FCG: Augmented Reality for City Planning

ARea16 Seminar 7th June 2016
750 employees, turnover 71 M€.
100% owned by league of Finnish municipalities.

Scandinavia
- Energy and climate services
- Water sector consulting, smartwater
- Construction Management
- Healthy Building and Indoor Air
- Knowledge Management and Digital Services
  - Work methodology, information systems, portals
  - Streaming, social media
  - MAPGETS, data modeling
- Urban and strategic development, master plans
- Private sector, strengthening client base
- Business model development, partnerships
- Social and Health care structure
- Municipal recruitment portal
- HR strategies, coaching

Knowledge exports
- Environment, education, heath care
- Knowledge management: Africa, Asia, Latin America
- IFI services: Ukraine, Kazakhstan and controlled expansion
- Social and Health case classification products and information systems
The bases of data management

Physical environment

- Sensor data, stakeholder feedback, location data...

Virtual environment

- Databases, GIS, infra models, BIM models, simulations...
  - MAPGETS

Project and document management system

- Trimble Locus, M-Files...

FCG
References

Billnäs historical iron mill, Raseborg town (2011)
References

Jätkäsaari tower hotel, City of Helsinki (2012)
References

Pörtom wind generator park, VindIn (2013)
Augmented Central Pasila
What could come next

- Communication in competition stage, evaluation of proposals
What could come next

- Communication and process management in construction stage
What could come next

- A virtual “InfoBox” on site in design and construction stage
Challenges and tasks for development

• AR is seen as extra in design process, not a natural part of stakeholder experience
  ➢ Build up demand pressure from end users

• Time-consuming preparations have set the price prohibitarily high
  ➢ Should become easy and cheap to arrange, using existing materials

• High expectations from customer and user, easily disheartened
  ➢ Clear service promises, steer client to understand the limitations

• Users easily distracted by technological details
  ➢ Refine and re-refine the user experience
...the story continues!

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