

# Human Robot Collaboration For Ergonomic Door Panel Assembly

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# Agenda

**01**


**Problem and solution**

**02**

**Design and implementation**

**03**

**GUI, database and  
tests**



**04**

**Goals and limits**

The background features a light blue gradient with abstract circuit-like patterns. In the top left, there are purple and orange lines forming a circuit. In the top right, a grid of small blue dots is visible. On the right side, there are more circuit lines in purple, blue, and orange, some with circular nodes. In the bottom left, there are more blue dots and a purple geometric shape.

# 01 Problem and solution

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Lærke Holst

# Demonstration



[Link!](#)

# Problem and solution

## Problem

- **Ergonomic Problem**

Manual handling of heavy door panels causes ergonomic strain.

- **Industrial Constraint**

High product variability limits the use of full automation.

## Solution

- **Proposed Solution**

A collaborative robot supports lifting and positioning.

- **Expected Benefits**

Improved ergonomics, stability, and assembly quality.



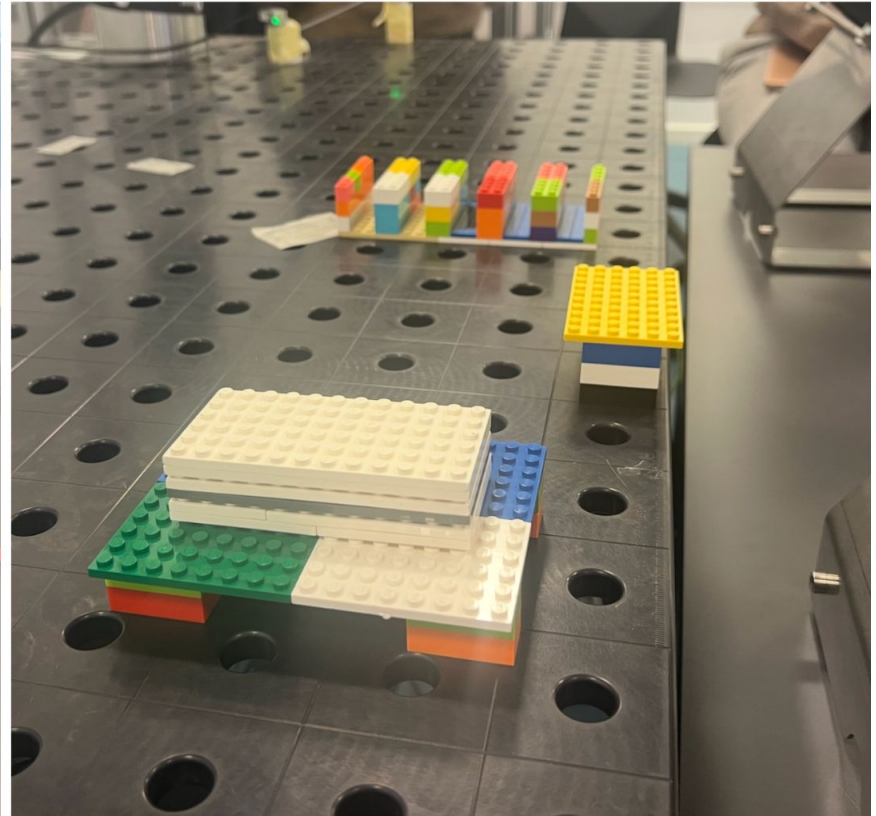
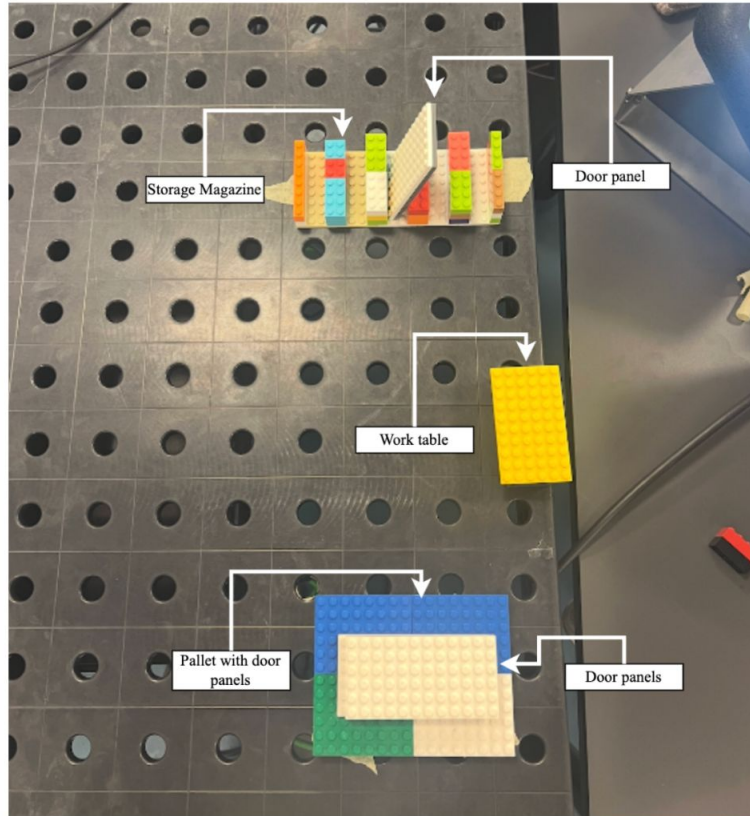
# 02

# Design and implementation

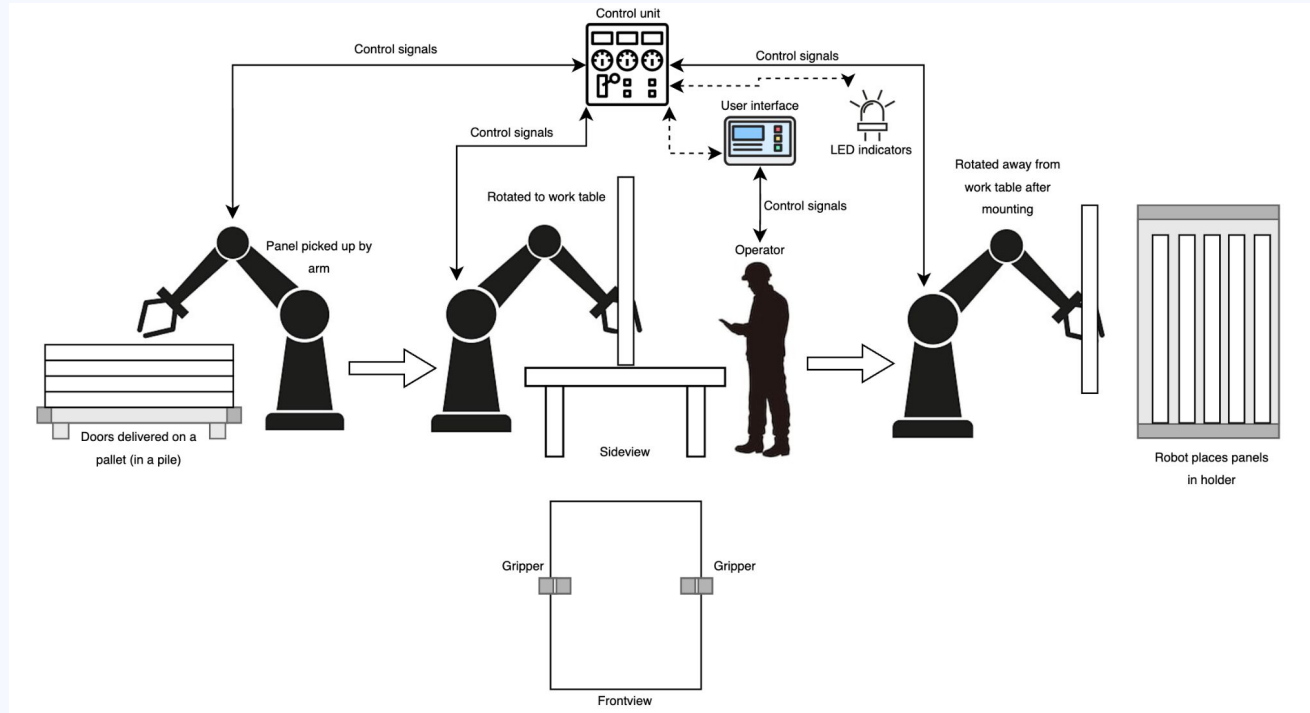
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Ida Ankerstjerne

# Setup



# Concepts





# What is this topic about?

### User authentication



Operator logs into the system via login interface  
Operator selects door size (S/M/L)



Brake release / connection  
Operator releases safety brake and establishes robot connection



Door pickup & placement  
On request, robot picks door from stack and places it at ergonomic worktable



Assembly phase  
Robot stabilizes door while operator installs hinges and fittings



Storage transition  
Robot moves assembled door to vertical storage position



Order completion & logout  
Operator finishes order and resets system for next user (timestamps are logged)

Operator Action    Robot Action    Human-Robot Collaboration



The overall process follows the main steps:

1. User authentication: the operator logs into the system through a login interface.
2. Parameter selection: the operator selects the door size (small/medium/large), which determines the gripping width and force used by the robot.
3. Brake release/connection: the operator establishes the connection to the robot controller and releases the safety brake.
4. Door pickup and placement: on request, the robot retrieves a door from the stack and places it at the ergonomic workstation.
5. Assembly phase: the robot stabilizes the door while the operator installs hinges and fittings.
6. Storage transition: when assembly is complete, the operator commands the robot to move the finished door to a vertical storage position.
7. Order completion: the operator marks the order as finished, which records a timestamp and closes the operation.
8. Logout: the operator logs out, resetting the interface to the idle state for the next user.




**03**

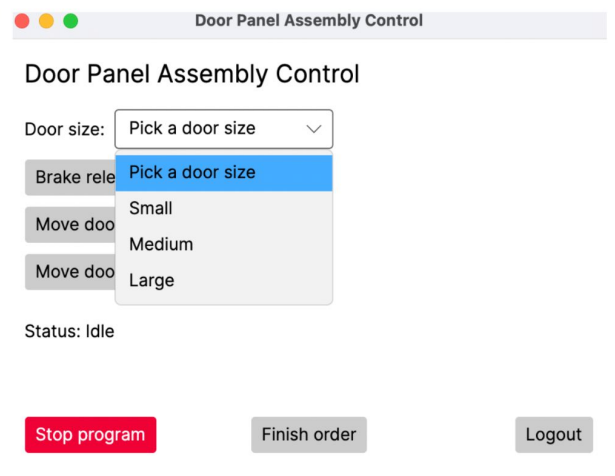
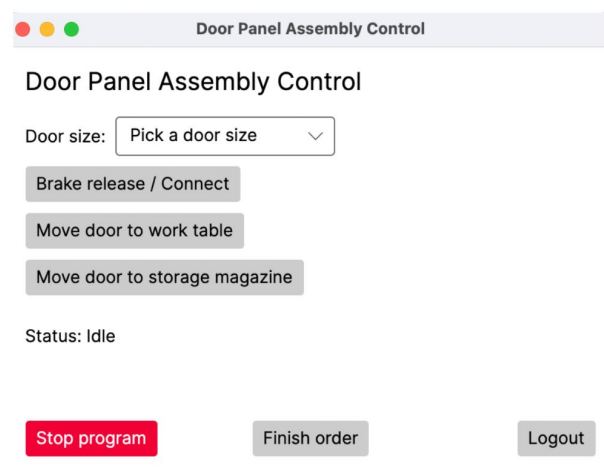
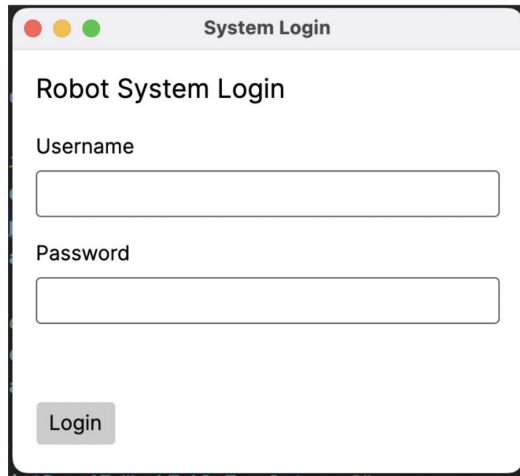
# **GUI, database and test**

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**Sophie Hauritz**



# Graphical User Interface (GUI)



## Purpose

- The GUI acts as the Operator control panel for the robot.
- Enables collaboration instead of full automation.
- Prevents unintended motion via confirmation buttons.
- Login restricts access to authorized users.
- Door size affects robot gripper settings.

## User Flow

- Login with username + password.
- Select door size (S/M/L).
- Trigger robot actions step-by-step.
- Stop button for safety interruptions.
- Status text shows current system state.

## Tech

- Built in Avalonia (.NET).
- XAML for layout, C# for logic.
- Event handlers send URScript TCP.
- Door size maps to gripper width/force.
- Login validated against salted password hashes.
- SQLite used for logging orders.

## Safety & Trace

- Identifies operator.
- Logs timestamps for each order.
- Supports accountability + documentation.
- Operator stays in charge, robot handles physical strain.

# Database (SQLite)

## Authentication

- Stores users + roles (admin/user)
- Login restricts access to system
- Passwords stored as salted + hashed
- Prevents unauthorized robot control

Table: Accounts

	Username	Salt	SaltedPasswordHash	isAdmin
	Filter	Filter	Filter	Filter
1	Laerke	BLOB	BLOB	1
2	Sophie	BLOB	BLOB	1
3	Sofie	BLOB	BLOB	0
4	Ida	BLOB	BLOB	0

## Traceability

- Tracks who did what and when
- Useful for quality + documentation
- Supports bottleneck analysis
- Enables future scheduling/delivery estimation

## Order Logging

- Logs start + finish timestamps
- Triggered via GUI buttons
- Links actions to specific operator
- Measures cycle time for each order

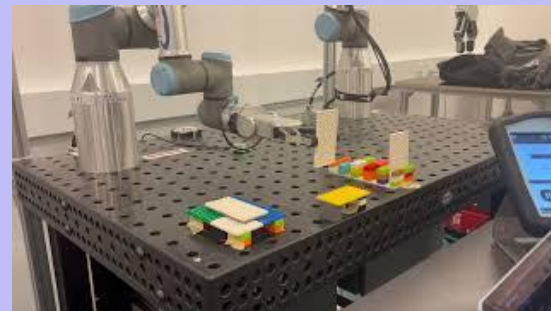
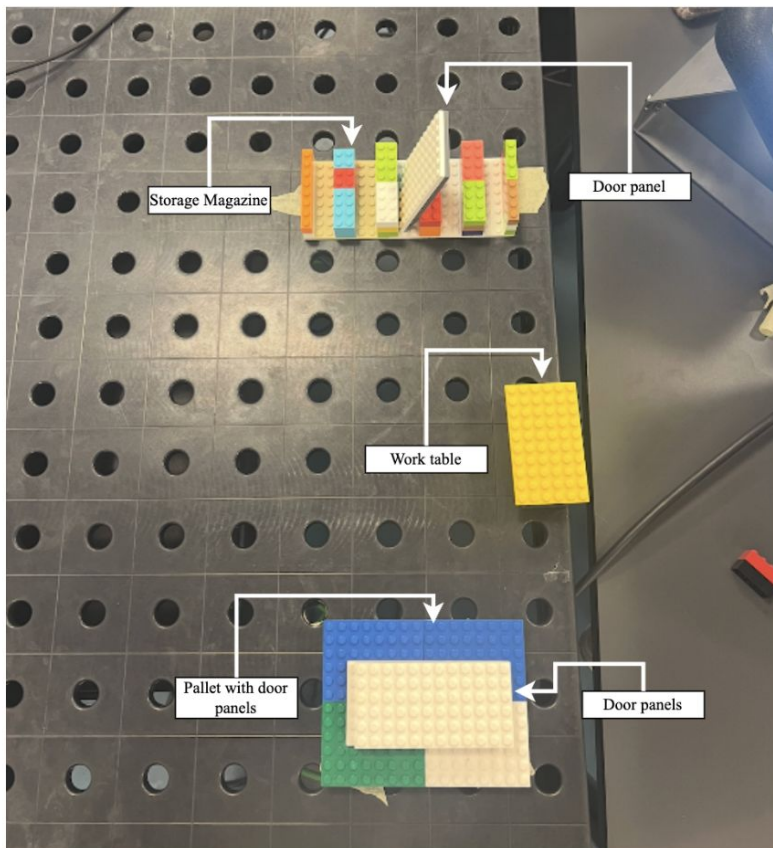
Table: OrderLogs

	<u>Id</u>	Username	DoorSize	StartedAt	FinishedAt
...	Filter	Filter	Filter	Filter	Filter
1	1	Sophie	Small	2026-01-15 11:01:55.349606	2026-01-15 11:02:26.776203
2	4	Ida	Medium	2026-01-15 11:09:19.427963	2026-01-15 11:09:43.173335
3	5	Laerke	Large	2026-01-15 11:10:23.25267	2026-01-15 11:10:44.580694
4	6	Sofie	Small	2026-01-15 11:10:59.054394	2026-01-15 11:11:20.427787

## Tech

- SQLite used as local MVP DB
- EF Core maps objects to tables
- Simple to deploy (no server needed)
- Scalable toward MES/ERP in future

# Test



Initial test



Final test

# 04

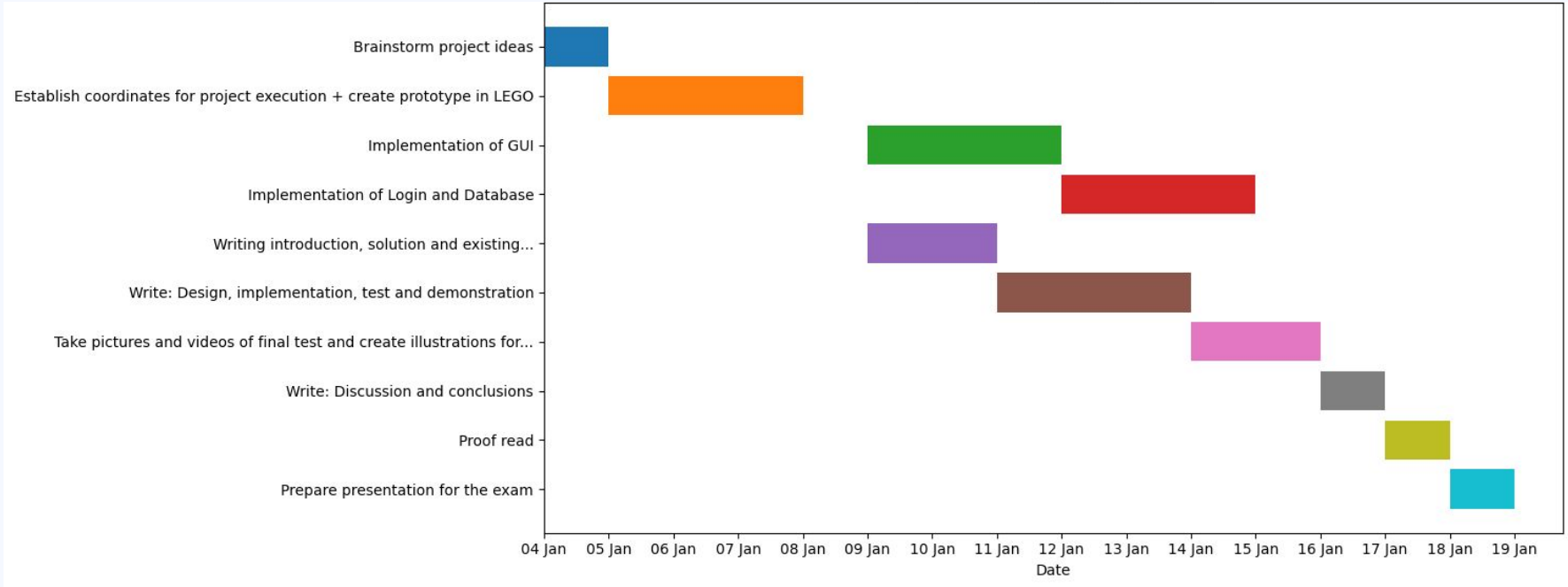
## Goals and limitations

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Lærke Holst

## 04. Goals and limitations

# Milestone



# Limitations

### 1. Restricted Automation

The workflow relies on predefined sequences and manual input, with limited adaptability to varying components.

### 3. Minimal Sensor Integration

The system lacks sensors for automatic detection, positioning, and state feedback.

### 2. Simplified Hardware Setup

LEGO-based doors, factory layout, and workstation are used instead of real industrial components.

### 4. Basic User Interface

The GUI contains a limited number of buttons and does not support advanced configuration or dynamic input.



# Future improvements

## 01 Increased Automation

Introduce adaptive control logic to reduce reliance on predefined sequences and enable more autonomous operation.

## 02 Advanced User Interface

Expand the GUI with additional controls, dynamic input, and configurable workflows for improved usability.

## 03 Sensor & Vision Integration

Integrate sensors and camera-based recognition to enable automatic detection, positioning, and state feedback.

## 04 Industrial-Grade Setup

Replace the LEGO-based prototype with real components to increase realism, robustness, and scalability.



# Thank you for your time!

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Any further questions?