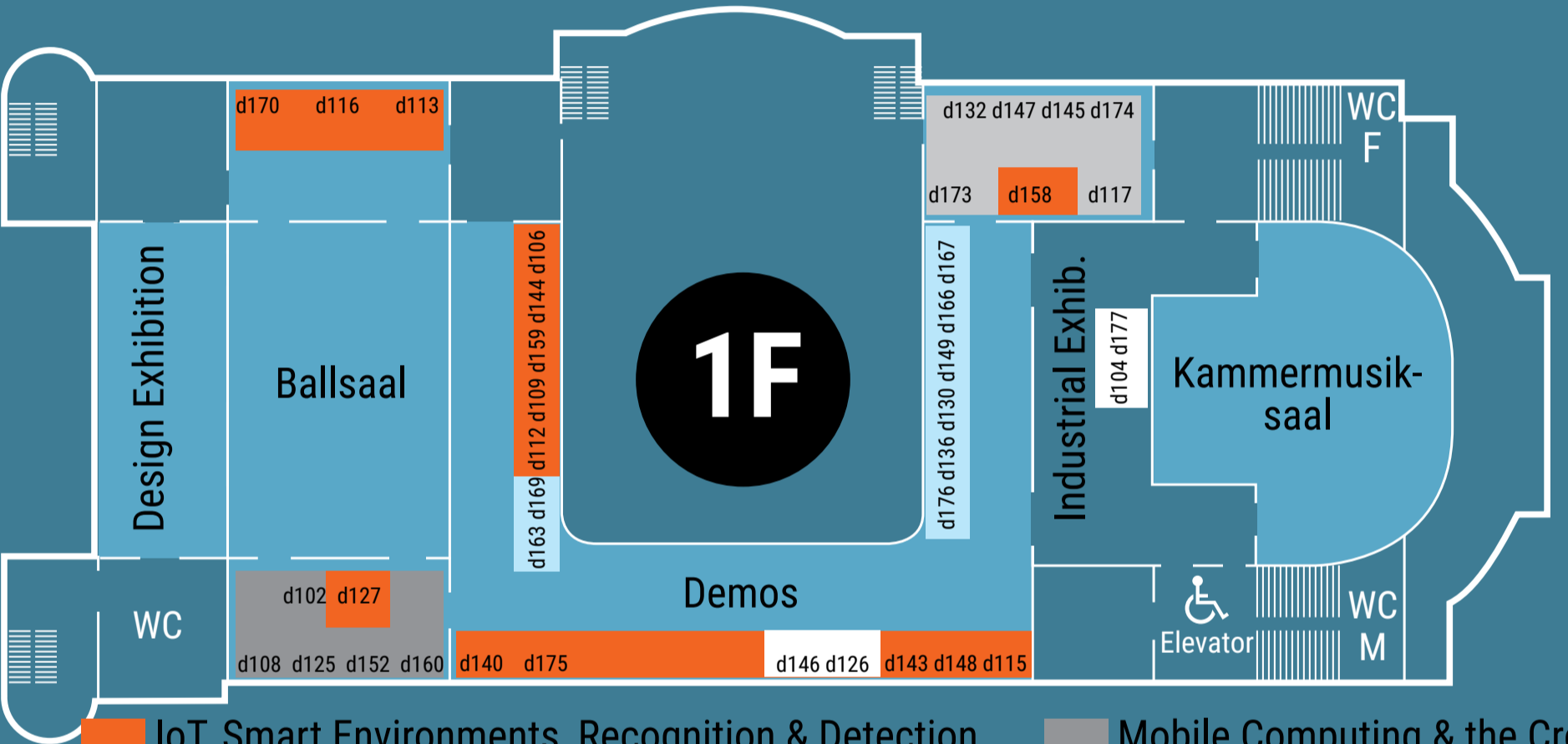
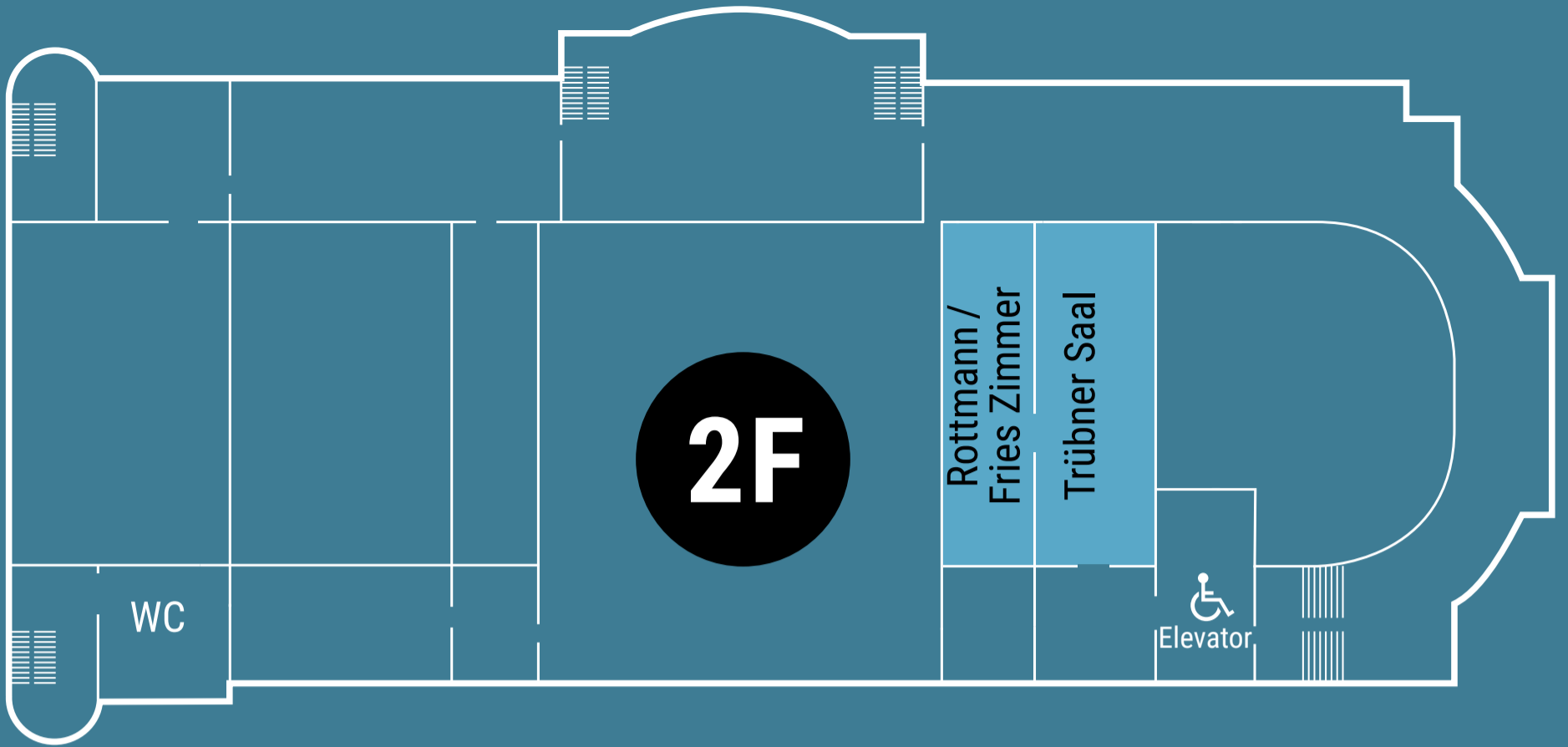


City Side



- IoT, Smart Environments, Recognition & Detection
- Mobile Computing & the Crowd
- Eye, Glasses & Virtual Reality
- Touch, Tangible & Gesture
- Energy & Hardware

