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For part two of this week's homework assignment, I had to pick a tool from Thingiverse and experiment with it – tool being a general term. The tool I picked was a bottle opener. The reasoning behind this choice was actually based on need, since I actually do not own one, and it is a small, item that seemed more legitimate to print myself than to purchase.

For experimenting, I used the tool three times. Twice on beer bottles and once on a Sprite bottle. The first use was on a beer bottle and was a little bit of a struggle, since I was afraid the material would be damaged or my hand would slip. The bottle opener seemed a little bit too short and could use some length for better grip. With little time, the tool worked and the cap popped off.

The second use of the opener was also on a beer bottle and seemed easier. By this time, I had more faith in the material because I know it worked the first time without much damage to the tool itself. This time, I had to readjust the bottle opener on the cap multiple times in order to get a proper bite on the cap. Eventually it worked just like the first.

The third use was on the Sprite bottle, which was much easier. Again, the tool needed some readjusting on the cap during use, but overall I was able to open the bottle with more ease. My guess is that, because the Sprite bottle cap is also a twist-off, it isn't secured as tightly or in the same manner as a beer bottle cap would be.

Overall, the tool works, however for more ease, I would lengthen the handle of the tool and possibly research more into the way the tool grips the teeth of bottle caps.