Hi Kelvin,

Thank you for becoming a member of the Evaluator Panel of the IoT Open Innovation Lab. You are registered to evaluate the Next-Gen Games in Physical Spaces Challenge! You will be notified when evaluation begins.

- The Lab Team

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	PROPOSAL	QUALITY	FEASIBILITY	NOVELTY	CLARITY
EVALUATE	AURA - Elder Engagement Habitat				
EVALUATE	Intel-Air Sensor				
EVALUATE	Freedonia Titans - A Real Estate based IOT solution				
EVALUATE	P.U.L.S.E (Physician Users Learning through full Sensory Experience) is the virtual flight simulator for doctors where their hands become the sole tool for navigation.				
EVALUATE	Mixed reality application to firearms combat				
EVALUATE	Scavenger				
EVALUATE	Dodging Ava				
EVALUATE	The Worldwide Scavenger Hunt				
EVALUATE	FitHit				
EVALUATE	Super Kitty Rescue				
EVALUATE	Prime-time-D&D Each high school or college will have its own database for players and these data bases will be different for each school/college. Each game happens within the vicinity of the school/college. Every game starts on a particular day and time of the week and goes on until a winner is chosen. Specific aspects/areas(gps locatins) of the school will be chosen for specific regions in the dungeon. The dungeon master will be an automated bot, programmed to select players for each cycle based on random lot. Each game will have about 50-200 players. The winner of each game becomes the dungeon master for the next one and decides how the game will happen in the next round.				
EVALUATE	Project Title: "HighFive" physically generated social platform Potential Trademark: "Hpive"				

Learn more at: http://beta.iotopeninnovation.org/learnmore