

Fall 2013 Phidgets

The students in CSCI1302 programming class showed their talent by creating interactive computer systems using “phidgets” components at the end of the semester. The inputs of the systems come from force, light, vibration, motion, RFID and so on by using these components. The systems then send the signals to the Phidget motors that can provide actuation for various mechanical systems. The examples of the systems include Tricycle-Fork lifter, Tank, Bop it, Greeting Around the World, Keycard Door Project, Candy Box Opener, Touch Sensor Animal Quiz, Play my trivial Game, Keyboard Simulator and Beach Ball Spinning Game.



Tricycle-Fork lifter by Chris (Joo) Lee is made out of woods, plastics and phidget equipment. The tricycle fork lifter can be controlled by a laptop. The fork lifter is capable of reversing, breaking and being in continuous motions. It is also capable of moving, turning and lifting or dropping at same time.



Tank by David Teston uses phidgets input and output devices through Java, and requires 3 DC adapters for power. This whole device could move back and forth using the computer connected to it.