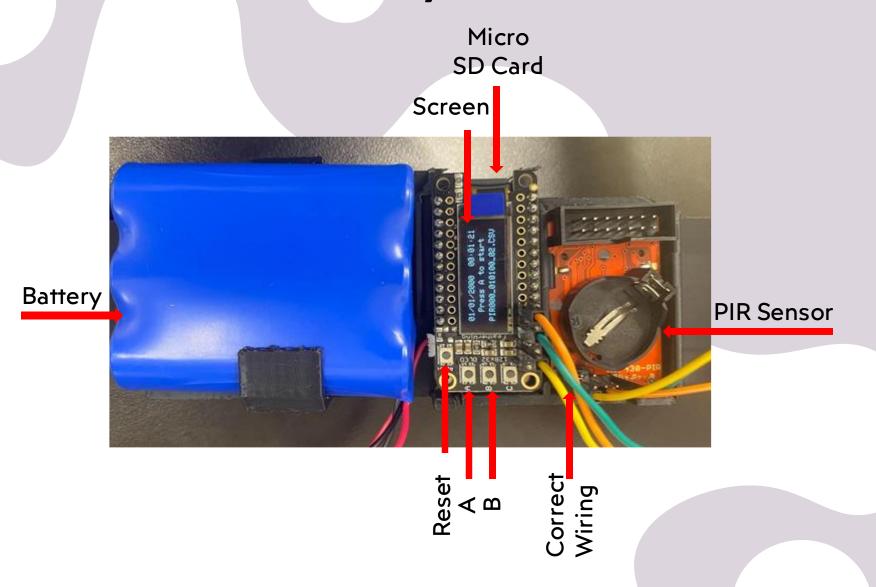


Rodent Activity Detector (RAD) Components





Setting Up Software

- I use Arduino IDE to upload all required software from the computer to the RAD to make it functional.
- First, I upload a time clock, which syncs the RAD to the current date and time (down to the second!), which is very important for data collection.
- Then, I upload a PIR counter, giving each RAD a unique ID number

Link with all RADs details and instructions: https://hackaday.io/project/160742/instructions



Converting Real Data Into a Game

- Each row in the RAD csv file corresponds to a new bout of movement for the rat
- The more a rat moves, the more rows there are in the file
- Assign each rat to a random file
- Accumulate how many rows are in the file
- Make the rat move that far
- Rat that moves the farthest wins

MM:DD:YYYY hh:mm:ss	Elapsed Time	Device	BatteryVoltage	PIRCount	PIRDuration	PIRCountChange	PIRDurationChange
11/6/24 16:08	0:01:00	4	4.12	13	42.08	13	42.08
11/6/24 16:09	0:02:00	4	4.12	18	52.58	5	10.49
11/6/24 16:10	0:03:00	4	4.11	18	52.58	0	0
11/6/24 16:11	0:04:00	4	4.11	23	61.45	5	8.87
11/6/24 16:12	0:05:00	4	4.11	35	88.09	12	26.64
11/6/24 16:13	0:06:00	4	4.12	52	133.46	17	45.37
11/6/24 16:14	0:07:00	4	4.12	58	152.83	6	19.37
11/6/24 16:15	0:08:00	4	4.12	76	192.54	18	39.71
11/6/24 16:16	0:09:00	4	4.12	84	208.01	8	15.47
11/6/24 16:17	0:10:00	4	4.11	91	223.36	7	15.35
11/6/24 16:18	0:11:00	4	4.13	106	255.63	15	32.27
11/6/24 16:19	0:12:00	4	4.12	121	290.41	15	34.78
11/6/24 16:20	0:13:00	4	4.12	122	294.44	1	4.03
11/6/24 16:21	0:14:00	4	4.11	137	327.53	15	33.09
11/6/24 16:22	0:15:00	4	4.12	146	358.19	9	30.66
11/6/24 16:23	0:16:00	4	4.12	153	366.26	7	8.07
11/6/24 16:24	0:17:00	4	4.12	162	378.36	9	12.1
11/6/24 16:25	0:18:00	4	4.12	173	401.6	11	23.24
11/6/24 16:26	0:19:00	4	4.12	193	437.09	20	35.49
11/6/24 16:27	0:20:00	4	4.12	208	468.55	15	31.46
11/6/24 16:28	0:21:00	4	4.12	222	487.93	14	19.38
11/6/24 16:29	0:22:00	4	4.12	235	510.61	13	22.69
11/6/24 16:30	0:23:00	4	4.12	238	518.74	3	8.12
11/6/24 16:31	0:24:00	4	4.12	238	518.74	0	0
11/6/24 16:32	0:25:00	4	4.12	238	518.74	0	0
11/6/24 16:33	0:26:00	4	4.12	238	518.74	0	0
11/6/24 16:34	0:27:00	4	4.12	238	518.74	0	0
11/6/24 16:35	0:28:00	4	4.12	238	518.74	0	0
11/6/24 16:36	0:29:00	4	4.12	240	523.59	2	4.85

Player Characters



Resources Utilized