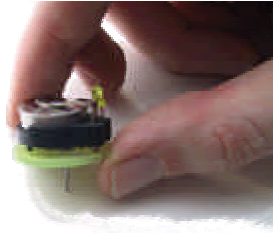


# Pin&Mix

Kristof Van Laerhoven  
Nicolas Villar  
Hans-Werner Gellersen  
Lancaster University  
United Kingdom

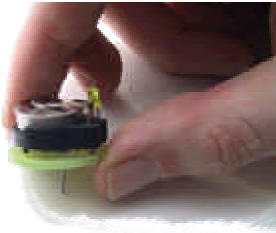


## Previously.. On Pin&Play



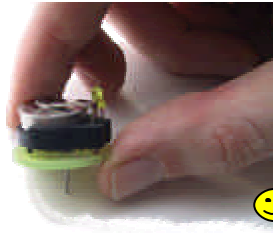
- Familiar objects
- Surface

## Previously.. On Pin&Play



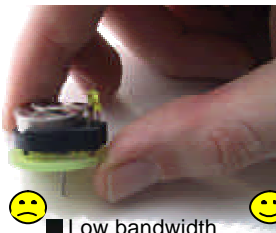
- Familiar objects
  - Augmented
- Surface provides:
  - Power
  - Network

## Previously.. On Pin&Play



- Familiar objects
  - Augmented
- Surface provides:
  - Power
  - Network
- 😊 ■ Lots of nodes
- Ad-hoc attachment and integration
- Same Familiar Interaction

## Previously.. On Pin&Play

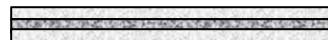


- Low bandwidth
- Shielding
- Long, metal pins create shortcut



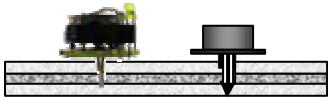
- Lots of nodes
- Ad-hoc attachment and integration
- Same Familiar Interaction

## Previously.. On Pin&Play



■ Conductive Surface Layer  
■ Isolation Surface Layer

## Previously.. On Pin&Play



- Conductive Pin Surface
- Isolated Pin Surface
- Conductive Surface Layers
- Isolation Surface Layer

## Previously.. On Pin&Play



- Conductive Pin Surface
- Isolated Pin Surface
- Conductive Surface Layers
- Isolation Surface Layer

## Previously.. On Pin&Play



- Conductive Pin Surface
- Isolated Pin Surface
- Conductive Surface Layers
- Isolation Surface Layer

## Previously.. On Pin&Play

### Applications:

- Notice Board
- Light Switches
- Clothing

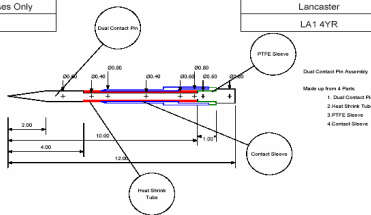


## Previously.. On Pin&Play

### ■ One Pin.. (by Ed Hartley)

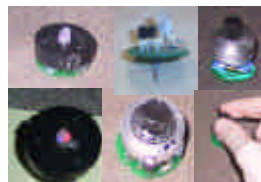
Pin and Play Dual Contact Pin
Prototype Drawing
for
Discussion Purposes Only
Assembly

Ubiquitous Computing Group
Computing Department
Lancaster University
Lancaster
LA1 4YR



## Pin&Mix

- Physical attachment also means digital attachment
- Tangible Interactive Components with a pin
- Pins provide input / output
- Example: colour picking



vs



The End

<http://ubicomp.lancs.ac.uk/pin&play>