# “Geek Shopping”

## Serial Based Sensors Input

- **Microphone**
  - https://www.adafruit.com/product/1063
    - Interest = I could see this component being used to visualize sounds through processing.
    - Expense = $6.95; Affordable
    - Complexity = Seems simple.
    - Documentation = No particular documentation, but could easily find one about microphone components.

- **SoftPot Ribbon Sensor**
  - https://www.adafruit.com/product/178
    - Interest = I find this interesting to visualize human touch, whether it’s through numbers or graphics.
    - Expense = $7.95; Affordable
    - Complexity = Seems simple.
    - Documentation = Great; Could use with Arduino.

## Serial Based Sensors Output

- **RGB LED Matrix**
  - https://www.adafruit.com/product/5201
    - Interest = I feel like this has a lot of potential for what could be displayed on its screen; Would achieve a “pixelated” look along with colorful lighting (RGB).
    - Expense = $14.95; A bit expensive.
    - Complexity = Allows “STEMMA QT” and has “I2C” interface;
    - Documentation = Great; Could use with Arduino.

- **Monochrome OLED Graphic Display**
  - https://www.adafruit.com/product/938
    - Interest = Another option for a display screen; I like the “monochromatic” aesthetic of it as well; Very minimalistic.
    - Expense = $19.95; Expensive.
    - Complexity = Allows “STEMMA QT” and has “I2C” interface;
    - Documentation = Great; Could use with Arduino.

- **Vibration Sensor Switch**
  - https://www.adafruit.com/product/1766
    - Interest = Considering we used a vibration motor for our brush bots, I could see myself using this to have something move on its own.
    - Expense = $0.95; Affordable
    - Complexity = “High sensitivity; Easy to trigger”; Seems like another vibration motor.
    - Documentation = No particular documentation, but could easily find one about motor components.

**Analog Input**

- **Gyroscope**
  - https://www.adafruit.com/product/4692
    - Interest = I find this component interesting because it could sense what position (XYZ) it is in; Could see this used as any other analog hardware, but in a more “interesting” interactive way; Maybe use to move something on screen through processing.
    - Expense = $11.95; A bit expensive
    - Complexity = Allows “STEMMA QT” and has “I2C” interface (or “SPI”); Seems difficult but would probably be easy since it’s similar to other analog hardwares used before.
    - Documentation = Great; Could use with Arduino.

**Other**

- **SNES Controller**
  - https://www.adafruit.com/product/131
    - Interest = I think this would be helpful to have considering it has 4 buttons and 1 joystick; Could have a lot of “channels” to make different things.
    - Expense = $5.00; Affordable
    - Complexity = Would have to disassemble to make it USB connective; Need to buy other components to make it work properly as well.
    - Documentation = Great, but says to buy other components to make it able to use with Arduino.