



WT | Wearable Technologies is the pioneer and worldwide leading innovation and market development platform for technologies worn close to the body, on the body or even in the body.



by Franziska Wegele

November 14, 2017

Wearables Are Pushing Forward the Construction Industry

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BIM (Building Information Modeling) is a big trend in the construction industry. BIM captures the whole lifecycle of real estate, an industrial building or the infrastructure around it – from the scratch to the maintenance, and over the next decade. Before anyone starts to work in the real environment, the whole project is captured and designed in 3D. Every cable, every element, and even the energy consumption is figured out by a collaborative database. Of course, using VR and AR solutions to visualize the 3D models has a huge impact on the daily work of the AEC industry.

We had the chance to speak to Wolfgang Walcher, Co-Founder and CEO of **Robotic Eyes** and exhibitor at **BIM World MUNICH 2017**, the leading event for BIM and the digitization of the construction industry in the DACH region.

WT: In a nutshell – Why should we use Wearables in the construction industry?

WW: I see two areas where Wearables may provide significant benefits to the construction industry. Construction is inherently dangerous and physically demanding, very often under harsh environmental conditions. First, monitoring environmental conditions, health parameters, and overall activity may help detect unsafe conditions. Secondly, tracking location and movement of workers (as well as machinery and moving objects) allows us to sound the alarm if danger zones are penetrated. In combination, those applications of wearables could significantly increase worker wellbeing and reduce the number and severity of injuries and accidents.

WT: You are offering an AR solution for holographic visualization of 3D house designing. Along the supply chain of the building lifecycle, who can work with it and what are the benefits? In addition, from your point of view, what are we yet to see in the future?

WW: Today, Holographic Visualization and Augmented Reality are almost exclusively used in design and planning, as well as marketing and sales of real estate, predominantly for larger projects. We also see a strong demand for using our products for public outreach, presentation and communication of project plans to government officials and regulatory agencies. As technologies mature, we already see a strong demand for using our technology during construction and later for facility management purposes. With companies like Apple, Google and Microsoft investing heavily in lower-cost consumer hardware, one can expect a progression towards smaller construction projects in areas like interior design, landscaping, etc.

WT: What are you showcasing at BIM World MUNICH 2017? Where can the visitors find you?

WW: At BIM World, we officially introduce REX – the Robotic Eyes eXplorer. Rex is an end-to-end workflow for visualizing 3D plans as holograms using Microsoft one or Hololens, iPhones and Android Smartphones simultaneously. REX is free for small datasets and very affordable for commercial use. Robotic Eyes will be giving live REX demos at Stands 2-3. Visitors with REX installed on their phone will receive a free phone accessory!

Many thanks for your thoughts Wolfgang!

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October 25, 2016

Wearables for Construction Workers

According to Rackspace, wearables can increase workplace satisfaction 3.5% and productivity an astounding 8.5%. In fact, 48% of American adults see direct workplace benefits from using wearable technology. If you are looking for wearables that can improve your construction workers' level of work satisfaction and overall productivity, here are our suggestions. DAQRI Smart Helmet The [...]

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by Johanna Mischke

January 10, 2017

As an Industry We Need to Further Innovate to Help People Achieve their Goals

Meet WTEU17 speaker Frederik Hermann, Head of Marketing & Sales at Huami. The company the second largest manufacturer of wearables in the world and built the Mi Band, Amazfit Pace, and the Arc just to name a few. Huami is a very young company operating in the field for about 2 years now, still the [...]

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by Elisa Gava

October 26, 2017

SHOWCASE, GET FEEDBACK AND ITERATE ACROSS THE INDUSTRY

The IOT/WT INNOVATION WORLD CUP is a melting pot of creative entrepreneurial minds ready to disrupt the IoT and Wearable markets: start-ups, developers and researchers, you name it, convinced that their ideas will be the industry's next golden egg. But why do these entrepreneurs take part in such competitions? "The Innovation World Cup enables you [...]"

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by Matthias Neuner

August 16, 2016

How can the car industry benefit from Wearables?

Recently, the car industry is using the full transformative potential of wearables in research projects and pilot programs. Wearable devices like smart glasses and smartwatches are mainly used to enhance the driver's experience and improve safety. More specifically, Mercedes, BMW and Nissan have built special applications that monitor speed, fuel efficiency and even the driver's [...]"

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