Quake Track

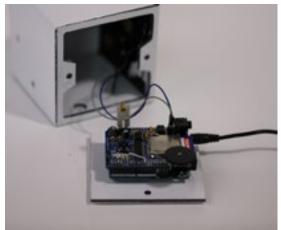
An Arduino and Wave Shield based project that plays MP3's in response to earthquake tremors

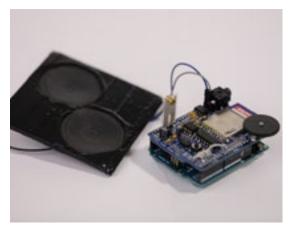
To awake, alert, and if all else fails... make your final moments epic



Jamie Sielski Spring 2016 DESN-211-S003 Critical Making







Why live your life in fear of what could happen, when you could have a device that did it for you?

Quake track is designed to play very loud, very motivating music to alert you to earthquakes.

Using an ardiuno, a vibration sensor, a wave shield MP3 player and some very crafty coding; the Quake Track will set the mood for your moment of glory....

or your final moment.

This semester was all about design that went beyond style and efficiency. Design to make you think, question, laugh or wonder.

Quake Track is Ludic Design

or 'playful design' - because first and formost it's meant to be fun, unexpected and make light of something otherwise scary.

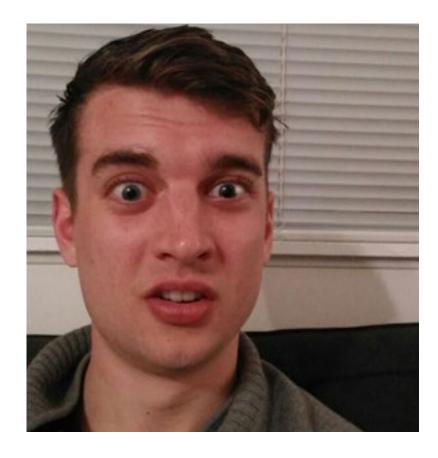
Quake Track is Critical Design

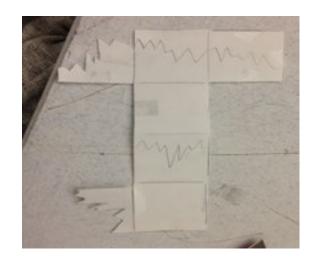
because it's meant to make you question your own anxieties, and consider how much time you worry about things you have no control over.

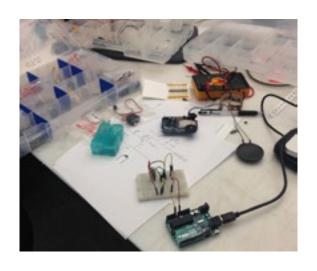


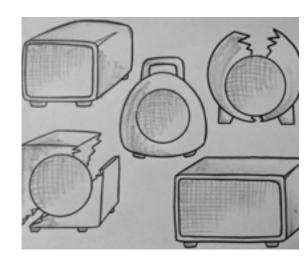


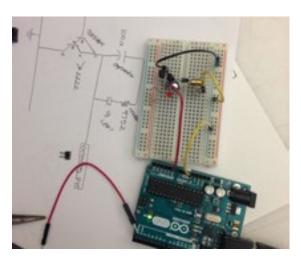




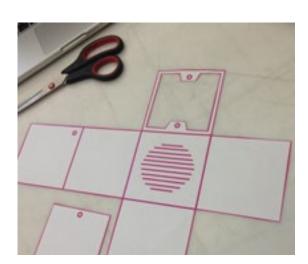


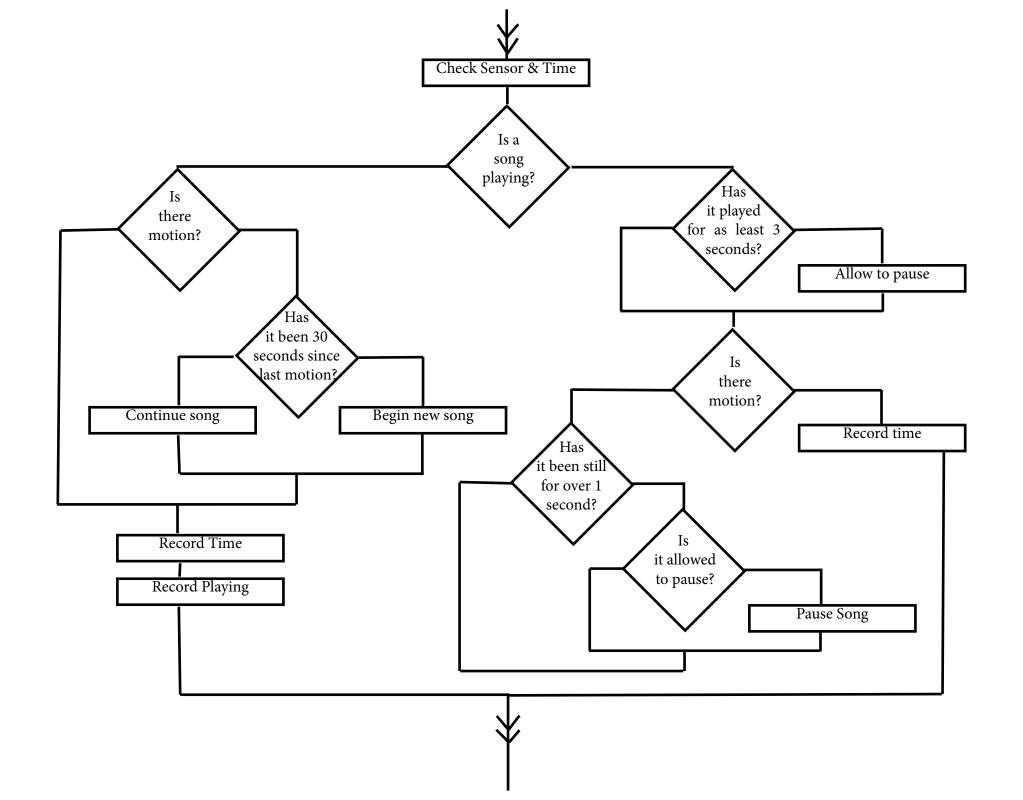


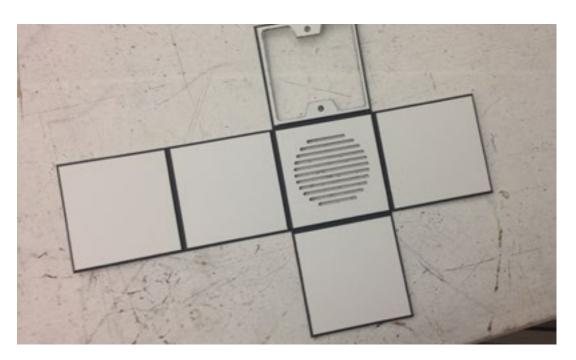


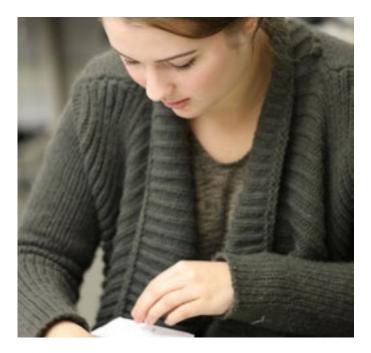


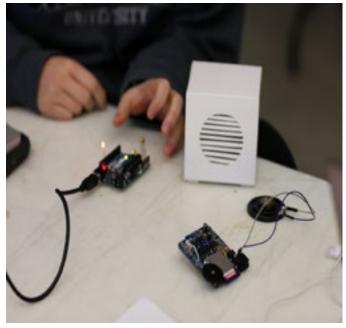




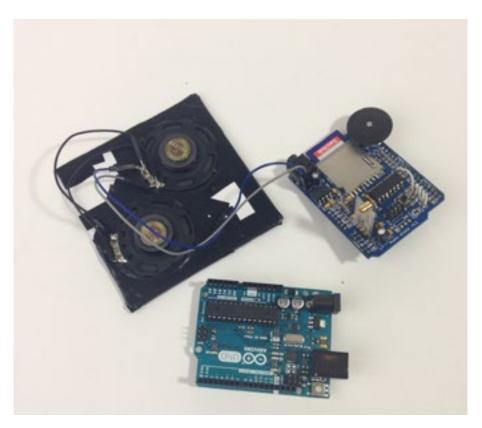


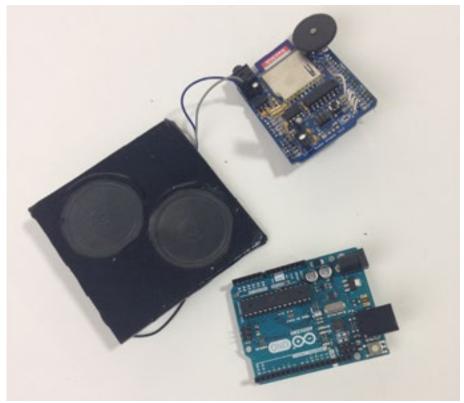


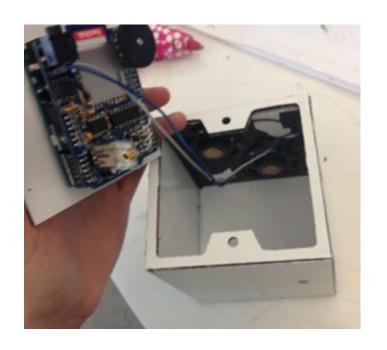




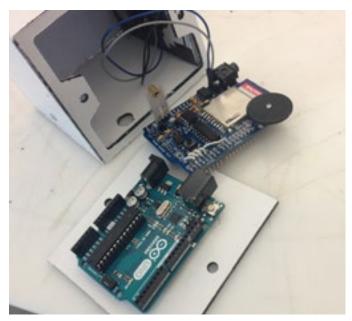




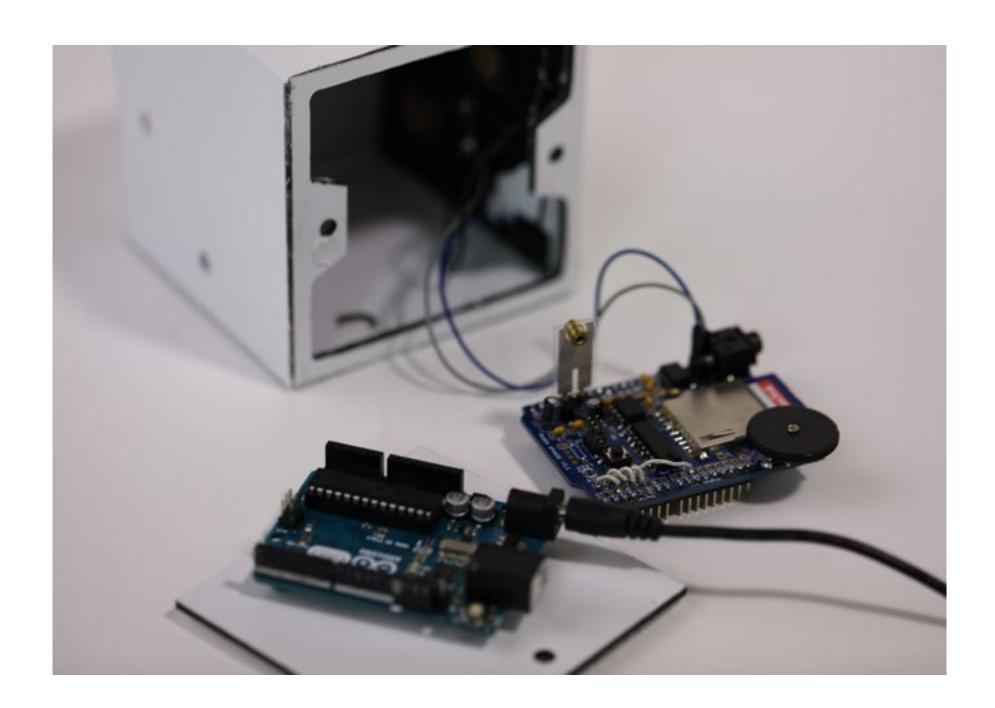


















Thank you

Jamie Sielski jamiesielski@gmail.com

For code, intructions and more info check out: https://github.com/SamieJielski/Quake_Track