



+39 095 0936053



www.pmf-research.eu



info@pmf-research.eu

P.M.F. was established in 2003 and has its core business in Research and Development in the ICT field.

Its main skills are related to: Internet of Things, Digital Security, Semantic Web, Data Aggregators, Gaming, Apps, Virtual Reality, e-learning, Web-based Management software, Geolocation, Indoor Maps, Cloud Technologies and System Integration.



INTERNET OF THINGS

IOT allows the interaction with real devices. An “electronic identity” is given to all the things forming the world that surrounds us, for example, through a rfid. Some examples:

- Wearable (wearable objects, such as, bracelets and watches)
- Video cameras
- Environmental and territorial sensors



TELECONTROL

Telecontrol allows the remote control of the distributed technical systems, it may be limited to the reading of a datum at a distance (monitoring) or foresee the modification of the status of a remote system through the actuators (regulation).

DIGITAL SECURITY

With the increasing use of Internet more and more companies open their own information systems to employees, partners and suppliers. It is therefore crucial to protect and manage the control of accesses.

SEMANTIC WEB

Internet is a set of texts, a large collection of files describing contents and these files can refer to each other by analogy, to be intended in a broad sense.

DATA AGGREGATORS

Data aggregators are processes where data are collected to get additional information about particular groups based on specific variables.



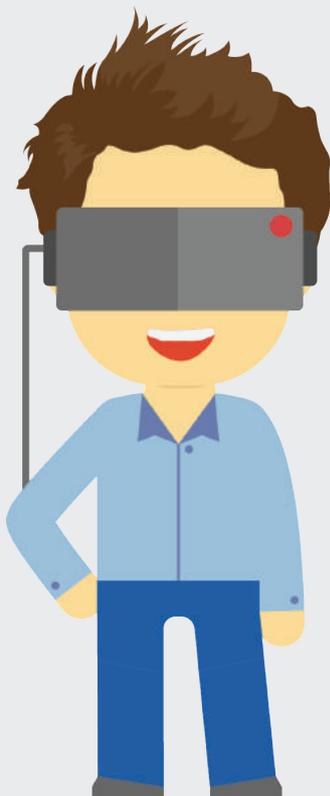
GAMING

Educational games, which represent the focus of P.M.F., are educational video games aimed at young people. They simulate an object, a process or a situation to achieve educational goals.

APPS

An app for mobile devices differs itself from traditional apps either for the device on which it is used (smartphone), and for the concept it fulfils. It is characterized by the ease of navigation that makes it light, essential and speedy.

VIRTUAL REALITY



Virtual reality refers to computer technologies that simulate a real environment, giving the user the impression to be physically present in that environment.

E-LEARNING

Thanks to online courses uploaded to web-platforms, distance learning contributes to reduce the education costs. Thanks to a set of digital tools also the student's performance is improved.

WEB-BASED MANAGEMENT

Management software represent the set of software working on the automatization of the management processes within the companies. Today no company can do without!

INDOOR MAPS AND GEOLOCATION

With the help of indoor maps, it is possible to offer multimedia services and inform about the "points of interest" according to the position in which the user is located with his/her smartphone.



CLOUD COMPUTING

Thanks to cloud computing IT resources are used “on the cloud”, a kind of sharing economy. In this way, the management costs are reduced, since software and hardware initial and maintenance costs don’t need to be borne.

SYSTEM INTEGRATION

Integration systems connect heterogeneous systems so that they can work together.

