# Soil testing kit project

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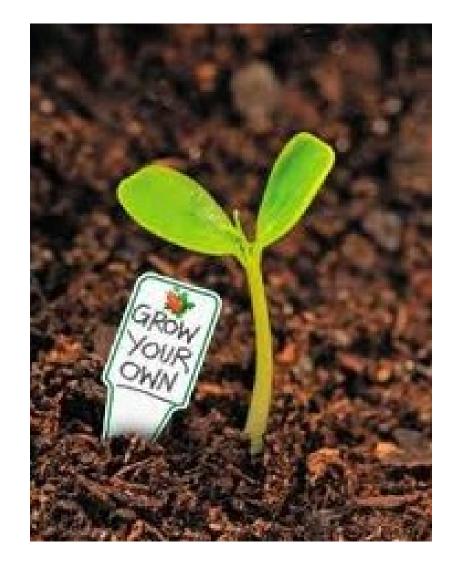
### NASA International Space Apps Challenge, 2012

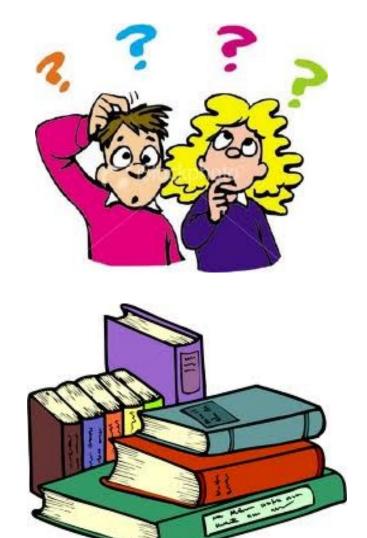






. How it all started...





- 1. What produce can I grow where I live?
- 2. When should I sow/ plant/ harvest it?
  - 3. How should I sow/ plant/ harvest it?

Weather data
- First/last
frost

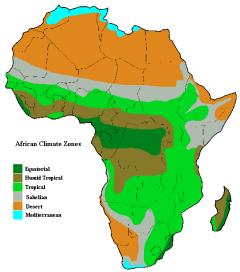


Growing conditions data

### **Geo-located data**



Satellite data
-ITCZ,
evapotranspiration



Climate data

– temp, precip



Soil data - PH, type



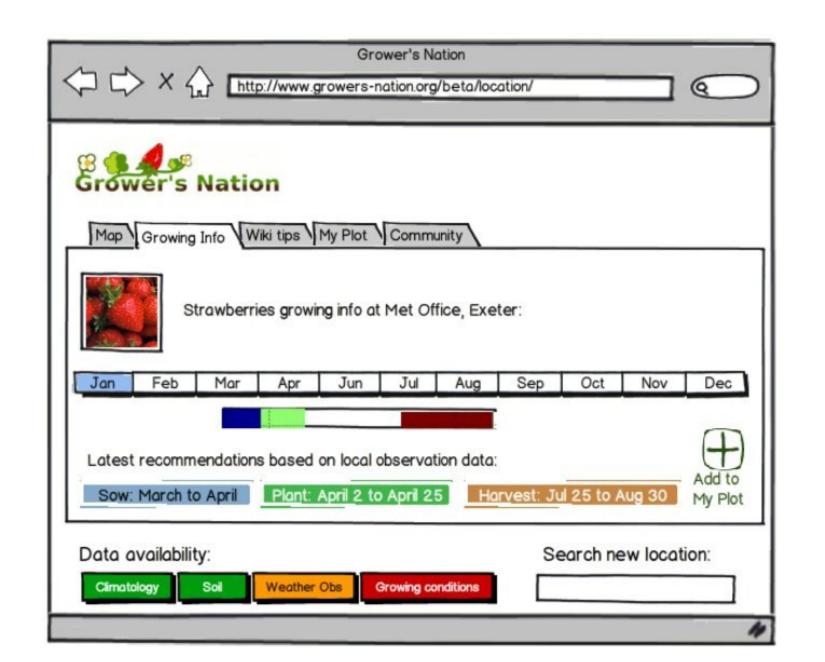


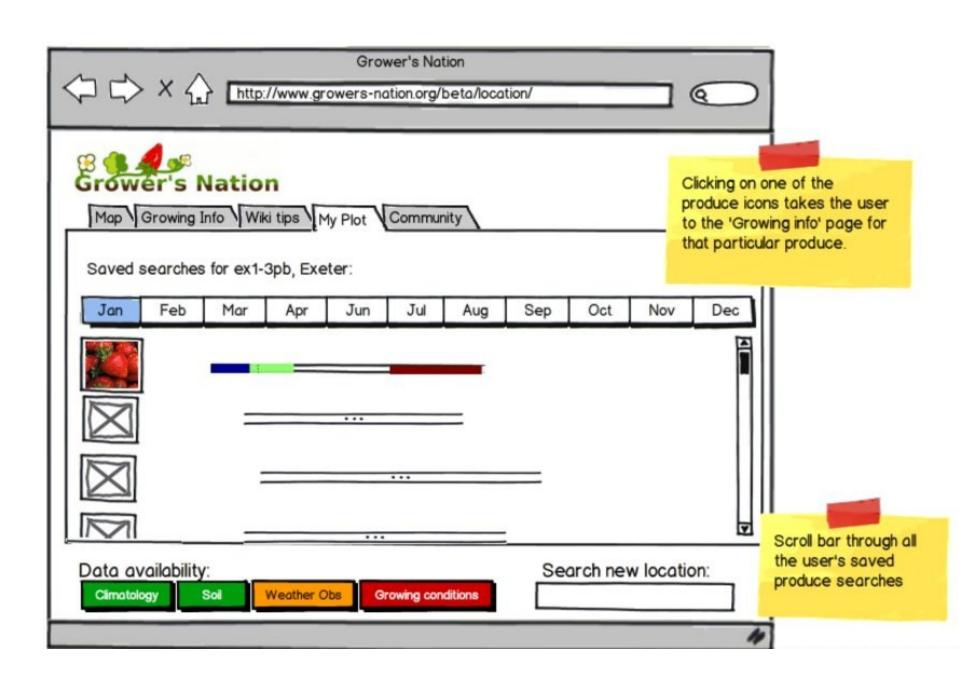












### Crowd sourcing data

- Harvest success/ quality of app feedback
- User's soil parameter measurements
- What pests/ diseases have affected the user's produce? – display results on a map
- User tips interface advice/ experience.
- Aim is to develop a strong community aspect

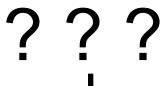
### The need to crowd source soil data

- Large variability of soil parameters over short spatial distances
- Soil observing sites are sparse
- Many existing data sets are very old, especially in developing countries
- This data is needed to decide when the optimal time is for planting crops.

### The Challenge



Soil type, texture, pH, moisture, temperature...

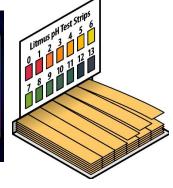




#### 1. Design / research

 develop an easy to use, digital illustrated soil testing guide





#### 2. Hardware development

 affordable sensor development





### 3. App / software development – interface to input a

interface to input and feedback user's soil measurements to the database



## 2<sup>nd</sup> NASA Space Apps challenge (2013) 2 teams, 24 hours...



The People of the Soil team (Google Campus, London)

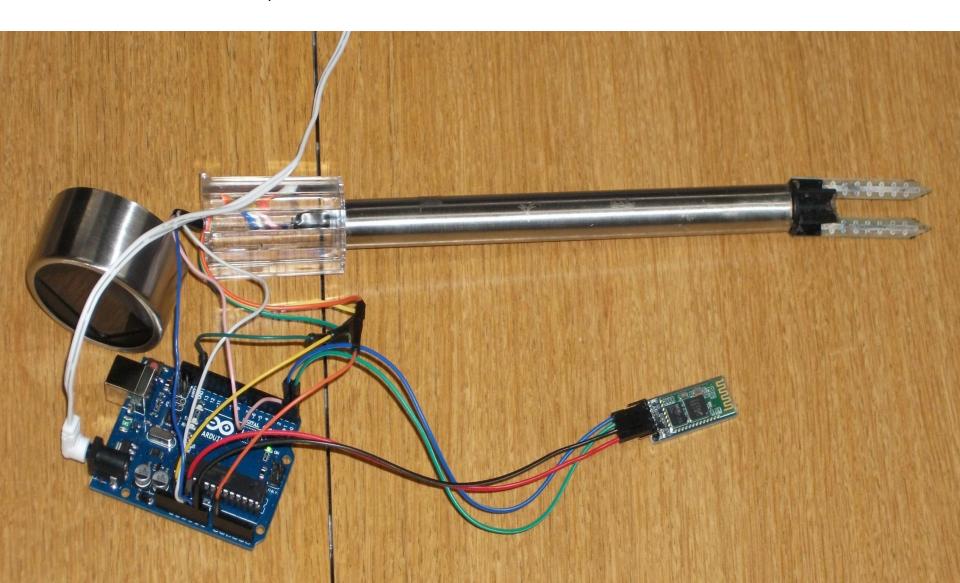
The Mud Pi team (Met Office, Exeter)



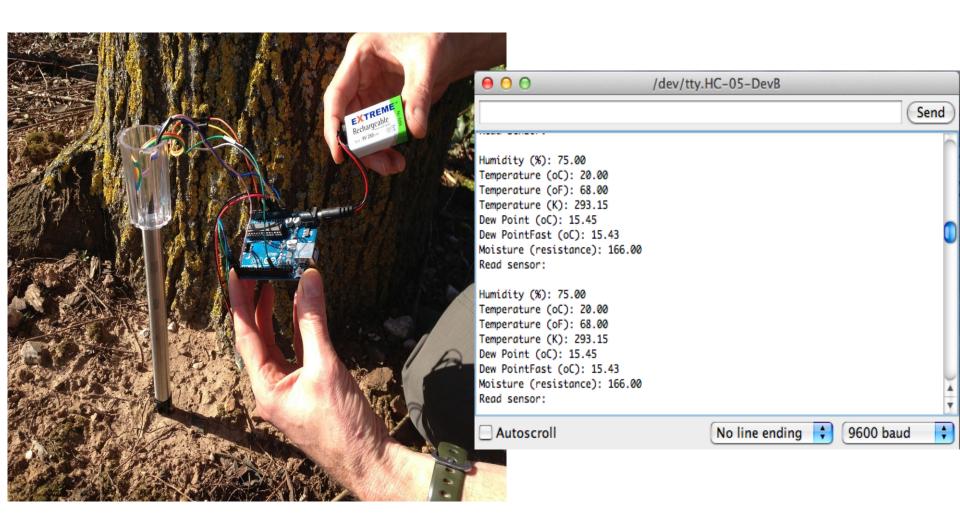


Using a solar garden light, some electronics, a phone and by coding a front end, the Met Office based team set about developing a solution...

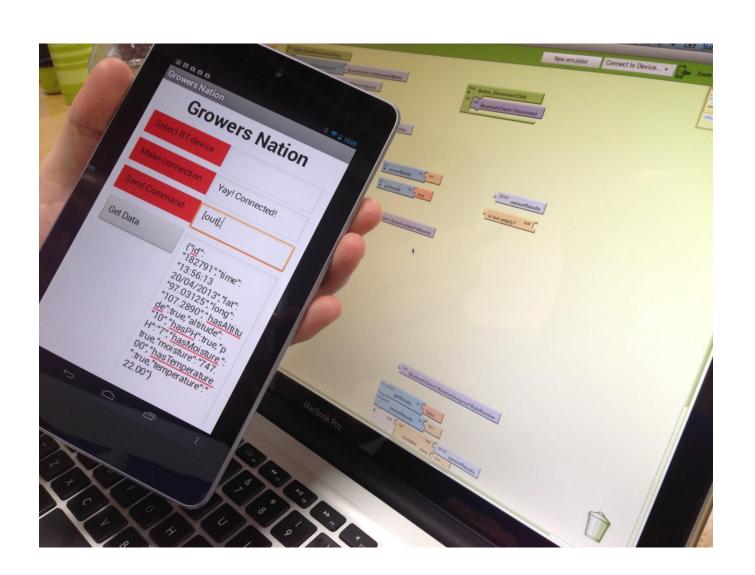
The hardware came together in the form of a garden solar light with temperature, humidity and soil moisture sensors, an arduino and a bluetooth module:



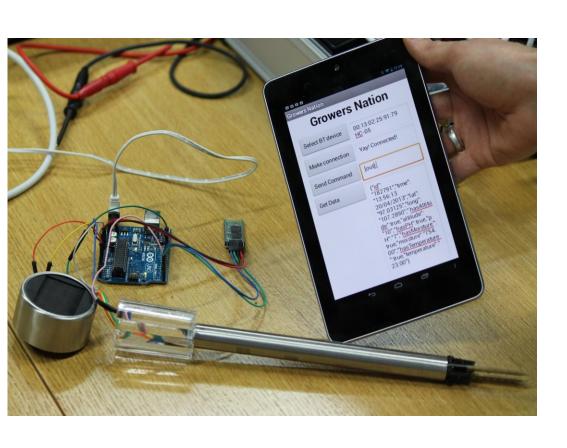
### The team then tested it in the field...

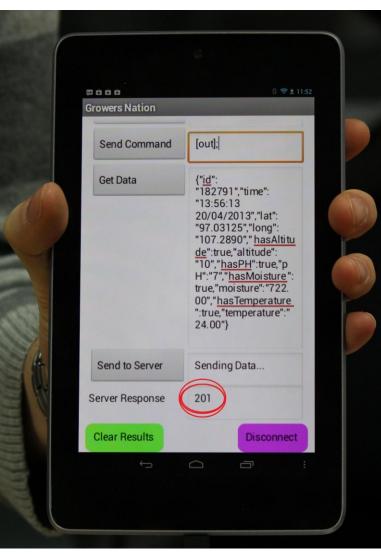


### An interface to the online database was then created:



### The wireless data logger in action







### **Device summary**

- Battery powered
- 10cm soil measurements
- Data stored on device
- Constantly listens for nearby bluetooth devices (within 20m)
- Upload soil records at any time to central database.
- Improved growing advice in return

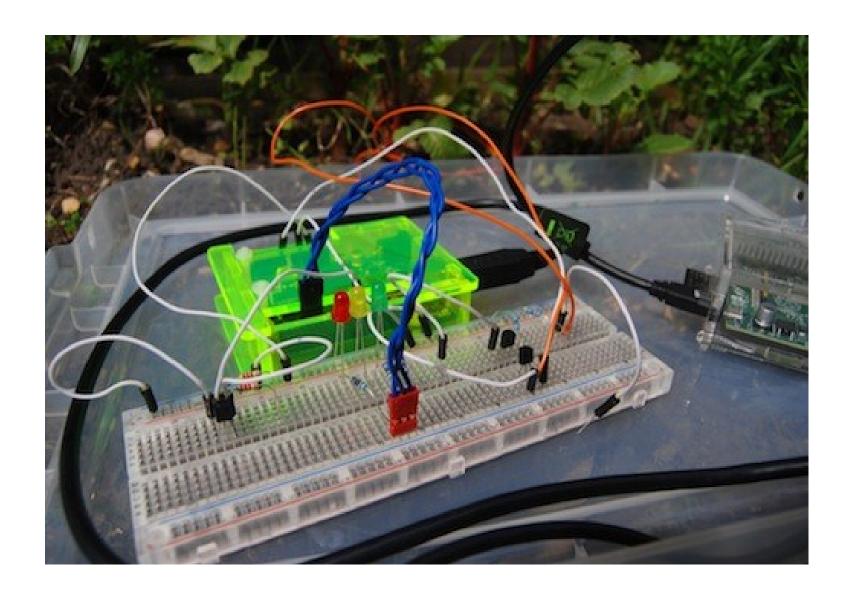
### The MudPi team

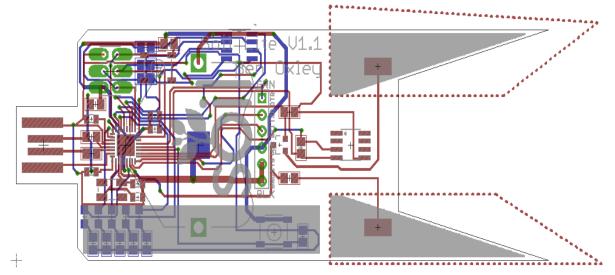


### The Project Soil solution (London event)



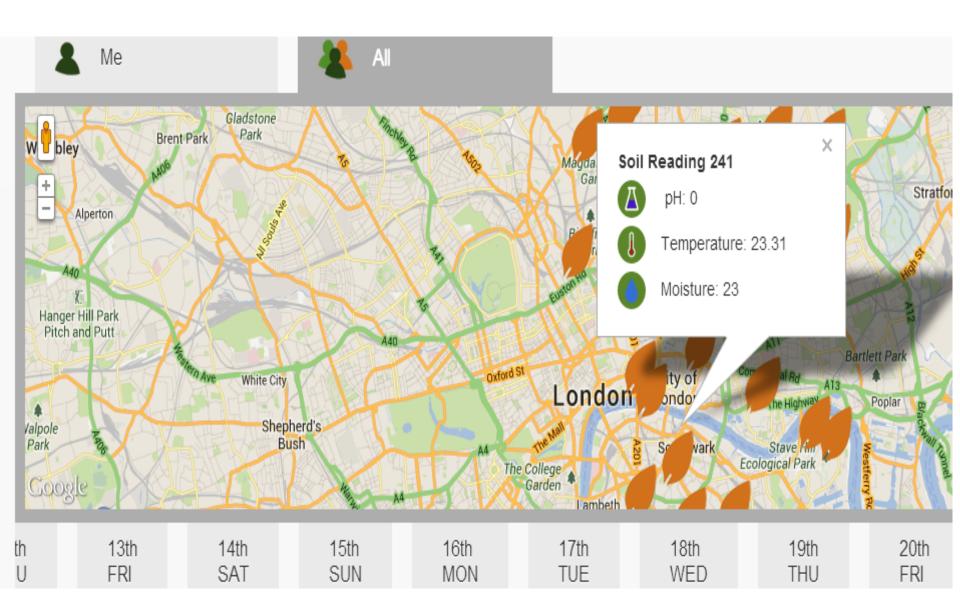
The 1<sup>st</sup> prototype: sensors, arduino, raspberry Pi



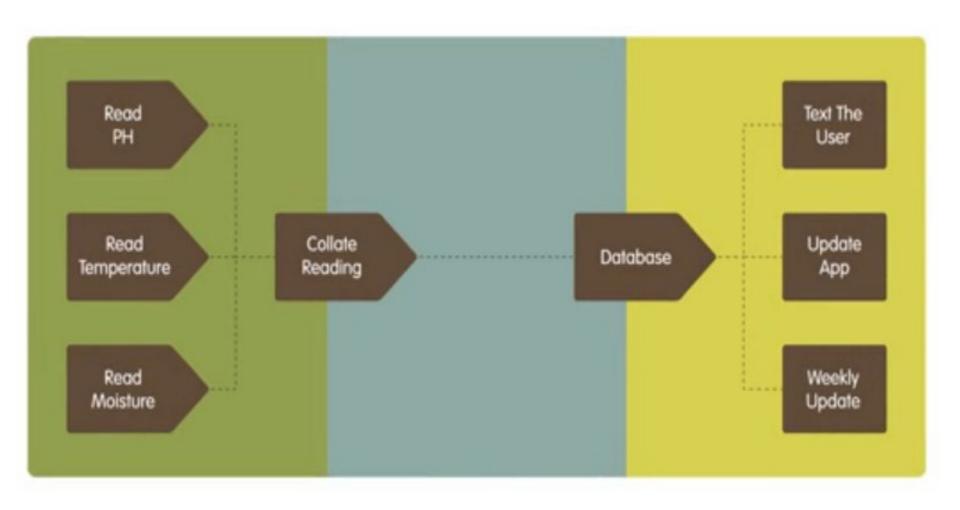




### Prototype soil application front end



### Capturing soil sensor data in a central database



### Scope

- An achievable, low cost, wireless, self powered, maintenance free soil testing device.
- WiFi enabled comms that can upload data automatically without need for a phone.
- 2G/3G enabled comms to allow unattended data uploads wherever there is mobile reception.

### What's Next?

- Calibration
- Optimisation of:
  - design
  - cost
  - power usage
- App development to receive the data e.g. storing of data on a daily basis
- Compatibility with other databases, e.g. Met Office WOW, BGS My Soil

### Our hackathon experience...

- A great opportunity for getting a skilled group together and working towards developing an initial prototype.
- Met Office support
- Team of volunteers, limited time
- Different technologies used
- Funding is difficult to come by for such projects
- A motivated team and continued development of the solutions
- Many lessons learnt!

### www.growers-nation.org.uk







