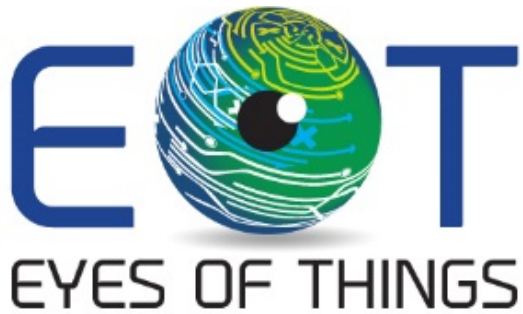


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D5.3

Design of the application development competition



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1. DOCUMENT INFORMATION

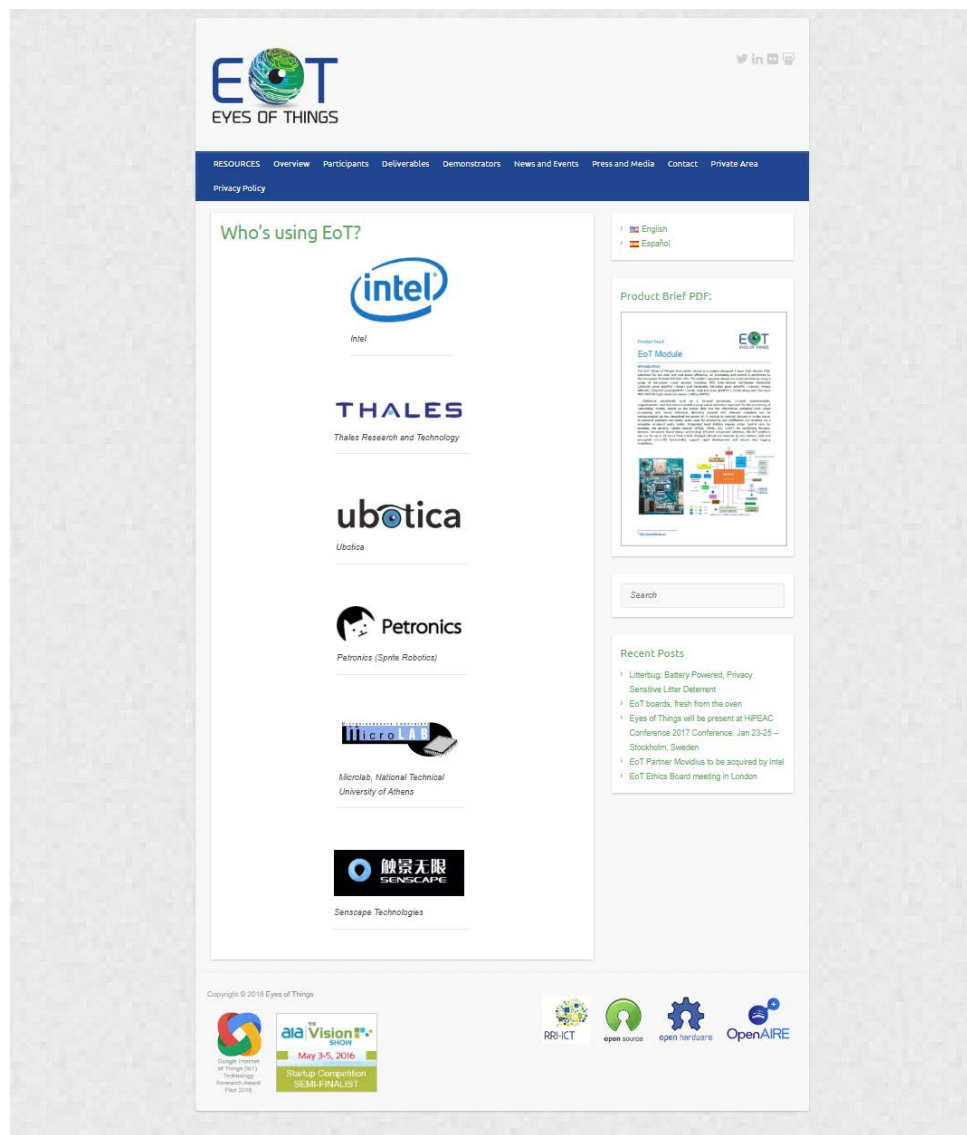
Deliverable Number	D5.3
Deliverable Name	Design of the application development competition
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WP	WP5
Nature	Report
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2. ABSTRACT

This deliverable is intended to describe the EoT application development competition in response to one of the objectives of WP5 (dissemination): *"To promote awareness and understanding of visually-aware CPSs and computer vision. This will consider industrial partners, academics in these and other related fields and coetaneous projects by organizing outreach events such as talks, lectures, application development competitions, workshops, and online outreach via the web."*

3. CONTEXT

This deliverable comes at the end of the official project timeline, though not at the end of activities around EoT. At the time of writing a number of parties external to the Consortium have already started to use EoT resources in different ways, and they are expected to continue to do so. Potential contributions may come from the hardware side, from software, or both. Within EoT Early Adopters, 3 of them are already using EoT boards and the intention is to lease more units as they become available. One Early Adopter has become the main way in which EoT exploitation will be channelled in the future: startup Ubotica Technologies, which has been initially staffed by key Consortium partners' employees. Other Early Adopters are proposing variants of the EoT hardware. There has been also an experience with external partners from Academia, which have leveraged EoT hardware and resources to complete a research work related to efficient deep learning inference. The list of Early Adopters is already published in the project website, see the following Figure.



In this 'Application Development Competition', the term Application must be understood in broader terms. Thus, this may refer to a complete hardware+software solution, a hardware variant only or software only. Again, the objective is none other than disseminating the most attractive work around EoT. As time goes by, the Early Adopters (and partners in the Consortium themselves who will continue to leverage EoT) will bring their projects into a more mature state, and that will be the best time to select the best projects. Note also that since some of the EoT resources are open source, contributions may actually come from anyone.

4. FORMAT

In the context described in the previous Section, our purpose will be to seek contributions related to EoT, and judge them in order to be able to show those that are more relevant. There will be no strict deadline, neither to collect contributions nor to judge them, as we already know that projects around EoT are at different stages of completion.

In order to collect contributions, the project website will be the main channel. A form will be added (to the page shown above, [which can be accessed here](#)) with a tag in the line of:

"Are you or your company also using EoT? If so, click here to enter our
Application Competition"

In order to maximize responses, the form will be brief and easy to fill-in, allowing the Consortium to track additional EoT uses. Then, a follow-up will be pursued to check the status of the use/project.

Even though it will be promoted as a competition/contest, no monetary award is to be given. What we will offer is:

- a) The opportunity to appear in the "Who's using EoT" page pictured above. A special prominent section will be created, with a tag in the line of "Best EoT use so far"
- b) The possibility of getting additional high-value technical support from EoT (and possibly startup Ubotica)
- c) The possibility of additionally disseminating the application through the EoT interested parties (Advisory Boards, mailing list with people/companies that were interested in EoT...)

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