



HUMAN CENTRIC MULTIMEDIA

LABORATORY



Gedung Pascasarjana Kampus PENS- PS 09.02
Jalan Raya ITS, Sukolilo Surabaya, 60111





Research Group

Vision

To be the Centre of excellence in Research Group in the field of Human Centric & Multimedia nationally and Internationally.

Mission

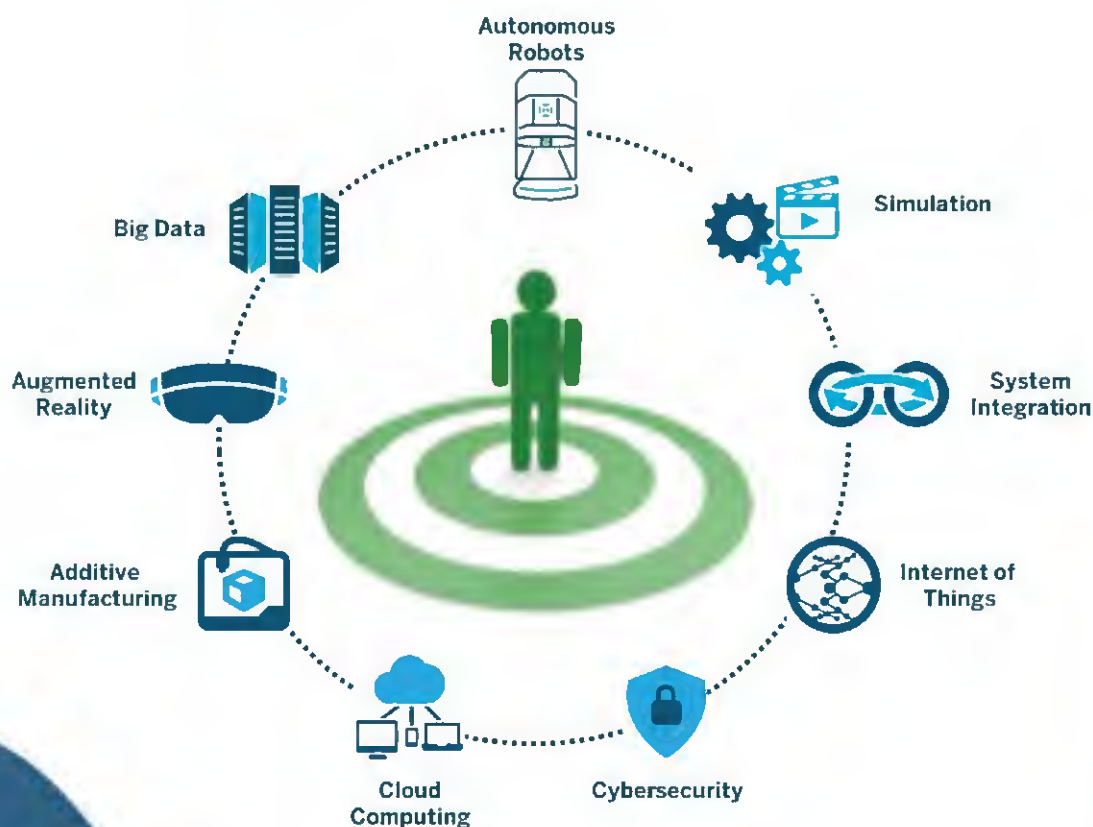
- Conduct research to combine or integrate the Internet of Everything technologies for the development or discovery of a new technology to the benefit of the community based on Human Centric.
- Actively participate in developing and implementing the Internet of Everything technologies for Human Centric in Indonesia as the national research group.



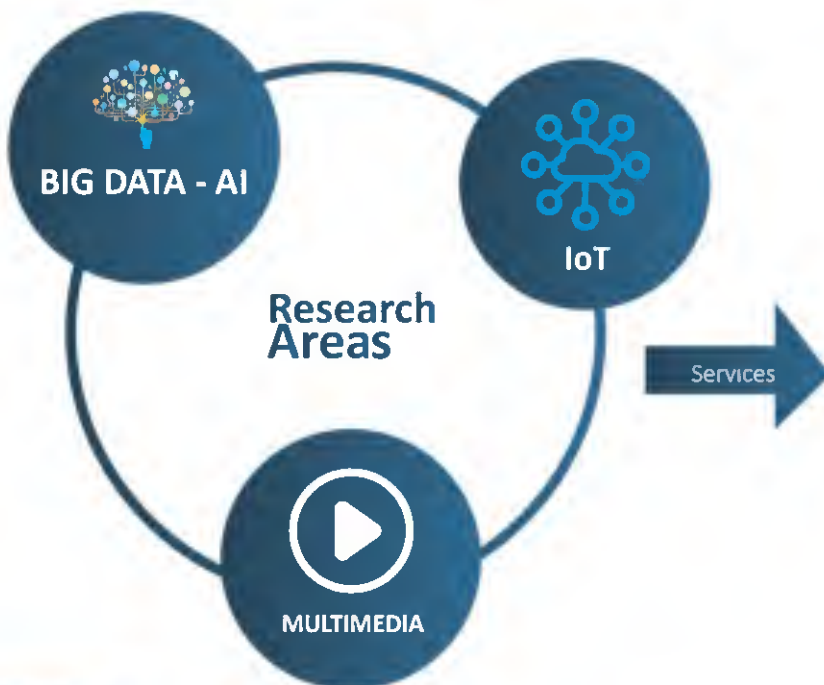
OVERVIEW

Human Centric Multimedia

The Industrial Revolution 4.0 makes the presence of computing devices in everyday life increases. This motivates computer scientists and engineers to work in a trans-disciplinary team to study and design the effective human-machine interaction. Human Centric Multimedia has a goal to develop technology where machines adapt to users to produce elegant interactions by enhancing perceptions, sensations, and human cognition regardless of their instinctive abilities.



SMART
Life

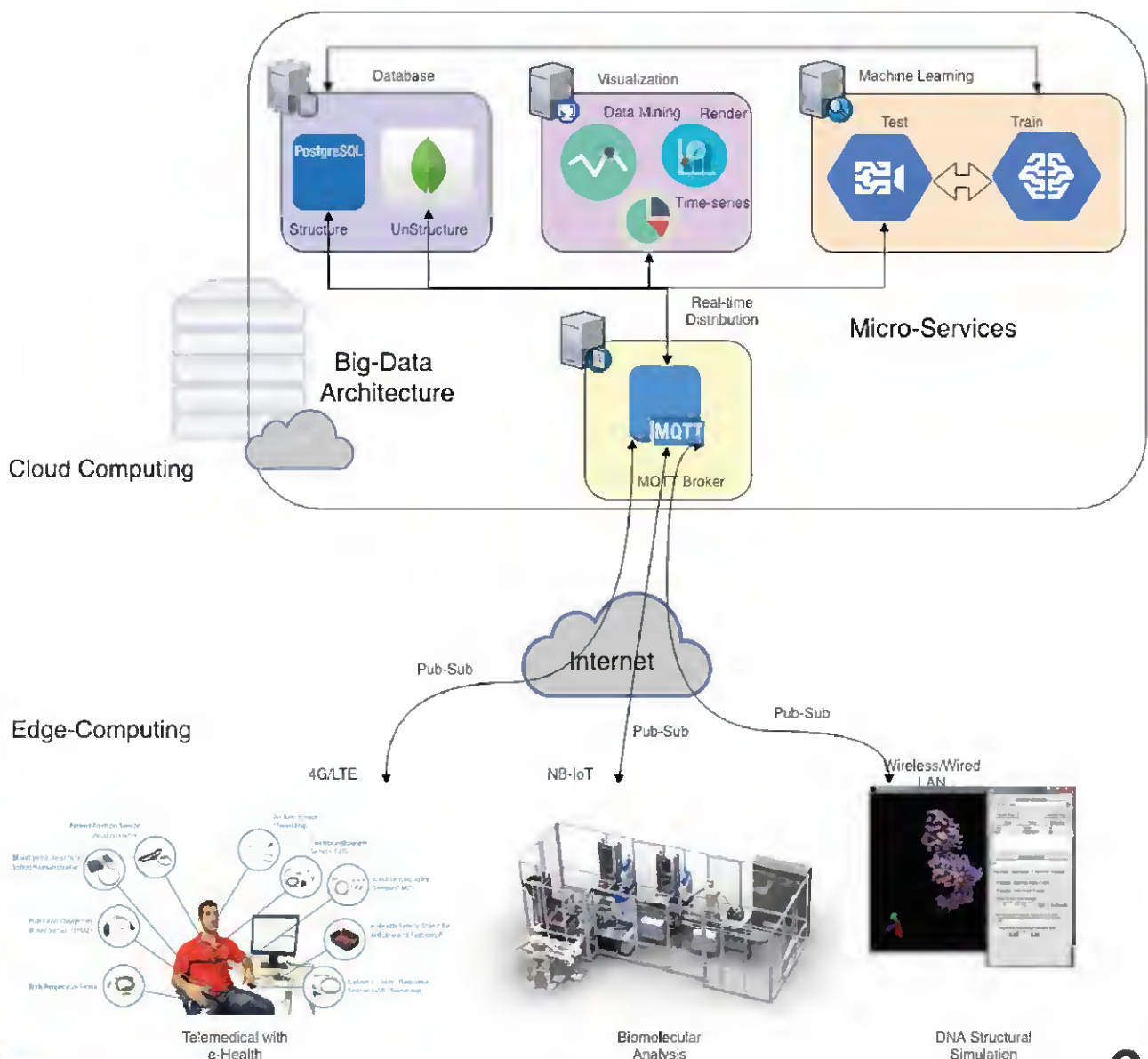
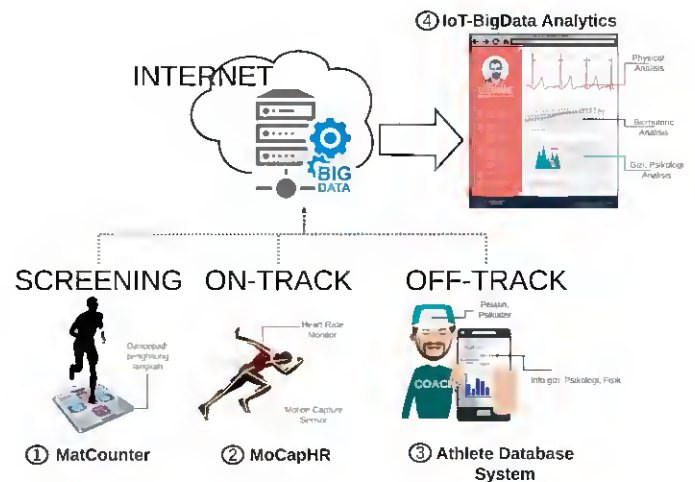


- System Integration
- Software Development
- Research and Development
- Consultant
- Training



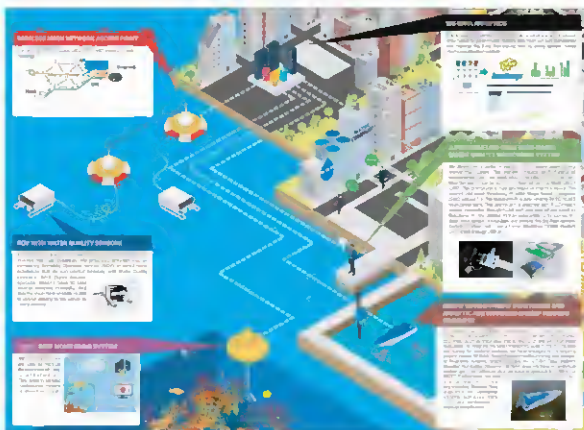
BIG DATA - AI

Big data and AI as a service, we help our client to deliver of statistical analysis or information by an outside provider by using Artificial Intelligence that helps organizations understand and use insights gained from large information sets in order to gain a competitive advantage. Our expertise to build Big Data platform and utilize Machine Learning algorithms to solve problem and give prediction information.

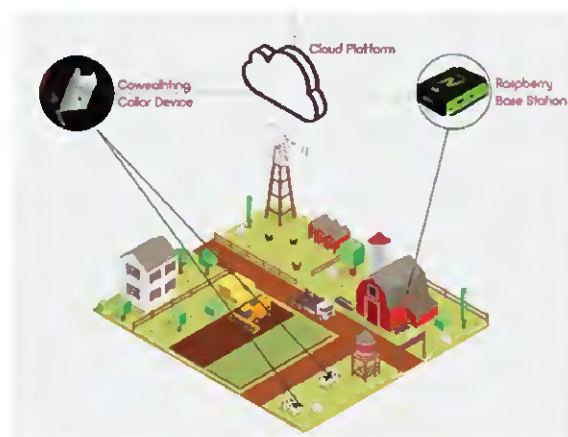


The Internet of things (IoT)

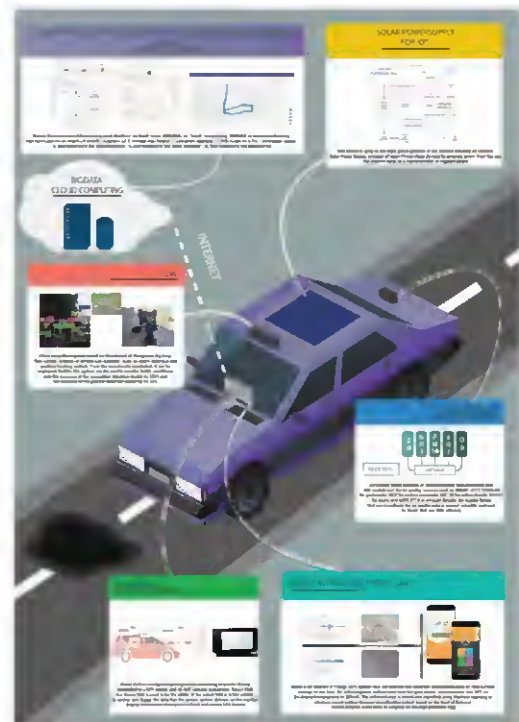
Internet of Things, we provide integration of a system of interrelated computing devices, mechanical and digital machines, objects, animals or people that are provided with unique identifiers and the ability to transfer data over a network without requiring human-to-human or human-to-computer interaction. As a system integrator we develop solution by using fusion-sensors, embedded systems as edge computing, collecting data to Internet and Analyze the data. Examples: Smart Environment Monitoring & Analytic in Real-Time system (SEMAR), Vehicle as a Mobile Sensor Network (VaaMSN), and COWealthing.



SEMAR



COWealthing



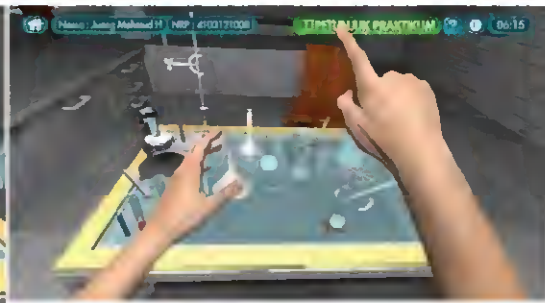
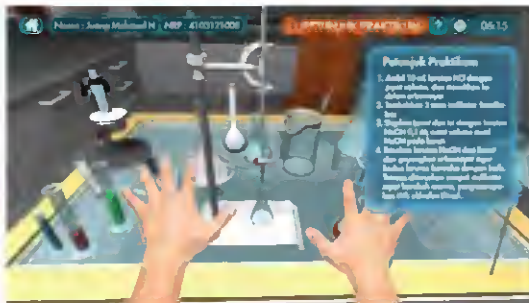
VaaMSN

MULTIMEDIA



AR Smartglass

Multimedia, by utilize technologies such as Augmented Reality (AR), Virtual Reality (VR) and Mixed Reality (MR), we give solution for our client to have easy interaction with real-world. Various applications can be integrated such as E-commerce, maps, game and entertainment and several cases can be use for design, education, healthcare, or retail commerce.



Virtual Reality Lab

OUR SPONSORS



OUR CLIENTS



**QUANTUM HRM
INTERNASIONAL**



BPKH
BADAN PENGELOLA
KEUANGAN HAJI



Komite Nasional Keuangan Syariah



Faculty Members of Human Centric Multimedia



S. Sukaridhoto, ST, Ph.D
IoT, BigData, AI



M. Agus Z, ST, MT, Ph.D
Communication, Multimedia



Hestiasari Rante, ST, M.Sc
Human Computer Interaction,
Social Engineering



Student Members of Human Centric Multimedia

Graduate School



Rifky



Hasan

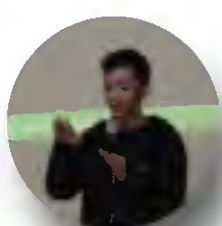


Aksa

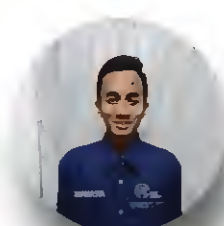
Undergraduate School



Ma'i



Arman



Bram



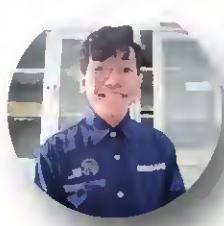
Alfan



Yogi



Heri



Fahmi



Ika

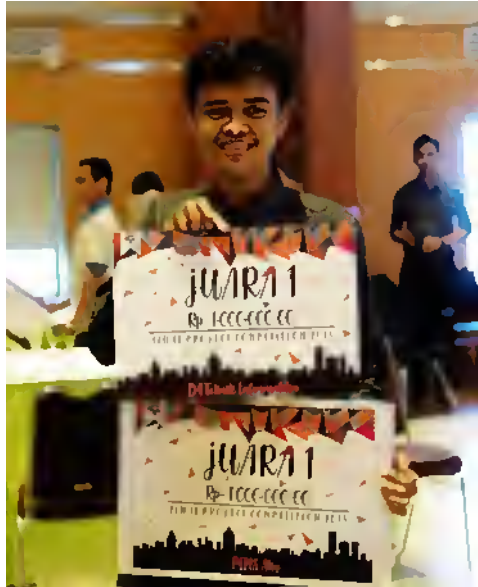


Sandi



Tamara

ACTIVITIES





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