

## IoTプロダクトで未来を創るスタートアップを支援する「DMM.make AKIBA Open Challenge 1」の採択チームによる成果発表展示会「Demo Day」を7月7日に開催

Webを通じて様々なコンテンツを提供する株式会社DMM.com（本社：東京都港区、代表取締役社長片桐孝憲、<http://www.dmm.com/> 以下DMM）は、ハードウェア・スタートアップを志す全ての方々の拠点となるモノづくり施設「DMM.make AKIBA」にて、2017年7月7日に、IoTプロトタイプビジネス化に向けたブラッシュアップをサポートするプログラム「DMM.make AKIBA Open Challenge 1」での活動期間を終えたチームによる展示会「DMM.make AKIBA Open Challenge 1 Demo Day」を開催します。



「DMM.make AKIBA Open Challenge」は、より多くのIoTスタートアップが製品を世に送り出せるよう、IoTに関する技術やビジネスに精通した企業が、DMM.make AKIBAとともに、スタートアップの製品プロトタイピングやビジネス設計を3ヶ月間サポートするプログラムです。第一回である「DMM.make AKIBA Open Challenge 1」では多数の応募をいただき、11チームを採択しました。

今回のDemo Dayでは、「DMM.make AKIBA Open Challenge 1」にて採択された、迷子と転倒

に素早く対処するスマート杖「コミュニケーションスティック」、読む能力を拡張するスマートグラス「OTON GLASS（オトン・グラス）」、スマホを遠隔操作できるエプロン「SWIPE APRON（スワイプエプロン）」などの11チームが、様々なサポーター企業とのコラボレーションを通じて生み出した最新の成果を発表します。最先端のプロダクトと、それを開発するチームが一同に集い、展示とプレゼンテーションを行います。来場する投資家やVC、事業会社を中心とするビジネスパーソンとの商談の場として、新たなシナジーが生まれることが期待されます。この貴重な機会に、ぜひお立ち会いください。



#### DMM.make AKIBA Open Challenge 1 Demo Day **開催概要**

- ・日時：2017年7月7日（金）13:00-17:30 時刻は変更の可能性があります
- ・会場：DMM.make AKIBA（東京都千代田区神田練堀町3 富士ソフト秋葉原ビル）
- ・WEB：<http://peatix.com/event/272019>

#### **プログラム採択企業チーム（順不同）**

##### **迷子と転倒に素早く対処するスマート杖「コミュニケーションスティック」**

高齢者の外出における「迷子」と「転倒」の2つの課題不測の事態の対応をサポートし、安心な外出機会を提供するスマートIoT杖です。高齢者にも使い易いシンプルかつ直感的なデザインにより、介護者と常にコミュニケーションを取ることが可能です。James Dyson Award2016国内最優秀賞受賞・国際TOP20受賞。

[団体名] Communication Stick Project（代表：三枝 友仁）

[Web] <https://jamesdysonaward.org/ja/projects/communication-stick/>

##### **読む能力を拡張するスマートグラス「OTON GLASS（オトン・グラス）」**

文字を読むことが困難なディスレクシア（読字障がい者）、視覚障がい者、海外渡航者を対象とした、「読む行為」をサポートするスマートグラスです。視点と同じ位置にある文字をカメラで撮影、文字認識技術でテキストデータに変換し、それを音声として読み上げることで、ユーザーは内容を理解することができます。また翻訳機能を搭載し、海外渡航者のサポートツールとしても利用することができます。

[団体名] 株式会社 OTON GLASS（代表：島影 圭佑）

[Web] <http://otonglass.jp/>

### **センサーで野菜不足を管理するベジケアサービス「Vege Plan（ベジプラン）」**

食生活が不規則な社会人の体調にあわせ必要な野菜をスープで摂取できるオフィス向けベジタブルケアサービスです。SHARPのAGEs（糖化）センサーと連携し個々の体調をアプリに記録、未病を察知することが可能です。さらに記録された体調を参考にアプリから独自のスープメニューを選ぶことで、1食の摂取目安とされる野菜をスープで摂取できます。現在、複数の大手企業の福利厚生として先行導入が開始されています。

[団体名] 株式会社AWCLE（代表：遠藤 ちひろ）

[Web] <http://www.awcle.co.jp>

### **重低音を体感できるウェアラブルスピーカー「Hapbeat（ハップビート）」**

いつも聞く音楽やゲーム、映画の音を体で感じ臨場感を味わえるウェアラブルスピーカーです。特許出願中のコアレスモーターと糸による振動生成メカニズムを採用し、体全体に空気の振動を伝えることで重低音を感じることができます。BluetoothでスマートフォンとHapbeatを接続し、本体にイヤフォン/ヘッドフォンを差し込みあわせて装着することでライブハウスで感じるような音の響きをポータブルに体験できます。

[団体名] Hapbeat合同会社（代表：山崎 勇祐）

[Web] <http://hapbeat.com>

### **ウインクで撮影するカメラ「BLINCAM（ブリンカム）」**

見たままの瞬間をウインクするだけで撮影できる小型ウェアラブルカメラです。意識的に強くおこなったまばたきを感知する独自センサーを搭載しメガネに取り付けて利用することでスポーツや料理などで手はなせないときの目の前の様子、また子供と遊んでいるときの自然な表情をハンズフリーで撮影が可能です。Bluetoothでスマホと連携し、すぐに撮影した写真を確認・共有できます。

[団体名] 株式会社BLINCAM（代表：高瀬 昇太）

[Web] <https://www.blincam.co/>

### **スマホを遠隔操作できるエプロン「SWIPE APRON（スワイプエプロン）」**

料理中にスマホを触ると画面が汚れてしまうイライラを解消するスマートエプロンです。エプロンのポケットにタッチセンサーを搭載し、Bluetoothで連携したスマホのタッチ操作が可能です。画面が汚れるのを気にすることなくレシピサイトや動画をみながら、キッチンでの作業ができます。

[団体名] Generative Idea Flow (代表: 土田 哲哉)

[Web] <http://swipeapron.info/>

### ピースをはめると目が光る「おばけパズル」

おばけの形になったピースを正しい位置にはめると目が光るスマートパズルです。おばけの目の部分に搭載されたLEDが非接触給電によって点灯することで、小さい子供でも安心して遊ぶことができます。木工製で表裏の区別がつかず、似たようなカーブの連続で見た目以上に難易度が高く、子供だけでなく大人にも驚きだけでなく様々な発想・コミュニケーションを生みだします。

[団体名] おばけパズル (代表: 井上 幸人)

[Web] <http://obakepuzzle.com/>

### ぼくらの、いいね！が見える服「-A-C-T-(アクト)」

抱き合う、肩を組む、ハイタッチするなどのアクションによって光るスマートコミュニケーションウェアです。複数人のコミュニケーション行動をトリガーに、服の中に搭載した電子回路が接触し光ります。触れたところによって光り方が変化し、ライブや音楽イベント、フェスなどで周囲と触れ合うことをより加速させ場を盛り上げます。

[団体名] Etw.Vonneguet (代表: designer Olga)

[Web] <http://www.etw-vngt.com>

### ペン型オシロスコープ「OscilloPen (オシロペン)」

電気信号の波形を測定するペン型の電気信号波形観測装置 (オシロスコープ) です。本体をWi-Fiのアクセスポイントにしスマホと接続することで、測定した電気信号の電圧値をリアルタイムに送信し、専用アプリで受信した測定値を波形として表示できます。従来のオシロスコープと比べ小型でデータ取得を簡易に行えることで、電子回路を学ぶ学生や電子工作をする人が手軽に利用できます。

[団体名] Azure Lab. (代表: リー・チンホイ)

[Web] <https://gugen.jp/entry2016/2016-029>

### 途上国未電化家庭に光をとどける「EGAOプロジェクト」

世界で12億人もの未電化状態の人々に、ソーラーホームシステム(SHS)による電気を届けるプロジェクトです。携帯電話に続く大きな欲求が見込まれているTV需要をドライビングフォースに、分割払いできる技術Pay-As-You-Goを導入し、エチオピアやバングラデシュにおいて大量普及を目指します。

[団体名] (株) PEARカーボンオフセット・イニシアティブ (代表: 松尾 直樹)



[Web] <http://egao.lighting>

### 環境に優しく高機能な植物性プラスチック「バイオワークス」

ポリ乳酸（バイオプラスチック）から耐熱性、耐衝撃性など実使用物性要求を最大限に引き出す100%天然素材の添加剤開発プロジェクトです。添加剤をフィルム・シート・繊維・不織布・樹脂の素材と組み合わせることで、歯ブラシ、カップ、服などの生活用品を、耐熱・耐衝撃・難燃かつ温暖化ガスを発生させない素材で成形することができます。

[団体名] バイオワークス株式会社（代表：今井行弘）

[Web] <http://bioworks.co.jp>

### DMM.make AKIBA Open Challenge 1 概要

- ・応募期間：2016年12月17日～2017年1月20日
- ・プログラム詳細：<https://akiba.dmm-make.com/form/openchallenge/archives1>
- ・サポーター企業：富士通クラウドテクノロジーズ株式会社 / オートデスク株式会社 / 株式会社サイバーエージェント・クラウドファンディング ほか (順不同)

### DMM.make AKIBAとは

ハードウェア開発・試作に必要な最新の機材を取り揃えた「Studio」、シェアオフィスやイベントスペースなどビジネスの拠点として利用できる「Base」で構成された、ハードウェア開発をトータルでサポートする総合型のモノづくり施設です。

<https://akiba.dmm-make.com>



現代の産業革命「メイカーズムーブメント」によって、モノづくりの担い手が大企業から個人へと裾野を広げ、誰もがモノを作って売ることができるようになってきました。技術や知識、道具が無くても、そして、個人でも“作り手”になれる時代です。

DMM.makeはそんな“作り手”のために必要な「情報」や「ツール」「人」が集まるプラットフォームです。ハードウェア開発だけではなく、ファッションやメディアアートなど、幅広いクリエイティビティをサポートする施設として、各種エンジニアやデザイナー、クリエイター

にご利用いただいています。

DMM.make AKIBAは今後も、世界で最も新しい価値観を生み出し続ける場所として、モノを作りたい人がモノを作り続けられる環境の実現を目指していきます。  
ご質問、ご不明点等ございましたら、お気軽にお問い合わせください。

### 【リリースとご取材に関するお問い合わせ】

株式会社DMM.com DMM.make AKIBA広報：境・田中

TEL：03-5298-5317（連絡可能時間帯：平日10:00～18:00）

E-MAIL：[support@akiba.dmm-make.com](mailto:support@akiba.dmm-make.com)

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– Supporting startups that are defining the future through IoT –

From the admissions team of “ DMM.make AKIBA Open Challenge 1 ” comes an event announcement: July 7 “ Demo Day ”

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DMM.com, which provides various contents through the web (headquartered in Minato-ku, Tokyo. President and CEO, Takanori Katagiri. <http://www.dmm.com/> Hereinafter referred to as DMM) announces an event as follows:

On July 7, 2017, “ DMM.make AKIBA Open Challenge 1 Demo Day ” is to be held. This demo day comes as the concluding event that wraps up the preceding program, “ DMM.make AKIBA Open Challenge 1 ”. “ DMM.make AKIBA Open Challenge 1 ” is a program that aims to help startups in hardware/IoT sector brush up their business development efforts for their hardware prototyping.



To specify further, “ DMM.make AKIBA Open Challenge ” is a program where companies that are familiar with IoT-related technology and businesses help startups in the same area during a 3-month long intensive. During the 3-month intensive, along with the DMM.make AKIBA team, the IoT startups work on business model design refinement and product design prototyping. Prior to the start of this program, DMM.make AKIBA received a tremendous number of applications. Among them, 11 were selected as finalists and admitted into the program. They will be showcasing as participants for this first ever “ Open Challenge Program ” held at DMM.make AKIBA.

On this Demo Day, the 11 teams selected by the “ DMM.make AKIBA Open Challenge 1 ” program admissions team will be presenting the outcomes of their collaboration with the Supporting Companies. Participating teams include creators behind innovative products including: a smart wand “ COMMUNICATION STICK ” which helps the elderly in the event of their outdoor walking, getting lost and falling, smart glasses “ OTON GLASS ” which amplifies the wearers ’ ability to read written texts, a smart apron “ SWIPE APRON ” which enables users to remotely control their smartphones while cooking, etc.

Both the exhibition and presentations are expected to serve as opportunities for the audience to see both the cutting-edge technology as well as teams behind the innovative products.

At this event where investors, VCs and other players in business can network and mingle, new types of business opportunities, connections and synergies are to be expected. Please be sure to not miss this opportunity.



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Event Summary: DMM.make AKIBA Open Challenge 1 Demo Day

- Time: Friday, July 7, 2017 13: 00-17: 30 \*Time may be subject to change.
- Venue: DMM.make AKIBA (Fujisoft Akihabara Building, Warabi-cho 3, Kanda, Chiyoda-ku, Tokyo)
- WEB: <http://peatix.com/event/272019>

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Teams admitted for the program (in no particular order)

“ Communication stick ” , a smart wand that allows prompt responses to the stumbling and lost elderlies

“ Communication Stick ” is a smart IoT wand that provides valuable peace of mind for those that face the critical two issues when it comes to the elderlies going outside: getting lost and stumbling/falling. Through design that addresses those needs, Communication Stick enables



better and more prompt correspondence for such critical moments while also improving more and safer opportunities for the elderly to enjoy going outside.

With a simple and intuitive design that is friendly to use even for the seniors, this tool allows for constant availability of critical communication between the elderly and the care givers. Winner of the James Dyson Award for 2016 Domestic Most Outstanding as well as International TOP 20 Awards.

[Organization name] Communication Stick Project (Representative: Tomohito Saigusa)

[Web] <https://jamesdysonaward.org/ja/projects/communication-stick/>

“ Oton Glass ” , smart glasses that amplify reading abilities

“ Oton Glass ” refers to a pair of smart glasses that assist people in activities that involve reading. This is especially helpful for its target audience: those suffering from dyslexia (reading disability and other difficulties with reading) and visual impairment, as well as overseas travelers.

Users can understand the content of written texts as the camera embedded along the glasses does the following: it scans texts that are on the same level as the human eyes, converts the visuals into text data through character recognition optical technology, and then reads out loud the content as voice speech. This product also has a translation feature and can be used as a support tool for overseas travelers.

[Organization name] OTON GLASS Inc. (Representative: Keisuke Shimakage)

[Web] <http://otonglass.jp/>

“ Vege Plan ” , a vege-care service that addresses people ’ s lack of vegetables through sensors

“ Vege Plan ” is a vegetable care service that helps working adults and consumers at offices whose diet can be irregular. It helps them consume necessary vegetables in the form of soup

that fits the physical condition of targeted individuals through their use of dedicated AGEs (glycosylation) sensors from SHARP. Through that, individual users can record their physical conditions in the application, as well as detect premature illnesses.

Furthermore, by choosing his/her own soup menu from the application based on the recorded physical condition, the user can ensure intake of a standard serving of vegetables in the form of soup. Currently, preliminary introduction has begun as welfare benefits of several large corporations.

[Organization name] AWCLE Co. (Representative: Chihiro Endo)

[Web] <http://www.awcle.co.jp>

“ Hapbeat ” , a wearable speaker that enables embodying the heavy bass audio experience

“ Hapbeat ” is a wearable speaker that allows users to enjoy the realism of feeling the audio on the body: an enhancement of the entertainment experience of music, games and movies they enjoy.

Users can feel deep bass throughout the entirety of their bodies by transmission of the vibration of air. This experience becomes possible through a patent pending mechanism where a coreless motor and a special cord thread generate potent vibration.

By connecting Hapbeat with a smartphone via Bluetooth, then plugging earphones/headphones into its main unit, followed by attaching them to his/her body, a user can experience the sound vibration as if one is at a live audio house, but only through wearing this portable device.

[Organization name] Hapbeat LLC (Representative: Yusuke Yamazaki)

[Web] <http://hapbeat.com>

“ Blincam ” , a camera that shoots with a wink

“ Blincam ” is a compact wearable camera that can shoot photos of what ’ s in front of users with only a wink.

BLINCAM features a unique sensor that detects intentionally strong blinks. With its ability to also be attached to eyeglass frames, it allows users to take photos of what ’ s in front of them in a hands-free fashion, when engaged in sports, cooking, playing with children etc., allowing smooth capturing of natural expression of moments when people are not necessarily posing for cameras. Through its compatibility with smartphones, users can also check and share photos taken immediately after capturing their precious moments.

[Organization name] BLINCAM (Representative: Shota Takase)

[Web] <https://www.blincam.co/>

“ Swipe Apron ” , an apron that can remotely control smartphones

“ Swipe Apron ” is a smart apron that addresses smartphone users ’ pain points during moments like cooking when users cannot touch the screen of their smartphones with their dirty/occupied hands. With a touch sensor mounted in the apron ’ s pocket, touch operation of the smartphone becomes possible remotely through the pocket via Bluetooth. Users can work in the kitchen while navigating through recipe sites and videos without worrying about their smartphone screens getting dirty.

[Organization name] Generative Idea Flow (Representative: Tetsuya Tsuchida)

[Web] <http://swipeapron.info/>

“ Obake puzzle ” , a puzzle game where ghost eyes glow when pieces are placed correctly

Obake puzzle is a smart puzzle whose ghostly puzzle pieces glow through the ghost eyes when pieces are placed in the right spots. Through its ability to light up the LED mounted on the part of the eyes of a ghost with contactless power supply, even small children can play such puzzle games with a sense of confidence in knowing where their positive affirmations come from. It is designed to make it difficult to distinguish between the front and the rear of

the puzzle pieces through its deliberate wooden workmanship. Given the series of similar curves found in all pieces, the degree of difficulty is higher than it looks, making it desirable not only for children but also for adults. Obake puzzle is sure to inspire various ideas and spur up communication as well as surprises.

[Group name] Obake puzzle (Representative: Yukito Inoue)

[Web] <http://obakepuzzle.com/>

“ -A-C-T- ”, a smartwear that makes our “ Likes ” visible

“ -A-C-T- ” is a smart communication wear—that glows in response to human interactions such as hugging, putting shoulders next to one another, exchanging high touches, etc. The electronic circuit mounted in the clothes gets triggered and light up when interaction of those kinds happens between multiple people. Depending on what part the touching occurs, the way the lighting happens changes. This feature makes this tool especially valuable in situations such as live events, music events, festivals, further enhancing the desired interactive atmosphere of such moments.

[Organization name] Etw.Vonneguet (representative: designer Olga)

[Web] <http://www.etw-vngt.com>

“ OscilloPen ”, a Pen-type Oscilloscope

“ OscilloPen ” is a pen type electric signal waveform observation device (oscilloscope) which measures the waveform of electric signals. By connecting the main unit to a Wi-Fi access point, it transmits the voltage value of the measured electric signals in real time. It can then display the measured value, which would be received via a dedicated application and then display the output as a waveform on a screen. By making data acquisition process lighter compared to conventional types oscilloscopes, this makes it a lot easier to use for students and others hoping to be better involved in electronic circuit making.

[Organization name] Azure Lab. (Representative: Lee Ching Hoi)

[Web] <https://gugen.jp/entry2016/2016-029>



“ EGAO Project ” delivering light to non-electrified households in developing countries

“ EGAO Project ” is a project that delivers electricity by solar home system (SHS) to 1.2 billion people who are in non-electrified areas of the world.

Growing demand for TV is expected to be the next big demand wave following that of mobile phones in those areas. Using that as a driving force, by using the Pay-As-You-Go technology which enables payments in small installment increments, this project aims for mass adoption in countries such as Ethiopia and Bangladesh.

[Organization name] PEAR Carbon Offset Initiative (Representative: Naoki Matsuo)

[Web] <http://egao.lighting>

“ BioWorks ” , an environmentally friendly, high performance plant-based plastic

“ BioWorks ” is a 100% natural additive material development project. This additive material is able to capitalize on the growing demand for physical properties for heat resistance, impact resistance and more by using polylactic acid (bioplastic).

By combining additives with films, sheets, fibers, nonwoven fabrics and resin materials,

it makes it possible to create household items such as toothbrushes, cups, clothes and the like using materials that are heat-resistant, impact-resistant, flame-resilient, and non-greenhouse gas emitting.

[Organization name] BioWorks Co., Ltd. (Representative: Yukihiro Imai)

[Web] <http://bioworks.co.jp>

DMM.make AKIBA Open Challenge 1 Outline

- Application period: December 17, 2016 – January 20, 2017
- Program details: <https://akiba.dmm-make.com/form/openchallenge/archives1>
- Supporter companies: Fujitsu Cloud Technologies, Inc./Autodesk Inc./Cyber Agent Crowd Funding Inc./Orix Corporation Inc. (in no particular order)

About DMM.make AKIBA:

DMM.make AKIBA is a manufacturing facility that provides comprehensive support for hardware manufacturing and development for the ‘ makers ’ . The total facility offering is divided into two main parts. “ Studio ” offers the latest technological equipment and tools required for hardware development, testing and prototyping. “ Base ” offers the co-working space and event hosting space, which allows ventures, makers and startups to base their business operations.

<https://akiba.dmm-make.com>

With today ’ s version of industrial revolution that is the “ Makers ’ Movement ” , power dynamic of manufacturing has shifted from large corporations to individuals with creative ideas. This shift has enabled individuals to come up with ideas for making things of value and to sell them. This is an era where even without technology, knowledge or tools, individuals can indeed be “ creators ” . DMM.make is a platform for those creators where such aspiring creators gain access to the necessary information, tools, and people.

DMM.make serves as a supportive facility that is enjoyed not only by creators in the hardware manufacturing and development sphere, but also by various engineers, designers and creators in a wide range of arenas such as fashion, media art and other creative genres.

DMM.make AKIBA will continue to provide a unique environment where people who want to make things can continue to make their best things, inspiring birth to the latest paradigms of innovation and value-add. If you have any questions about DMM.make AKIBA, concerns or suggestions, please feel free to reach us.

**【Inquiries regarding this release, media coverage and interviews】**

DMM.com Inc.

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