Phidget and Lego Mindstream Competitions

At the end of the spring semester, Computer Science programming students presented their class projects to the public in Atkinson's student lounge. Using techniques such as Object Oriented Design and Graphical User Interfaces, students were challenged to create software that interacted with "Phidgets" to measure quantities such as light, vibration and motion and control different motors. During the phidget showcase, the public voted for their three favorite phidgets. This semester's projects included a mood detector, a drum machine, a dragon shooting game, and an intrusion detection. On the same day, computer science students also faced each other in the Lego Mindstream competition. Teams competed to create two robots that work together to move objects to a "destination area". Robots followed a predetermined path and performed different tasks when seeing objects of various colors.