

AIoT 感測物聯系統應用創意競賽

Human Solar Charger

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Motivation

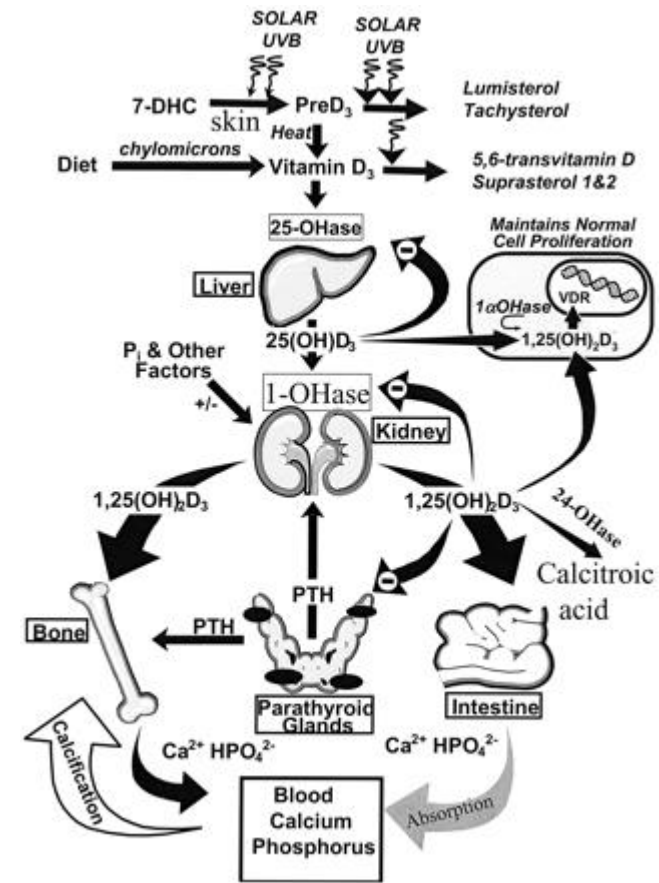
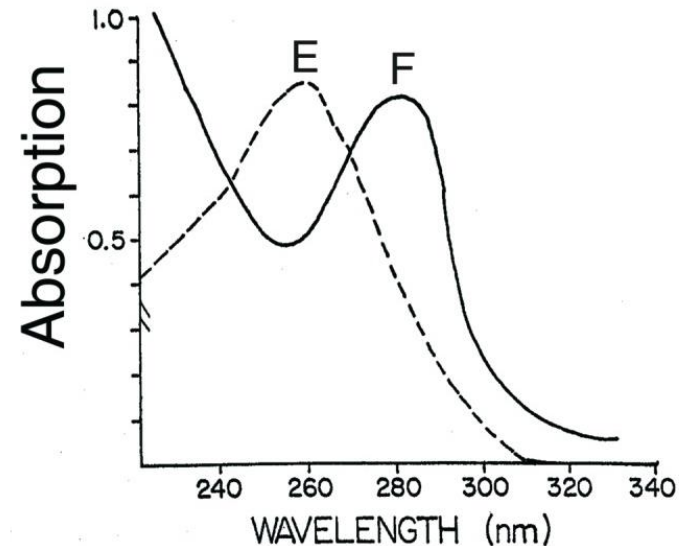
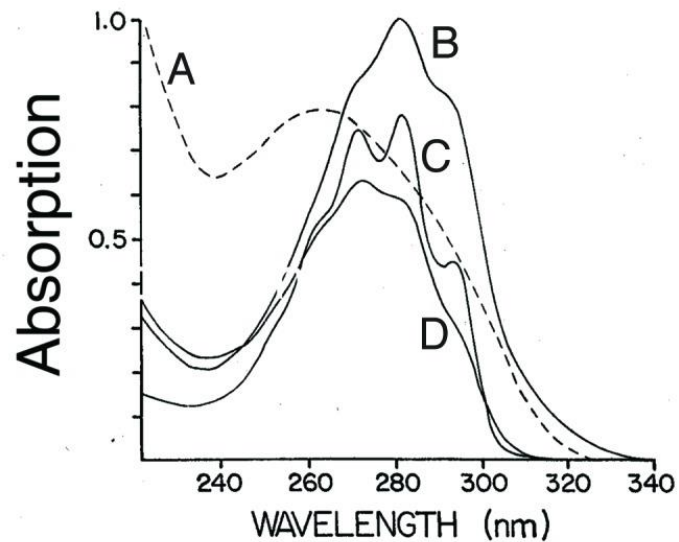


Motivation

Regular sun exposure is the most natural way to get health because UVB rays are essential for making vitamin D.

UV absorption spectra for (A) previtamin D₃, (B) tachysterol, (C) provitamin D₃ (7-dehydrocholesterol), (D) lumisterol, (E) DNA, and (F) albumin.

Schematic diagram of cutaneous production of vitamin D and its metabolism and regulation for calcium homeostasis and cellular growth.

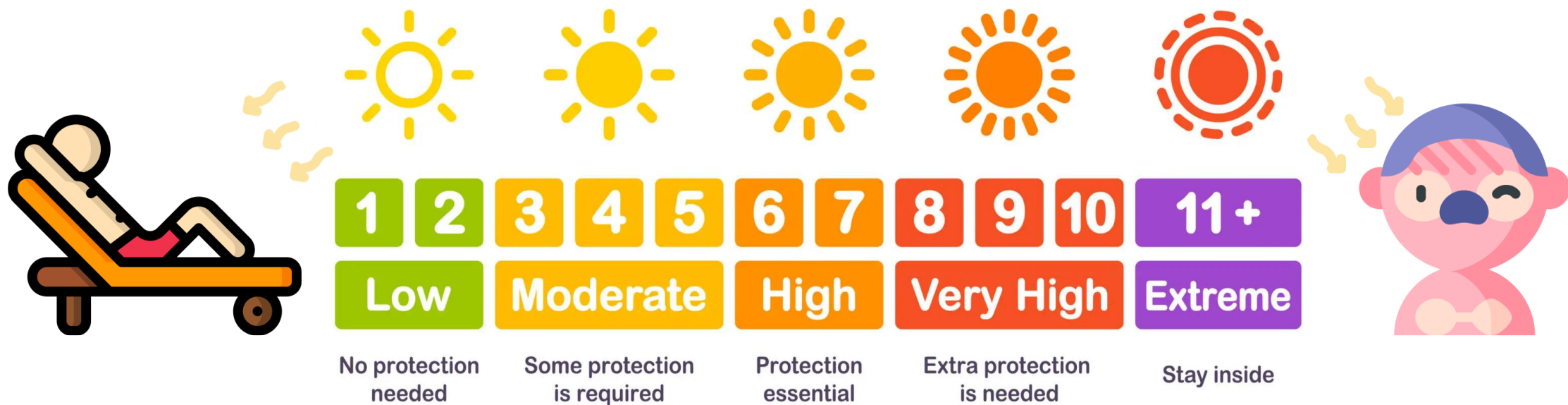


Holick, M. F. (2004). Sunlight and vitamin D for bone health and prevention of autoimmune diseases, cancers, and cardiovascular disease. *The American journal of clinical nutrition*, 80(6), 1678S-1688S.

Wacker, M., & Holick, M. F. (2013). Sunlight and Vitamin D: A global perspective for health. *Dermato-endocrinology*, 5(1), 51-108.

Motivation

UV Index



Motivation



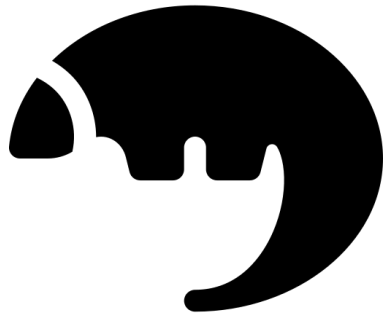
Children

- Boost immunity
- Promotes eye health
- Improve brain function



Elder

- Lower blood pressure
- Reduce cancer risk
- Relieves body aches
- Maintain strong bone



Homebody

- Improve sleep quality
- Aids weight loss
- Eases mild depression

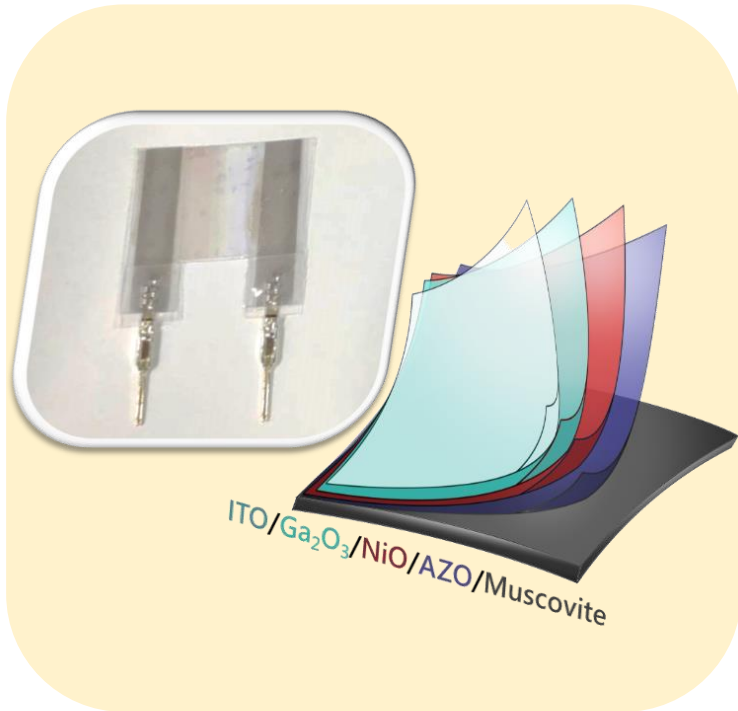


Sensitive skin

- Aware of sunlight
- Heal skin disorder
- Fights seasonal affective disorder

Procedure

Sensor

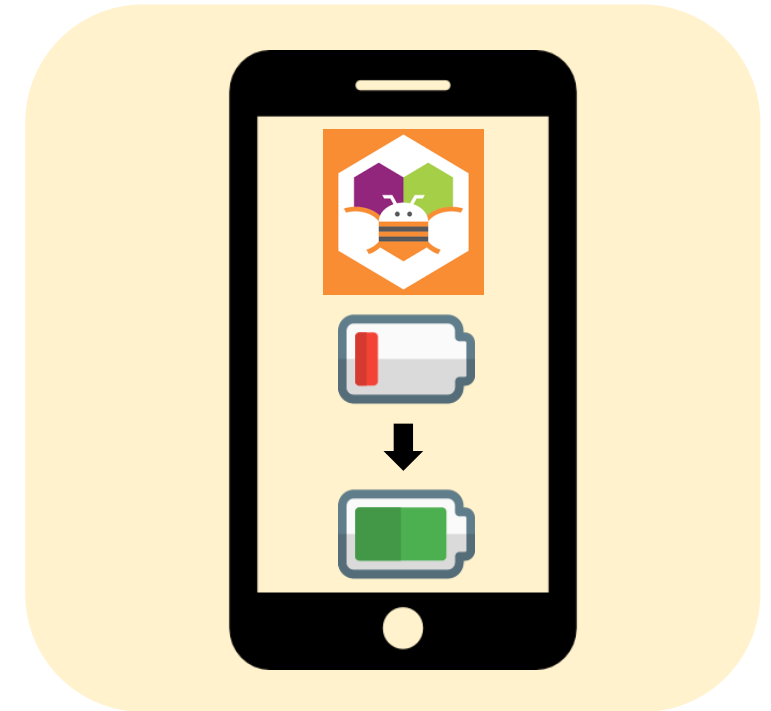


ASP

Data structure



UI



Sensor

DUV Sensing

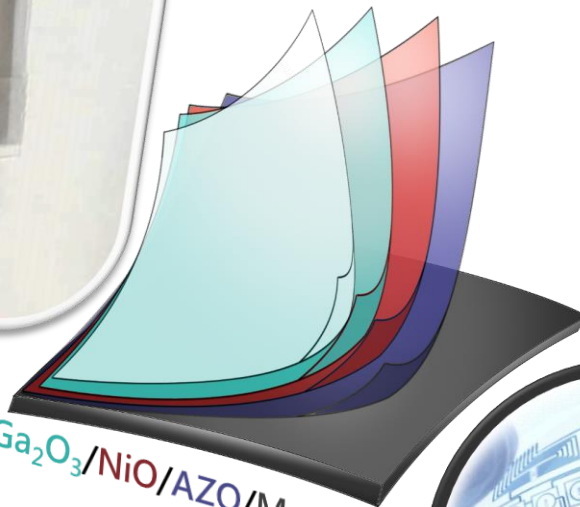


透過深紫外光-光電二極體的幫助，我們可以得知外在環境的紫外線多寡，以電流形式傳給ASP做訊號處理。

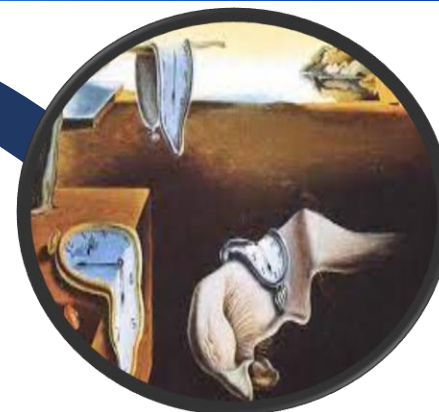
Deep UV
Photodiode



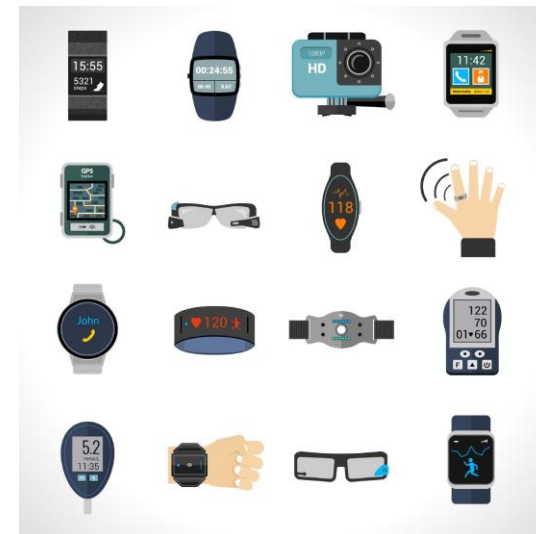
ITO/Ga₂O₃/NiO/AZO/Muscovite



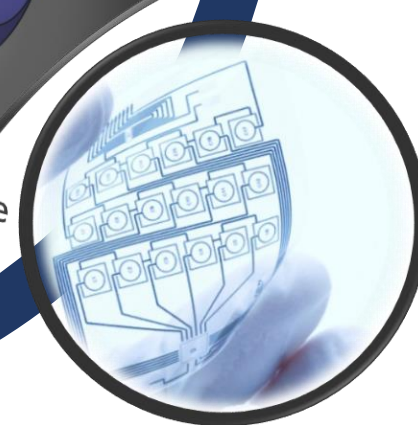
High Power
Electronics



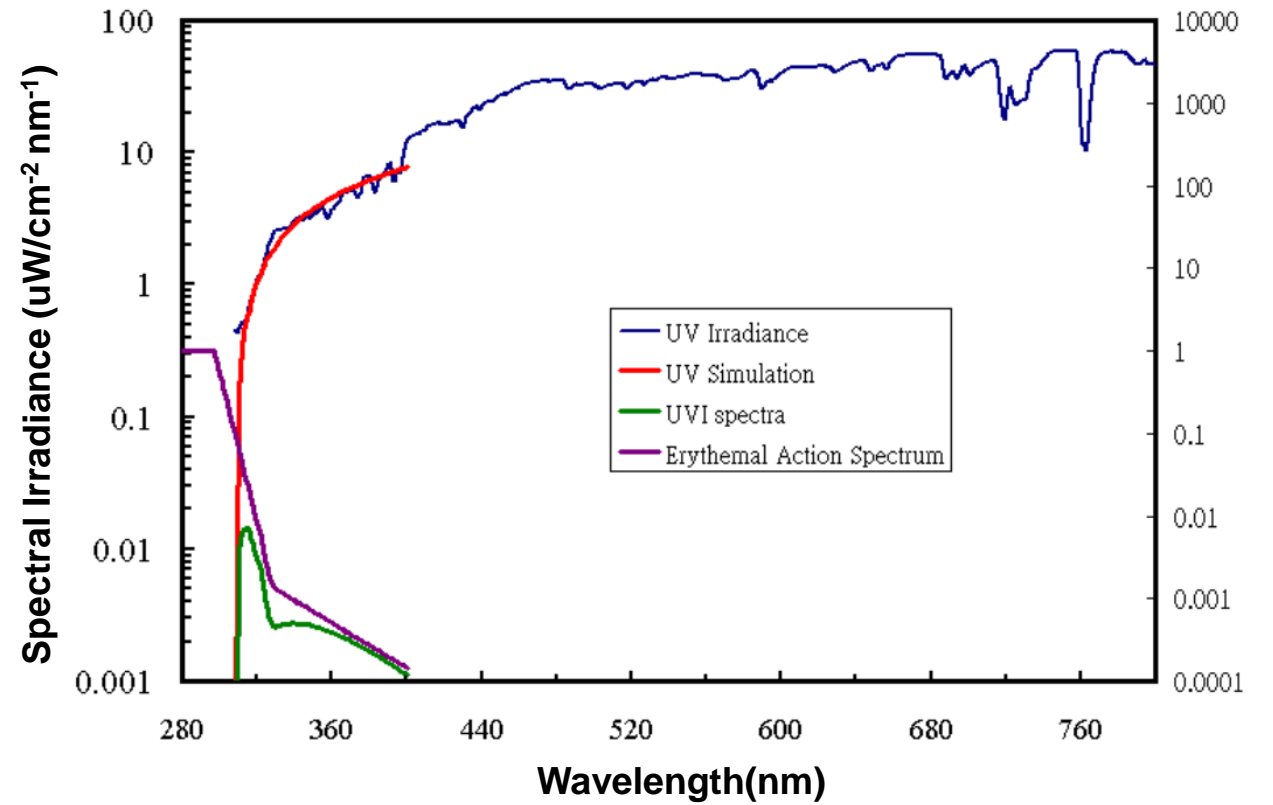
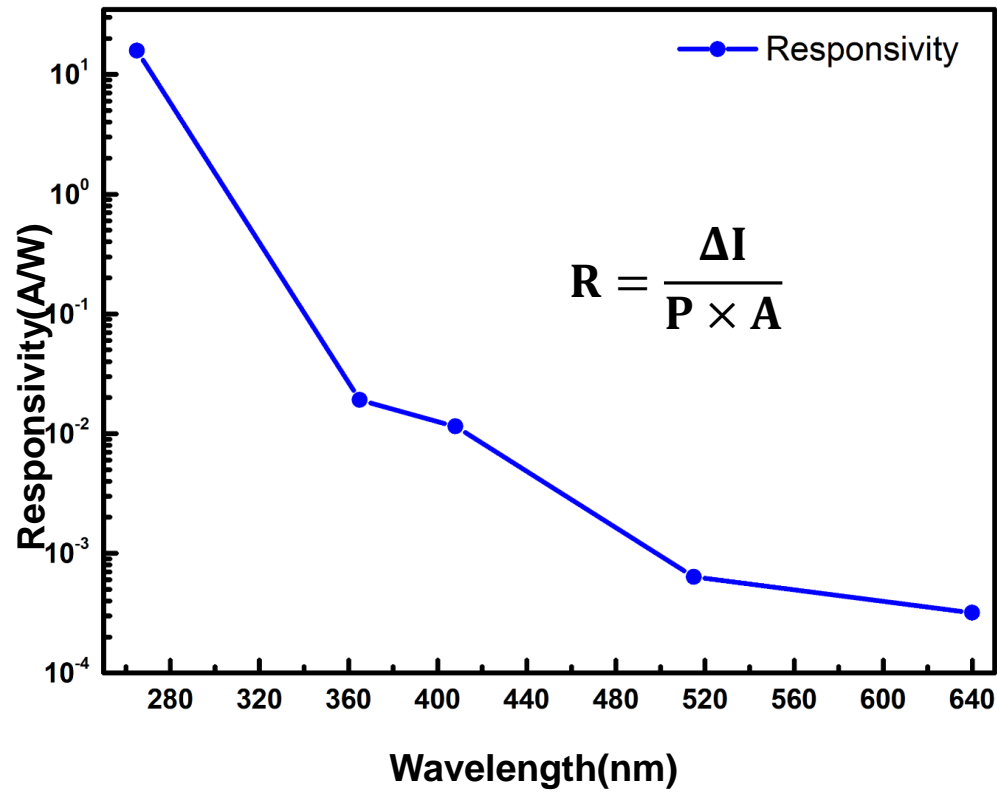
Flexible



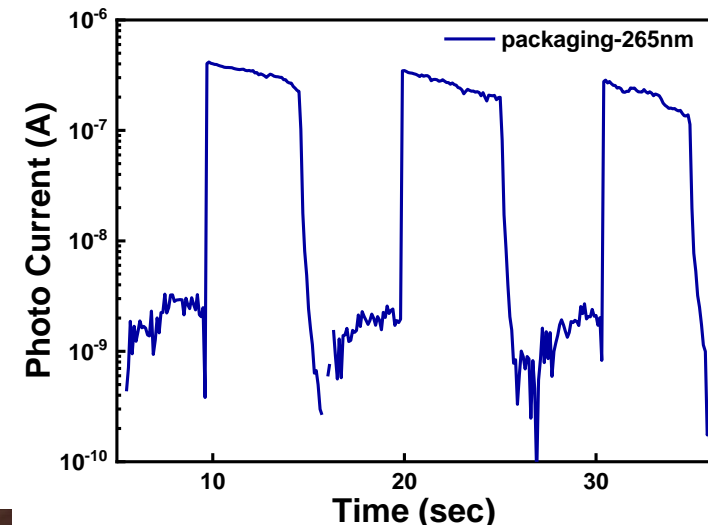
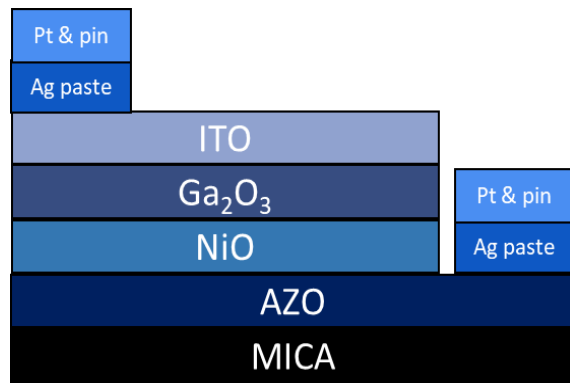
Transparent



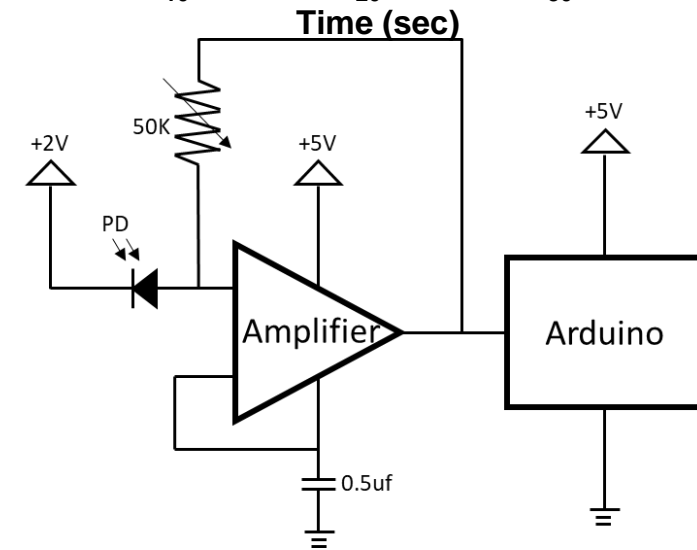
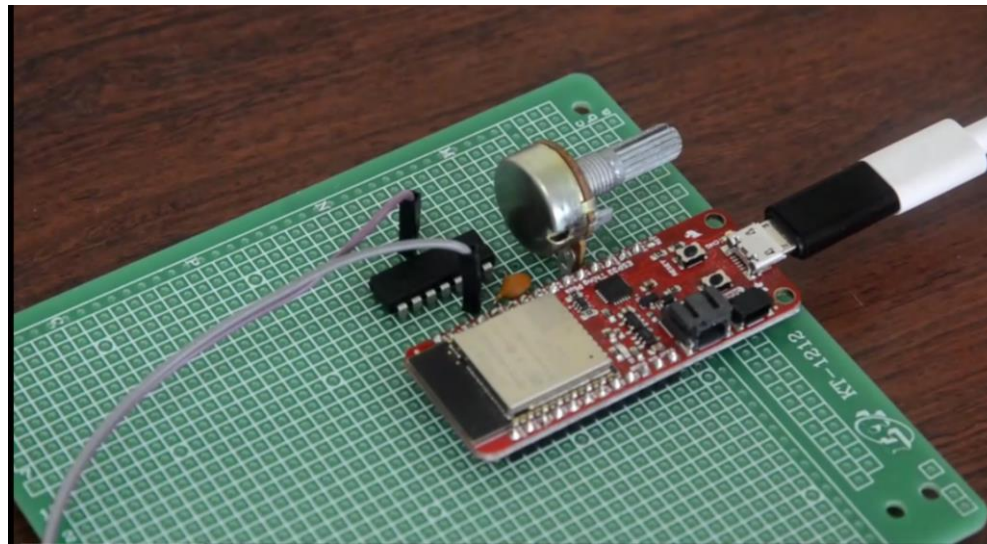
Motivation



Device



簡易電路的連接與
Arduino ESP32的配合，
能讓我們輕易的抓取電訊號。



Analog Signal Processor

```
#include <BluetoothSerial.h>
BluetoothSerial BT;//宣告藍芽BT

int potpin = A4;
int val;
int cal;

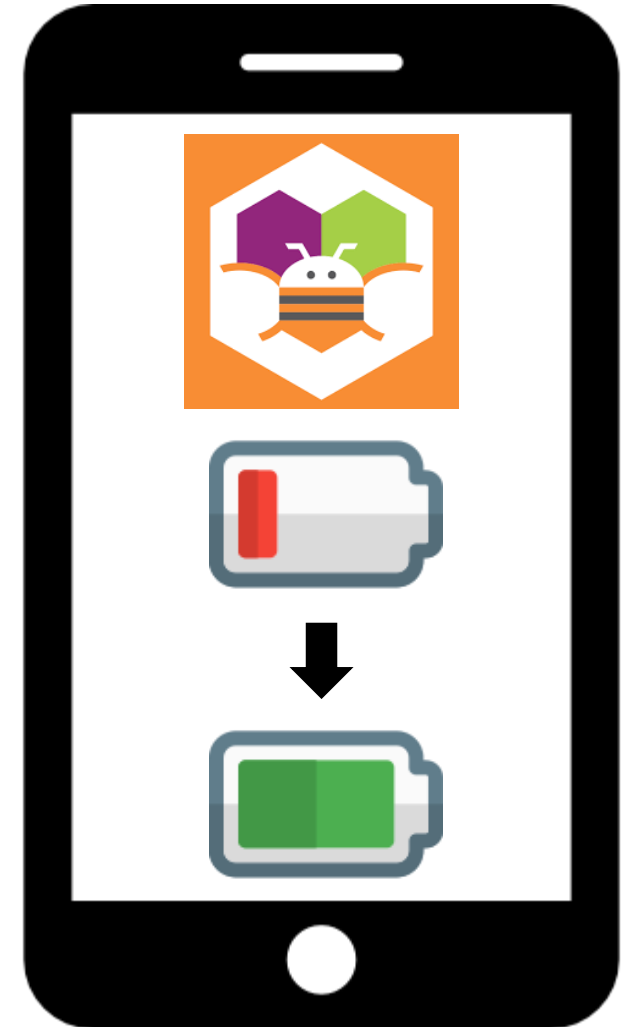
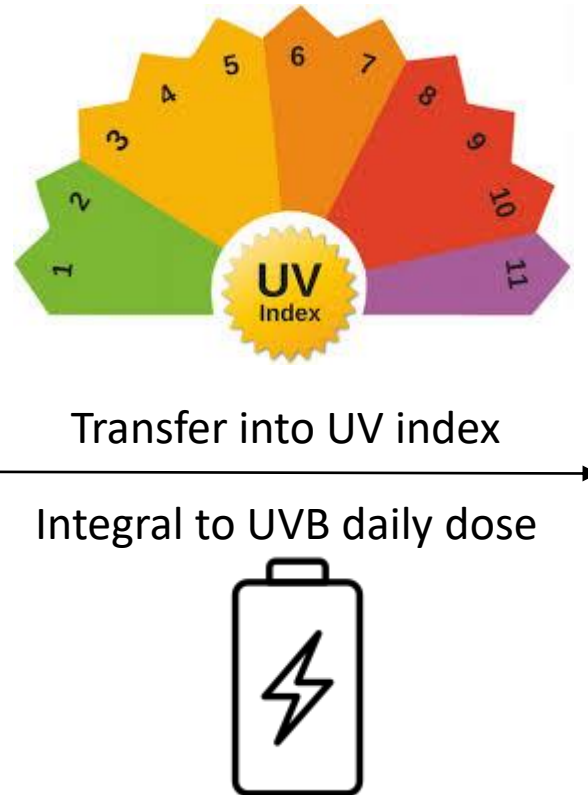
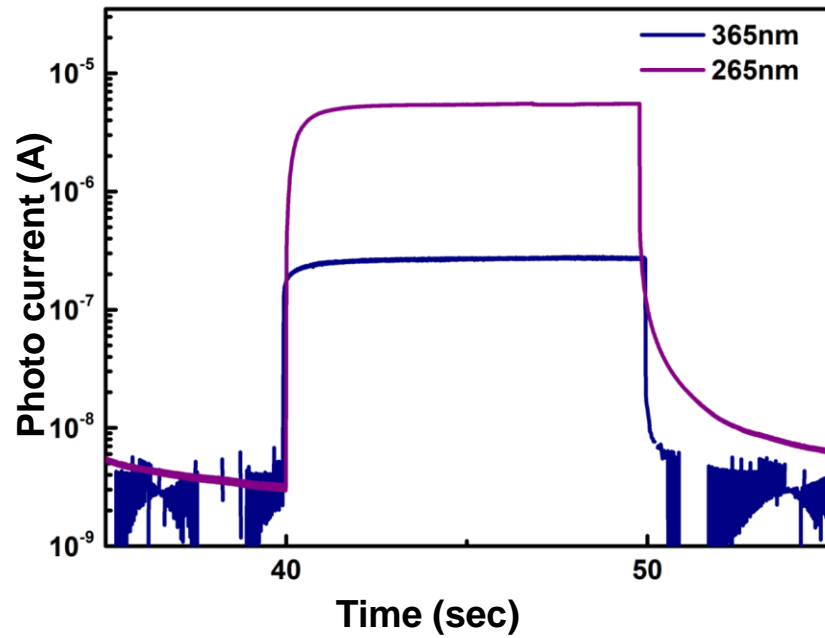
void setup() {
  Serial.begin(9600);
  BT.begin("Smartgp55374");
}

void loop() {
  // start working...
  val = analogRead(potpin);
  cal= val*0.04;
  Serial.println("=====");
  BT.println((int)cal);
  delay(200); //休息0.2秒
}
```

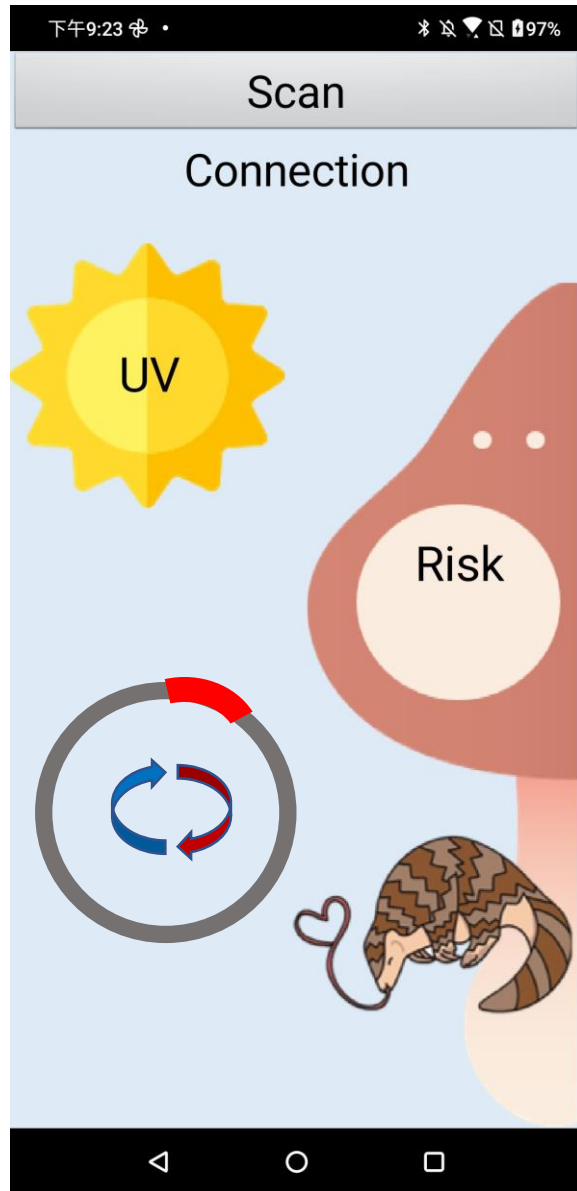
User Interface - Prototype



User Interface



User Interface



```
initialize global i to 0

when BT_ListPicker1 .BeforePicking
do set BT_ListPicker1 .Elements to BluetoothClient1 .AddressesAndNames

when BT_ListPicker1 .AfterPicking
do if call BluetoothClient1 .Connect
    address BT_ListPicker1 .Selection
then set Connect_Label .BackgroundColor to #00FF00
    set Connect_Label .Text to "Connected"

when Clock1 .Timer
do if BluetoothClient1 .IsConnected and call BluetoothClient1 .BytesAvailableToReceive > 0
then set Text_UV .Text to call BluetoothClient1 .ReceiveText
    numberOfBytes call BluetoothClient1 .BytesAvailableToReceive
    set global i to get global i + Text_UV .Text
    set Text2 .Text to get global i
    call CircularProgress1 .CreateRing
        input percent_circular
        percent Text2 .Text / 360
    if Text_UV .Text < 3
    then set Text_risk .Text to "Low"
    else if Text_UV .Text ≥ 3 and Text_UV .Text < 6
    then set Text_risk .Text to "Medium"
    else if Text_UV .Text ≥ 6 and Text_UV .Text < 8
    then set Text_risk .Text to "High"
    else if Text_UV .Text ≥ 8 and Text_UV .Text < 11
    then set Text_risk .Text to "Very High"
    else set Text_risk .Text to "Extreme"
```