



SeaSensor

Advanced Underwater Sensor

Collect Your Own Ocean Data.

SeaSensor is a highly durable underwater sensor that lets you collect ocean data while you fish. Easily mount it to your fishing gear to automatically collect metrics like temperature, depth and turbidity; and improve your catch accordingly.

Features

- ✔ Small and Robust.
- ✔ 300m depth rating
- ✔ Timestamped metrics for underwater conditions.
- ✔ 8-hour wireless charge and up to 30 days of data collection.
- ✔ Automatic and wireless (bluetooth) data transfer.

Launching
at the end of
2024



Benefits



Automatically Collect Data

The sensor allows you to automatically collect ocean data whilst fishing.



Save Time & Effort

Timestamped metrics allow you to easily find out which conditions can cause a poor catch rate.



Get Valuable Insights

Understand what environmental ranges your target and bycatch species thrive in.



Your Data Belongs To You

Your collected data will never be shared with other organisations without your consent.

What data is collected?

SeaSensor currently collects data on:

- Pressure (Depth)
- Temperature
- Turbidity
- Lux (Light Intensity)
- 9-axis IMU for motion and orientation
- Immersion
- Conductivity (Salinity) (coming later in 2024)



Mechanical Specifications

Product	Size	Weight	Depth Rating or ingress protection (IP) rating
Sensor Node	70 x 70 x 163mm (73.2mm diameter)	520g	300m (984 ft, 164 fathoms)
Enclosure	100 x 100 x 187mm	430g	300m (984 ft, 164 fathoms)
Charger	116 x 111 x 115mm	630g	IP67
Remote Control	60 x 155 x 10 mm	67 g	IP67

Sensor Characteristics

	Range	Observations
Temperature Sensor	-40 to 125°C (275°F)	Response Time: 1sec (in 0.5 m/s flow)
Depth Sensor	0 – 100 bar	Resolution: 3mbar
Light Sensor	0 - 140klx	Resolution: 0.0042lx
Turbidity Sensor	TBC	
Motion Sensor	Gyro: ±2000dps Accelerometer: ±16g Compass: ±4900µT	Additional motion sensor parameters available on request.
Immersion Sensor	N/A	Immersion Sensor returns time stamp that sensor enters and exits the water.

More product details coming soon. Please ask our team if you have any specific questions.