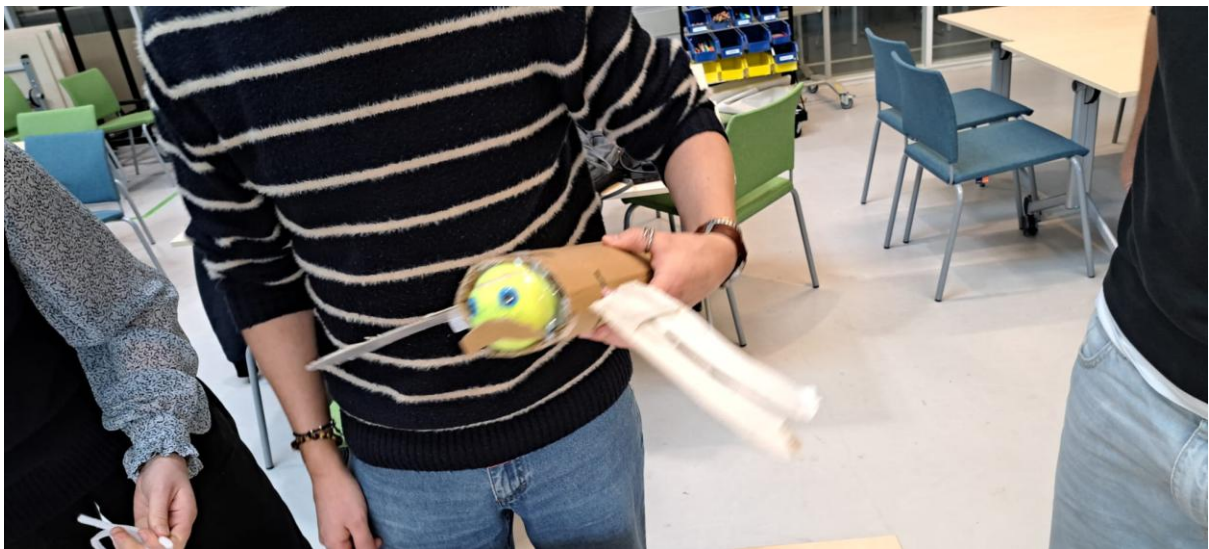


During the practical session of week 2, we did multiple things. My group started with the expressive machines workshop. This workshop was about creating a moving object with the scrap materials that were available. A servo motor could be used to make your object move. Our group firstly had a brainstorming session in which we discussed what we could make. Some ideas were given, such as creating a 'wave' motion in a football stadium or translating the rotational movement from the servo into a horizontal movement. In the end we ended up with the idea to make a dragonfly. We divided the tasks and cut shapes out of cardboard. We added a tennis ball as a face for the dragonfly. The first iteration of our expressive machine looked like the image below



The dragonfly received some eyes and a mustache to create a face. The wings consist of cardboard and are connect via a wooden sate-stick. After a bit of struggling we added the servo to the body of the dragonfly. In the next iteration of our prototype, we also gave the dragonfly a better mustache and legs. This can be seen in the following picture.



Finally, it was time to create the motion for the dragonfly. The pre-made board was useful to 'pre-program' movements. By connecting our animal, we could now pre-determine movements in a fixed pattern. This resulted in a working, flying dragonfly. A video has been added to my portfolio in which this movement can be seen.

Afterwards, we followed the next assignment which consisted of exploring different tinkering materials. This served as great inspiration for the tinkering matrix which can be also found in my portfolio. The first material that we tried was Lego. An instruction book was supplied along with some more technical Lego set. I followed these instructions and made two things. Firstly, I used the tutorial book to make a coffee stirrer. The design looked like this.



In my portfolio, I added a video which showcases the movement of this machine. It was fun to create this setup with moving parts. As a kid I have played a lot with Lego and I always liked moving parts. Sadly, it was often quite difficult to design these myself. Builds that use moving parts might also have been too expensive for my parents to buy, so sometimes I had to use some imagination. This design however is rather simple. The gears with their gear ratio transform the handlebar movement into a much faster movement for the wheel. I liked the ease of building this with the provided guide.

Secondly, I built an 'Annoy-o-matic'. This can also be seen in a video that is supplied to my portfolio for session 2. This was a fun little device with Lego and a rubber string that allows you to make an annoying sound to irritate people.

The next material that we tested consisted of metal plates with holes, nuts and screws, plastic plates and wheels. With this material I managed to make a little four-wheeled car which can be seen in the image.



It was fun to make this car, but for this assignment I liked the Lego better as I hadn't worked with gears in combination with Lego before. The Lego was quite technical, which I liked. Projects with nuts and screws can get quite technical, but for this session only something simple could be made.

Lastly, we were provided with some sort of Arduino kit. We did not have our laptops with us and our whole group did not really know what to do with it. In the end we ended up talking with another group that was busy playing with the Makedo kit. This material seemed fun to me as well, but sadly time was up before we were allowed to test this tinkerable material.