

DigiDJ

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DigiDJ - Concept

- DJing typically includes a lot of equipment
- This means, while performing DJs must stay at their booth to still be able to control the music

- Enter DigiDJ -

A handheld device that allows for continued mixing from anywhere



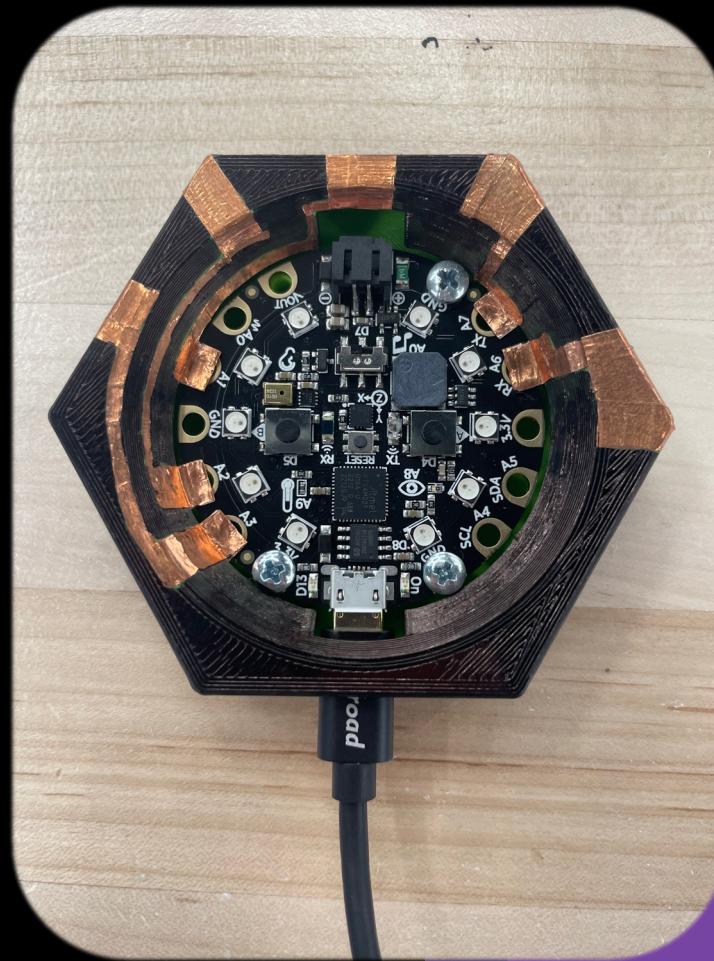
DISCLAIMER

*current prototype is still attached by wire and only works
with max msp and I have no idea how that would translates
to an actual product*

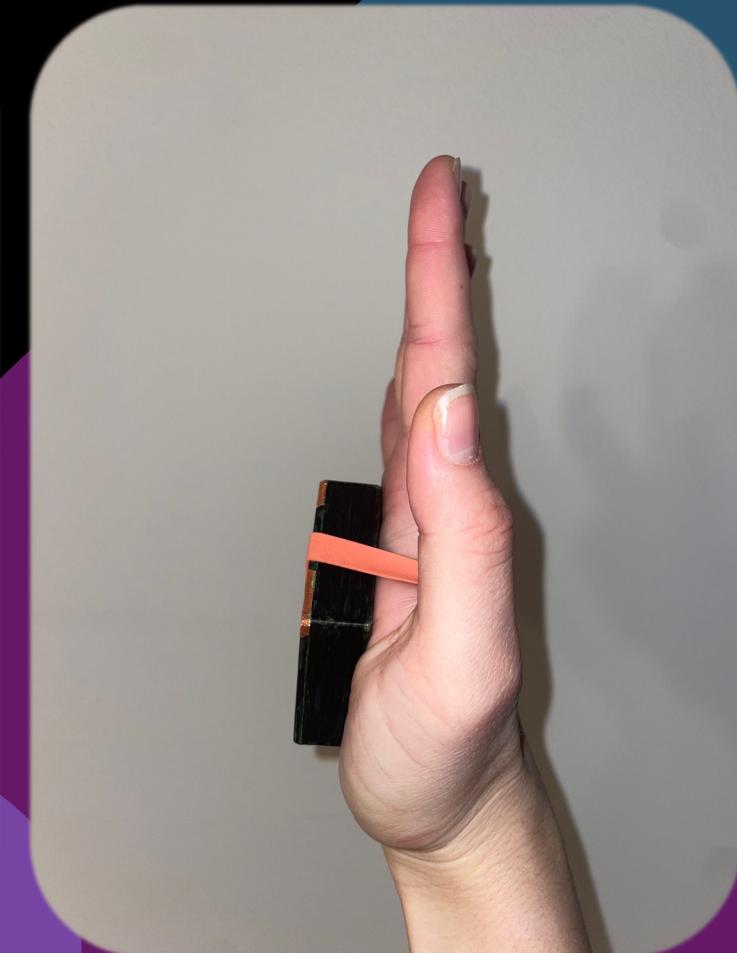
Prototyping

Prototype 0. Design

- Hexagonal shape keeps case minimal
- Paper tabs enable contact with pads
- Allows for radial placement of fingers
- Touch pads lack tactile feedback
- Copper tape exposed on casing
- Rubber band added as strap for hand



Prototype 0. *Ergonomics*



Iterative Prototyping



- Height +1cm
- Top pads +1cm



- Height -0.5cm
- Thumb pad +0.5cm



- Fillet edges more
- Fillet bottom face

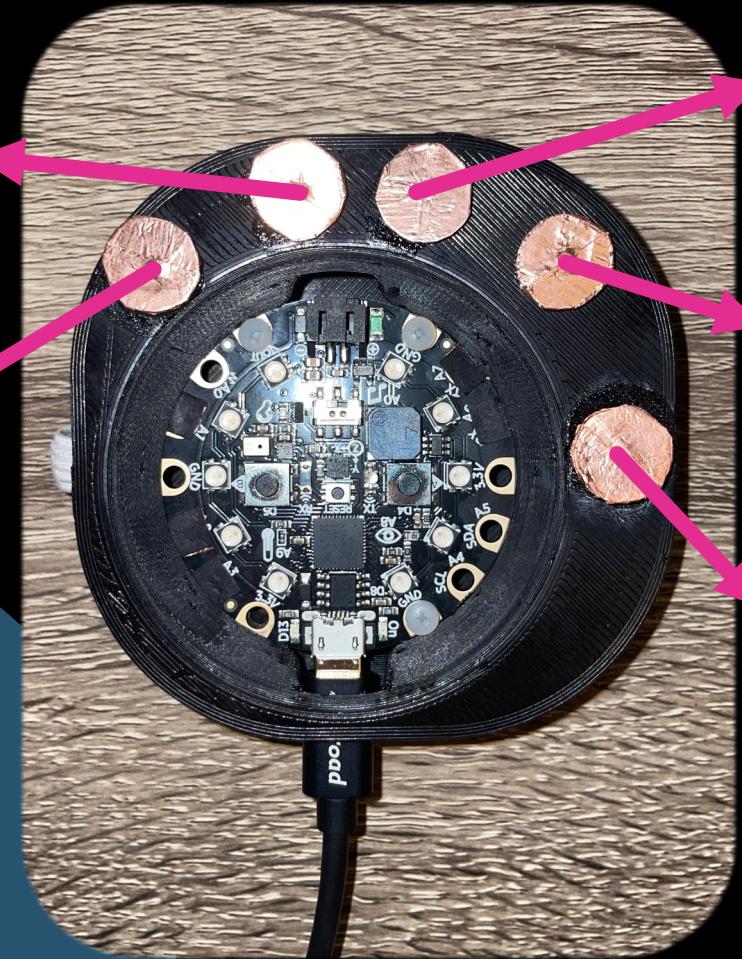


final Version

final Prototype. Controls

RING: holding down sets loop for duration of press, tapping resumes normal play

PINKY: plays sound effect

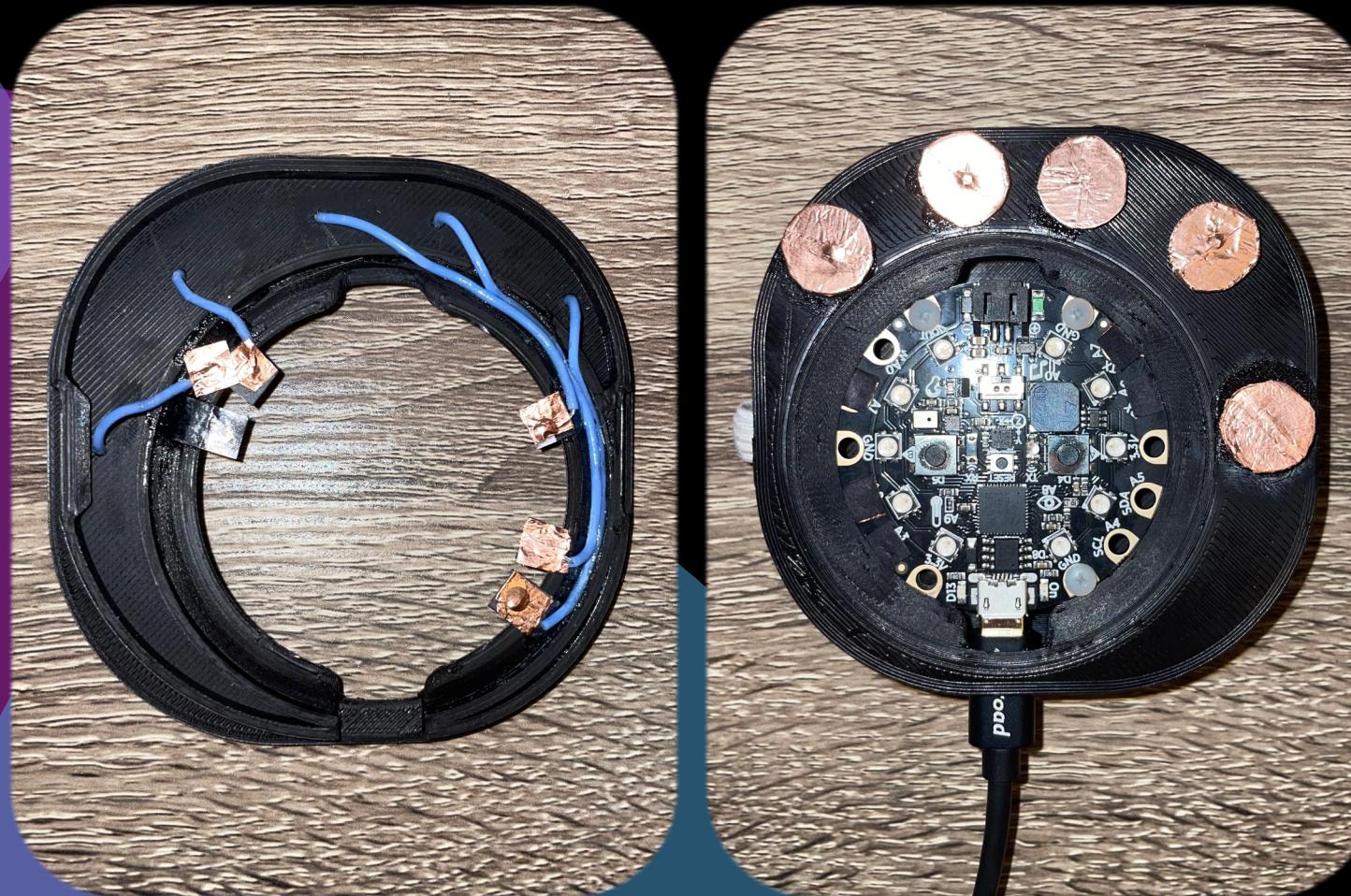


MIDDLE: resets track speed to 1X

INDEX + TILT: allows for altering music pitch from 1X to

THUMB + TILT: allows for altering music pitch from -2X to 2X

final Prototype. *Design*

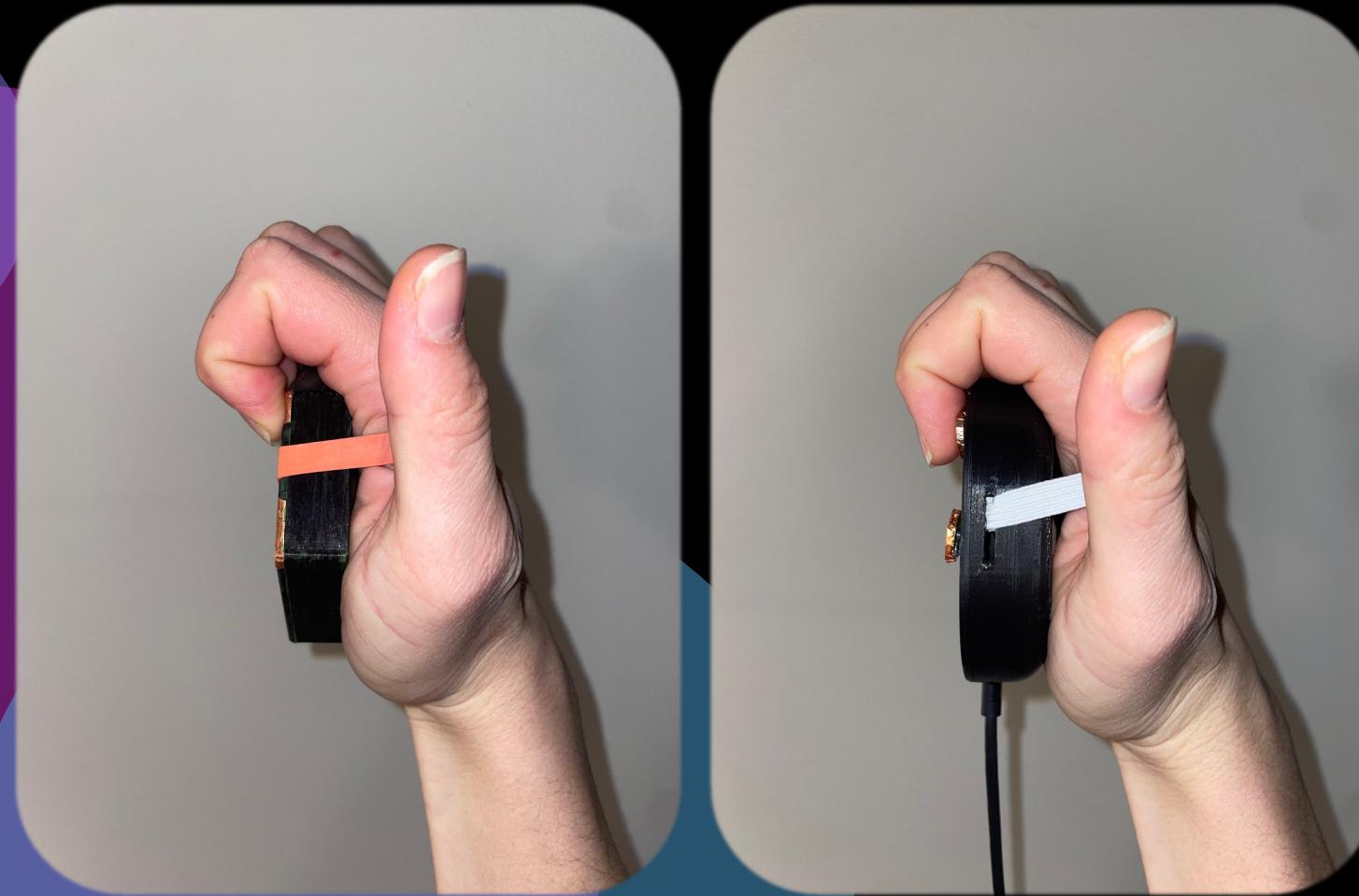


- Irregular rectangular shape mirrors palm
- Touch pads on case soldered to wire inside of case
- Copper tape connects wire to circuit touch pads

Further improvement:

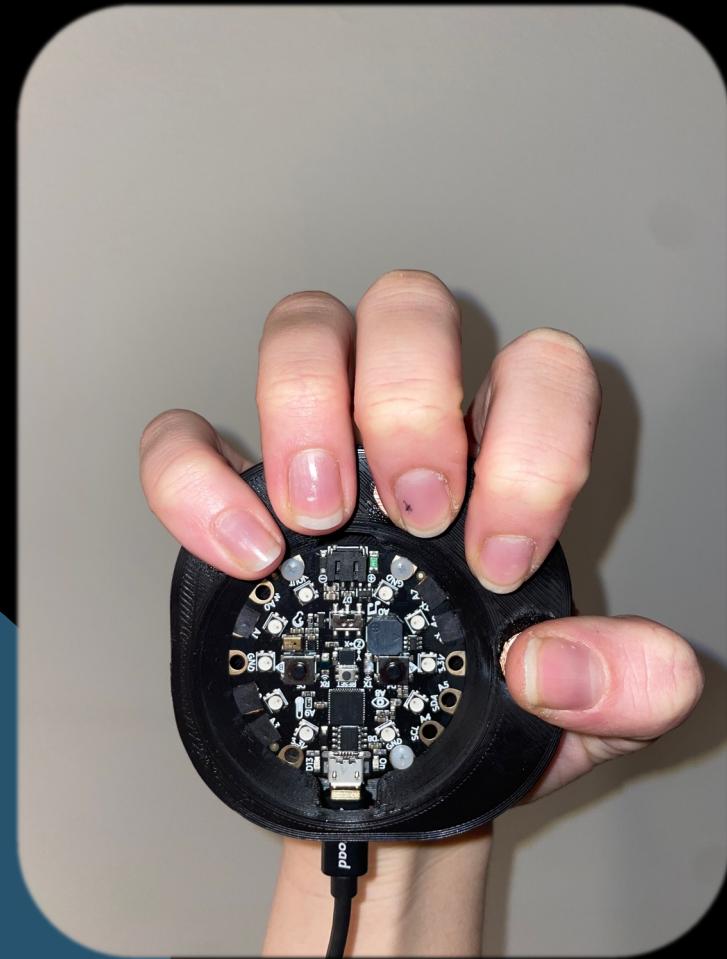
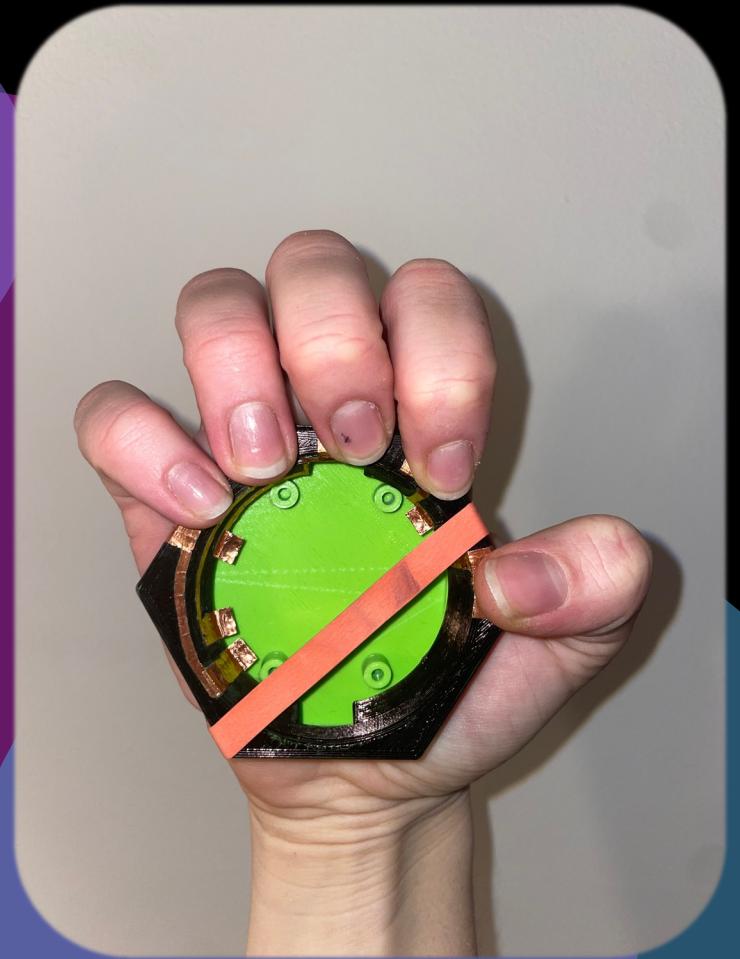
- Placement/design of touch pads

final Prototype. *Ergonomics*

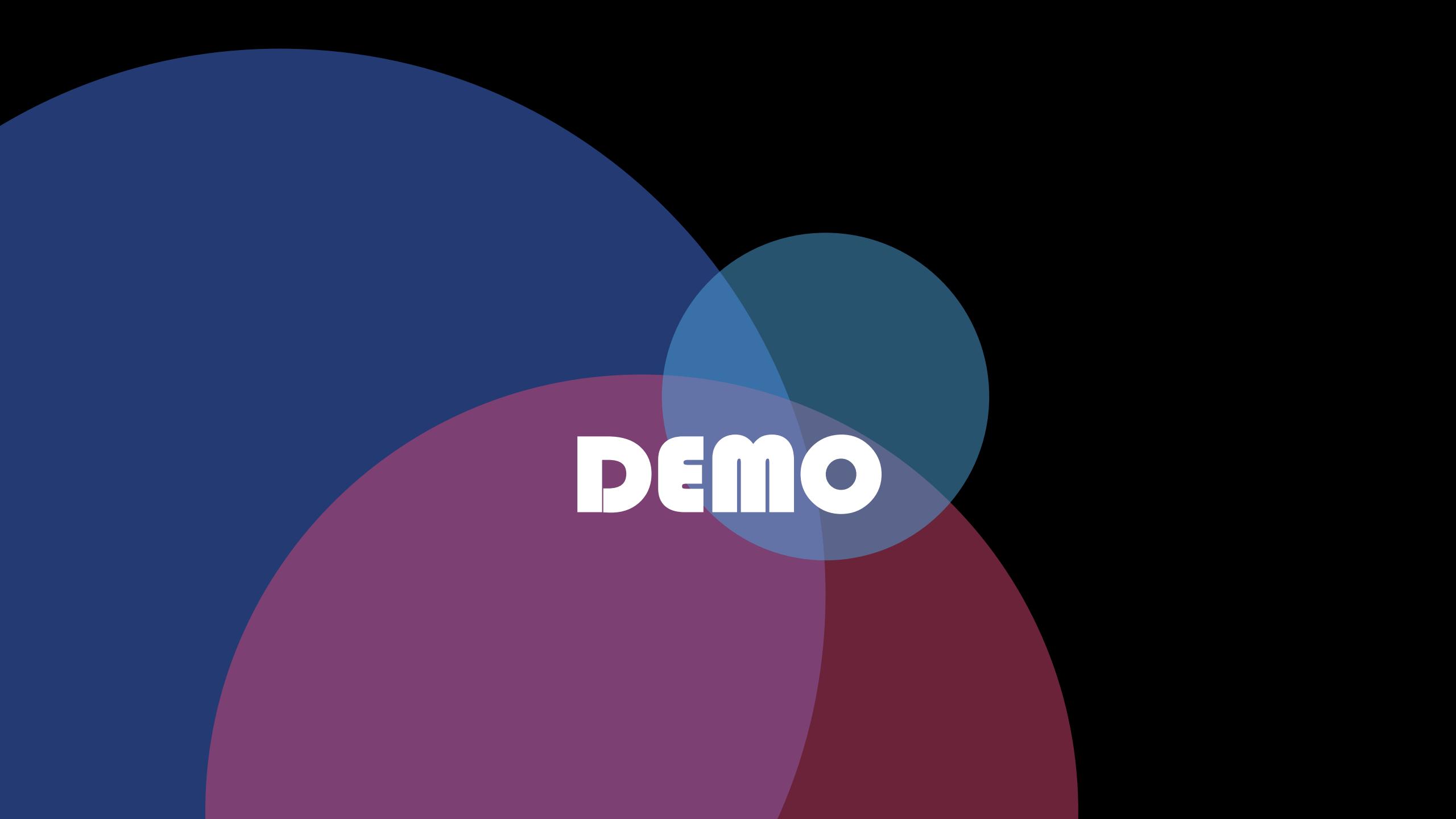


- Strap attaches to case
- Rounded back fits hand better
- Increased height makes finger placement more comfortable

final Prototype. *Ergonomics*



- Touch pads easier to find with raised surface
- Placement of touch pads closer to natural resting position
- Wires not exposed, accidental firing less likely



DEMO