

# Era-Drilling Robot

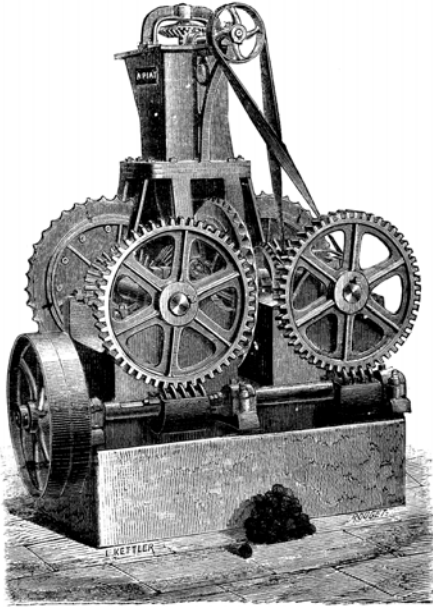
Interface Design Master Projektmodul

Winter semester 2014

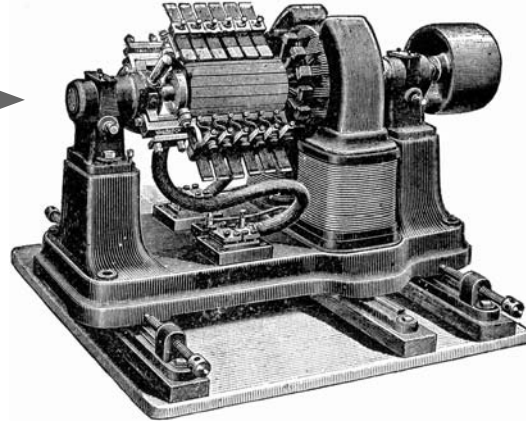
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# From Mechanical to Digital Era



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 )

# Base: Hand Drilling machine



**CHARACTER**

Simple, analog, robust, durable

**PURPOSE**

A tangible foundation

**MEANING**

Represents mechanical era

**THEME**

Drilling through different eras

# Electric components: Motor and LED



**CHARACTER**

Transformational, electric

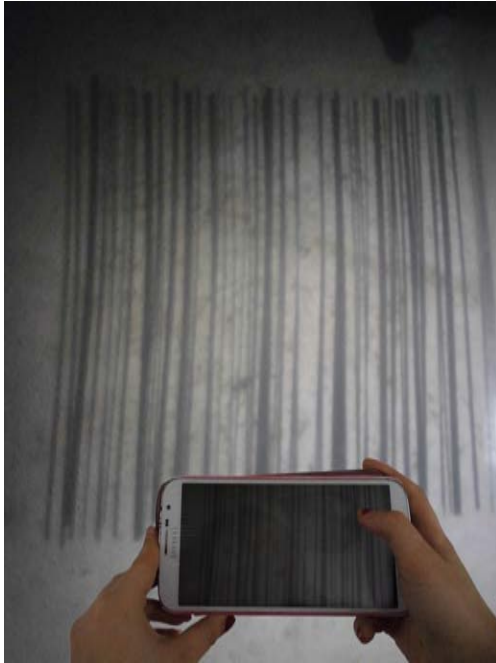
**PURPOSE**

A twofold connection

**MEANING**

Represents electric era

# Digital element: Barcode projection



**CHARACTER**

Informational, haptic, digital

**PURPOSE**

A terminal with infinite possibilities

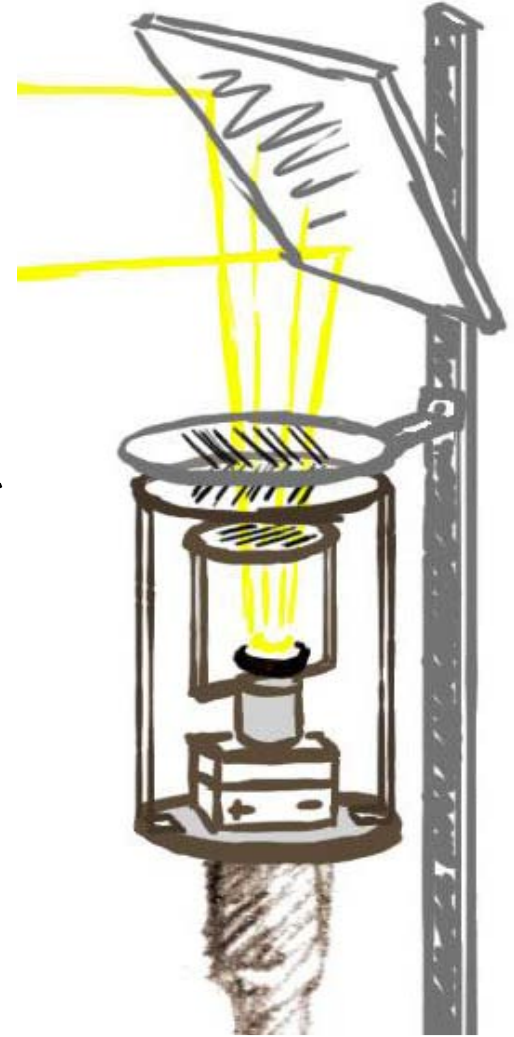
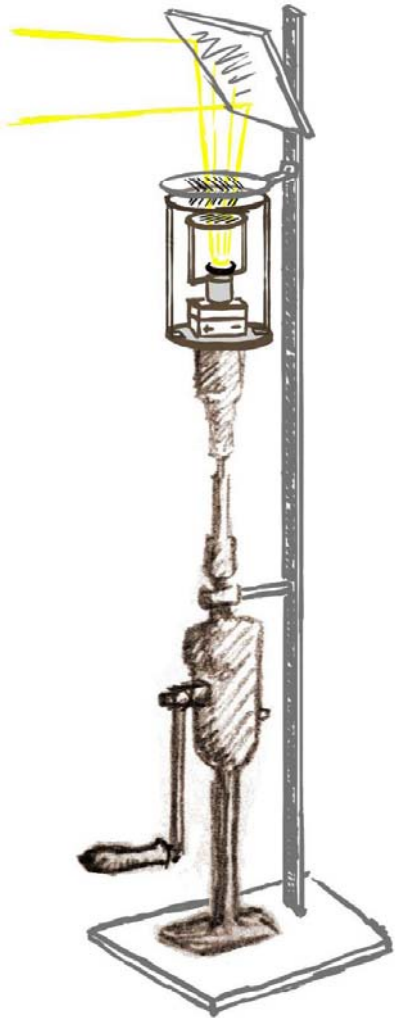
**MEANING**

Represents digital era

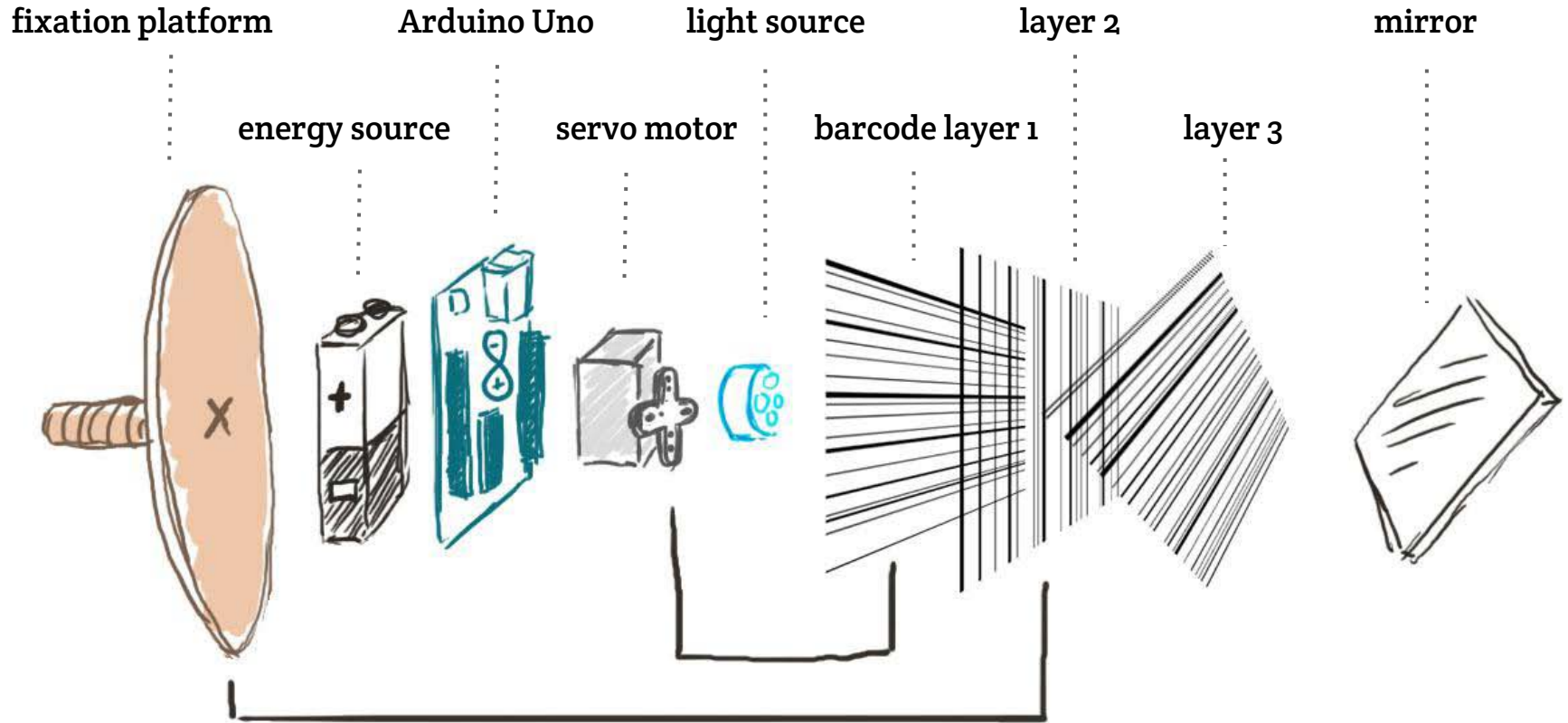
**Combine three elements to create  
a playful and meaningful projection.**

# How it works

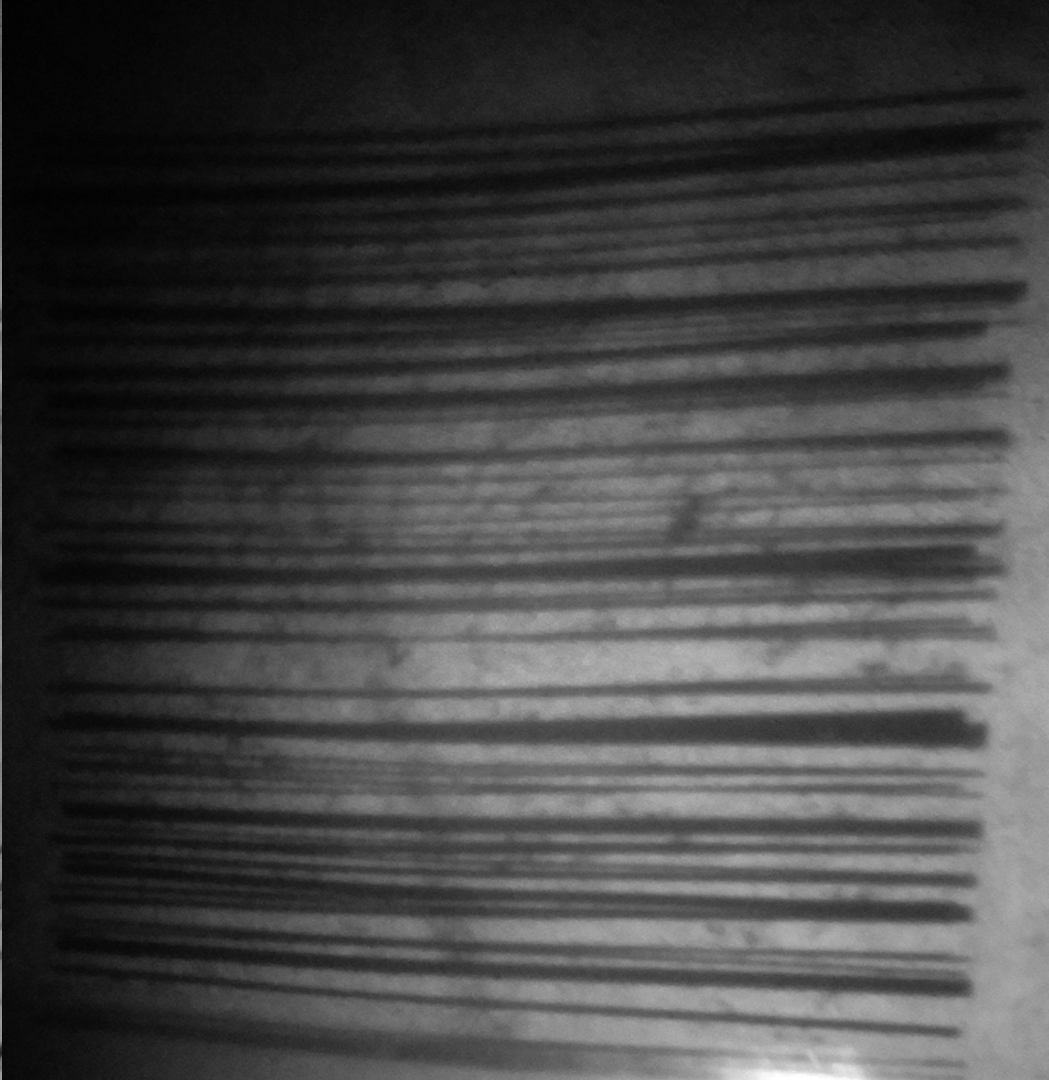
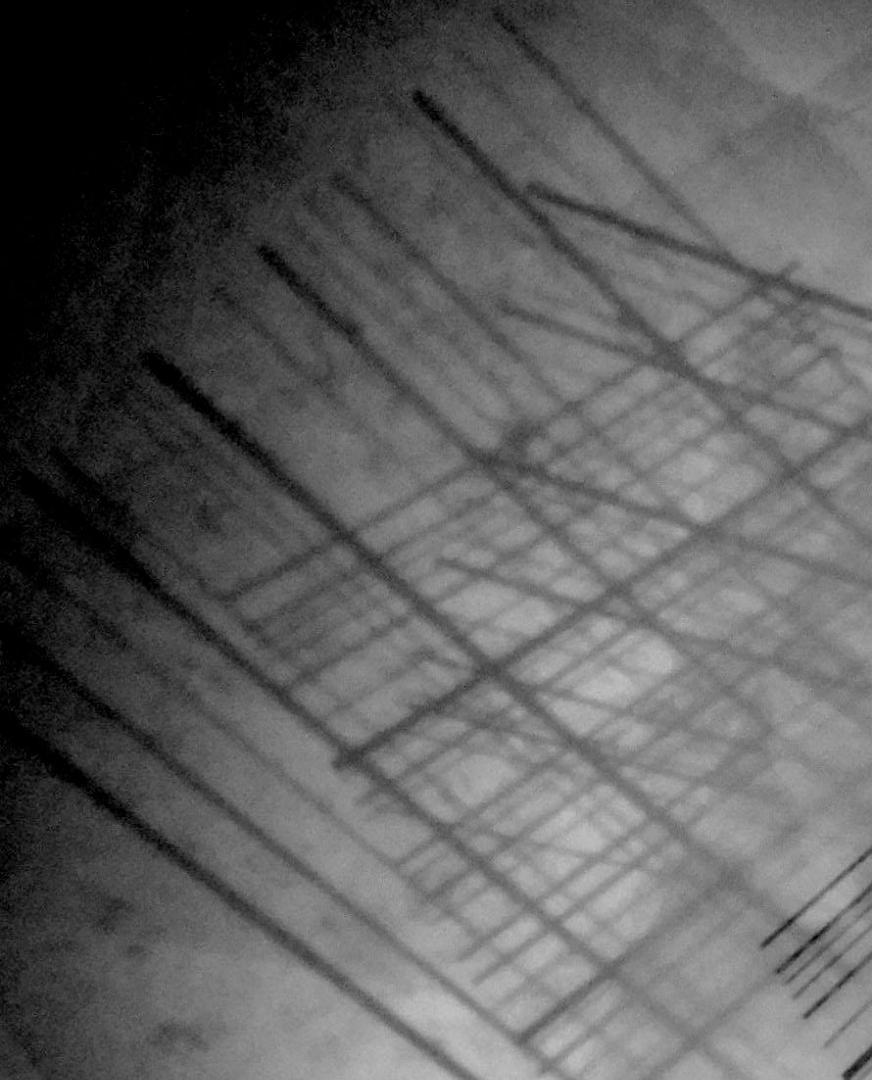
The three layers have to be combined playfully by using the machine to project the bar code, which then can be scanned with a mobile device.



# Structure









**Video clip**

# Infinite possibilities

The code can lead to:

- Another associated robot/project
- An information web page (e.g. for commercial)
- A new step within the project (e.g. usage of camera)
- Interact with other projects (e.g. play with users elsewhere)

# Installation

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

# Further development

1. Adjustable layers and mirror  
to have better control over the projection
2. Possibly controllable motor speed
3. Different web page or project  
for the actual bar code