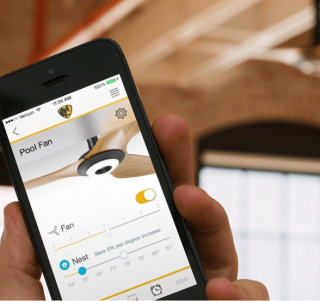




IPHONE / ANDROID FAN CONTROLLER APPLICATION DEVELOPMENT





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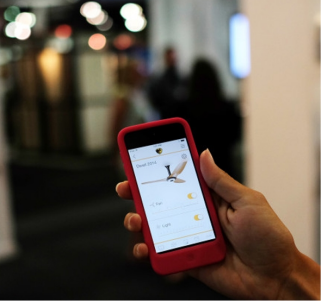
PROBLEM

As a leader in the fan industry, this fan manufacturing company wanted to add an option to their fans that no other company offered. While many fans come with a remote control, this fan manufacturing company wanted an app that allowed users to use their cell phones as a remote to operate the fan and fan light via Bluetooth technology. It needed to operate the fan, the fan speed, the fan light, and the light intensity. It would be a free application available for the iPhone and for Android phones.



CLIENT

Fan manufacturer located in Zionsville, Indiana is an international company that designs and manufactures fans of all kinds. From stand fans to ceiling fans, their designs are unique and energy efficient.

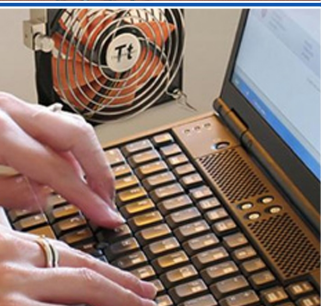
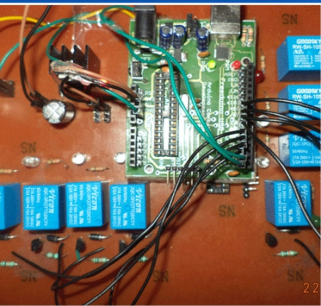


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SOLUTION

In conjunction with Sonar Studios, who developed the screen design and managed the project, Guilford Group utilized 3 developers to work in several phases. The initial phase of the project was to create a demo app that could be taken to a ceiling fan convention. It utilized old Bluetooth technology and did not provide any fan statistics on the phone. It was for the iPhone, and featured buttons that could be pushed to operate the fan. The next phase was a pilot phase that moved to Bluetooth BLE technology and incorporated a new hardware design for the fans themselves. Guilford Group wrote the API for interaction between the phone and the new hardware. They overcame the challenges of working with a hardware manufacturer who was located in China by utilizing Skype and Google Translate. They developed a tester application to certify the new hardware worked properly with the software. Because of the time difference between China and Indianapolis, much of the work was conducted between 11pm and 2am. While the hardware was being manufactured in China, Sonar Studios designed the user interface. 3 prototypes were sent to Guilford Group to test the application. The iPhone app was completed first, followed by the Android version. Both apps were published in early 2014. The project had a \$20,000 budget, and a 10-month timeline.



VALUE

The development of the app places this fan manufacturing company in the position of being one of the first companies to offer a cell phone app to control a ceiling fan. It injects forward thinking and differentiates them from other fan companies. They are now placed for strategic growth, securing contracts because of this