

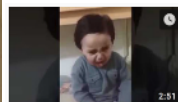
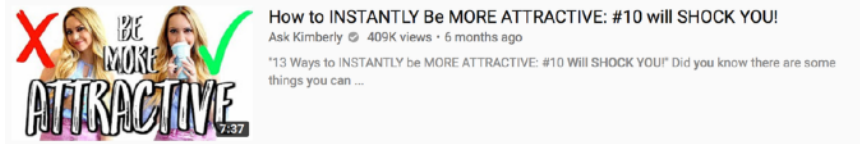
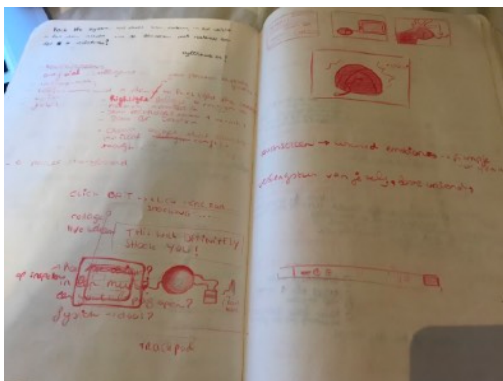
DIGITAL CRAFT

Exercise 1:

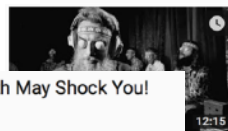


De eerste opdracht, uitgevoerd met Sophie Mastenbroek, Bas van de Sande en Leon baseerden we op drie van de gegeven kaarten om uit te kiezen. We begonnen echter met andere kaarten, waarop we ons eerste concept baseerden: CLICKBAIT. Hier wilden we de term 'THIS WILL SHOCK YOU' letterlijk nemen en inderdaad kleine schokjes geven door middel van een installatie waar je beelden zag met deze term en hieronder een grote 'aantrekkelijke' button. Heel letterlijk allemaal, juist om clickbait zo stom voor het blok te zetten. Opties als collages, daadwerkelijke filmpjes laten zien (/opnemen en deze tonen in

de installatie) zijn ook voorbij gekomen. Voor de shokjes hebben we shockpennen bekeken die je kan vinden in de fopwinkel en deze willen verbinden met een grotere metalen knop, of met een spijkertje in een plastic grote knop verwerken om zo ervoor te zorgen dat de stroom zich niet te veel zou verspreiden i.v.m. veiligheid. We hebben ook nog batterijen geprobeerd te verbinden met elkaar (d.m.v. kabels en solderen maar dit werd alleen maar heel erg heet) en verschillende elementen om op die manier een minder gevaarlijk alternatief te vinden, echter vonden we dit idee toch te gevaarlijk en zijn we hier van afgestapt. Hieronder nog enkele screenshots van 'This will shock you', en ook wat ideeën en schetsen van het eerste concept:



3 Simple Awesome Hacks That Will Shock You Definitely | Hacks Duniya
Hacks Duniya · 177 views · 11 months ago
Please Subscribe Us Now : <https://goo.gl/SPWZIU> 3 Simple Awesome Hacks That Will Shock You Definitely | Hacks Duniya Hacks ...



What You Are About to See Will Shock You.. They Lied to All
Amplex · 173K views · 10 months ago
Check Out our Online Store: <https://amplex-live.myshopify.com/> Loads of Unique Gadgets & Tech up for Grabs! Join the Amplex ...



They Were Told Never to Mention it Again...The Truth May Shock You!
Matrix Wisdom · 30K views · 2 weeks ago
No one could not identify these objects.

Hierna stapten we over op het idee wat we inderdaad uit hebben gewerkt: telefoons die sensuele gevoelens halen uit de aanraking met onze vingers op het scherm. Hierbij hebben we een filmpje en een blueprint gemaakt om dit te demonstreren:

Exercise 2:

After Sophie's first call to do something with braces, we couldn't really think of something to build for this specific project. Quite the brainstorm later we came to think of the way animals defend themselves when things get dangerous and figured us humans might need something like that as well. This could either be used in a funny situation, but also in something like a shooting for example. We built a cyborg that will alarm you when you should 'PLAY DEAD'. If we would be able to actually build onto this, we would have wanted to build a sensor into this cyborg that would respond to specific sounds/tones with about 150 decibel, like a gunsound.

We ordered the LCD screen and as soon as it came in we connected it to the Arduino. We found a code online for the Arduino to show and animate text and after we soldered the lcd screen onto pins, we changed this code a bit to make it 'ours'. It was interesting for me as I'd already attended some classes on Arduino and interactive installations so I knew some things about it, but I noticed I had to get back into it. At first we didn't realise we could just load the text onto the Arduino and we wouldn't need a raspberry pi within our 'small' cyborg. The cyborg would idealistically be small and underneath the skin, possibly with a small speaker of some kind implanted which only you could hear (we could place this speaker next to the ear). For now to trigger the screen, we cut the power loop and introduced a fabric button to gain control over this and to apply it to your body we have attached the electronics to foam board and with 'klittenband' you can put this around your arm for now.

Unfortunately we didn't save the code for this, but the following is the original one:

```

LiquidCrystal Library - Hello World

Demonstrates the use a 16x2 LCD display. The LiquidCrystal
library works with all LCD displays that are compatible with the
Hitachi HD44780 driver. There are many of them out there, and you
can usually tell them by the 16-pin interface.

This sketch prints "Hello World!" to the LCD
and shows the time.

The circuit:
- LCD RS pin to digital pin 22
- LCD Enable pin to digital pin 21
- LCD D4 pin to digital pin 5
- LCD D5 pin to digital pin 4
- LCD D6 pin to digital pin 3
- LCD D7 pin to digital pin 2
- LCD R/W pin to ground
- LCD VCC pin to ground
- LCD VCC pin to 5V
- GND pin to GND

Library originally added 18 Apr 2009
by David A. Mellis
library modified 3 Jul 2009
by Limor Fried (http://www.ladyada.net)
example added 9 Jul 2009
by Tom Igoe
modified 27 Nov 2010
by Tom Igoe
modified 7 Nov 2014
by Arturo Guadalupe

This example code is in the public domain.
http://www.arduino.cc/en/tutorial/LiquidCrystalHelloWorld

// Include the library code:
#include <LiquidCrystal.h>

// Initialize the library by associating any needed LCD interface pin
// with the arduino pin number it is connected to
const int rs = 12, en = 11, d4 = 5, d5 = 4, d6 = 3, d7 = 2;
LiquidCrystal lcd(rs, en, d4, d5, d6, d7);

void setup() {
  // set up the LCD's number of columns and rows:
  lcd.begin(16, 2);
  // Print a message to the LCD.
  lcd.print("Hello, world!");
}

void loop() {
  // set the cursor to column 0, line 1
  // (note: line 2 is the second row, since counting begins with 0)
  lcd.setCursor(0, 1);
  // print the number of seconds since reset
  lcd.print(millis() / 1000);
}

```

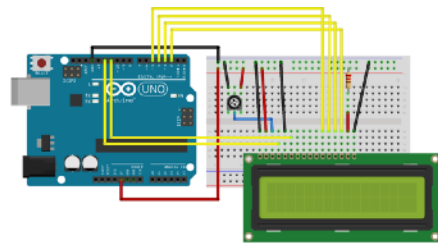
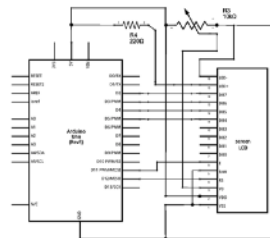


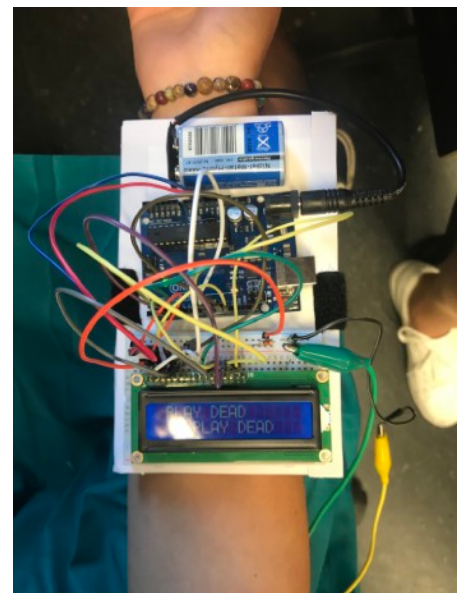
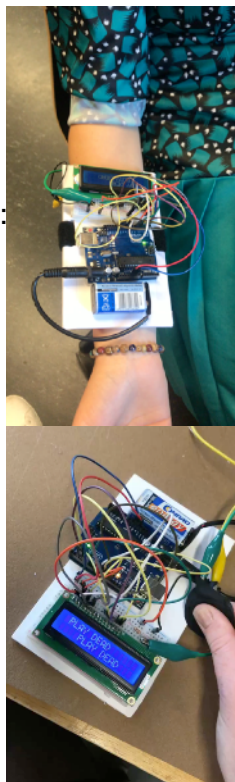
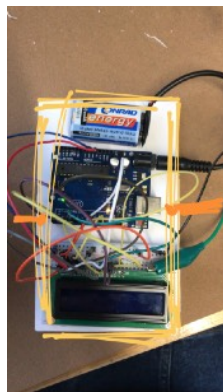
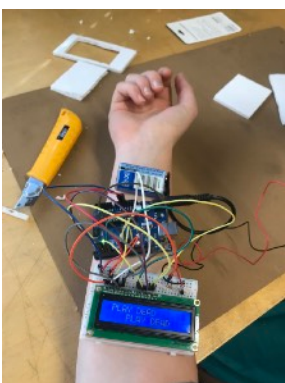
image developed using Fritzing. For more circuit examples, see the [Fritzing project page](#)

Schematic

click the images to enlarge

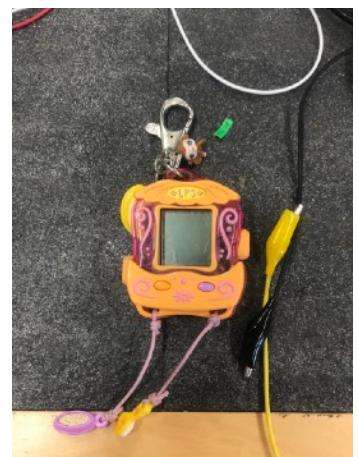
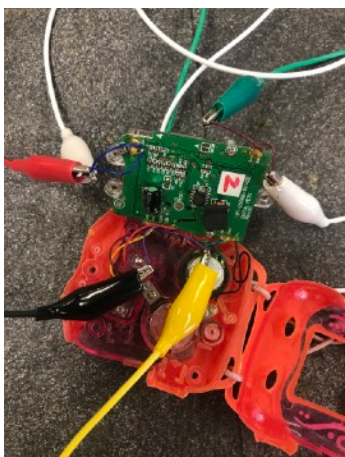
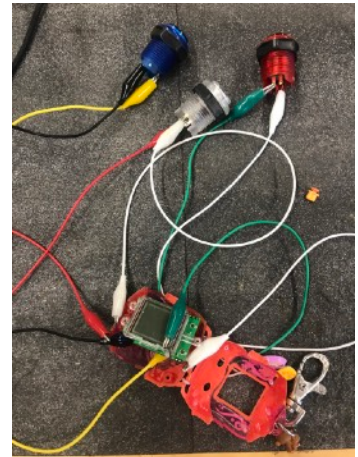
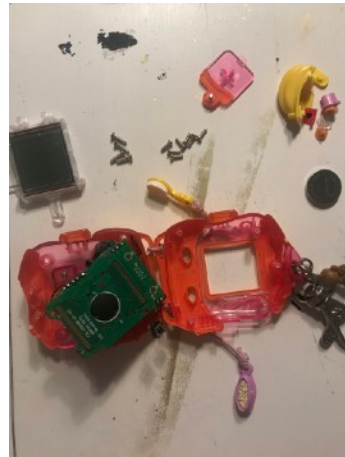
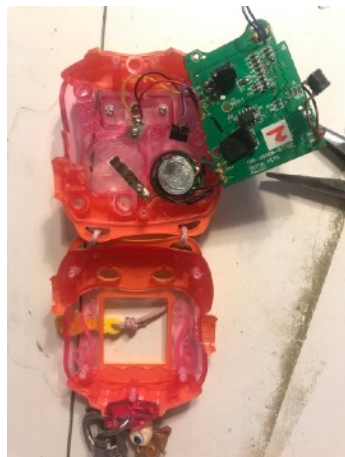


clips:



Exercise 3:

For the third exercise I decomposed an 'LPS' (littlest pet shop), which is some kind of tamagotchi I found back at home (first picture is a clip):



Unfortunately I must say I messed this up a bit. My first plan was to decode this LPS. I wasn't able to find a way to connect this device to anything like an Arduino to enable myself to work with it. I did my research online and found a very interesting powerpoint of someone deconstructing and indeed re-coding a tamagotchi. Note that tamagotchi is actually a different device with for example less buttons and a way different brand, but the concept is quite the same: you have a digital pet which you have to take care of. Some slides of hers/his which really helped me understand the machine. The link to the powerpoint: https://www.google.com/url?sa=t&rct=j&q=&esrc=s&source=web&cd=1&ved=2ahUKewj9_6bygozeAhWMKFAKHfJFD7UQFjAAegQIARAC&url=https%3A%2F%2Fevents.ccc.de%2Fcongress%2F2012%2FFahrplan%2Fattachments%2F2097_Tamagotchi.ppt&usg=AOvVaw2ySZ2wq1prb9CBOzY5ZA9t
I must say I didn't understand all of this powerpoint as it was very very technical, but still I could follow the red line.

I visited the Interaction station having an idea in mind of how to deconstruct this machine some more to get to the chip which I could start to de-code, but I couldn't find anyone there who knew how to help me with this. To me there seems to be a chip/code memory underneath the black big 'dot' in the middle of the motherboard and after researching and fully reading the powerpoint it indeed turned out to be located there, but there was no way for me to get this off the board without breaking it so I figured I would have to do something else. I did a quick fun thing breaking power circuits and adding HUGE buttons instead. Afterwards I put the device back together the way it's purchased.

Online I found a video of a typewriter used as a part of an art installation which I thought was so interesting: <https://www.youtube.com/watch?v=4JTMMyjK9H4>.
To make up for this not working the way I wanted it to, I have purchased an old Philips tape recorder which I want to transform into a speaker for your guitar/microphone. This is partly inspired by the video in the link above, but for now as a second 'project' within exercise 3 creating an installation might be a bit too much. However, I'm very interested in building onto this if it indeed works out with the speaker.