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BridgeAI



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AI

Technology Outcomes

Sand 2 Semiconductor

2,181

VR Sessions

272 hours

Of VR Usage

11.5 days

Of VR Usage

AI Kiosk

5

AI Specialists

4,120

AI Kiosk Interactions

2,192

No. of times "Semiconductor" was
mentioned

Learn Lithography VR

8,254

Learn Lithography VR Users
(last 18 months)

18

Avg Minutes Spent

2,476 hours

Of VR Usage

AI Kiosk

The AI Kiosk is a touch-free AI experience. Users can talk to any of the virtual AI specialists or select a predefined question.

- Created:
 - All software to power the experience
 - 2 large free-standing Kiosks
 - 1 smaller portable Kiosk for events
 - Prototype on tablet device

Impact

- 1 large kiosk located in @ CISM on Bay Campus
- 1 large kiosk located @ TechniQuest in Cardiff
- Portable kiosk has been taken to many events over the course of the project



AI Kiosk- Hardware



CISM, Bay Campus



TechniQuest, Cardiff



Portable Kiosk

AI Kiosk- Characters

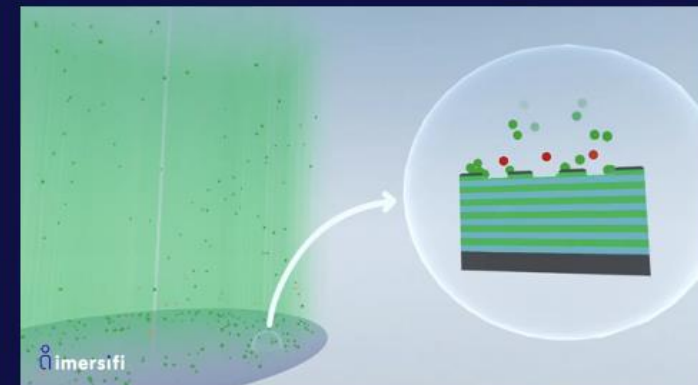


Sand 2 Semiconductor VR

This VR application takes the user through the creation process of a compound semiconductor. After this, they can use a torch to reveal all the semiconductors that surround us everyday.

- Published:
 - Official Meta App Store
 - Pico Store
 - HTC Store

Local Impact	Global Impact
<ul style="list-style-type: none">• Used across most in person outreach events during project lifetime• Over 2,181 sessions ran• A 'dome projection' version was created which is shown at the <u>TechniQuest Immersive Dome</u>	<p>Used at:</p> <ul style="list-style-type: none">• University of Michigan (Careers Fair, recommended by Semi-Europe)• Loyola Marymount University (Los Angeles)



Project Exploitation

Since the beginning of the project, we have had the following opportunities:

- CSA Catapult VR project
- SMART Home Research Consortium – Ageing/ Dementia
- Applying the conversational AI to medicine
- Potential for the conversational AI to be used by cluster companies
- Semiconductor animations project

Events



Thank you



Matthew Young

Director

PinTale Ltd



BridgeAI



**Swansea
University**
Prifysgol
Abertawe



PinTale: a dynamic, AI-enabled creative writing support platform

Bridge AI Beacon Event
Swansea
6 May 2025



PinTale: a whistlestop tour

What PinTale is: a structural writing support software for creative writers

What PinTale does: helps writers navigate the writing process, with AI tools to craft their plots, themes, characters and settings and creative tools to unlock their creativity at every step of the process.

What PinTale doesn't: generate ideas or text for writers.

What BridgeAI has done for us: across three grants we've worked with writers to establish feasibility; developed the core platform; and scoped out new features for publishing.



Why PinTale?

Writing a book is hard: 80% of people think they have a book in them; only 3% who start writing ever finish.

Writers habitually use writing support software.

But everything out there is essentially a digital version of filing cabinet structures and post-it notes.

We talked to amateur and professional writers, creative writing academics and students, and publishers about what they really want.

The idea for PinTale was born: a support software that actually adds value before and during writing, and that is fun rather than frustrating.



AI vs Creativity

The Philosophical Argument: writers do not want technologies that replace the creative process; they want tools that unlock their own creativity.

What this means for us:

- Our features must be designed to unlock human creativity
- We take care in prompt engineering for Chatbots
- We never use writers' content to train PinTale or other LLMs.



PinTale Platform

Chapters

+ Add Chapter

📄 Reorder Chapters

-2. Chapter 1

2. Chapter 2

5. Chapter 3

7. Chapter 4

9. Chapter 5

11. Chapter 6

13. Chapter 7

Paragraph

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The lower warehouse district was dark, dank, and cramped. Although the station was designed for creatures more than five times the average size of a humanoid, much of the space was sub-divided into additional levels to fit more people and goods. The length of the tall elegant original walls and pillars now sat corrupted by the several new floors that had been added over the years without much care for aesthetics or consideration for things like ventilation. The whole area resembled a building site as level upon level had been added to what once was one giant cargo hall, built for the giants it served.

Shipping and trade was Jin's primary source of economic activity (the legitimate kind at least), and as a result, the enormous station had several cargo halls with dozens of levels each. It was large, even for the Jiru, the 25ft creatures who built the station hundreds of years ago, but who had long since disappeared. Disappearance was a word that felt more comfortable to use than extermination.

The Jiru had built the station in the hopes it would last for millennia, so by their building standards, it was still early in its servicable life, strategically sitting between empires, primed to enable commerce and profit from the same. The empires might be different, and the degree of lawlessness would no doubt come as a surprise to the calm and rational Jiru, but if they could see that what they had built was still being used after they had gone, perhaps they would be proud.

The one benefit (or drawback, depending your motivation) of the haphazard approach of generations of uncoordinated building, were an abundance of hideouts, hallways that went nowhere, and all manner of other dark spaces.

"Your colleagues' answers are not filling me with confidence." Fenn's eyes were inches from the terrified Antican named Silven, his wolf-like face quivering and the rest of his body shaking as he sat, bound to a chair. The sweet smell of Antican blood filled the air, as three of his colleagues lay strewn around the room, the result of Fenn's 'questioning'.

"Explain what happened. No stories, no excuses, just the truth," As Fenn spoke, she slowly walked over the bodies of Silven's colleagues to drive home her point.

"I-I don't know," he said breathlessly, "Honestly, we did everything by the book. We had no idea how they found them... It was only two pallets... The others weren't caught."

Fenn held her bloody blade up to the Antican's beard. She used the flat side to slice through his fur just under the chin, so she could get a clear view of the spot in his light brown skin she planned to use her serrated blade on if his answers weren't to her liking.



Sounder

Your Creative AI Companion

investigating the source of the poisonings, which seem to be linked to a shipment of toys. The chapter also touches on the dynamics between Temel, Hecks, and Lod, the head of security, as they navigate the investigation. Is there a particular aspect of this chapter you'd like to delve into?

How would you describe this book to a room full of AI experts?

This book is a captivating exploration of a richly imagined universe, where the interplay between individual lives and vast empires unfolds against a backdrop of mystery and intrigue. Set on the space station Jin-rae Dhal, the narrative delves into themes of power, control, and resilience. It follows Temel, an El Aurian detective, as he navigates the complexities of personal stories amidst the socio-political dynamics of the galaxy. With subplots involving mysterious poisonings and criminal enterprises, the story weaves together elements of science fiction and crime, inviting readers to ponder the known and unknown, the personal and the political. It's a tale that challenges perceptions and celebrates the enduring spirit of community and hope.

Ask sounder...

📄 Save Changes



Made with WeWeb



Publisher

Our second feasibility study is design spec'ing features for publishers and to help writers navigate the publishing process.

For publishers:

Publisher platform for writers to upload their text, enabling agents or publishers to understand structural elements at a glance.

For writers:

Chatbot personae for discussing publishing process, agent and publisher requirements, and to help craft documents for submission.



What Next – Interactive and Immersive Features





Ewan
University Student



Morag
Retired Educator



Alistair
Software Developer



Fiona
Community Nurse

Fiona - Community Nurse

Balancing work and family often leaves little time for meal prep, making it tough to maintain a gluten-free diet. Plus, hidden gluten in unexpected foods is always a concern.

Alistair - Software Developer

I find that social eating can be tricky, as many traditional Scottish dishes contain gluten, making it difficult to fully participate in cultural events or spontaneous gatherings with friends.

Ewan - University Student

One challenge I face is the lack of clear labeling on food products, making it difficult to quickly identify gluten-free options, especially when shopping on a tight student budget.

Fiona give me some more specifics?

Fiona - Community Nurse

[Speaking]

Type a message... 0/250



What Next

Beta release: we're currently testing with authors.

Iterative development: tweaking features based on test feedback; de-bugging.

Target commercial release: ahead of NaNoWriMo 2025

Initial markets: D2C; Creative Writing courses



Thank you!

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