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KENNYKEE TECHNOLOGIES

Software, Web and Mobile Systems Solutions

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Interactive Software Solutions

Interactive. Innovative. Educational.



KENNYKEE TECHNOLOGIES - INTERACTIVE SOFTWARE SOLUTIONS

INTERACTIVE. INNOVATIVE. EDUCATIONAL.

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KENNYKEE TECHNOLOGIES - INTERACTIVE SOFTWARE SOLUTIONS

KennyKee Technologies offers comprehensive interactive software solutions for touch kiosks. Our holistic solution covers software development, kiosk enclosure design and fabrication, and its surrounding murals. Kiosk is an important interactive element for galleries, complementing beautiful wall mural design and its vibrant environment.

SOLUTION OVERVIEW

- ✚ Our application has a front end for public user and a content management system for administrator. Admin can create and customize multiple homepages for different occasions. In addition, admin will be able to create multiple pages to display image, audio, video, e-book, capture photo, customized built-in game and fully customizable pages.
- ✚ Multiple kiosks can connect to a centralized server making data update an easy task. Fully featured and highly dynamic content management system allowing any creative contents creation possible.
- ✚ The architecture designs are strongly customer driven and built for productivity in mind. We understand that every customer is unique. That is why we perform extensive requirement analysis with our customers and ensure every single function delivered fits their requirements precisely.

CUSTOM TAILORED FOR EVERY CLIENTS.

- ✚ For every project, we put in mass amount of efforts in gathering accurate requirements and offer the most creative, modern-design and cost-effective proposal that fit our customers' needs and ideas.

DESIGNED FOR INSTITUTIONS

- Primary and secondary schools.
- Early education centers and childcare centers.
- Heritage galleries and exhibition centers.
- Retail shops information display.
- Community centers.
- And any businesses that requires information and interactive display kiosk.

Note: Some demo links are hosted on design partner website.

OUR PORTFOLIO

1) Interactive Learning Games For Schools

A) CORE VALUES LEARNING (CASUARINA PRIMARY)

Description: Students will learn core moral values by playing 3 interactive games. This includes matching values terminology with its explanation, understanding pictorial situations, and 3 levels of Q&A quizzes on moral values

Demo Link: <https://demo.firstsight.com.sg/CCV>

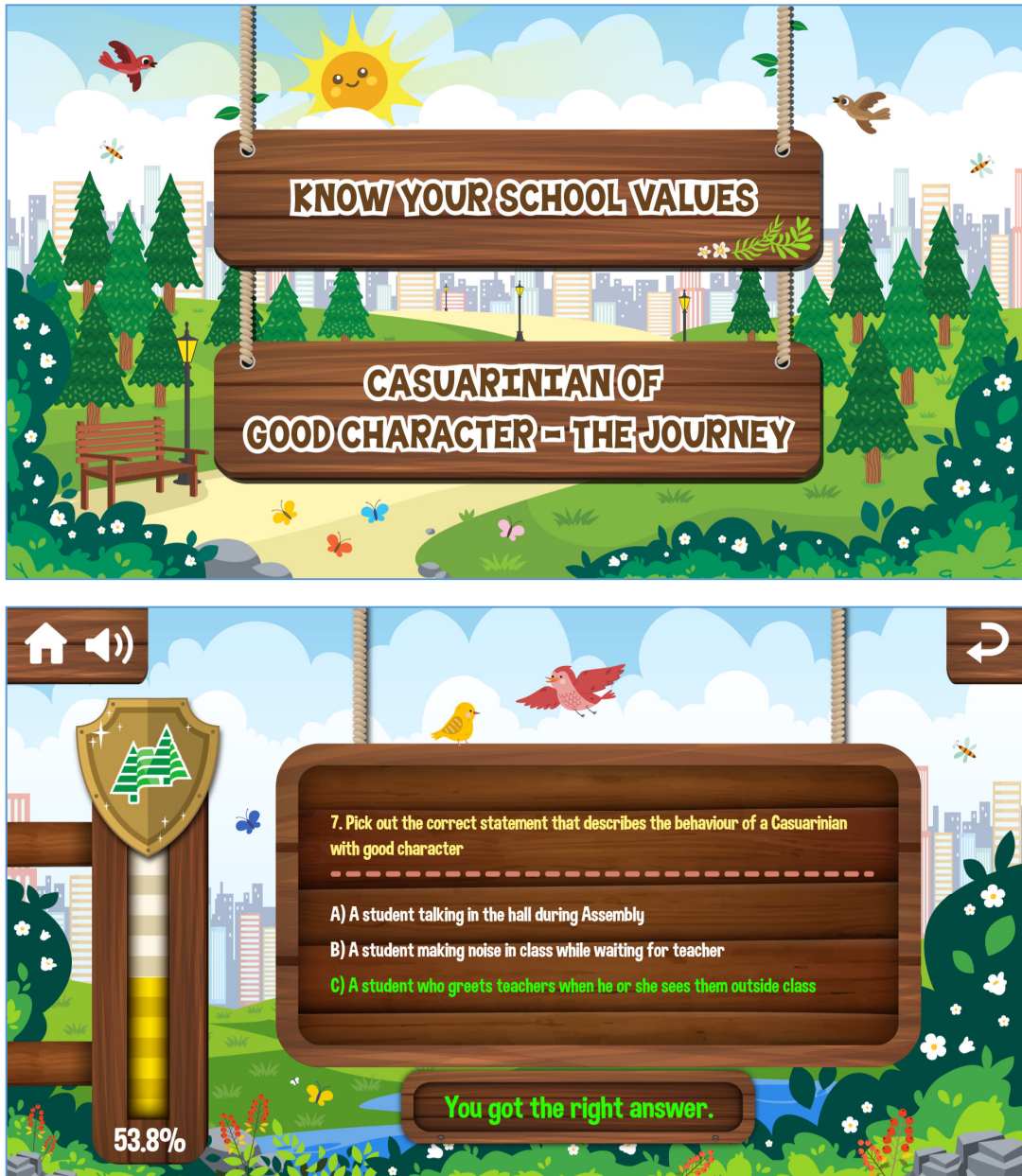


Figure: Casuarina Primary Core Values Learning Kiosk Application

B) SPOT THE DIFFERENCES - WATER SAVING LEARNING GAME (MARSILING SECONDARY)

Description: Students find differences in 2 side-by-side images and touch the differences. Upon finding the difference, students will be presented tips on water saving used in daily household appliances. Use Google Chrome browser for demo. Press F11 to enter full screen. This app runs well in full screen.

Demo Link: <https://demo.firstsight.com.sg/SpotTheDifference/views/>



Figure: Marsiling Secondary Water Saving Learning Game

C) Q & A WATER MISSION (MARSILING SECONDARY)

Description: Students choose the right answer for each question on water general knowledge topics and earn scores. There are multiple levels of challenges with different difficulties. Use Google Chrome browser for demo.

Demo Link: <https://demo.firstsight.com.sg/WaterMission>



Figure: Marsiling Secondary Q&A Water Mission Game

D) DRAG & DROP WASTE RECYCLING GAME (MARSILING SECONDARY)

Description: User drags waste object into the correct recycling bin to earn score within a time limit. Score will be saved and shown in hall of fame. Popup info on interesting facts will be displayed upon dropping items into the bin. This app runs well in full screen.

Demo Link: <https://demo.firstsight.com.sg/Recycling>

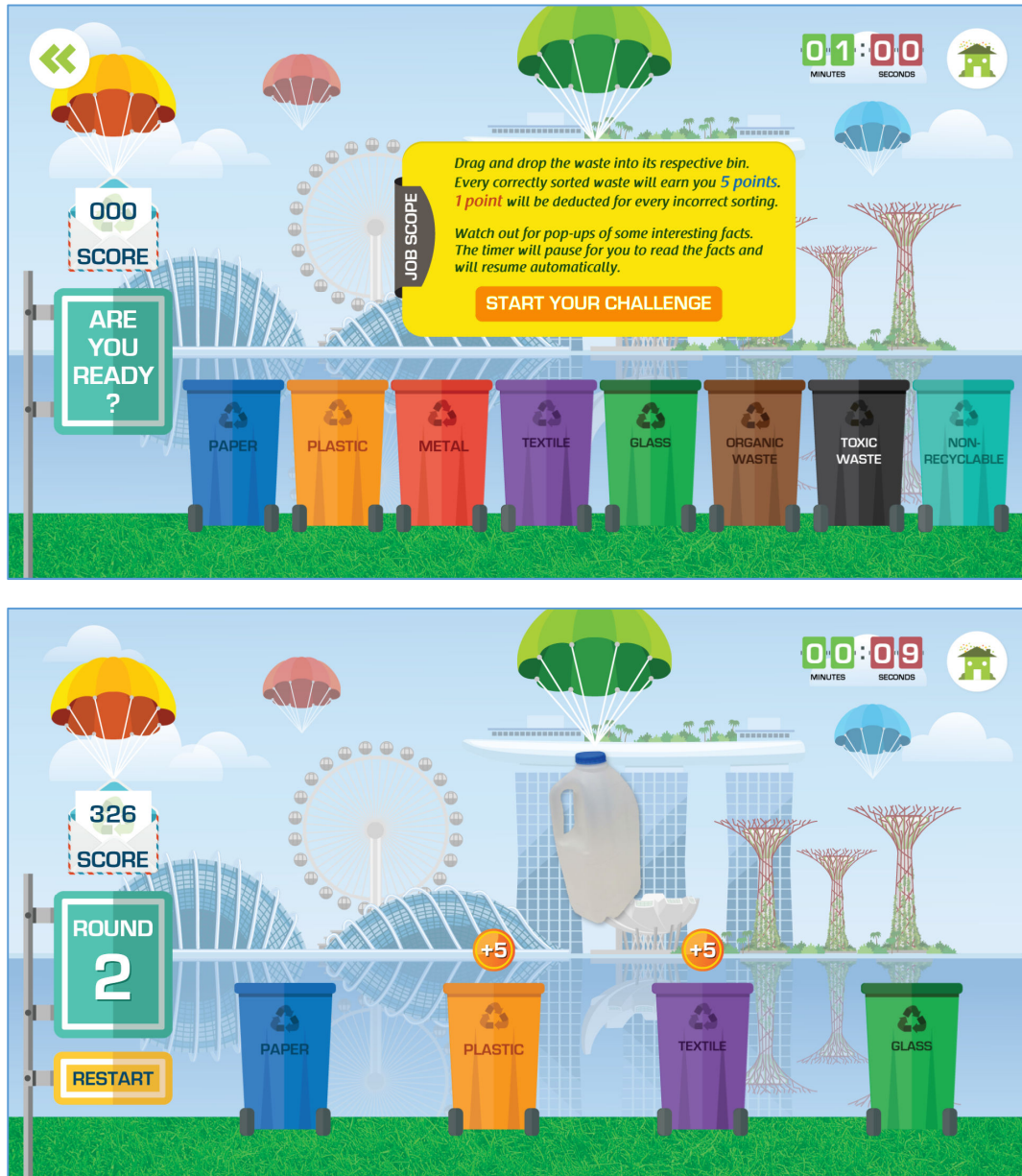


Figure: Marsiling Secondary Environmental Hub Recycling Game.

E) Q & A HERITAGE GALLERY GAME (CHIJ PRIMARY TOA PAYOH)

Description: User chooses the right answer for each question on school heritage history and earn score. Use Google Chrome browser for demo. Press F11 to enter full screen. This app runs well in full screen.

Demo Link: <https://demo.firstsight.com.sg/CHIJ/index.php/home/page/4/17>



Figure: CHIJ Toa Payoh Q&A Heritage Gallery Game.

F) ASEAN TRADITIONAL CULTURAL COSTUME (WHITE SANDS PRIMARY AND CASUARINA PRIMARY)

Description: This application allows users to learn traditional cultural costumes of ASEAN countries. User will be able to select a country and view traditional cultural costume for each ethnic. In addition, user will be able to capture its face and overlay on top of the costume.

Demo Link: <https://demo.firstsight.com.sg/CCC>

Application Mechanic: User chooses a country costume, take a photo of their face using webcam. The application will automatically determine the face and superimpose their face on the cultural costume.



Figure: White Sands Primary And Casuarina Primary Traditional Costumes Interactive Application.

G) GOOD VALUES AND CHARACTERS LEARNING (CORAL PRIMARY)

Description: Students will be able to learn school values via playing Q&A game and choosing the right value for action in the picture.

Demo Link: <https://demo.firstsight.com.sg/Coral> (Requires Flash player)

Application Mechanic: Students learn about good values and characters by playing Q&A game and card flipping.



Figure: Coral Primary Goods Values And Characters Learning Game

H) TREASURE HUNT GAME (PRESBYTERIAN HIGH SCHOOL)

Description: Treasure hunt game. Win game by answering Q&A correctly. Each landmark consists of a set of questions about the location.



Figure: Presbyterian High School Treasure Hunt Game

2) Interactive Mobile Application With Content Management System (CMS)

A) MARKER IMAGE SCAN APP

Description: User scans a custom marker image using a mobile or tablet device. Upon recognition, the content for the marker appears.



Figure: Scan marker image, recognise marker and display content.

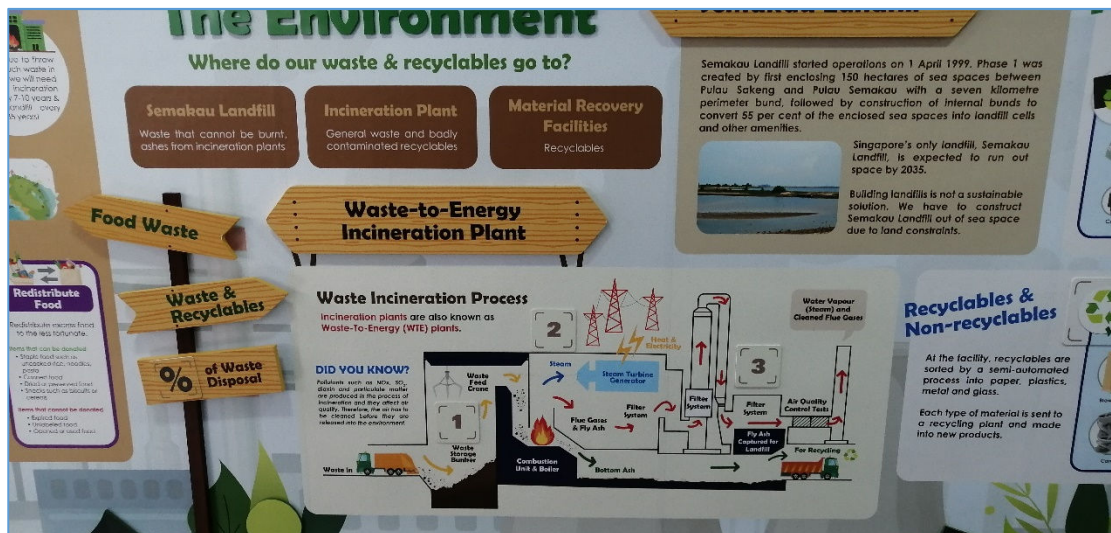


Figure: Learning wall.

B) QR CODE SCAN APP (AUGMENTED REALITY)

Description: User scans a QR code using KennyKee Technologies's augmented reality app. Upon scanning, an overlay image or object that tracks the camera movement will appear on top of the camera view. User interacts with the object. Subsequently, a video, audio or text information will be displayed.

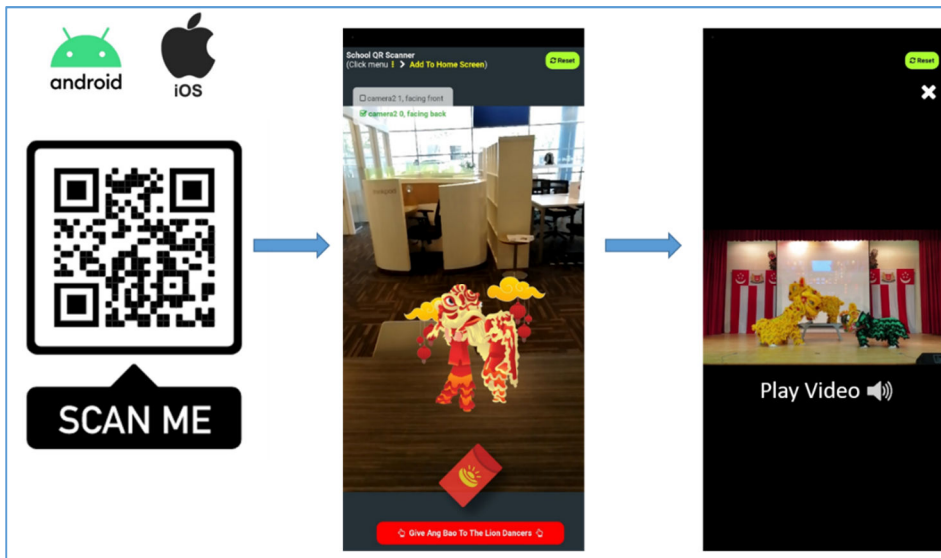


Figure: Scan QR code and display augmented image. User interact with the screen and video playback will be displayed.

C) QR CODE SCAN APP (SURVEY AND QUESTIONNAIRE)

Description: User scans a QR code using KennyKee Technologies survey app. Upon scanning, a survey form will appear for user to fill in. This app is useful for schools to collect feedbacks from students, parents and teachers. Collected data will be aggregated and displayed on a chart in the admin backend portal.

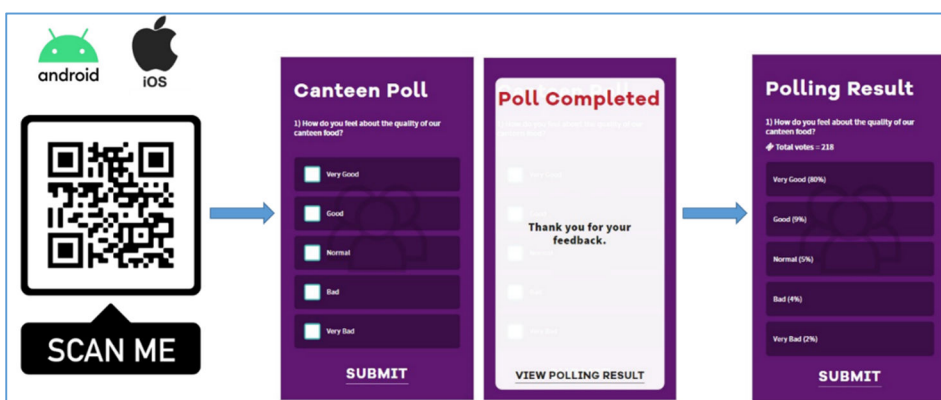


Figure: Scan QR code using KennyKee Technologies's survey app. After clicking link of the QR code, user will be answering a simple question poll.

D) QUIZ GAME APP (SCOUT ASSOCIATION HERITAGE QUEST)

Description: This quiz game enables user to answer questions and collect points. User will scan for symbols or objects. By using artificial intelligence (AI) technology, the mobile application will be able to recognize target objects. Upon recognition, user will be presented with a question. User will gain points upon answering correctly. Upon collecting enough points, user will be able to redeem a token prize from the store. This application is managed by a comprehensive content management system.

Backend Demo Link: <https://demo.firstsight.com.sg/Scout> (Contact us for demo)

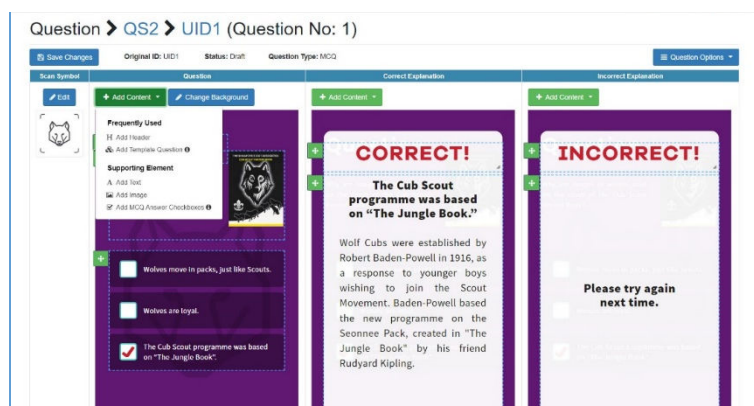
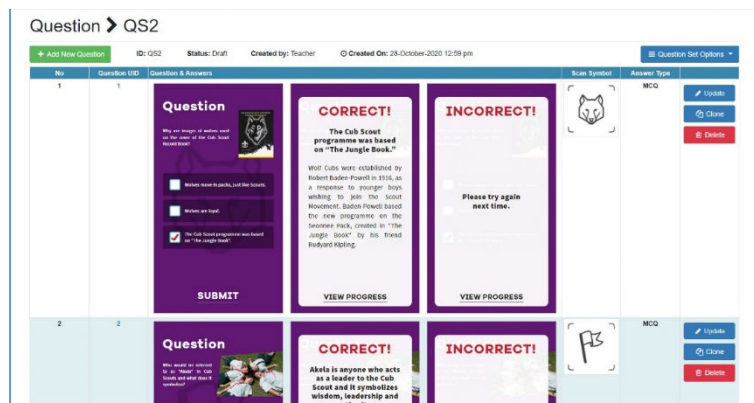
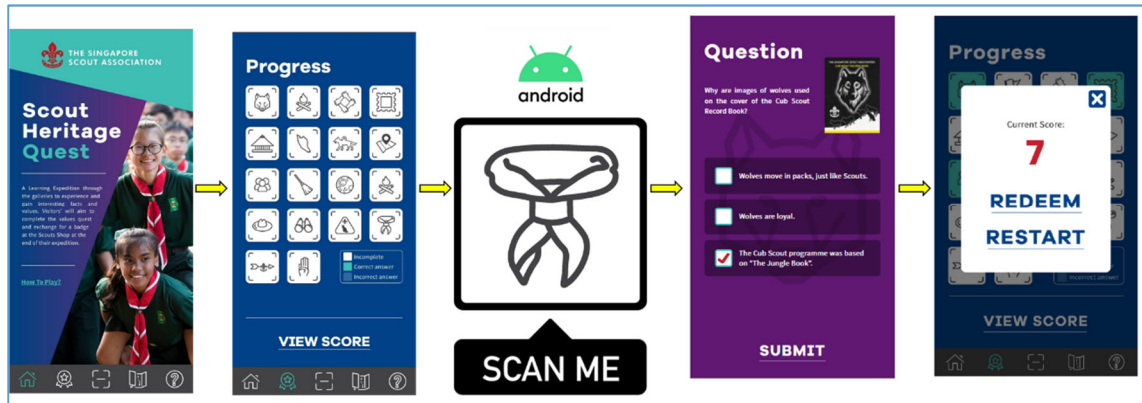


Figure: Scout Association heritage quest mobile application and its content management system (CMS).

E) SINGAPORE STORY VIDEO PLAYER APP

Description: This app is a simple video player app on Singapore's independence, water and housing stories.



Figure: Singapore Story App.

F) CATHOLIC HIGH SCHOOL ANDROID TABLET APPLICATION

Description: Android application to showcase musical instrument plays and Chinese martial art videos. Students will be able to capture their face and overlay on Chinese martial art costumes.

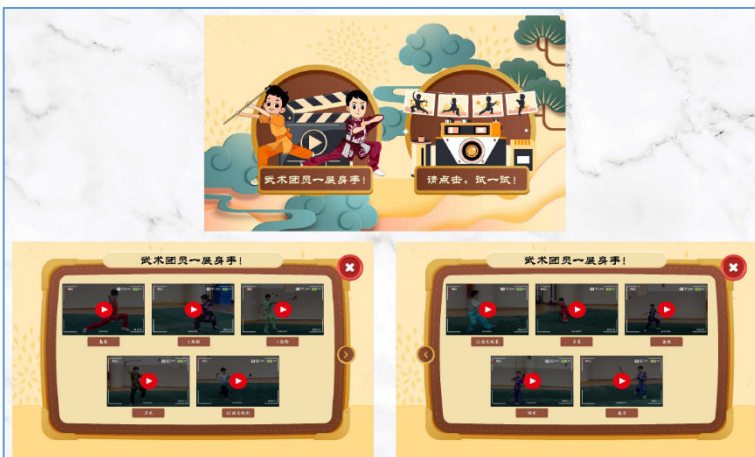


Figure: Video and costume overlay Android application.



3) Interactive Kiosk With Content Management System (CMS)

A) TANJONG KATONG SECONDARY SCHOOL (HERITAGE GALLERY KIOSK CMS)

Description: This interactive kiosk displays images, videos, table list, website content and media gallery for Tanjong Katong Secondary School kiosk and managed by a content management system.

Demo Link: <https://demo.schoolapp.sg/tkss/index.php/home/viewHomepage/1>

Admin Link: *Contact us for demo*

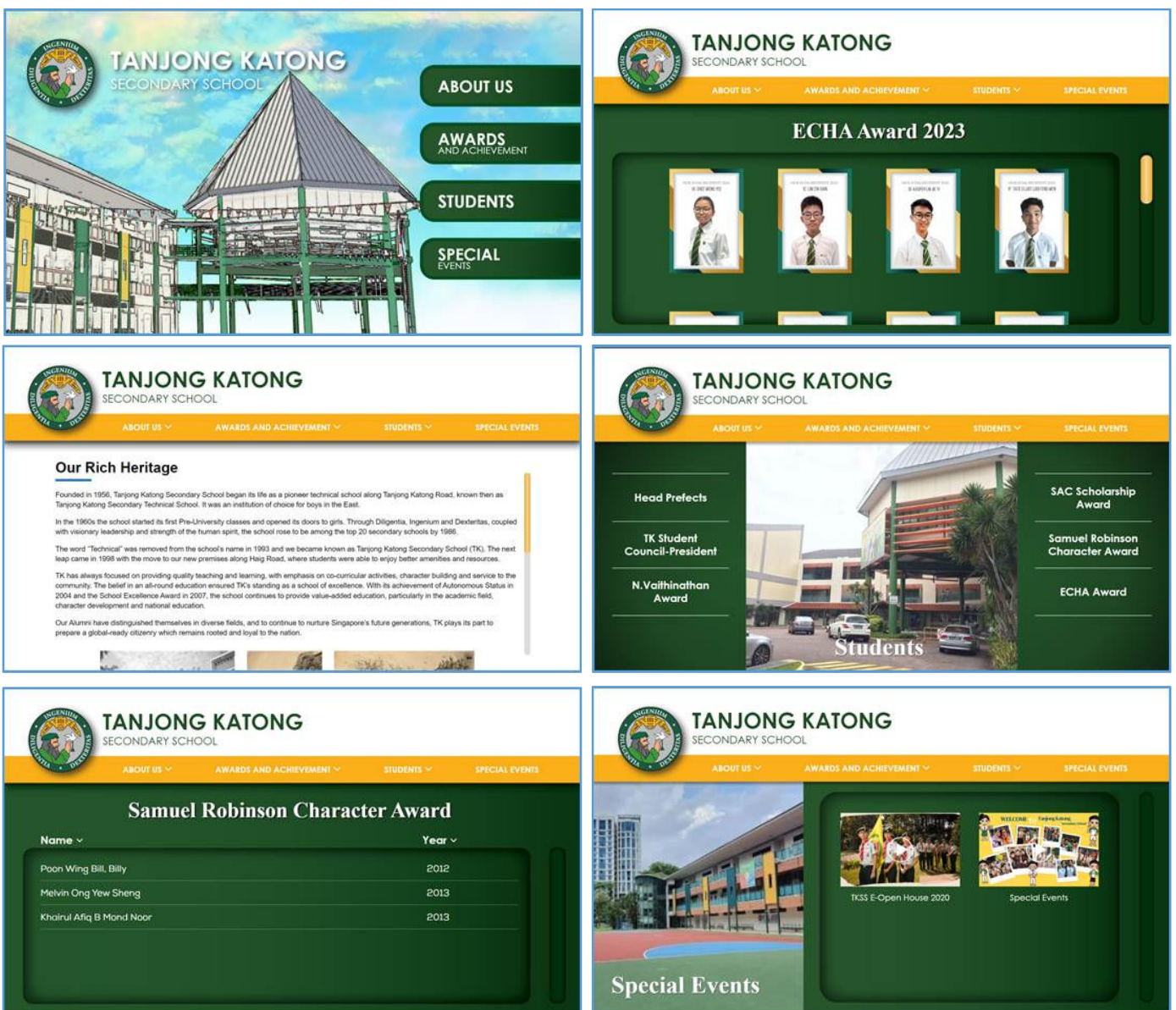


Figure: Tanjong Katong Secondary School Interactive Kiosk For Heritage Gallery

B) ST HILDA'S PRIMARY SCHOOL (HERITAGE GALLERY KIOSK CMS)

Description: This interactive kiosk displays images, videos, popup content, quiz, and PDF e-book for St Hilda's Primary School kiosk and managed by a content management system.

Demo Link: <https://demo.firstsight.com.sg/SHPS/index.php/home/viewHomepage/1>

Admin Link: *Contact us for demo*

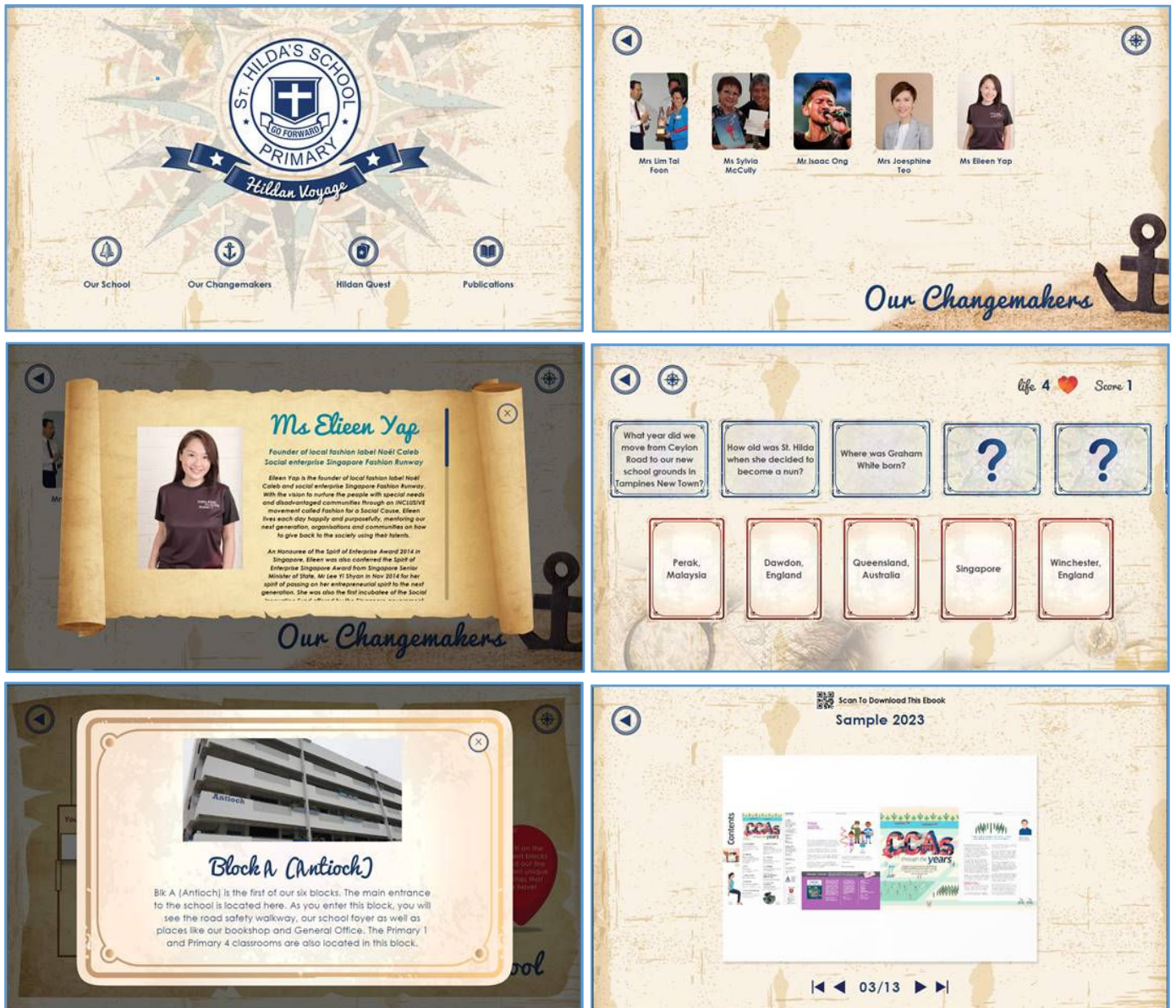


Figure: St Hilda's Primary School Interactive Kiosk.

C) OPERA ESTATE PRIMARY SCHOOL (HERITAGE GALLERY KIOSK CMS)

Description: This interactive kiosk displays images, videos, audios, and quiz game for Opera Estate Primary School heritage gallery and managed by a content management system.

Demo Link: <https://demo.kennykee.com/oeps/index.php/home/viewHomepage/1>

Admin Link: *Contact us for demo*

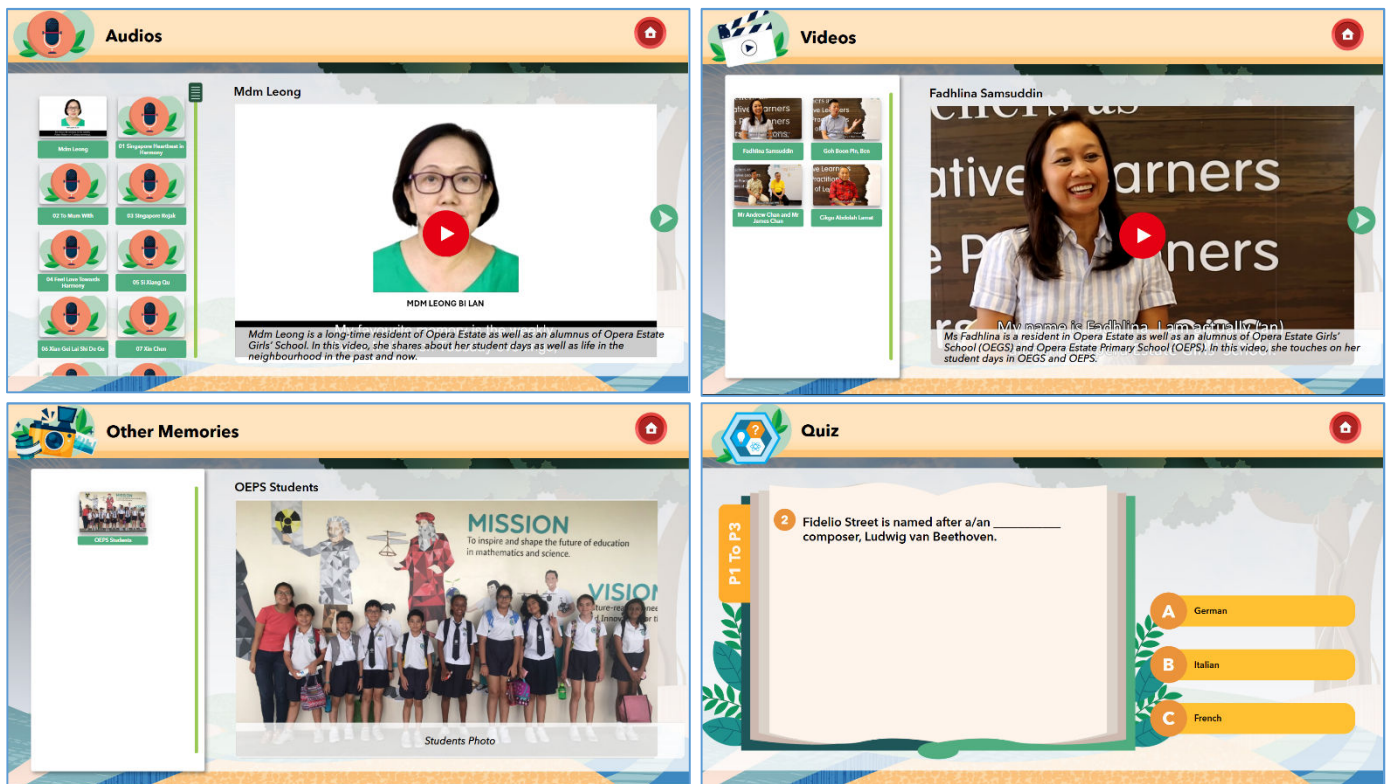


Figure: Opera Estate Primary School Interactive Kiosk

D) CATHOLIC HIGH SCHOOL (HERITAGE GALLERY)

Description: This interactive kiosk displays images, videos, audios, and e-book for Catholic High School and managed by a content management system.

Demo and Admin Link: Contact for demo.



Figure: Catholic High School Interactive Kiosk

E) FAIRFIELD METHODIST SECONDARY SCHOOL (HERITAGE GALLERY)

Description: This interactive kiosk displays images, videos, audios, table list and articles for Fairfield Methodist Secondary School heritage gallery and managed by a content management system.

Demo Link: <https://demo.firstsight.com.sg/FMSS>

Admin Link: *Contact us for demo*

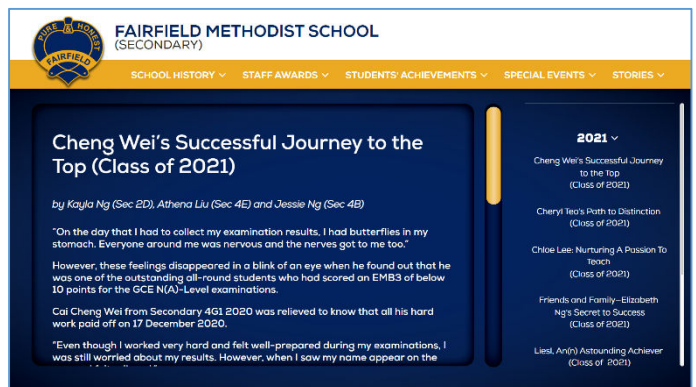
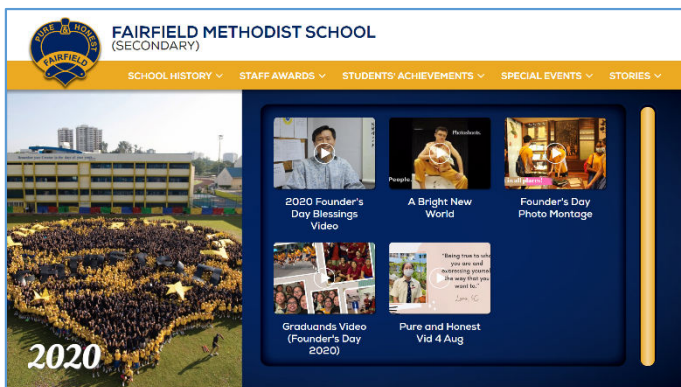
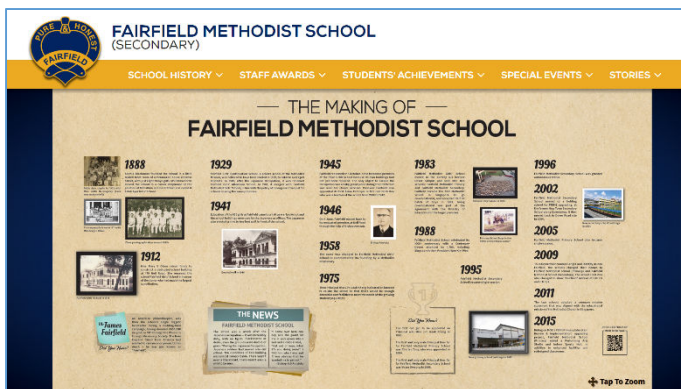


Figure: Fairfield Methodist Secondary School Interactive Kiosk

F) ST ANTHONY'S CANOSSIAN SCHOOLS (HERITAGE GALLERY)

Description: This interactive portrait kiosk displays images, videos, and e-book gallery for St. Anthony's Canossian Schools heritage gallery and managed by a content management system.

Demo Link: <https://demo.firstsight.com.sg/SAC>

Admin Link: Contact us for demo



Figure: St. Anthony's Canossian Schools Interactive Kiosk

G) FAIRFIELD METHODIST PRIMARY SCHOOL (HERITAGE GALLERY)

Description: This interactive kiosk displays images, videos, audios and PDF e-book for Fairfield Methodist Primary School heritage gallery and managed by a content management system.

Demo Link: <https://demo.firstsight.com.sg/FMPS>

Admin Link: *Contact us for demo*

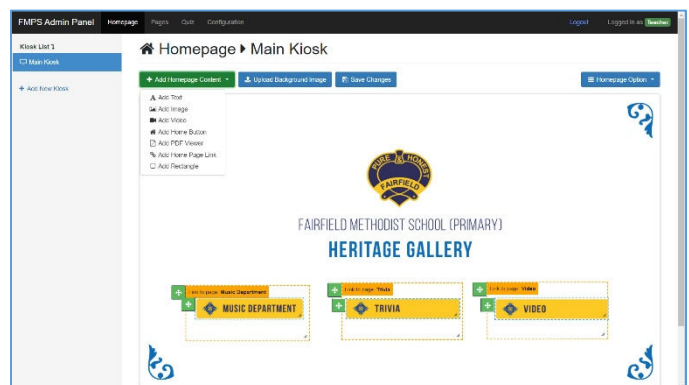
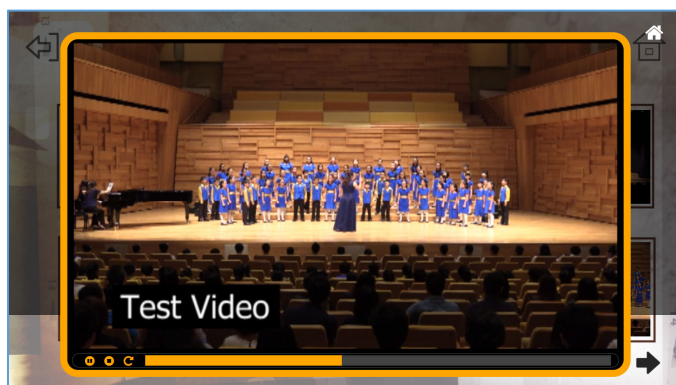
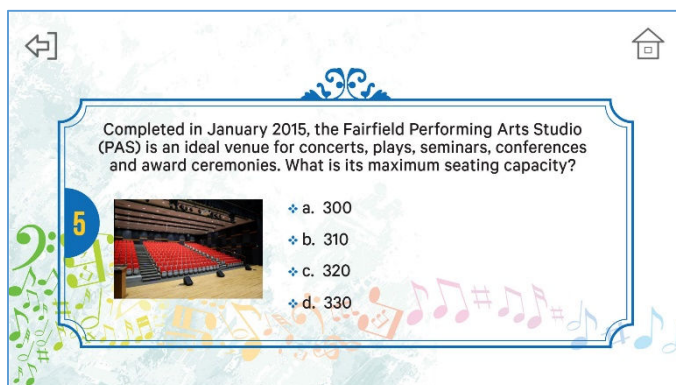
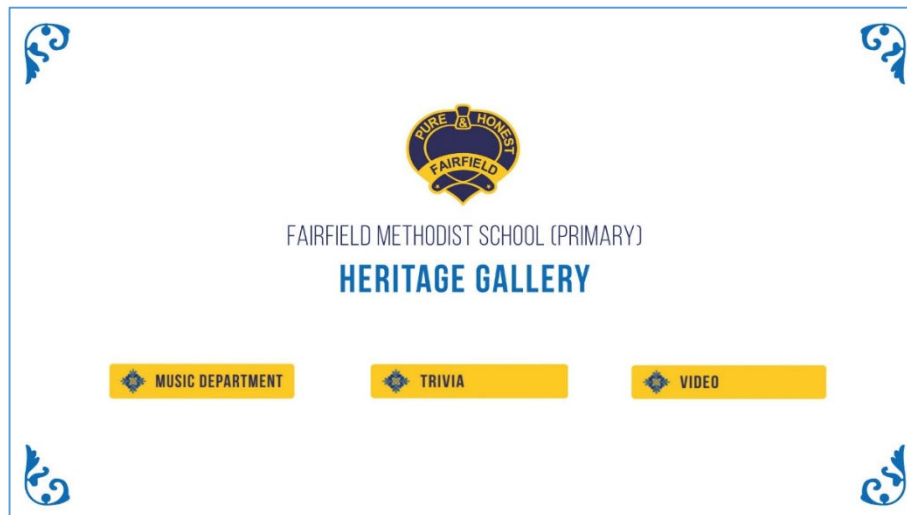


Figure: Fairfield Methodist Primary School Interactive Kiosk

H) BUKIT BATOK SECONDARY SCHOOL (HERITAGE GALLERY)

Description: This interactive kiosk displays images, videos, audios and PDF e-book for Bukit Batok Secondary School heritage gallery. It displays medias on several smart TVs and iPad devices. All the devices are connected wirelessly and managed with a central content management system.

Demo Link: <https://demo.firstsight.com.sg/BBSS>

Admin Link: Contact us for demo



Figure: Bukit Batok Secondary Kiosk Homepage

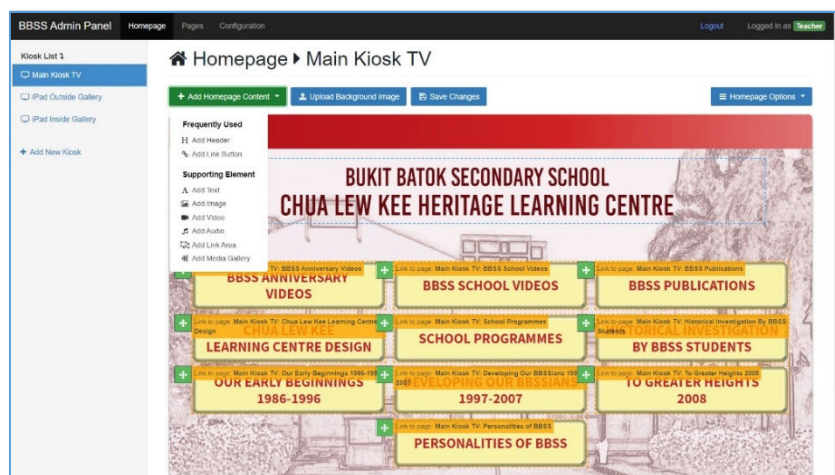
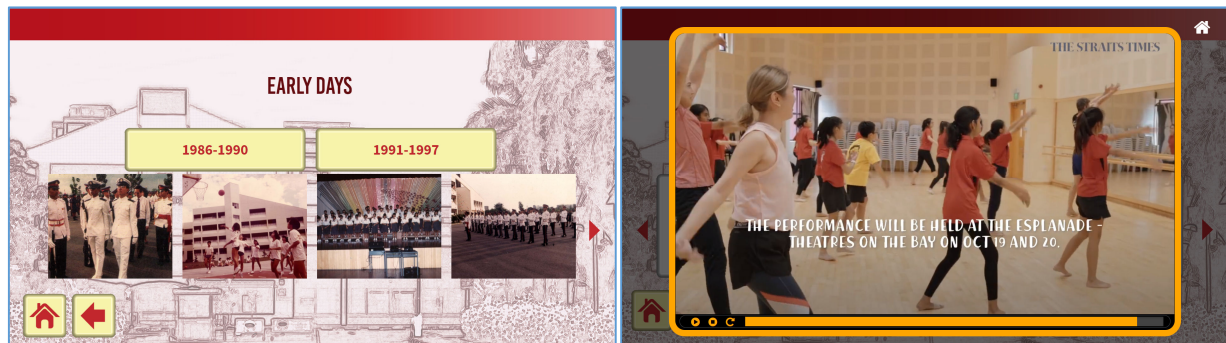


Figure: Bukit Batok Secondary Heritage Gallery Interactive Kiosk Application

I) UNITY PRIMARY SCHOOL (INFO KIOSK)

Description: This interactive kiosk displays images, videos, information directory and message board for Unity Primary School information kiosk and managed by a content management system.

Demo Link: (Contact us for demo)



Figure: Unity Primary School Kiosk Homepage

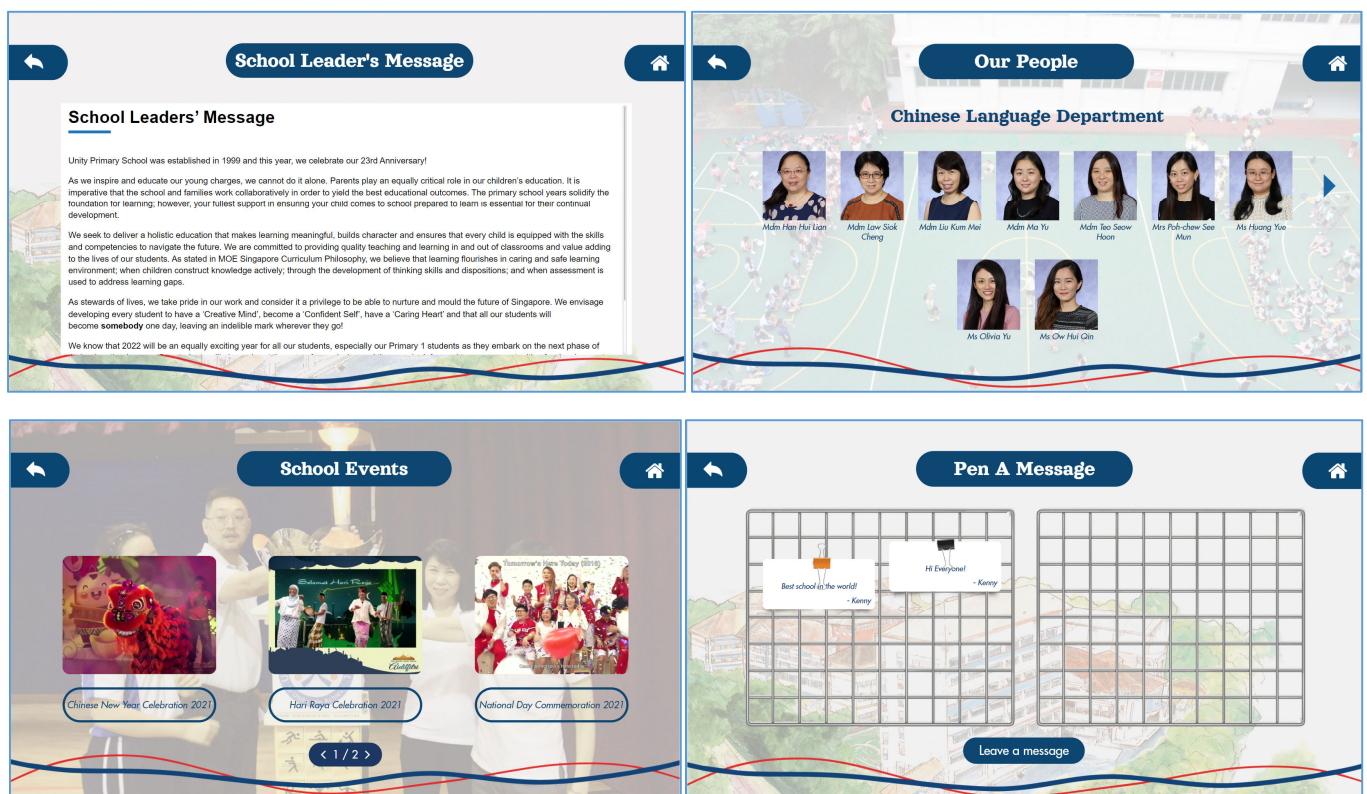


Figure: Unity Primary Interactive Kiosk Application

J) TAMPINES PRIMARY SCHOOL (HERITAGE GALLERY)

Description: This interactive kiosk displays images, videos, ebook, media gallery and quiz game for Tampines Primary School information kiosk and managed by a content management system.

Demo Link: (Contact us for demo)



Figure: Tampines Primary School Kiosk Homepage

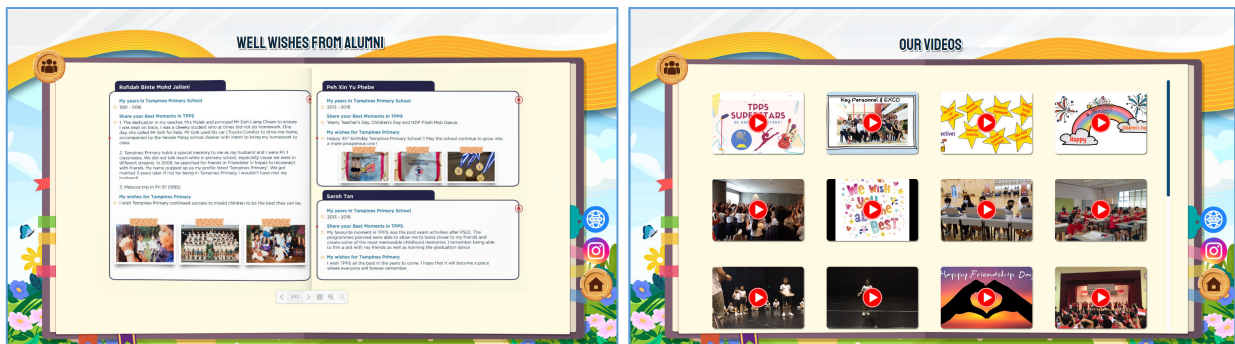


Figure: Tampines Primary Interactive Kiosk Application

K) SAINT ANDREW'S JUNIOR SCHOOL (HERITAGE GALLERY)

Description: This interactive portrait kiosk displays images, videos, and e-book gallery for St. Andrew's Junior School heritage gallery and managed by a content management system.

Demo Link: (Contact us for demo)



Figure: St. Andrew's Junior Schools Interactive Kiosk

L) COMMONWEALTH SECONDARY SCHOOL (BIODIVERSITY LEARNING)

Description: This kiosk allows students to learn biodiversity with videos and images with description on a large touch screen TV. Students will be able to interact with the contents and it is managed by our kiosk content management system.

Demo Link: <https://demo.firstsight.com.sg/CWSS>

Admin Link: *Contact us for demo*

Note: Use Google Chrome browser for viewing. Zoom out if the demo site is too large for your PC screen.

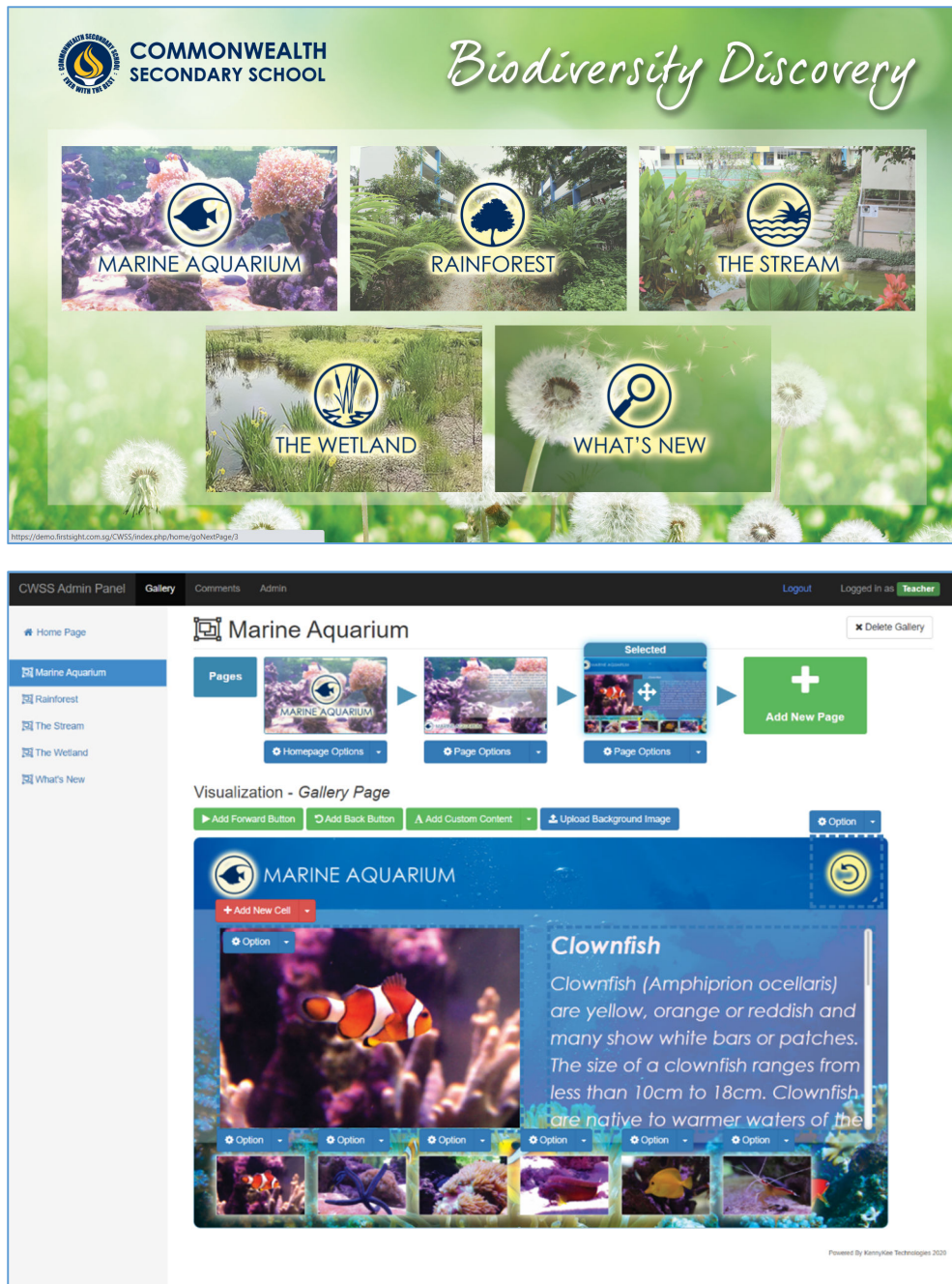


Figure: Commonwealth Secondary Biodiversity Discovery Interactive Kiosk Application

M) ST. JOSEPH'S INSTITUTION (HERITAGE GALLERY)

Description: This interactive kiosk displays images, videos, audios and PDF e-book for St. Joseph's Institution heritage gallery. It displays medias on several touch enabled smart TVs. All the devices are connected wirelessly and managed with a central content management system.

Demo Link: <https://demo.firstsight.com.sg/SJI>

Admin Link: *Contact us for demo*

Note: Use Google Chrome browser for viewing. Zoom out if the demo site is too large for your PC screen.

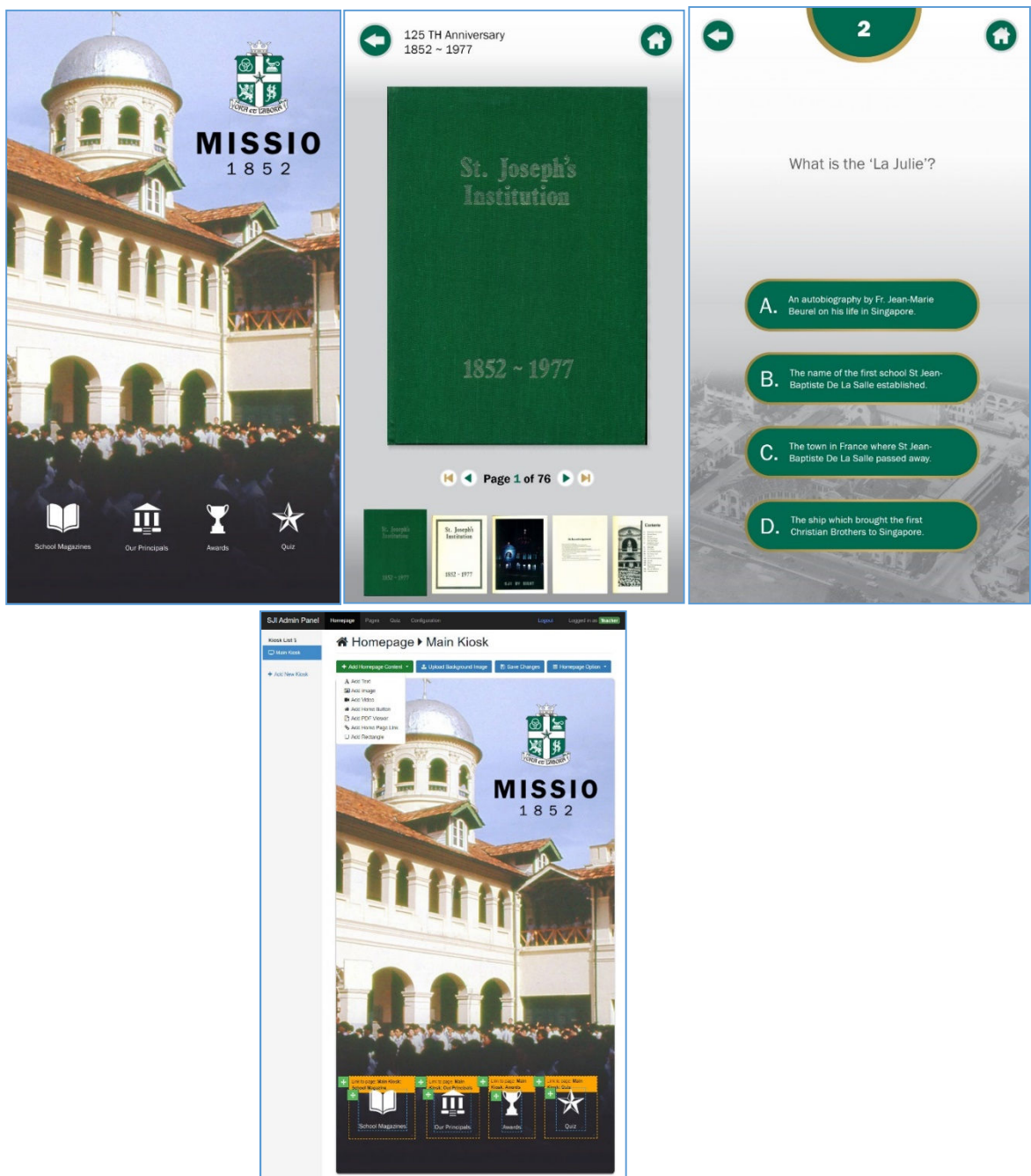


Figure: St. Joseph Institution Heritage Gallery Interactive Kiosk Application

N) CHIJ PRIMARY TOA PAYOH (HERITAGE GALLERY)

Description: This interactive kiosk displays images, videos, audios and photo taking for CHIJ Primary Toa Payoh heritage gallery. It displays medias on several touch screen kiosk PC. All the devices are connected wirelessly and managed with a central content management system

Demo Link: <https://demo.firstsight.com.sg/CHIJ>

Admin Link: Contact us for demo

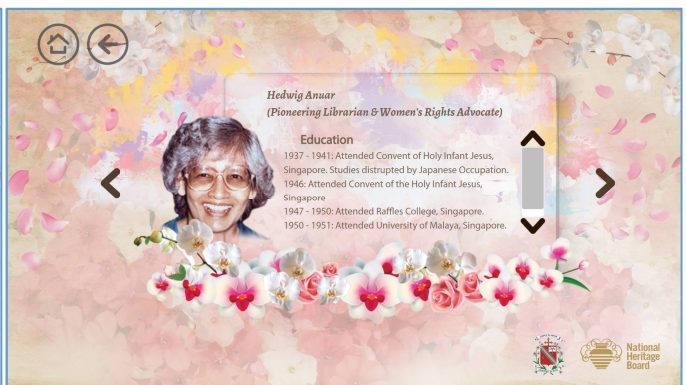


Figure: CHIJ Toa Payoh Primary School Heritage Gallery Interactive Kiosk

O) CHANGKAT CHANGI SECONDARY (HERITAGE GALLERY)

Description: This interactive kiosk displays images, videos, audios and user comment for Changkat Changi Secondary heritage gallery. This application is display on a touch enabled kiosk PC and managed with a content management system.

Demo Link: <https://demo.firstsight.com.sg/CCSS>

Admin Link: *Contact us for demo*

Note: Use Google Chrome browser for viewing. Zoom out if the demo site is too large for your PC screen.



Figure: Changkat Changi Secondary Heritage Gallery Interactive Kiosk.

P) BUKIT MERAH SECONDARY (HERITAGE GALLERY)

Description: This interactive kiosk displays images, videos, audios and user comment for Bukit Merah Secondary heritage gallery. This application is display on a touch enabled kiosk PC and managed with a content management system

Demo Link: <https://demo.firstsight.com.sg/BMSS>

Admin Link: *Contact us for demo*

Note: Use Google Chrome browser for viewing. Zoom out if the demo site is too large for your PC screen.

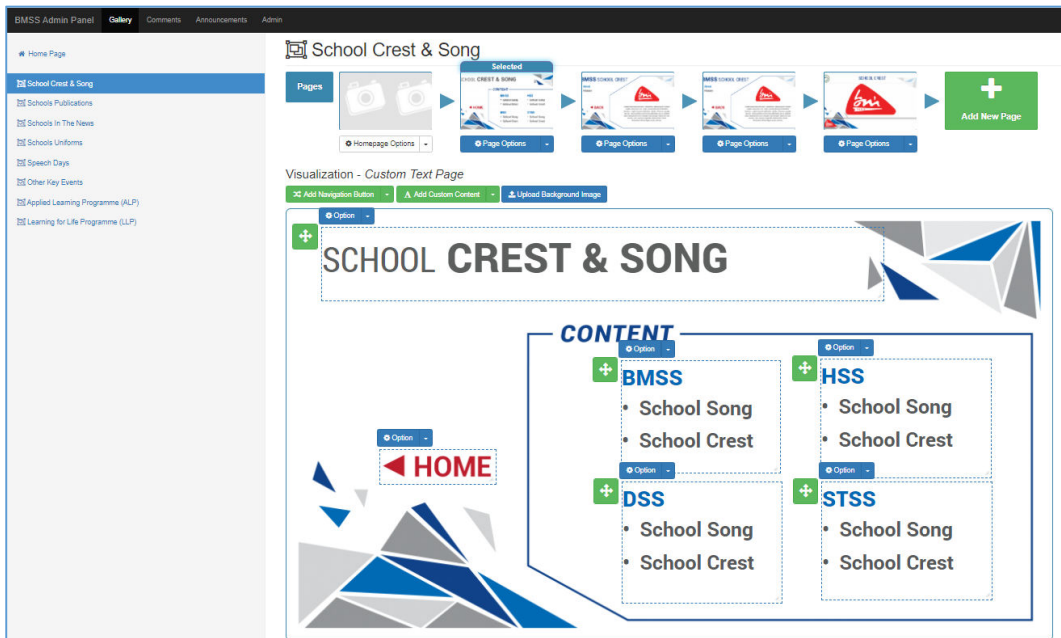
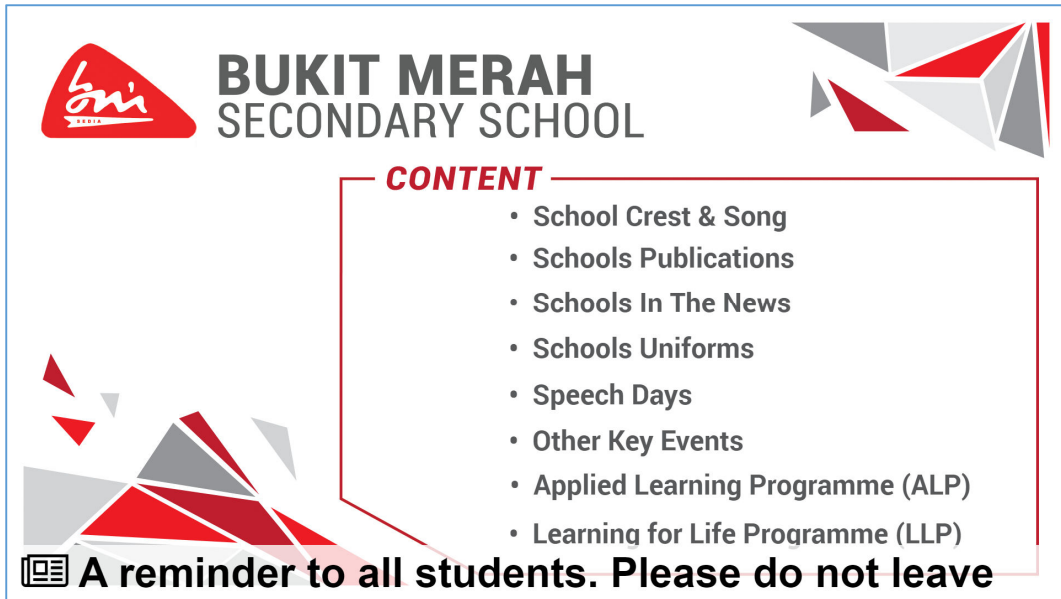


Figure: Bukit Merah Secondary Heritage Gallery Interactive Kiosk.

Q) BUKIT VIEW SECONDARY (HERITAGE GALLERY)

Description: This interactive kiosk displays images, videos, audios and PDF e-book for Bukit View Secondary School heritage gallery. It displays medias on a kiosk TVs and several Android tablet devices. All the devices are connected wirelessly and managed with a central content management system.

Demo Link: <https://demo.firstsight.com.sg/BVSS>

Admin Link: *Contact us for demo*

Note: Use Google Chrome browser for viewing. Zoom out if the demo site is too large for your PC screen.



Figure: Bukit View Secondary Heritage Gallery Interactive Kiosk.

R) YUYING SECONDARY (HERITAGE GALLERY)

Description: This interactive kiosk displays images, videos, audios and PDF e-book for Yuying Secondary School heritage gallery. This application is displayed on a touch enabled kiosk PC and managed with a content management system (CMS).

Demo Link: <https://demo.kennykee.com/yys/>

Admin Link: *Contact us for demo*



Figure: Yuying Secondary Heritage Gallery Interactive Kiosk.

S) GUANGYANG SECONDARY (HERITAGE GALLERY)

Description: This interactive kiosk displays images, videos, audios and PDF e-book for Guang Yang Secondary School heritage gallery. This application is displayed on a touch enabled projector display hosted on a PC stick and managed with a content management system (CMS).

Demo Link: <https://demo.kennykee.com/guangyang>

Admin Link: *Contact us for demo*



Figure: Guangyang Secondary Heritage Gallery Interactive Kiosk.

T) SPF CRIME PREVENTION KIOSK

Description: This kiosk and its contents are designed for SPF Toa Payoh to educate the public on types of crimes and safeguard prevention. It also has a quiz game for user to play.

Demo Link: <https://demo.firstsight.com.sg/SPFKIOSK>

Note: This is a legacy application and require flash enabled.



Figure: SPF Toa Payoh Crime Prevention Interactive Kiosk.

4) Customized Application

A) TUAS SOUTH INCINERATION PLANT VIDEO ANIMATION (MARSILING SECONDARY)

Description: Animated incineration process for Tuas South incineration plant using web technology.

Demo Link: <https://demo.kennykee.com/MT/>

Video Link: <https://www.youtube.com/watch?v=kbaUYNklYxo>

Note: This animation is very huge in size. Please wait awhile for the app to load and play on a PC.

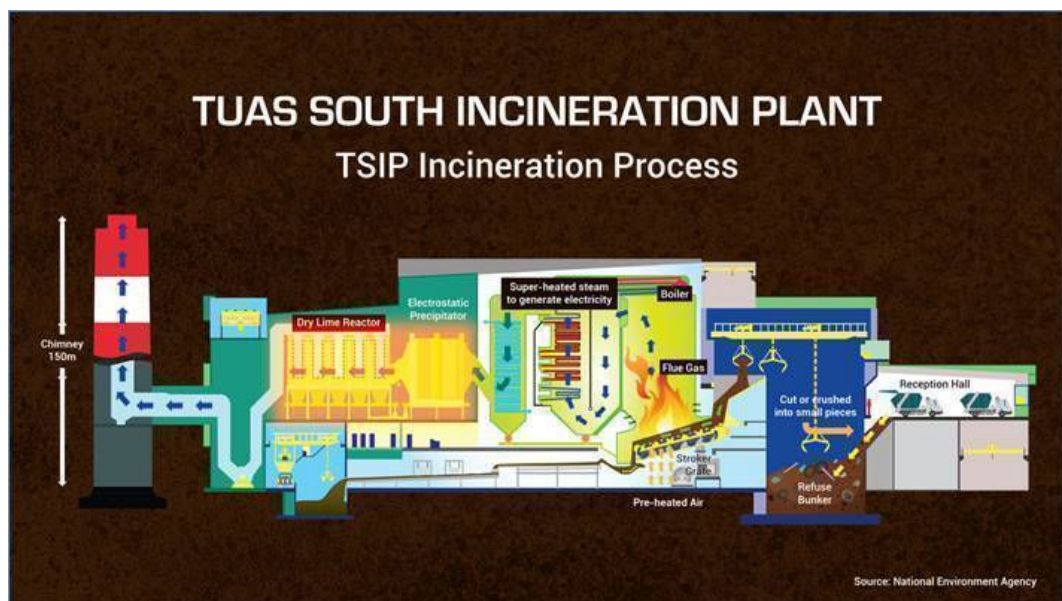


Figure: Tuas South Incineration Process Animation.

B) BUS ARRIVAL TIME (DUNMAN SECONDARY)

Description: Simple app to show next bus arrival timing. Data streamed real-time from LTA server.

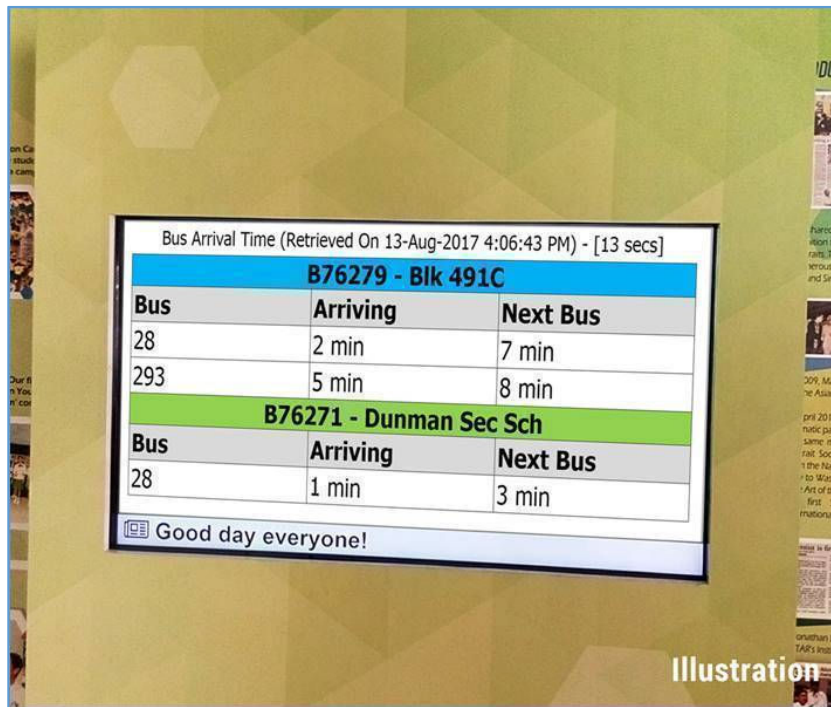


Figure: Next bus arrival timing display.

C) SCHOOL SURVEY APP

Description: Survey application to collect feedback from visitors.

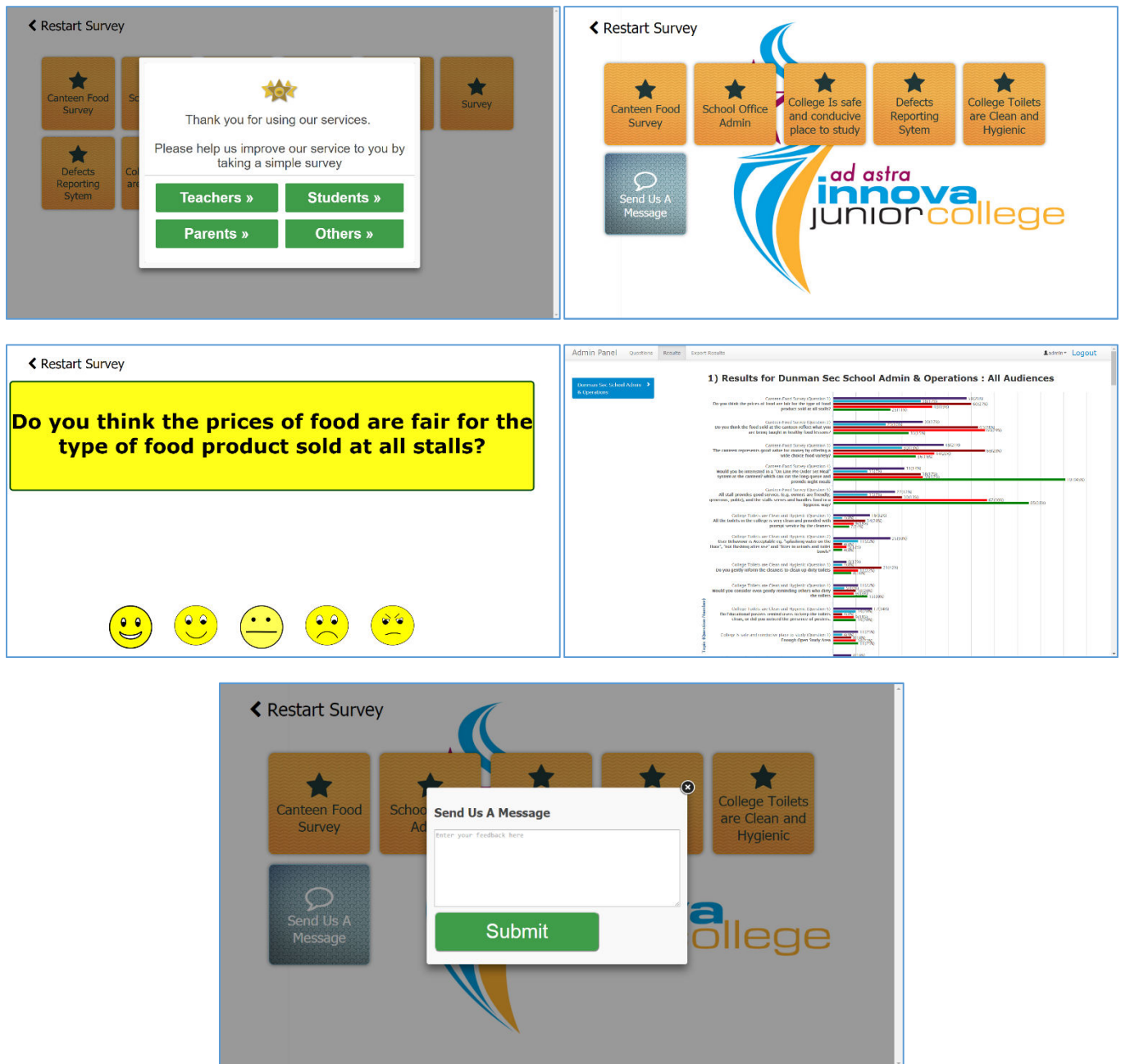


Figure: Feedback Survey Application For Dunman Secondary.

SOFTWARE SOLUTION SERVICES

We offer custom tailored software solutions for various educational and retail institutions. Our years of experience in interactive software application development enables us to deliver the best solutions for our customers. Our team consists of full-fledged capabilities specialists ranging from software engineers, graphic and environmental designers, carpentry specialists, fabrication and construction specialists, and painting artists. Types of services:

A) INTERACTIVE KIOSK CONTENT MANAGEMENT SYSTEM (CMS)

Custom tailored interactive kiosks powered by our comprehensive and easy-to-use proprietary content management system.

B) INTERACTIVE GAMES AND ANIMATION

Interactive games and animation for users to play and learn.

C) MOBILE AND TABLET APPLICATION

Customized smart devices application for user to interactive using their devices.

D) CUSTOMIZED SOLUTIONS

Custom tailored application that fits customer requirements and ideas.

HARDWARE DEVICES

Our software solution supports desktop PC, mini-PC, Intel compute stick, digital signage display, Android and IOS devices. We integrates our solutions with external input devices such HD webcam as well.



Figure: Digital Signage TV Connected To PC And Wireless Network



Figure: Intel PC Stick And Mini PC

CLOUD AND ON-PREMISE HOSTING DEPLOYMENT

KennyKee Technologies Interactive Software Solution is cloud ready. The core components include web, database, web API, and file storage can run in both on premise standalone PC, AWS and Digital Ocean cloud. We help our customers to deploy application on-site and on-cloud. Our kiosk is well secured physically and digitally to prevent any attempt to tamper with the kiosk system.

LONG TERM SUPPORT

We understand our customers' needs for continuous support and the needs to improve with time. That is why being adaptive to new technologies and readiness for future improvement are our core business principle. We give assurance to our customers that we will provide full support and maintenance to all of our products and solutions delivered.

CONTACT US

Contact us for a live demo now!

Email: sales@kennykee.com.sg

Visit schoolapp.sg for more info.

Opening Hours: Monday-Friday 9am-6pm.