



GamesOnTrack A/S, Uhresøvej 35, DK 7500 Holstebro, Denmark, [www.gamesontrack.com](http://www.gamesontrack.com)

Tel: +45 3070 3777, email: [nb@gamesontrack.com](mailto:nb@gamesontrack.com), CVR and VAT number: DK 3105 3013

## **GamesOnTrack A/S are to develop 3D in-door Positioning System for Drone project supported by Innovation Fund Denmark**

A consortium of 3 private companies, Sky-Watch A/S, Reseiwe A/S, and GamesOnTrack A/S, is in collaboration with the Institute for Electronic Systems at Aalborg University to develop a technological platform for safe in-door flying with drones. The total project has a budget of approx. € 2.5m and Innovation Fund Denmark supports the project with approx. € 1.5m. The purpose of the project is to exploit drones for in-door purposes within areas which are difficult to access, hazardous for people to be in or which are not cost-effective with normal technology.

Over 5 years GamesOnTrack has developed electronics and software for in-door positioning and has several patent applications within the area. "We are both happy and proud of having been selected to participate in this project and we see it as a natural extension of our experiences with precise positioning of many moving vehicles. Our system is applied by partners in Germany and England mainly within the toy and robot industries and allows positioning on screen as well as follow-up control in real time with accuracies within 10mm. In this way a number of independently controlled model vehicles can stop for red light or crossing traffic – exactly as in the real traffic – and start again as well without damaging the bumpers. The behaviour looks like swarm robotics in practice", CEO and founder Niels Bo Theilgaard says.

"The project implies for us and for our customers an increased effort in two directions. One direction is to extend the working range and robustness of sensors towards disturbances and together with advanced software to provide an even safer position indication and flight-path taking other moving units and fixed installations into consideration – especially for professional applications.

Another direction is simplification and generalisation of the satellite concept allowing quicker and easier installation for many purposes, both for present playing and gaming applications as well as more general positioning for use within e.g. home care, rehabilitation or registration of patterns of movement for analysis purposes. We should not forget that we start out from a cost-effective price level and this should be exploited in terms of competition", Niels Bo Theilgaard concludes.