

Era-Drilling Robot

Interface Design Master Projektmodul

Summer semester 2015

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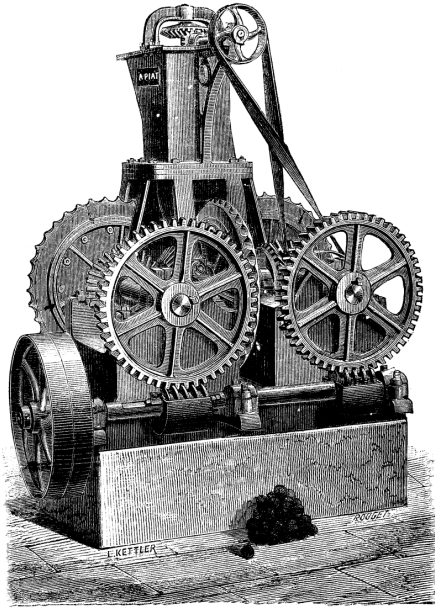
Project by Wang Yana, Qiu Jie, Bitere Katrina

TIME

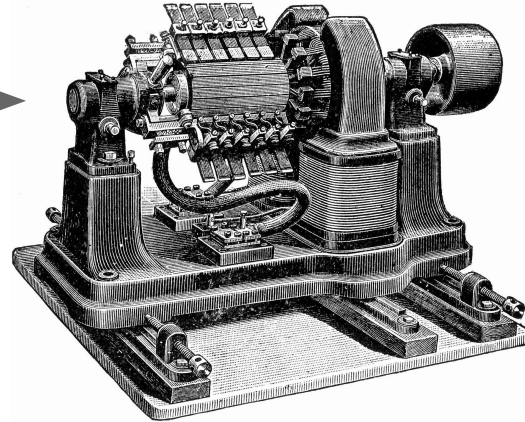
TIME

- How can we express the idea about the lapsing time through something tangible and meaningful?
- What are the characteristics of time?
- How can we show the relationship between human beings and time through art works?

Link between human and time



The Mechanical Era
(the middle of 18th Century
- the middle of 19th Century)



The Electric Era
(the late 19th Century
-the early 20th Century)



The Digital Era
(after the late 19th Century)



The Source of Inspiration

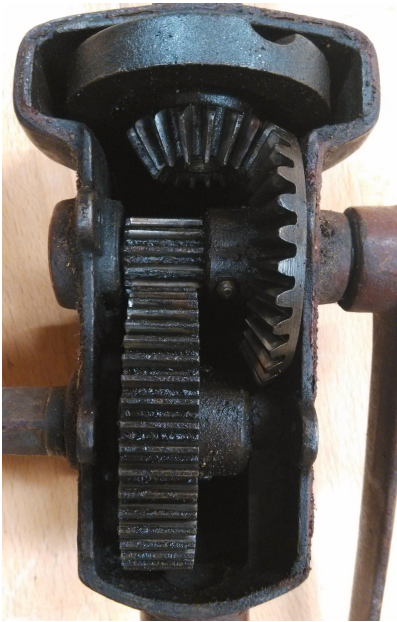
HAND DRILLING MACHINE

our Muse found in Flohmark

DRILL, THROUGH

philosophy of partition and integration

Mechanical Foundation: Hand Drilling machine



CHARACTER

Simple, Analog, Robust, Durable

PURPOSE

A tangible foundation

MEANING

Represents mechanical era

Electric components: Cine projector



CHARACTER

Transformational, electric

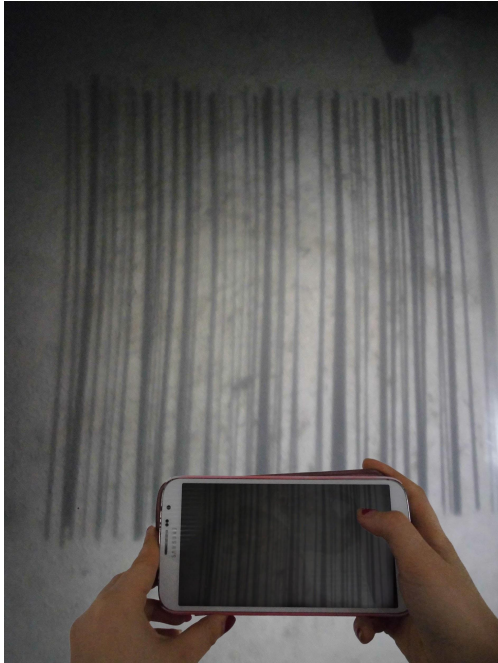
PURPOSE

A twofold connection

MEANING

Represents electric era

Digital element: Barcode projection



CHARACTER

Informational, haptic, digital

PURPOSE

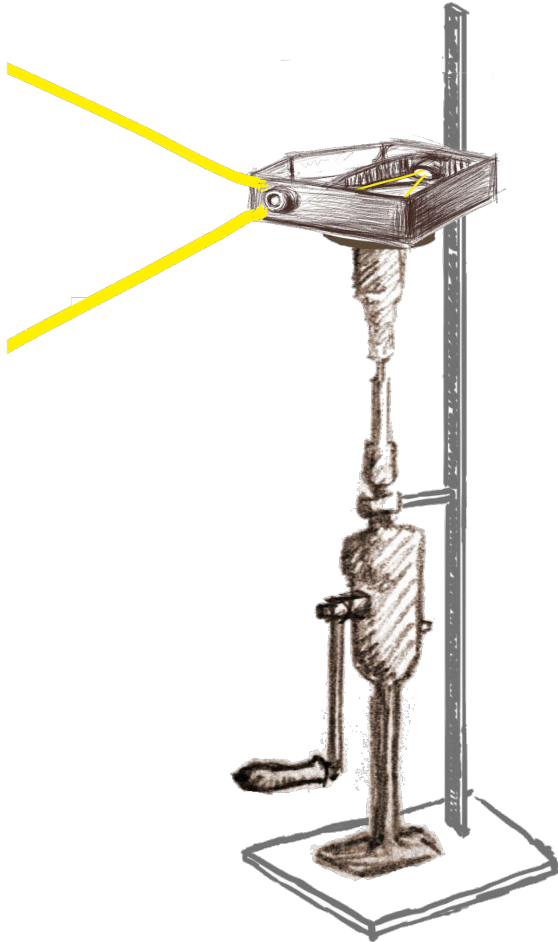
A terminal with infinite possibilities

MEANING

Represents digital era

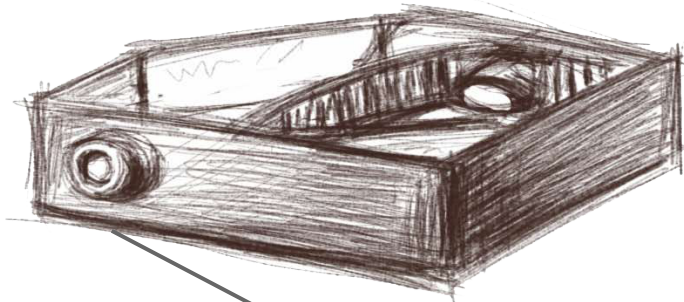
**Find the right position of barcode
to see the result by scanning it.**

How it works

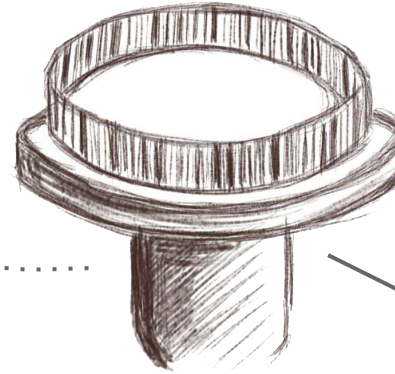


Turning the handle find the right position of barcodes, that then can be scanned with a mobile device.

Projection



Magnifying lens



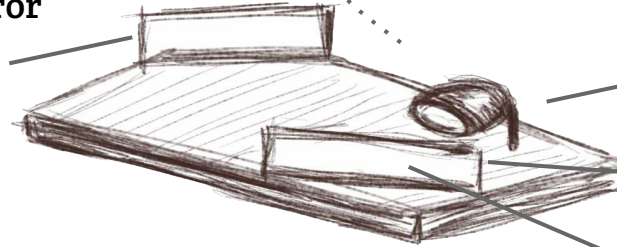
Barcode roller

Fixation platform

Hand drilling machine

Barcode-supporting equipment

Mirror



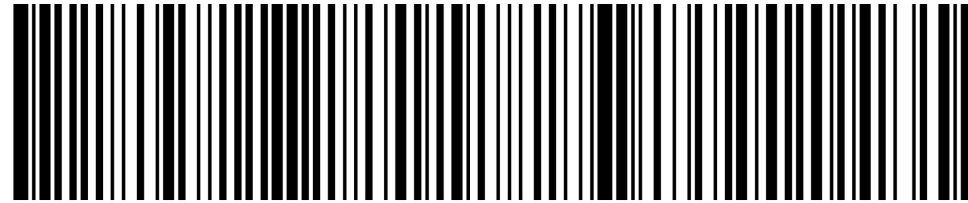
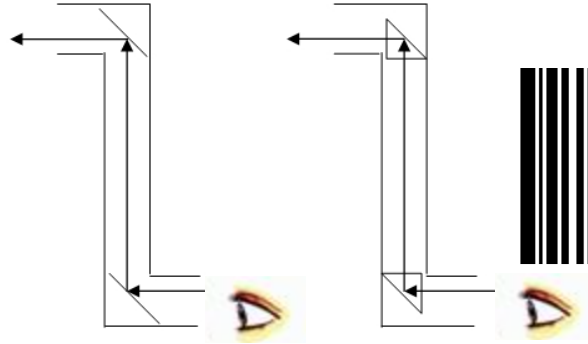
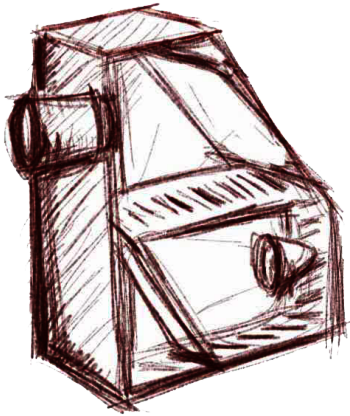
The bottom

Light source

A hole for Barcode-supporting equipment to go through

Mirror

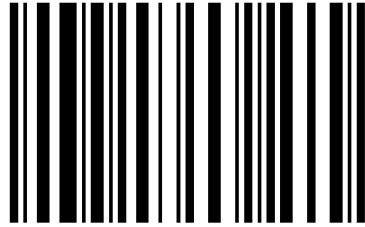
Barcode layout



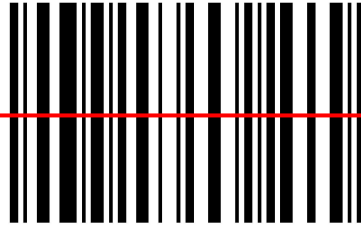
The same theory as goggles

conveyor belt

scanning the barcode



One of the barcodes



Scanning the barcode



Takes you to webpage
with video

Installation

- Portable
 - Overall appearance should fit the aesthetics of the drilling machine
 - Fit into different environments:
e.g. exhibition, fair, installation
- Material used: wood, metal and celluloid sheet

Further possibilities

◆ Environments construction;

◆ The code can lead to:

- Another associated robot/project
- Interact with other projects (e.g. play with users elsewhere)

◆ Feedback from the users:

- The Interaction with the interface (e.g. Fingies)
- A new step within the project (e.g. usage of camera)

THANKS