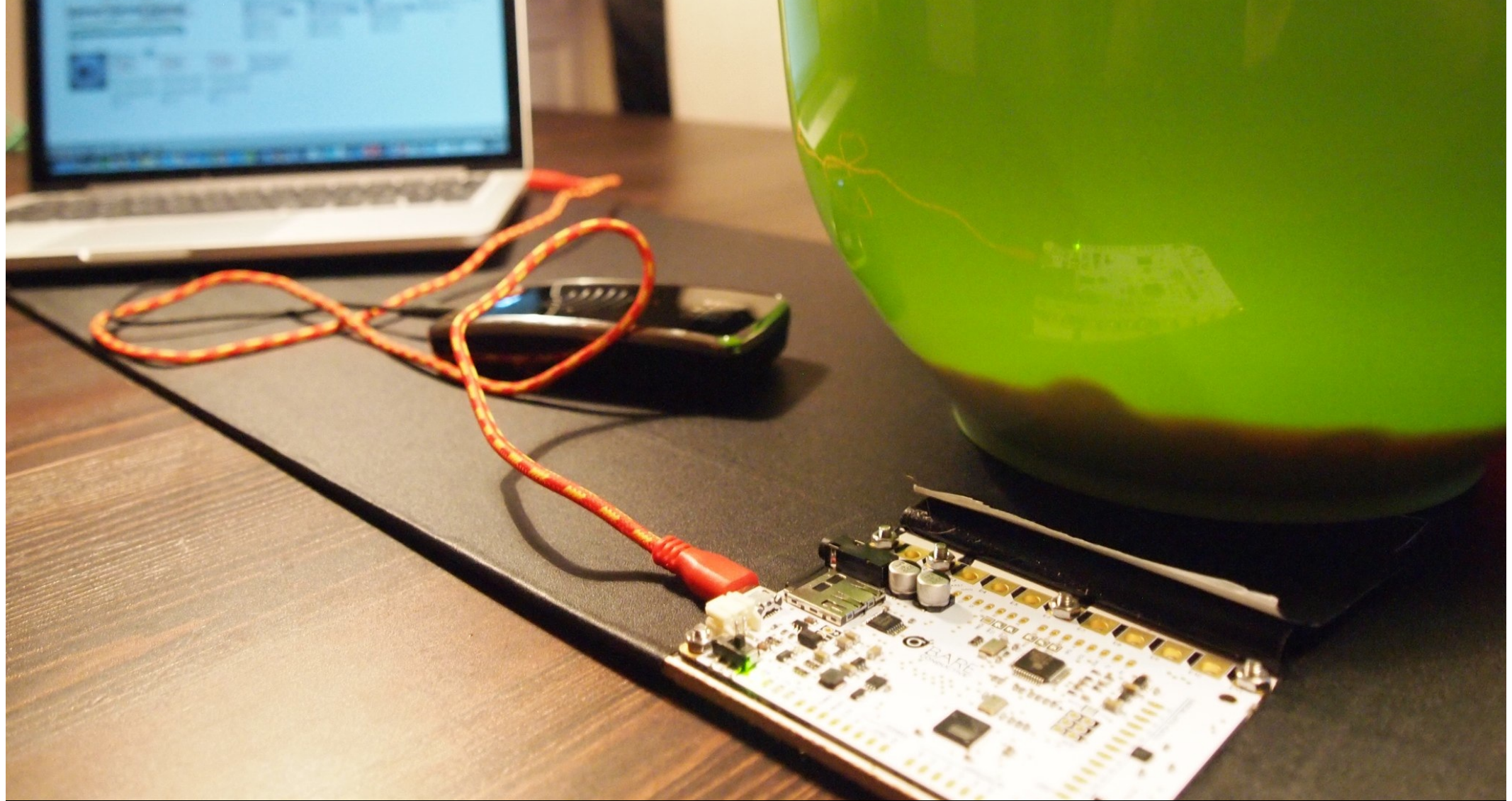




OBJECTS OF INTRIGUE

MODIFYING OBJECT BEHAVIOUR TO ENCOURAGE INTERACTION

RACHAEL MOAT

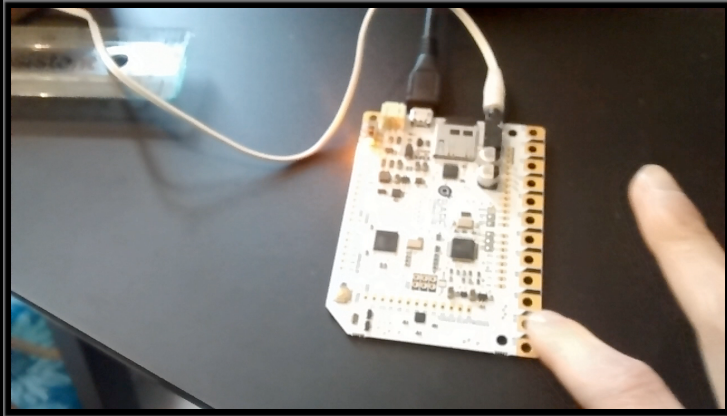
 @rachaelmoat

 #opentech #C1



VOLUNTEERING AT  **Seashell**
Trust

GEEKING AROUND!



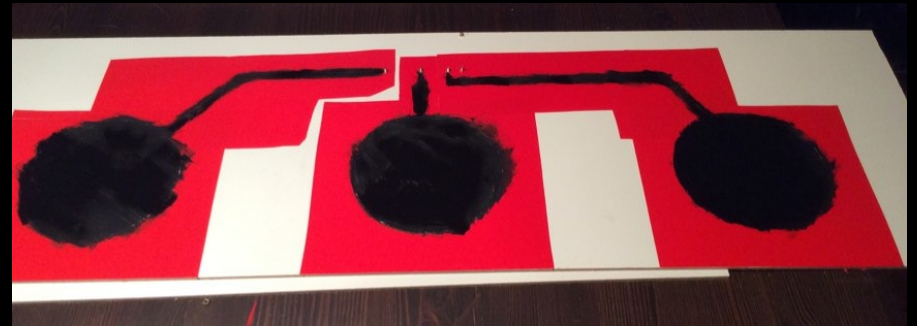
Can we make everyday objects musical?

PROTOTYPING AGAINST THE CLOCK

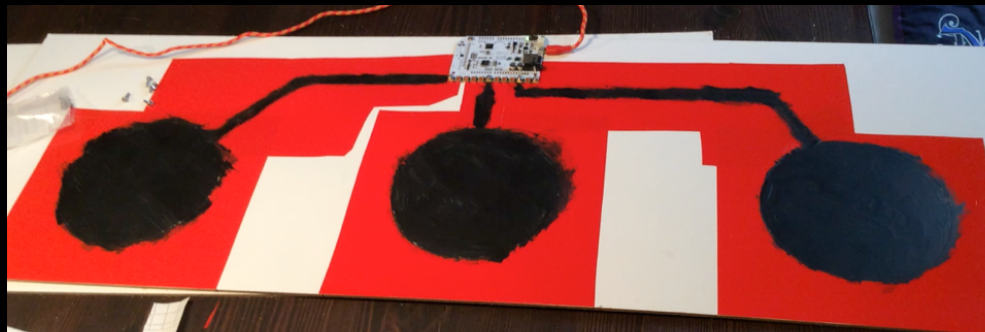
1.



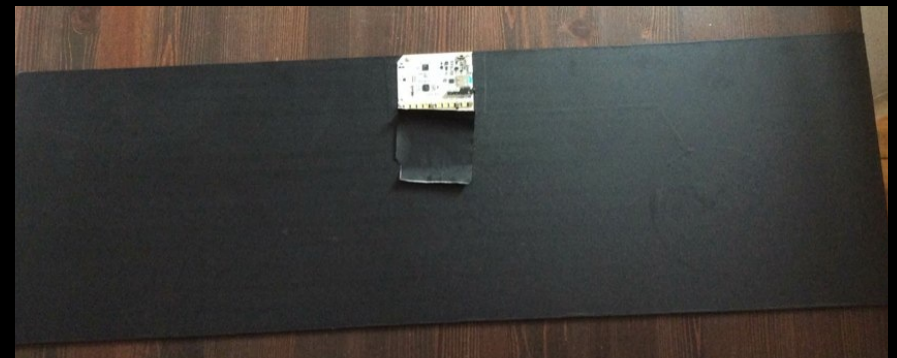
2.



3.



4.



Take three different bowls...

SPAGHETTI, WATER AND CUSTARD!



...and make them play music!

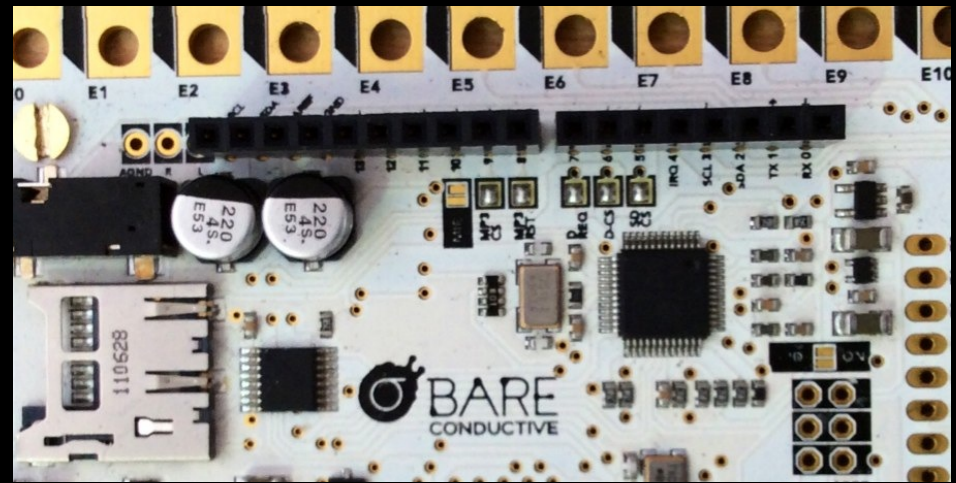


BUILT WITH

INNOVATIVE LOW COST TECHNOLOGY

TOUCH BOARD

£55



ELECTRIC PAINT

£18



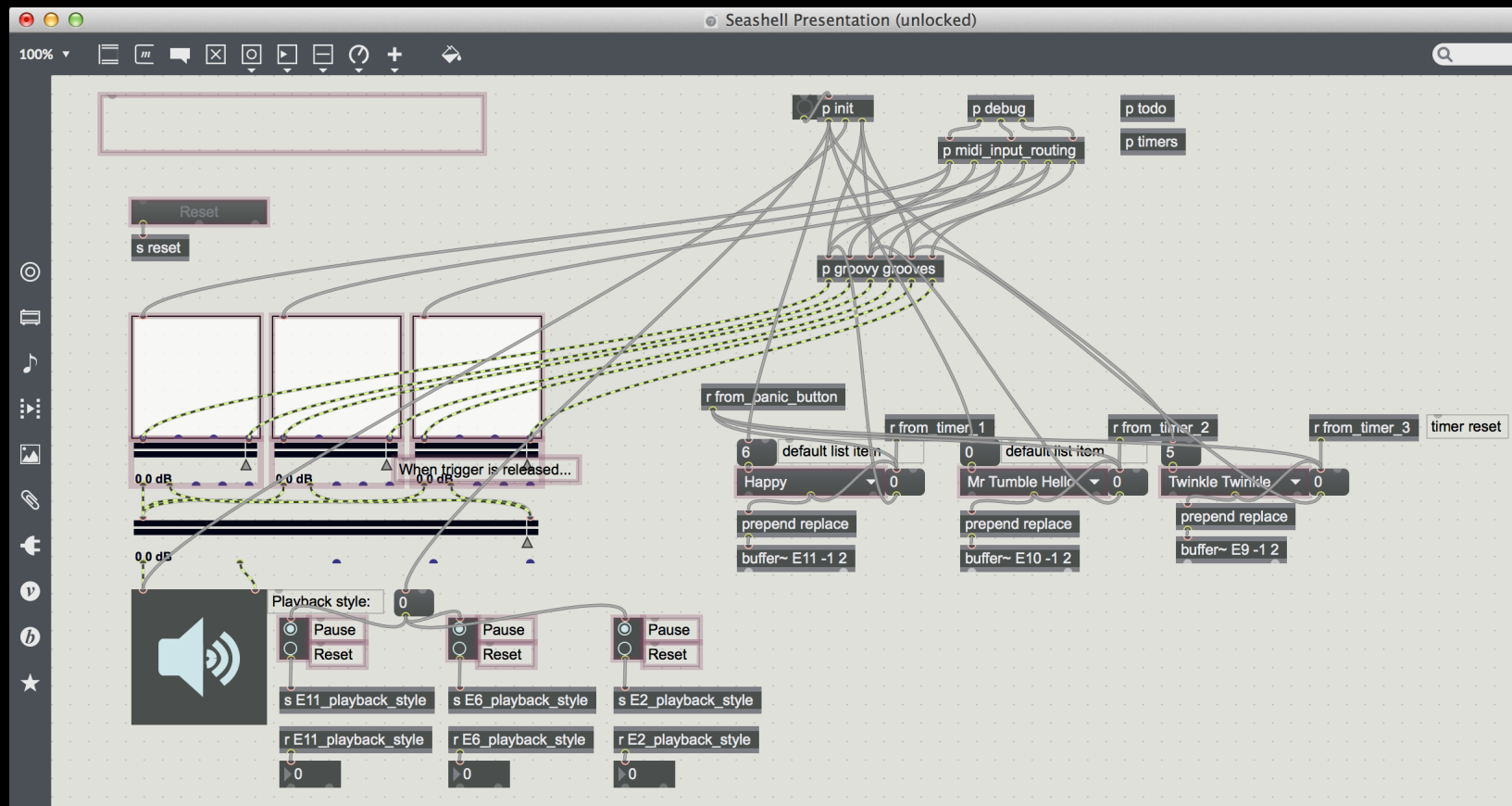
WOWEE ONE

£35



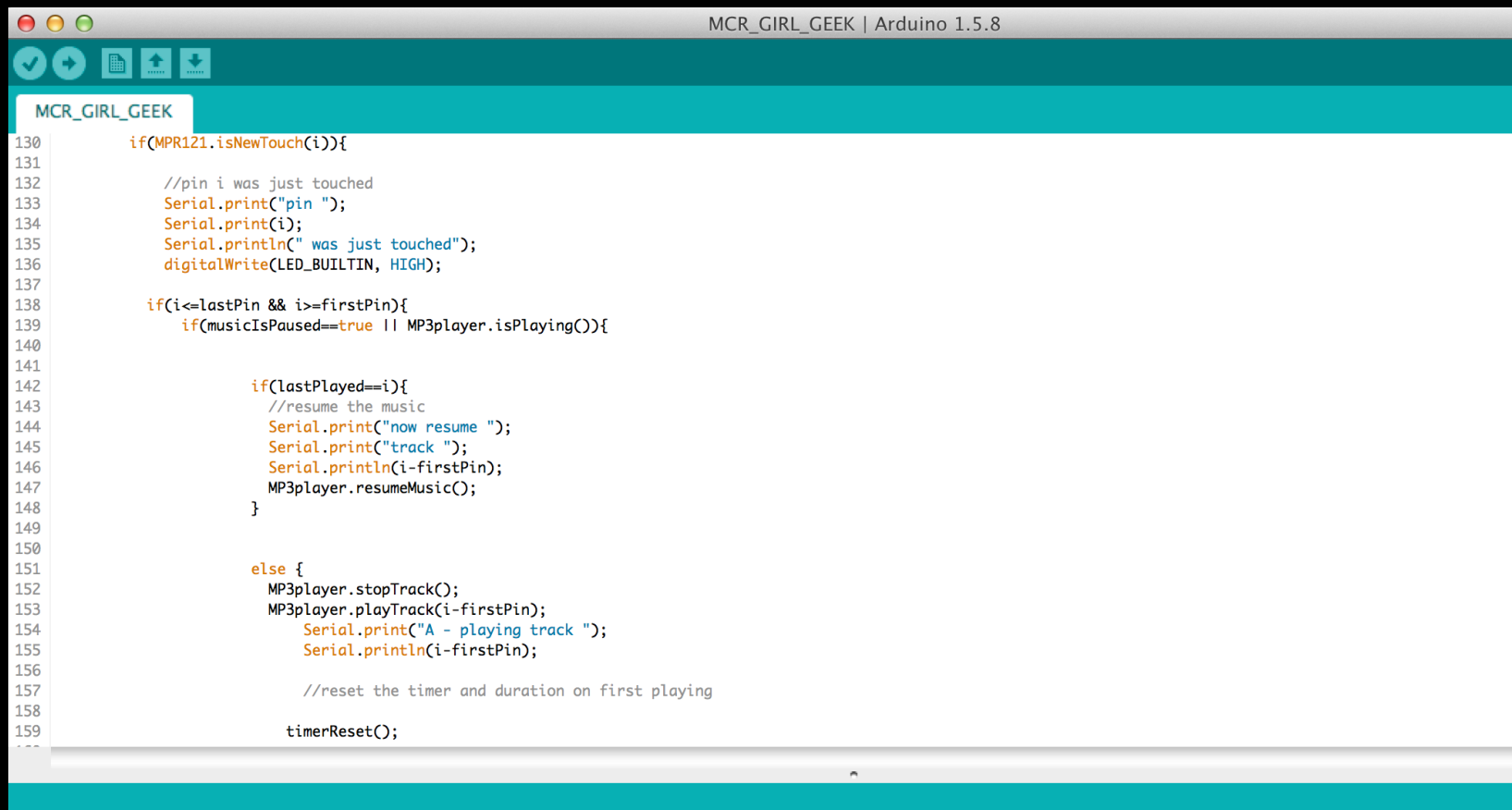
Method 1: Set up as midi controller

...and customise using MaxMSP



Method 2: Hack the mp3 player code

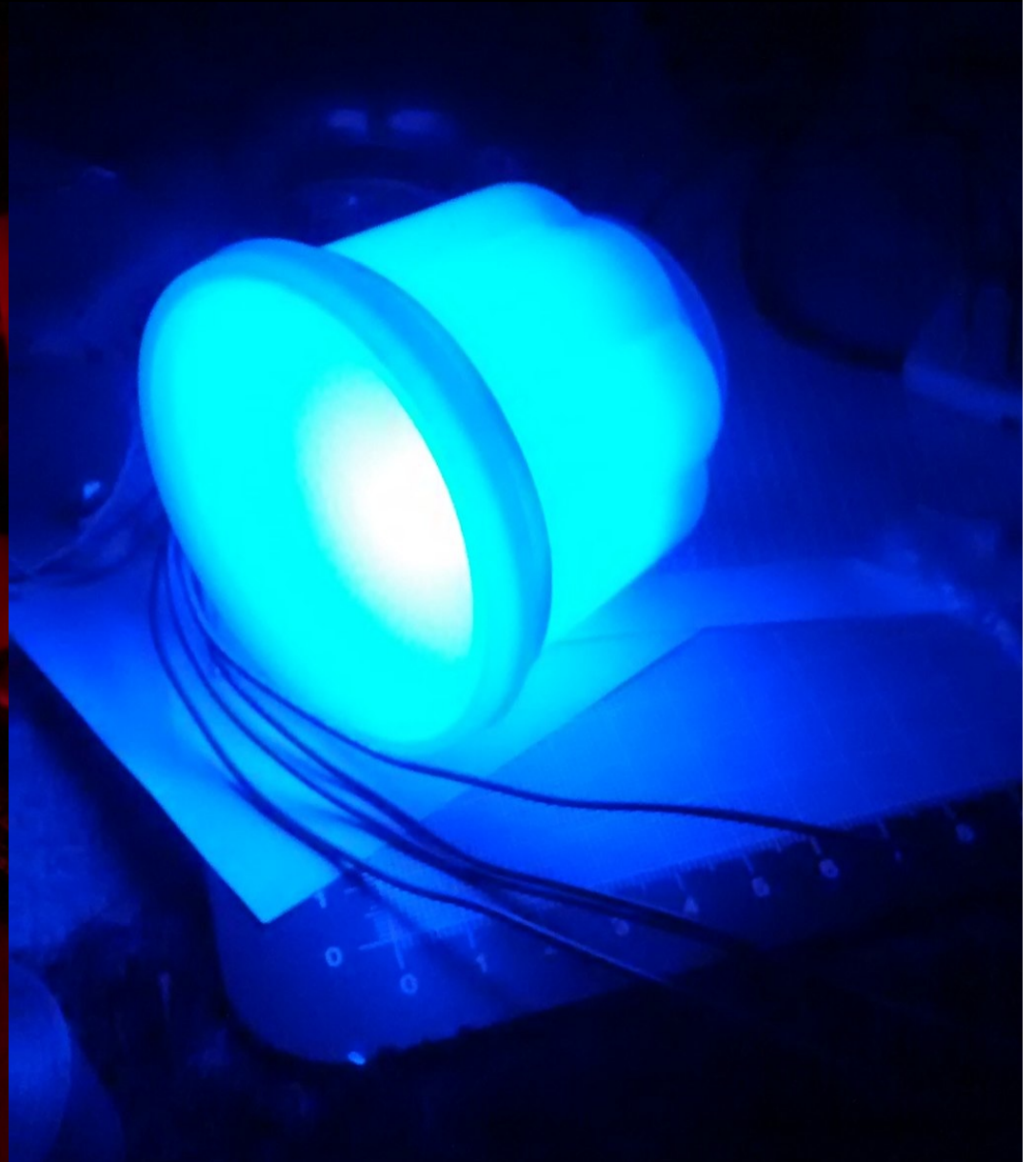
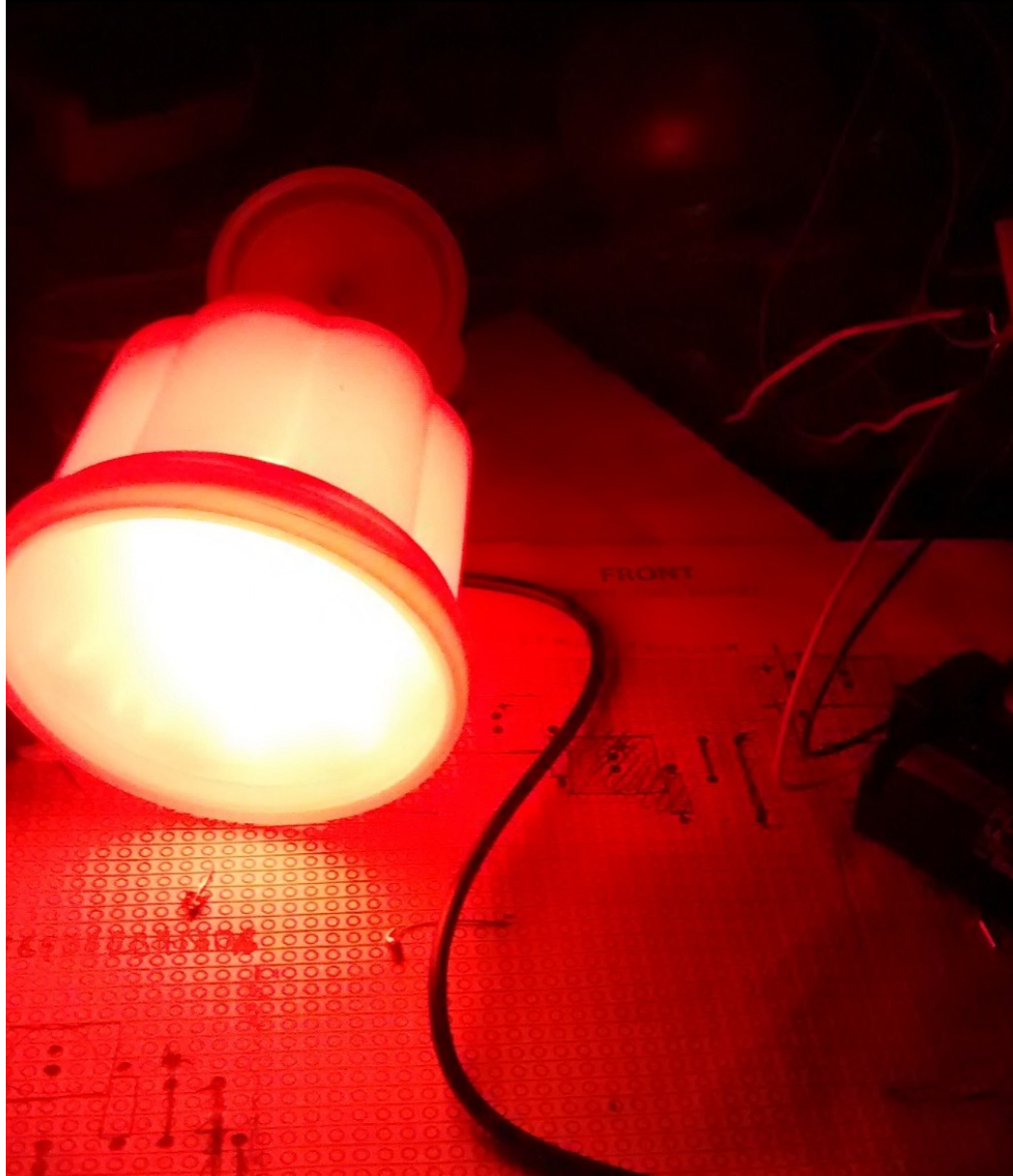
...in the Arduino IDE



```
MCR_GIRL_GEEK | Arduino 1.5.8
MCR_GIRL_GEEK
130     if(MPR121.isNewTouch(i)){
131
132         //pin i was just touched
133         Serial.print("pin ");
134         Serial.print(i);
135         Serial.println(" was just touched");
136         digitalWrite(LED_BUILTIN, HIGH);
137
138     if(i<=lastPin && i>=firstPin){
139         if(musicIsPaused==true || MP3player.isPlaying()){
140
141
142             if(lastPlayed==i){
143                 //resume the music
144                 Serial.print("now resume ");
145                 Serial.print("track ");
146                 Serial.println(i-firstPin);
147                 MP3player.resumeMusic();
148             }
149
150
151             else {
152                 MP3player.stopTrack();
153                 MP3player.playTrack(i-firstPin);
154                 Serial.print("A - playing track ");
155                 Serial.println(i-firstPin);
156
157                 //reset the timer and duration on first playing
158
159                 timerReset();
160     }
```

FURTHER DEVELOPMENT

...JELLY MOULDS AND TUPPERWARE!



FURTHER DEVELOPMENT

...JELLY MOULDS AND TUPPERWARE!



FURTHER DEVELOPMENT

...JELLY MOULDS AND TUPPERWARE!



WHAT NEXT?

