# WorkPackage4: Multi-Sensory Gesture Based Login

## Problems:

- Disabled people are not always able to use the keyboard properly.
- Entering passwords is a special problem.
- Slow entry can allow others to see the password.
- Doctors in clinical environment wants hands-free access to computers in cases where hands are engaged.

# WorkPackage4: Multi-Sensory Gesture Based Login

## Solution:

- We have developed a multi-sensor based password entry environment for the physically challenged that allows users to log in using hand gestures.
- The gestures can be detected even in a dark room using only an infra-red light or through reading the EMG signals produced by muscle activity due to movement of hand.
- This can be used at ATM Machines.

# WorkPackage4: Multi-Sensory Gesture Based Login

LOGIN USING GESTURES



Left Hand Gestures

Right Hand Gestures

# WorkPackage4: Multi-Sensory Gesture Based Login

VIDEO DEMONSTRATION

# WorkPackage5: Gesture Based Browsing

## Solution:

- We have developed a solution to browse the internet using gestures.
- We use smart sensors that detect gestures performed by the user with her hands in the air and convert them to mouse and keyboard clicks and events.
- We can use different kind of devices to detect different kind of gestures and use them for browsing.




# WorkPackage5: Gesture Based Browsing

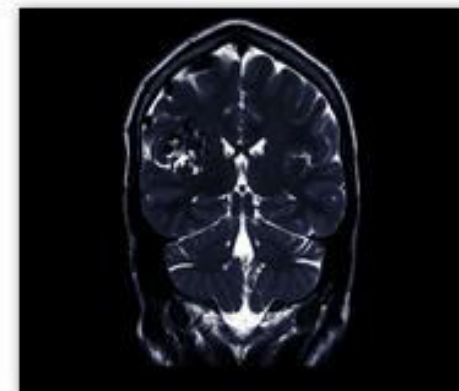
## Solution:

- We can configure the gestures according to the type of disability of each user.
- Each user can select the gestures she feels most comfortable with and use them for the required tasks.
- We can also configure the sensitivity of each gesture through software according to the level of disability of each patient.

# WorkPackage5: Gesture Based Clinical Data Browsing

 EZ-Surf

Analytics




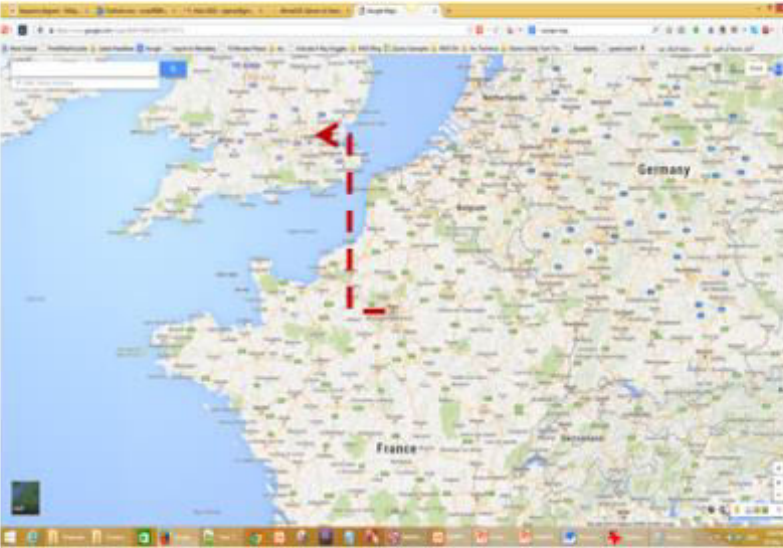




# WorkPackage5: Gesture Based Clinical Data Browsing

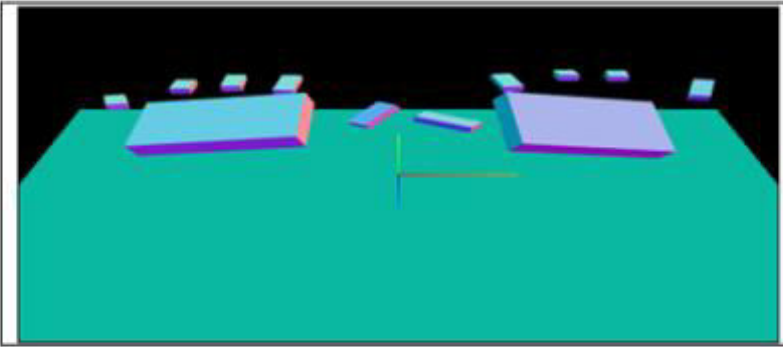


# WorkPackage5: Gesture Based Clinical Data Browsing



# WorkPackage5: Gesture Based Map Browsing

1.	Navigate to France		
2.	Zoom in to Eiffel Tower		
3.	Touch the Eiffel Tower		
4.	Zoom Out		
5.	Navigate to London		
6.	Zoom in to Trafalgar Square		
7.	Complete a Circle around the Monument		

# WorkPackage5: Gesture Based Browsing

VIDEO DEMONSTRATION

# WorkPackage7: Complete Multimedia e-Therapy Framework

## Problem:

- Most of the patients perform exercise incorrectly at home
- A therapist cannot know for sure if the patient performed any exercise at home or not and if the exercise was performed correctly or not
- Minor improvements in exercise cannot be measured by goniometers

# WorkPackage7: Complete Multimedia e-Therapy Framework

## Solution:

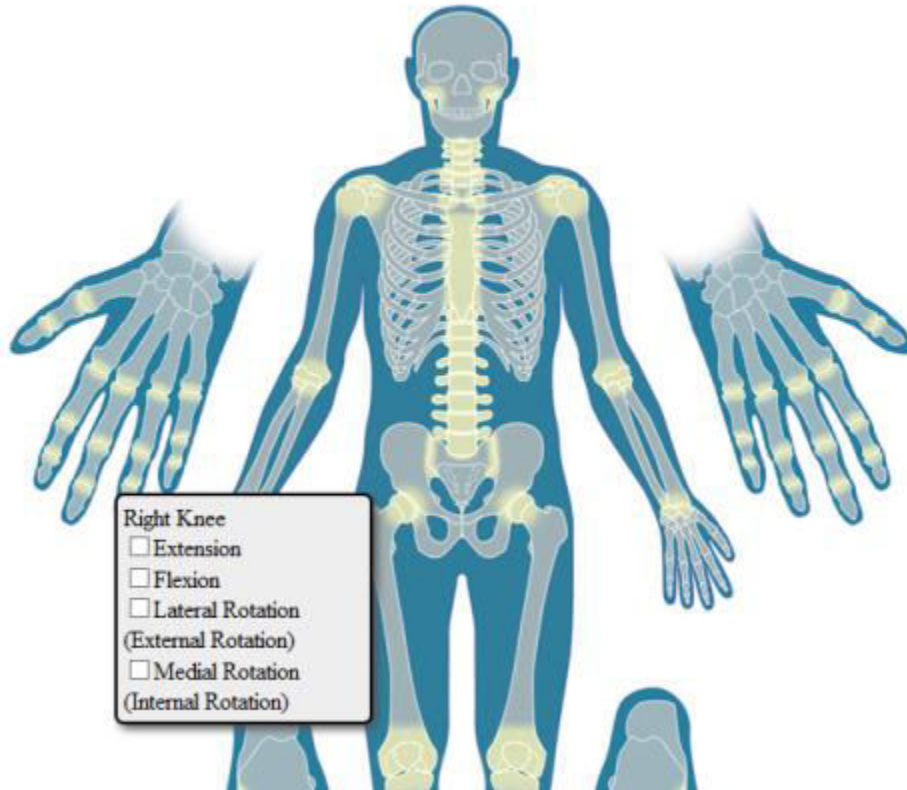
- We have devised a web application that reports the angles made by 25 different joints in the human body 30 times per second.
- A therapist can easily design a therapy by specifying the joints of interest in the body. The system will filter joint data based on therapy related joints.
- A 3D skeleton can be used by the therapist to explain the patient the inner details of his ailment.
- The system can also provide live feedback using Augmented Reality or Virtual Reality to a user showing the range of motion of each joint in his body.



# WorkPackage7: Personalized Therapy Creation

User ID: 2 | User Name: Mohammad (Therapist)

[Logout](#)



Insert Therapy to Database

## TMJ

L:  All Movement R:  All Movement

## Shoulder

Left  Abduction  Transverse

Abduction  Adduction  Transverse

Adduction  Extension /

Hyperextension  Transverse Extension

Flexion  Transverse Flexion

Lateral Rotation (External Rotation)

Medial Rotation (Internal Rotation)

Right  Abduction  Transverse

Abduction  Adduction  Transverse

Adduction  Extension /

Hyperextension  Transverse Extension

Flexion  Transverse Flexion

Lateral Rotation (External Rotation)

Medial Rotation (Internal Rotation)

## Elbows

Left  Extension  Flexion

Right  Extension  Flexion

## Wrists

Left  Abduction (Radial Deviation)

Adduction (Ulnar Deviation)

Extension / Hyperextension  Flexion

Pronation  Supination

Right  Abduction (Radial Deviation)

Adduction (Ulnar Deviation)

Extension / Hyperextension  Flexion

Pronation  Supination

## Knees

Left  Extension  Flexion

Lateral Rotation (External Rotation)

Medial Rotation (Internal Rotation)

Right  Extension  Flexion

Lateral Rotation (External Rotation)

Medial Rotation (Internal Rotation)

## Left Hand MCP

Left  Abduction  Adduction

Extension / Hyperextension  Flexion

Right  Abduction  Adduction

Extension / Hyperextension  Flexion

Left  Abduction  Adduction

## Right Hand MCP

Right  Abduction  Adduction

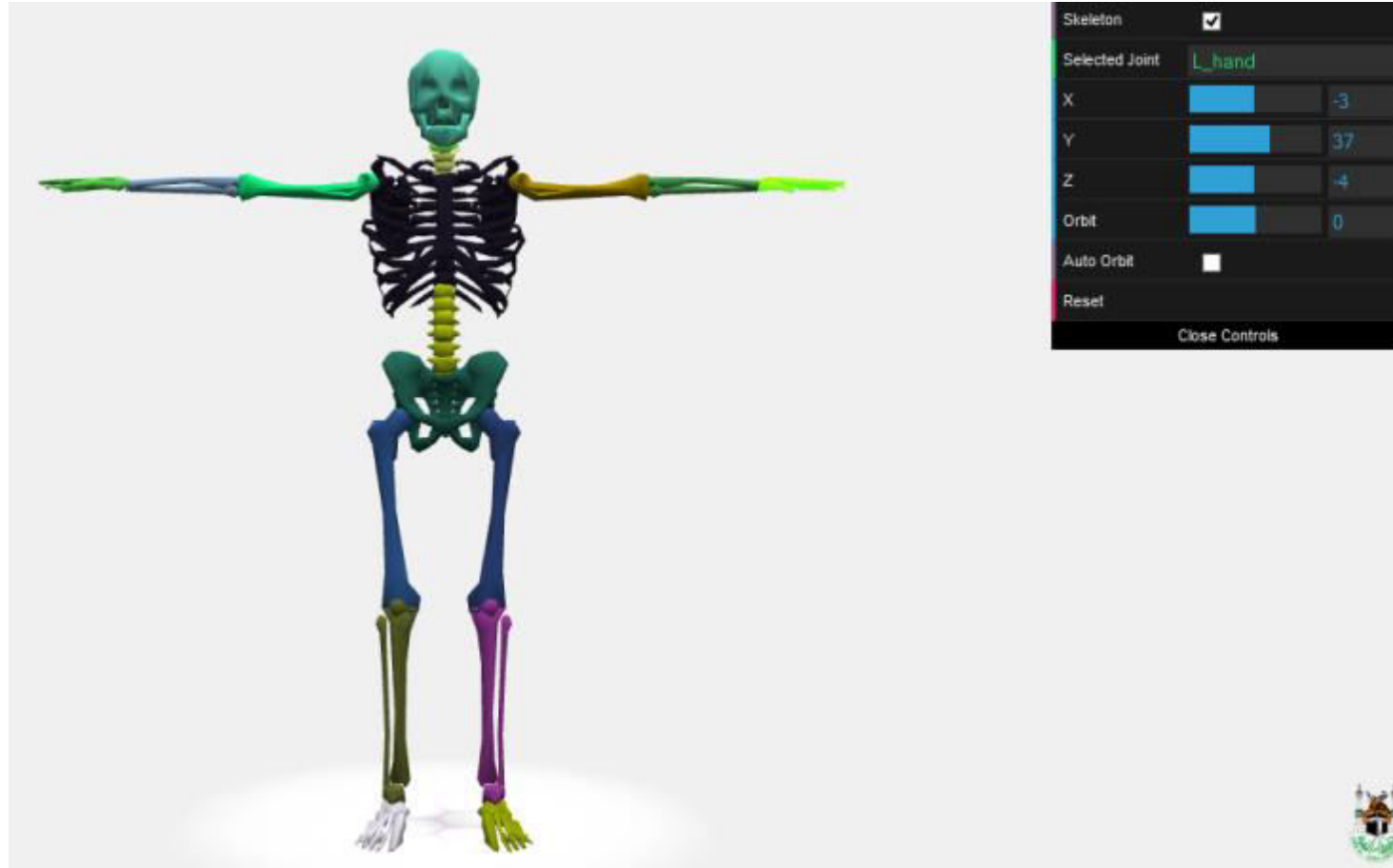
Extension / Hyperextension

Flexion

Right  Abduction  Adduction

Extension / Hyperextension

# WorkPackage7: Educate Therapy Using Gesture-Based Interactive 3D Skeleton



# WorkPackage7: Whole Body Range of Motion

Browse\_ No file selected.

Replay data Start - Save Data to File 3-D Map 2-D Maps Games ▾

Important Notices :

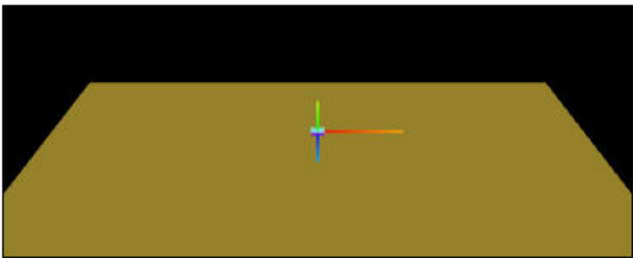
**- Shoulder Left**

Distance ____ cm	X ____ cm	Y ____ cm	Z ____ cm
Flexion ____ °	Extension ____ °	Hyperextension ____ °	
Abduction ____ °	Adduction ____ °		
Medial Rotation ____ °	Lateral Rotation ____ °		

**- Shoulder Right**

Distance ____ cm	X ____ cm	Y ____ cm	Z ____ cm
Flexion ____ °	Extension ____ °	Hyperextension ____ °	
Abduction ____ °	Adduction ____ °		
Medial Rotation ____ °	Lateral Rotation ____ °		

Leap data.....



Kinect data.....

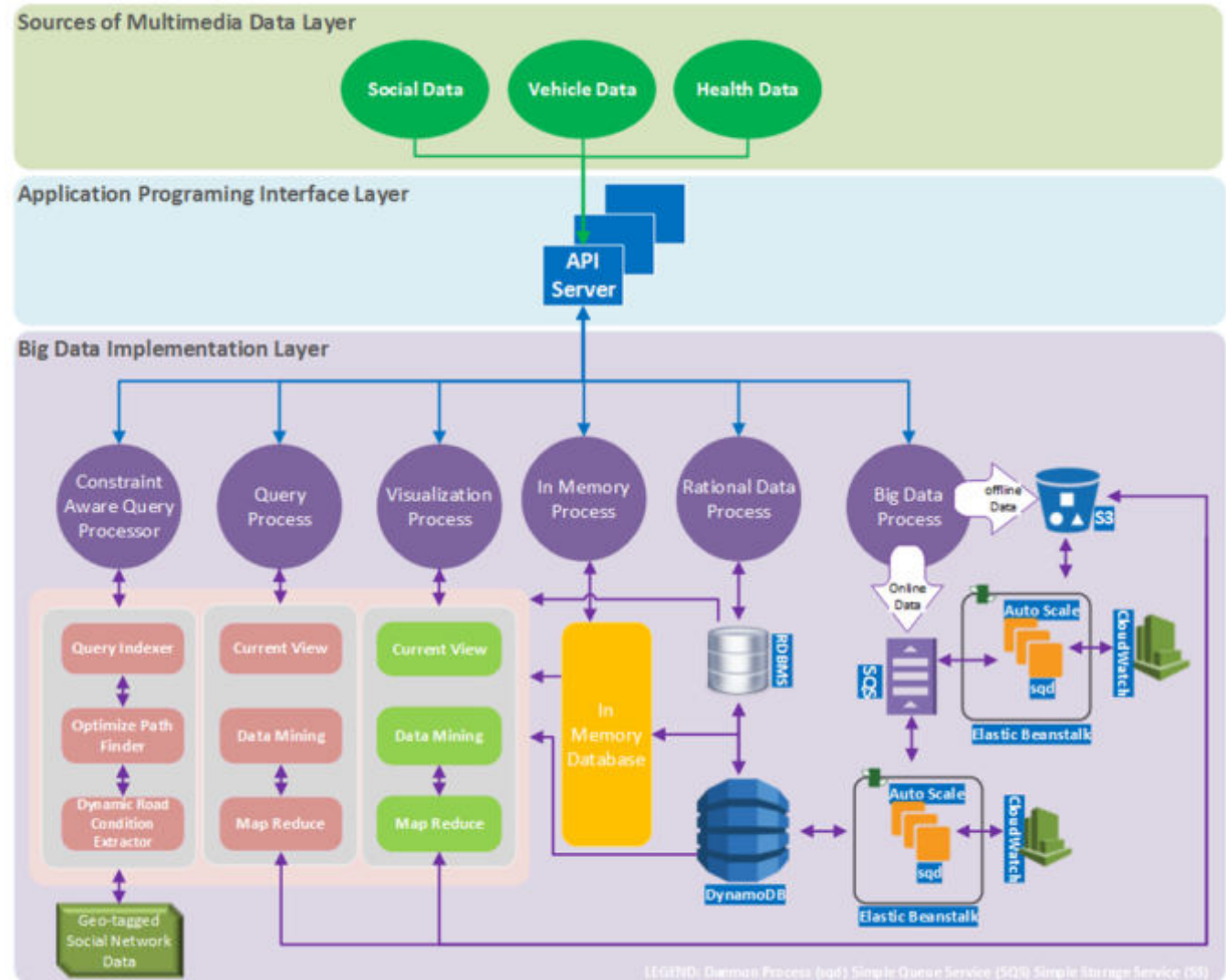
# WorkPackage8: Big Data Support for e-Health Applications

## Problem:

- Health sensors, text messages, audio and video sessions, 3D imagery, skeletal data from sensor are very large.
- One minute of therapy session can require more than 200 MB of space.
- Storing these large volume of multimedia e-Health data from millions of users...
- Requires **big data** repository

# WorkPackage8: Big Data Support for e-Health Applications

Solution:  
Multimedia Spatial Hadoop



# WorkPackage8: Big Data Support for e-Health Applications

VIDEO DEMONSTRATION

# WorkPackage6: Pilgrim e-Health Services

## Problem:

- Many pilgrims cannot find a medical center.
- Most of them cannot explain their ailment due to language issues.
- Even if they know where to go, they cannot find the route to their destination due to traffic problems in Haj.
- Pilgrim Social Network

# WorkPackage6: Pilgrim e-Health Services

## Solution:

- We have devised a suite of mobile app that helps pilgrims update hajj agency and medical institutions about the condition of the patient.
- Latest traffic conditions help ambulance driver find his way and the patient in real-time using multimedia routing.



# WorkPackage6: Pilgrim e-Health Services

## Pilgrim Social Network:



Perform & **Hajj**  
& **Umrah**

A Mobile Application  
with Features  
Never SEEN Before

Unique Solution  
With Unique Features

Android and iPhone Version

This advertisement features three mobile devices (a tablet and two smartphones) displaying the application's interface. The background is a light blue with faint circuit-like patterns.



Family **Connect** PRO

Take Your **Hajj** To A New Level of ease!

Capture the Peace and and dedication to your Hajj...

Using this family connect apk, Pilgrim's friends and relatives can be connected to notified once the pilgrim reached in Kingdom of Saudi Arabia, Makkah and Madinah....

Are you READY to Download?

Android and iPhone Version

The advertisement shows a smartphone on a circular platform with various social media and utility icons floating around it. The background is a network of nodes and lines.



**Vehicle Connect**

Manage Fleet Smartly

- a combination of hardware and software
- manage and maintain the fleet tracking
- facility of communication with each driver of the vehicle through MIS and the devices
- power of controlling the ignition of the vehicle remotely

This advertisement includes a 3D rendering of a car and a smartphone displaying a map with vehicle tracking points. The background is a light blue with map-like elements.



**Doctor Connect**

Manage Health Smartly

Stay Connected with your doctor  
any time, anywhere, 24x7  
Get advice online

This advertisement features a smartphone displaying a list of services. The background is a colorful, abstract geometric pattern.



**Hajj Agency**  
Mobile Application

Mutawwif gets connected with every single pilgrim in the group

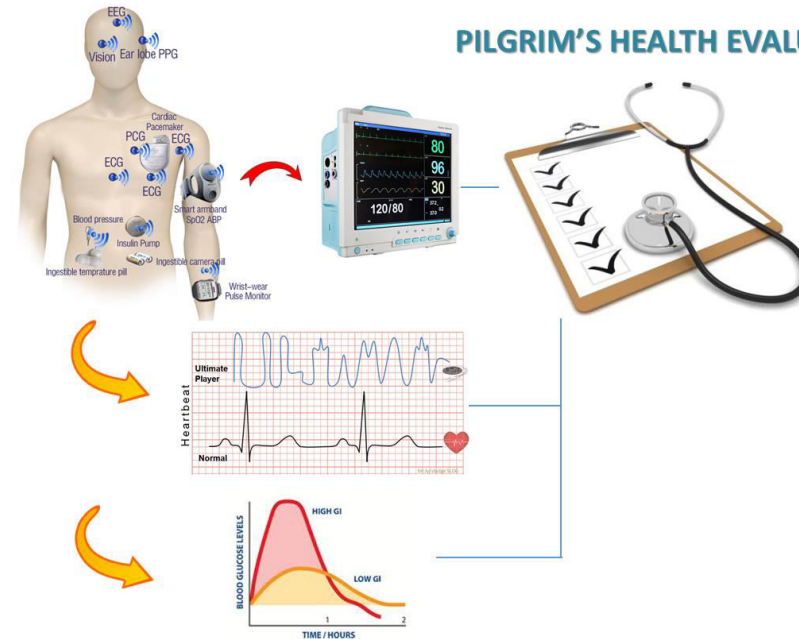
Pilgrims stay connected with Mutawwif any time, anywhere, 24x7

Mutawwif may track vehicles  
solve complaints sent by pilgrims

The advertisement shows a smartphone displaying the application interface over a background of a city map.

# WorkPackage6: Pilgrim e-Health Services

## Pilgrim Health Data Sharing



### PILGRIM'S HEALTH EVALUATION FOR HAJJ

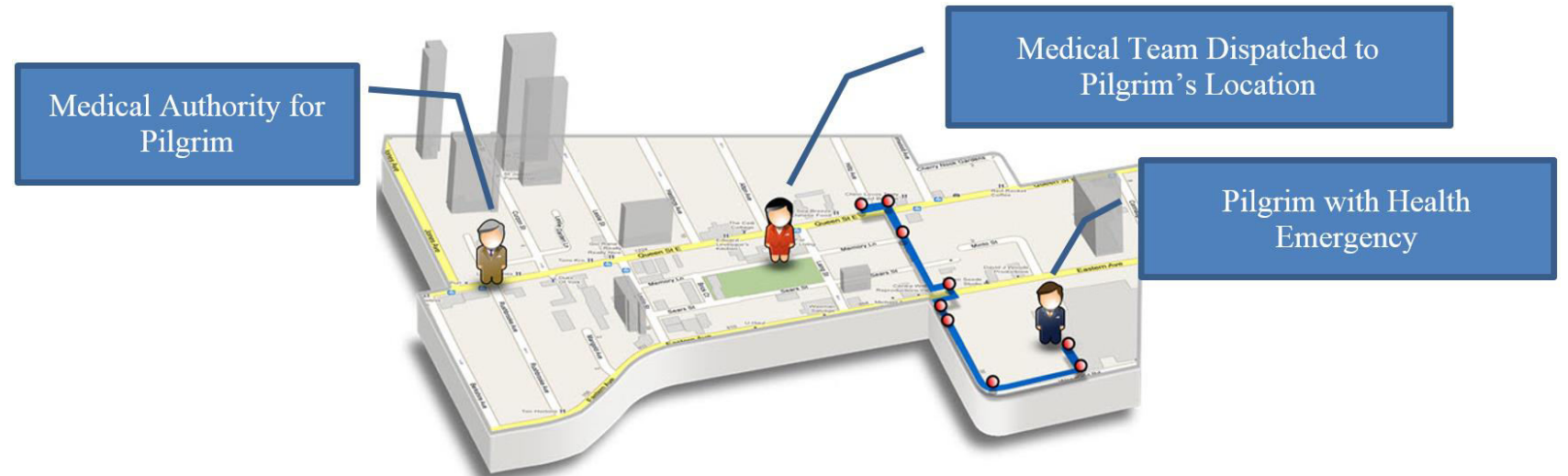
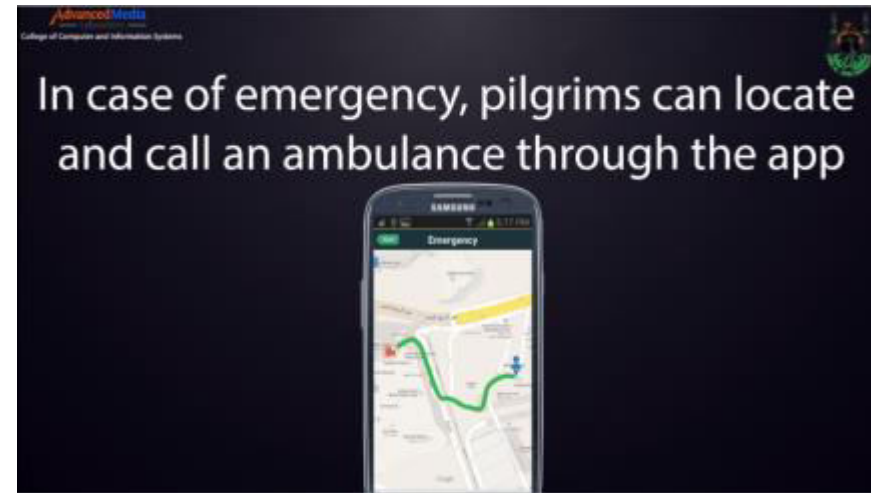
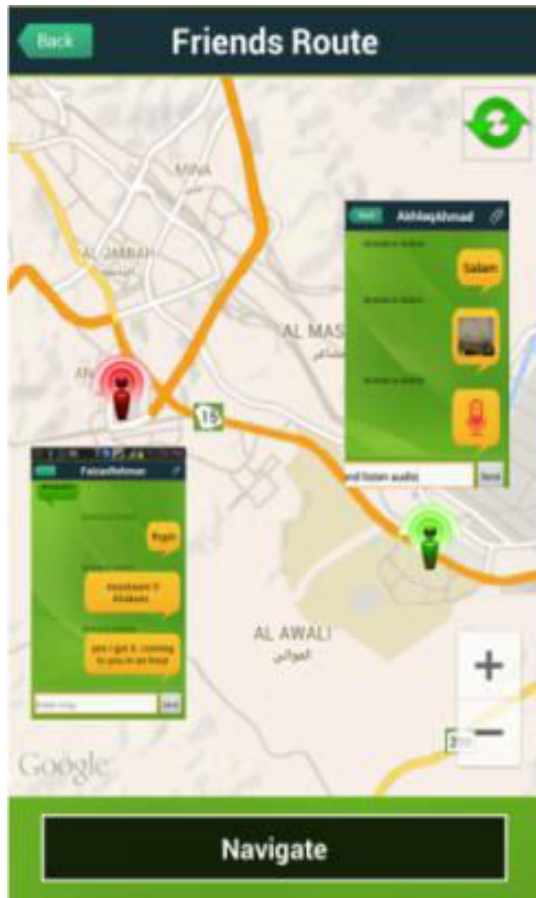
DATA SHARING WITH MOH



وزارة الصحة  
Ministry of Health

MOH-KSA take care of pilgrims' as per their health conditions.

# WorkPackage6 -Pilgrim Locating an Health Services



Optimize route navigated to Medical team towards the pilgrim

# WorkPackage6: Pilgrim e-Health Services

VIDEO DEMONSTRATION