POST-EVENT REPORT · TEDXKMCT 2026

X-CAPTURE at TEDxKMCT, by the numbers.

On 31 October 2026 XSEDES ran the X-CAPTURE AI Portrait Booth at TEDxKMCT 2026 on the KMCT campus in Calicut. Three stations, a full day, 559 futures imagined and 520 finished portraits. This is the engagement report for the organising team.

PREPARED 1 NOVEMBER 2026 · SOURCE: BOOTH SYSTEM REPORTS, THREE STATIONS

FUTURES IMAGINED	PICTURES TAKEN	AI PORTRAITS	GENERATION SUCCESS	AVERAGE GENERATION	PORTRAITS TAKEN HOME
559	**787**	**520**	**97 %**	**15.1 s**	**425**
booth sessions across three stations	1.4 per session	in the TEDX style	16 of 536 attempts failed	capture to finished portrait	by QR code, 82 % of portraits

WHAT RAN

One booth, two tablets, one style for the day.

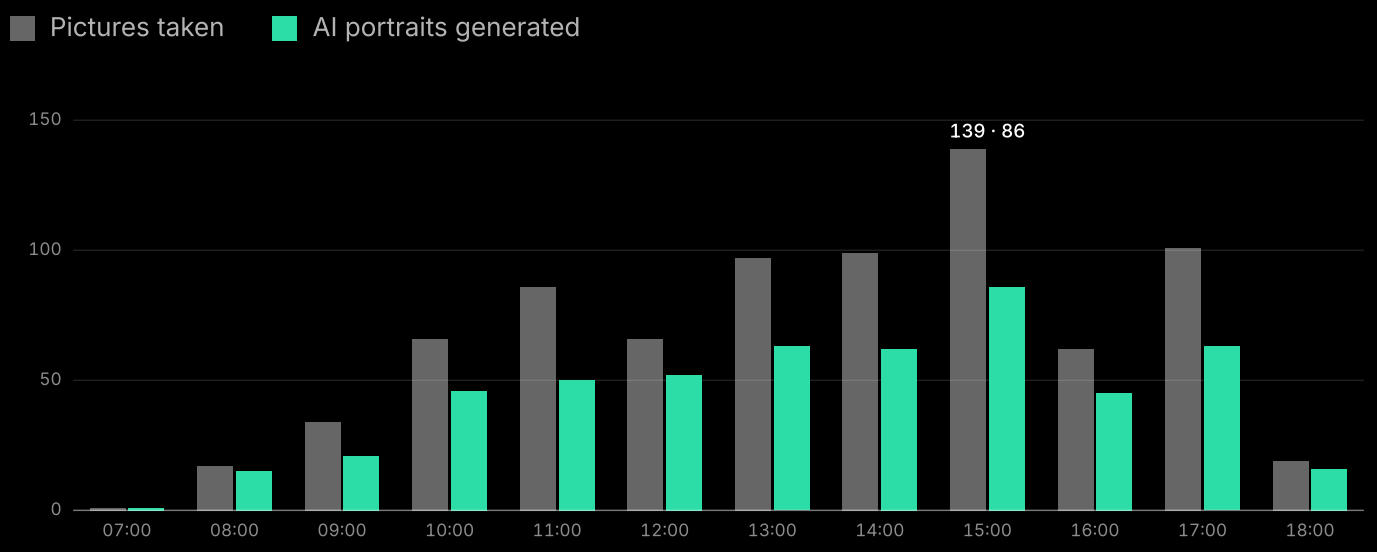
The AI Portrait Booth photographs a guest, generates a portrait in a style made for the event and hands it back on screen within seconds. For TEDxKMCT 2026 the portrait style was **TEDX**: a poster in the event's own visual language, in four layouts, carrying the guest's name, the future they typed in at the booth and a line to go with it. One style for every guest, so the 520 portraits read as a single body of work when they are shared.

The programme ran from 9:00 am to 5:00 pm. The booth was active from 08:13 to 18:31, 10 h 18 min, covering set-up, testing and use after the programme; two tablet stations joined from mid-morning. Guests took their portrait home through a QR code on the final screen; printing was not offered.

The AI Portrait Booth is part of X-CAPTURE, the XSEDES photo and video booth product family. It was staffed by the XSEDES team throughout the day.

THROUGH THE DAY

Activity by hour, all stations. The peak was 15:00.



Hourly totals across the main booth and both tablet stations, as logged. The programme ran 9:00 am to 5:00 pm; hours outside it cover set-up, testing and use after the programme. The single capture at 07:00 is the set-up check on Station 2.

BY STATION

The main booth did the heavy lifting. The tablets added 42 %.

STATION	ACTIVE	SESSIONS	PICTURES	PORTRAITS	SUCCESS	AVG TIME	RETAKES	QR SHOWN
Main booth Floor-standing booth	08:13 – 18:31	325	409	304	97 %	15.2 s	101	264
Station 2 Tablet station	07:21 – 17:40	122	183	113	97 %	14.9 s	66	79
Station 3 Tablet station	10:34 – 17:37	112	195	103	98 %	14.8 s	85	82
All stations	08:13 – 18:31	559	787	520	97 %	15.1 s	252	425

Station 2's first activity at 07:21 is a set-up check; sessions began after the main booth opened. Success is portraits generated as a share of generation attempts.

RELIABILITY

97 % of attempts produced a portrait, in 15.1 seconds on average.

GENERATION ATTEMPTS

536

520 succeeded, 16 failed. Every failed attempt could be retried on the spot.

TIME TO PORTRAIT

15.1 s

Station averages ranged from 14.8 to 15.2 seconds, steady from the first hour to the last.

TAKEN HOME

425

QR codes shown, 82 % of portraits. Printing was not offered at this edition.

BOOTH ACTIVE

10 h 18 min

booth active, 08:13 to 18:31, covering set-up, testing and use after the programme, which ran 9:00 am to 5:00 pm.

READING THE NUMBERS

Four things the data says about how guests used it.

01 **Guests came back for a second go**

252 retakes were recorded, about one for every two finished portraits. A retake is a guest choosing to stay at the booth rather than walk away with the first result.

02 **The afternoon was the busiest**

The hour from 15:00 brought 139 pictures and 86 portraits. The hours from 13:00, 14:00 and 17:00 each brought close to 100 pictures.

03 **Three stations carried the crowd**

The two tablet stations produced 42 % of all portraits. At 15:00 Station 2 alone took 58 pictures, more than the main booth in the same hour.

04 **The phone was the keepsake**

425 guests were shown a QR code to download their portrait, 82 % of all portraits generated. With no printing at this edition, the download was the only way to keep it.

FOR THE NEXT EDITION

What we would change to go further.

01 **Add capacity for the peaks**

Queues form in the breaks. A second main booth, or a fourth tablet station near the auditorium exit, would have cleared the 15:00 and 17:00 surges faster.

02 **Offer more than one style**

Every portrait used the single TEDX style. Two or three event styles give guests a reason for a second session rather than a retake of the first.

03 **Add on-site printing**

Guests left with a download only. A printed portrait at the booth gives them something to hold, and something other guests see across the room.

04 **Capture the share**

The system counts QR codes shown, not downloads or social posts. An opt-in email or a branded share link would measure reach after the event, not only at it.

METHOD

How the numbers were counted.

The figures are the booth system's own exports for the three stations, produced on 1 November 2026, added together without adjustment. The system records sessions and generations; it does not identify guests, so the figures count futures and portraits, not people. The average generation time is weighted by each station's portrait count.

Futures imagined	One booth session, from the first tap to the final screen, in which a future was chosen. One guest could run several sessions, and a group portrait is one session. A session may hold more than one picture.
Pictures taken	Every capture the camera made, including the ones guests chose to retake.
AI portraits generated	Finished portraits in the TEDX style, delivered to the guest on screen.
AI success rate	Portraits generated as a share of all generation attempts (generated plus failed).
Average AI time	Seconds from capture to finished portrait, averaged over the portraits each station produced.
AI retakes	Times a guest chose to capture again after seeing a result.
QR codes shown	Times a guest was shown the code that downloads their portrait to their phone.

WITH THANKS

To the TEDxKMCT 2026 organising team, the volunteers who kept the queue moving, and every guest who stepped in front of the camera.

Questions about this report: hello@xsedes.com