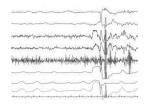


Project Description:

A project installation where a machine replicates the feeling of social anxiety.

As the users get closer to the machine it begins to register on its output (a constantly moving roll of paper) as the "machines" increasing stress level



As the user moves away the sharp peaks begin to smooth out again and the machine returns to its normal sleeping state.

Lights and sounds on the base "box" of the machine will also indicate its state (LED's turn red as "stress" increases, and a repeating beep increases in frequency to represent a quickening heartbeat).

The aim of the project is to represent the very human emotion of anxiety and social phobia through the medium of the very inhuman machine.

The set up for the project would be in two parts, the main body of the project would be inside a briefcase and would consist of a reel of paper that constantly runs around, a pen which draws the output line, and a number of LEDs and switches to replicate the look of a "lie detector", the other part of the item would be the plinth or stand, which would contain the distance sensor to detect when a person comes near (fig 1).



Fig 1. (mock-up)



MVP:

The MVP for this project would be a working example of a printer module which outputs from a sensor input.

The project then can be built upon to include sound and light outputs, and its housing and stand.

Challenges:

A potential challenge for this project would be paper wastage, as the printer would be constantly running.

A solution to this could be either to loop the paper around, which has the potential drawbacks of setting up a looped paper and ensuring it ran correctly. Or to have the project consist of three "states", sleeping, alert, and stressed. During the sleep stage, the printer would be off until it detects a person, at which point it begins plotting.

Parts needed (physical):

Briefcase Plinth Rollers for printer Pen for plotter Paper roll

Parts needed (electronic):

Arduino Uno LED's Distance Sensors Stepper motors/Motors Buzzers