

HIGH FIVE! CLAP FOR THE HIGH-FIVE KING 🖐️

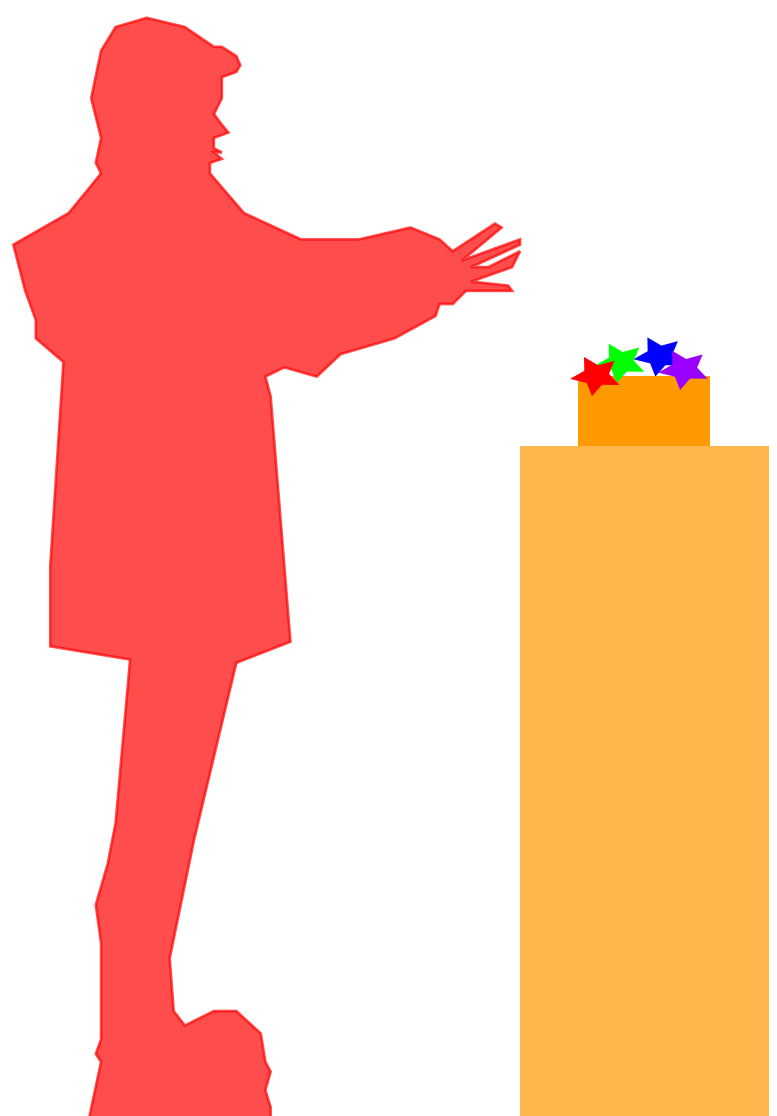
JENNIFER ZHENG
LYNN ZHOU

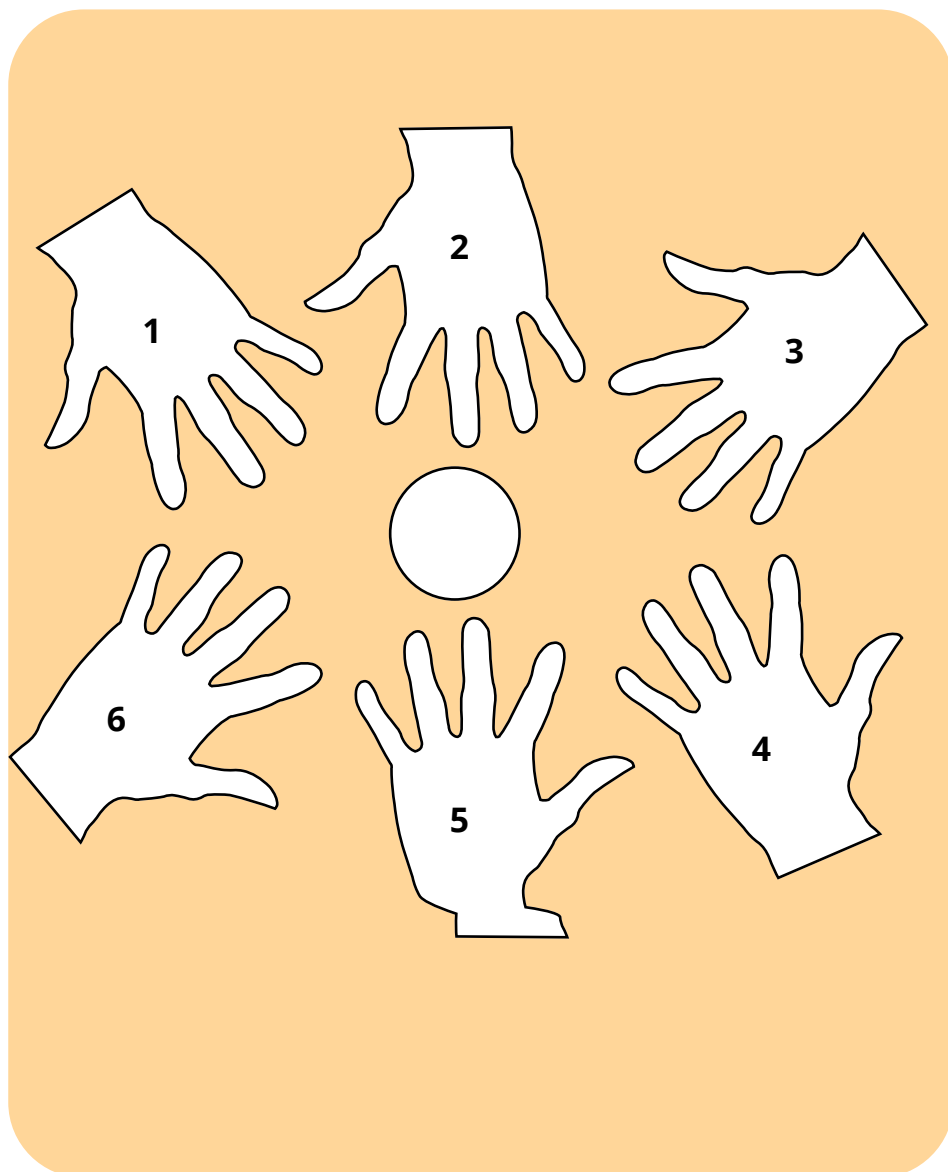
INTERACTION LAB
23/03/2021

"HIGH FIVE" is a game device that can be played by six people. Each person will have to choose a hand and high five with it. Only one person's high five can trigger the clapping sound effect and he will become the high five king for the game.



Inspiration from <https://www.scottmadethis.net/interactive/beetbox/>



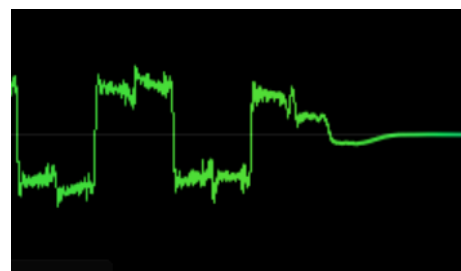


SPACE SETUP & ELEMENTS

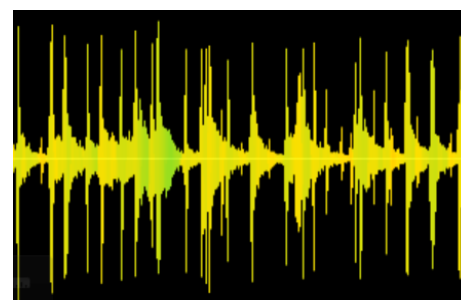
The project is made of two main parts: the circuit and the physical setting. The physical setting is made of 6 hand-shaped cardboards produced using laser cutting. Each piece is glued to the surface board. The circuit includes 6 piezzo disk vibration sensors. Every sensor is glued to a hand and connected to a arduino mega. There is also DF player connected to the circuit to play the mp3 files.



Sound audio downloaded from freesound.org



Wrong choice sound effect



Hand Clapping sound effect

INTERACTION

To interact with our project, players high-five with the hand they pick. The project is designed to interact by high-fiving, thus we chose the shape of a palm for the interacting surface. The project interact with the players by producing either clapping sound for success or a beep noise for failed. The winner is chosen randomly each time and thus makes it more attractive for the players.

PURPOSE & FUNCTION

The purpose of our project is to randomly select a winner from a group of players of 6 or less. To function the project, the users first pick the hand(s) he/she wish to high-five, then high-five the hand chosen one by one. The person that receive clapping feedback is the winner.