What we do!

Core Expertise

Software Development
- Requirements Analysis, Software Architecture, System Design
- Mobile, Web & Cross-Platform Development & Application Design
- Software / Client Development of 2D & 3D Applications
- Cocos2D-x & Unity® Development for Mobile, Browser, PC & Console
- iOS / Android App & Game Development for Smartphones & Tablets
- Cloud Computing, Server Development

2D & 3D Design & Animation
- 2D / 3D Graphics, Character Design, Modelling, Animation, Motion Capturing
- GUI Design, Application Design, Game Design
- User Experience / User Interface Design

Impact Management, Exploitation, Business Planning
- Exploitation, Business Planing & Modelling, Impact Management
- Dissemination & Public Relations

Research & Innovation Topics & Interests

ICT, Software Technologies, Software Engineering, Future Internet & 5G
- Software Design, Development & Testing, Programming & Modelling Methods
- Automated Deployment, Dynamic Configuration, Performance Monitoring
- Context-aware & Self-adaptive Software, FIWARE & Smart Applications

Big Data, Cloud Computing, Cloud Technologies, Advanced Computing
- Big Data Technologies, Software Engineering, Scalable Architectures
- Data Structures, Visualisation, Management & Administration Tools
- Big Data Analytics, Learning Analytics, Health Analytics, Gaming Analytics
- Data Science, Tracking, Monitoring, Analytics, Reporting
- Predictive Modelling & Analytics, Deep Learning, Machine Learning
- Business Intelligence, Privacy-Preserving Big Data Technologies
- Cloud Data Management, IoT Data Warehouse

UI/UX, User Interfaces, VR/AR
- Virtual Reality & Augmented Reality Applications
- Multi-Modal Interfaces, Verbal & Non-Verbal Communication
- User Interface / User Experience Design
- ICT Research & Innovation for Creative Industries & Cultural Heritage

Digital Gaming Technologies, Gaming & Gamification
- Serious Games & Applied Games, Gamification Solutions
- Mobile Games, Online Games, Smartphone & Smart TV Games
- Massively Multi-User Online Games, Strategy Games, City Builder, etc.

Learning, Teaching & Education
- Educational Games & Game-Based Learning
- Technology Enhanced Learning & Digital Learning Applications
- Interactive Learning in VR/AR Environments

Health, Personalised Medicine, Health Care & Lifestyle
- Health Games & Apps, Health ICT, Big Data
- eHealth & mHealth Application & System Design & Development
- ICT Solutions for Active Ageing & Self-Management of Health

Focus Areas, Smart Cities, Communities & Homes, Energy, Transport, Mobility
- Behavioural Change towards Energy Efficiency through ICT
- ICT for the Factories of the Future, Digital Automation
- Internet of Things / Smart Cyber-Physical Systems

Contact us!

NUROMEDIA ~ NUROGAMES

Nuromedia GmbH
Schaafenstraße 25
D-50676 Köln / Cologne
Germany
+49 221 398 808 00
www.nuromedia.com

Nurogames GmbH
Schaafenstraße 25
D-50676 Köln / Cologne
Germany
+49 221 398 808 40
www.nurogames.com

Jens Piesk
jens.piesk@ec.nuromedia.com
+49 151 234 56 926

Andrew Pomazanskyi
andrew.pomazanskyi@ec.nurogames.com
+49 176 1 398 80 11

Dr. Holger Sprengel
holger.sprengel@ec.nurogames.com
+49 178 350 10 24

Research & Innovation Projects

more than 15 years of experience in EU-funded research, development and innovation projects

research projects founded by

European Commission

HORIZON 2020

Federal Ministry of Education and Research

Research & Innovation Projects I

RAGE

Realising an Applied Gaming Eco-system

RAGE will help to seize these opportunities by making available an interoperable set of advanced technology assets tuned to applied gaming. Nurogames will deliver a Serious Game based on reusable assets, targeting user data and pedagogically-informed strategic and social interventions.

Advanced digital gaming/gamification technologies

rageproject.eu

Horion 2020 ICT-21-2014

SeaClouds

Seamless adaptive multi-cloud management of service-based applications

The main goal of the SeaClouds approach is to perform a seamless adaptive multi-cloud management of service-based applications, by developing Cloud Service Orchestrators and a set of tools to manage complex applications, and avoiding, as consequence, the problem of Cloud lock-in.

seaclouds-project.eu

Programm - FP7-ICT-2013-10

Smart Gaming

Cross-platform Gaming Technology for Smart TV and mobile Devices

The aim of the Smart Gaming project is the creation of an economically attractive technology and knowledge base for the multiplayer and multi-device environment of Smart TV in order to provide an established and efficient development of innovative games to be played in the comfort of the living room.

EUROPÄISCHE UNION
Investition in unsere Zukunft
Europäischer Fonds
für regionale Entwicklung

SPIELBAR

Solution Platform for Integrated Entertainment: location based Augmented Reality

Together with the "Gameslab Cologne" of the University of Applied Sciences Cologne a scalable platform / middleware for games and applications in the field of location-based (LB) & Augmented Reality (AR) for Smart phones (iPhone and Android) will be developed, including one or more games.

Ziel2.NRW
Regionale Wettbewerbsfähigkeit und Beschäftigung

Research & Innovation Projects II

PATHway

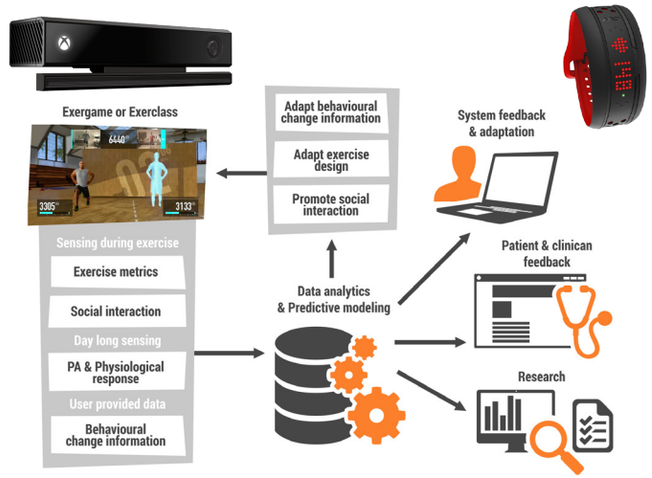
Technology enabled behavioral change as a pathway towards better self-management of CVD

Technology enabled behavioral change as a pathway towards better self management of CVD. Nurogames creates an exergaming platform as well as an autonomous graphical avatar.

Self management of health and disease: citizen engagement and mHealth

pathway2health.eu

Horizon 2020 PHC 26-2014



SpITKom

Game based knowledge transfer of IT-competence

SpITKom is a research project of the Federal Ministry of Education and Research of Germany and the European Union. Within a MMO game, teenagers and young adults acquire professional IT skills and knowledge about the construction industry.

Spielerische Vermittlung von IT-Kompetenz

spitkom.de

Runsafer

Development of a Sensor-enhanced Running Shoe with Real-Time Biomechanical Feedback

runsafer.eu

The research project RunSafer focuses on developing a new running shoe with integrated electronics, which should reduce the risk of injury of the athlete by providing biomechanical feedback in real time. In parallel, a mobile application and a web portal as a tool for training program management will be developed. The project is implemented by a European consortium of research institutes, research companies and development companies including Nuromedia.

Research & Innovation Projects III

RehaInterAct

3D motion therapy for the home environment

In the project "RehaInteract - 3D motion therapy for the home environment" a sensor-based interaction and communication platform for the therapeutic monitoring of rehabilitation exercises in the home environment was developed. The goal is to support individual exercise scenarios related directly to the particular handicap of the patient by using pressure, motion and optical sensors (both local and integrated into therapeutical objects).

Smart Senior

Intelligent solutions for senior citizens' home environments

SmartSenior is one of the flagship projects of BMBF within the high-tech strategy for Germany. Intelligent assistance systems (AAL – Ambient Assisted Living) are developed to contribute to the prevention of accidents and diseases and to facilitate everyday household work. Thanks to them, it will be possible for older people to live a long, happy and independent life in the

smart-senior.de

Bank4Elder

Innovative ways of banking designed for and by the elderly

The goal of the research project Bank4Elder is the development of new banking applications adapted to fit the needs of older people living in rural areas in order to enable them to independently take part in social life. Modern banking business should be conducted in a way that takes into consideration the issues of aesthetics, accessibility, user-friendliness and individual needs that typically arise from having the elderly as a target group.

bank4elder.eu