

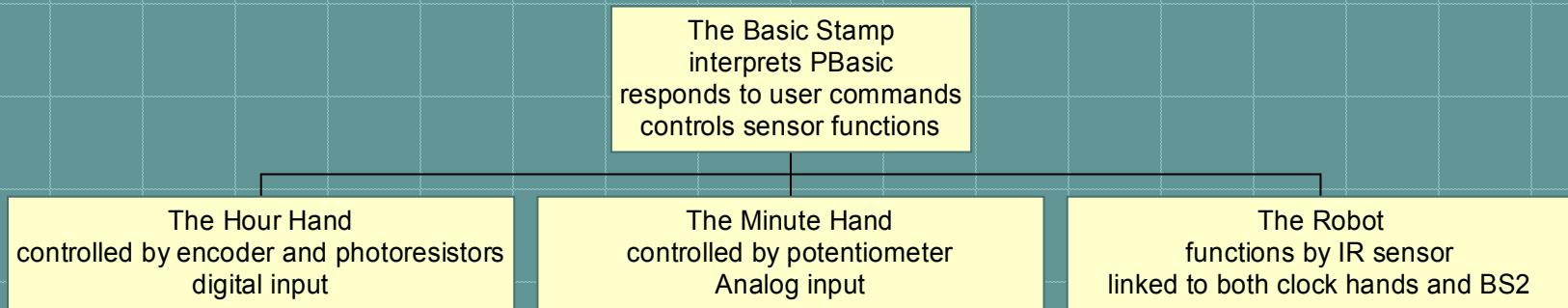
The RO-BOE-CLOCK

(fusing educational play with
cutting edge technology)

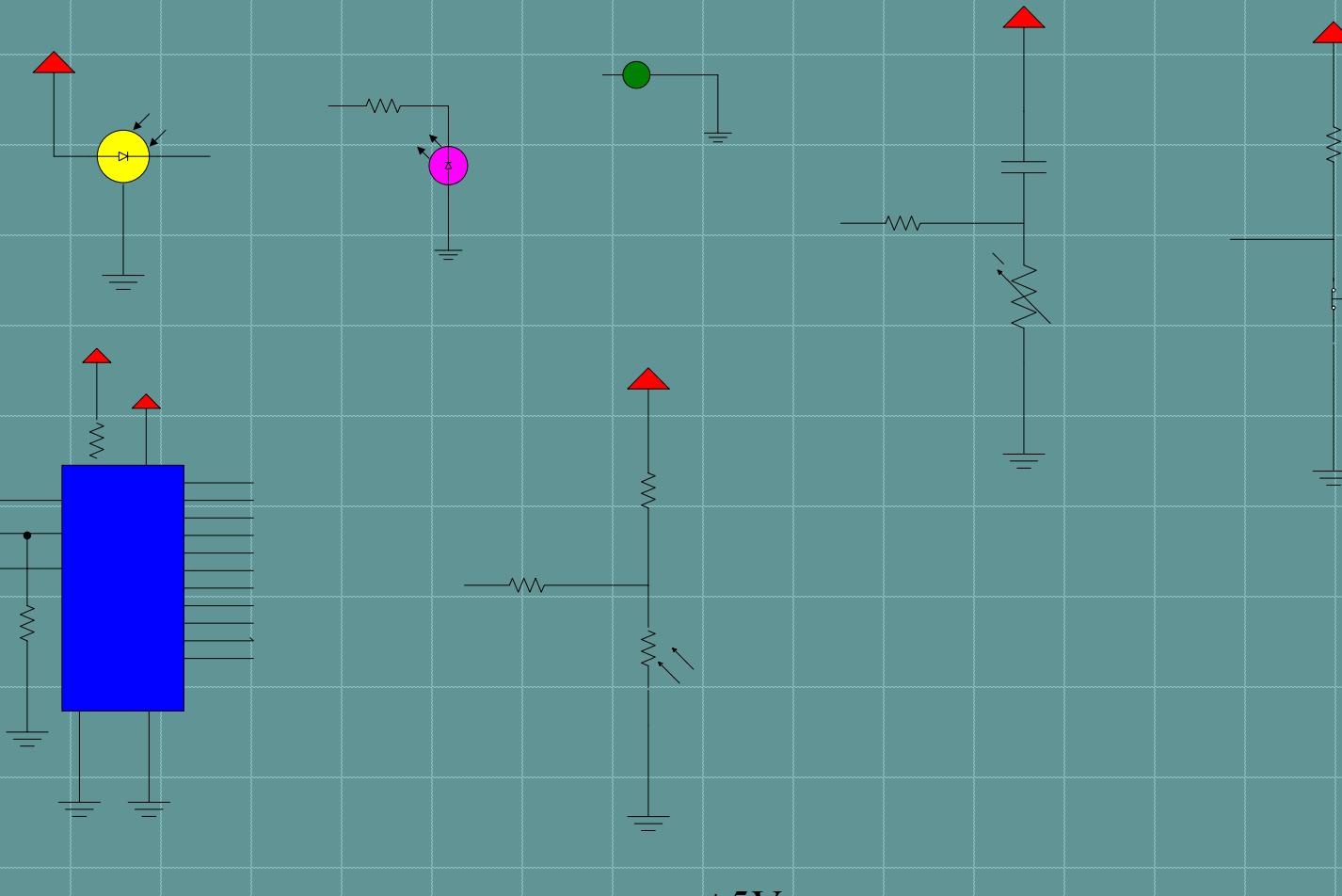
The RO-BOE-CLOCK OBJECTIVE:

- ◆ To teach children ages 4-7 how to tell time
- ◆ To demonstrate the differences between analog and digital data input
- ◆ To seamlessly integrate several sensory devices
- ◆ To create a product that introduces the microcontroller to a currently untapped market (children's educational toys)

The Elements of the RO-BOE-CLOCK Design



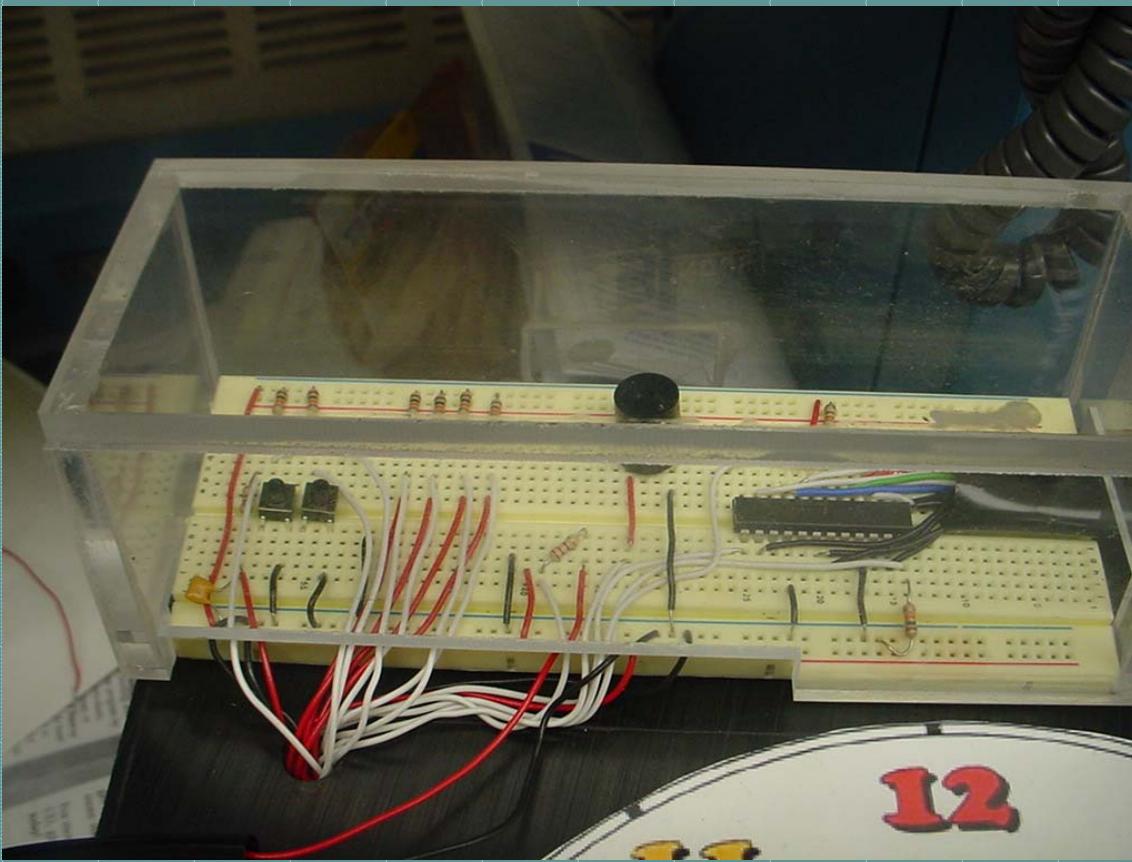
SCHEMATIC DIAGRAMS



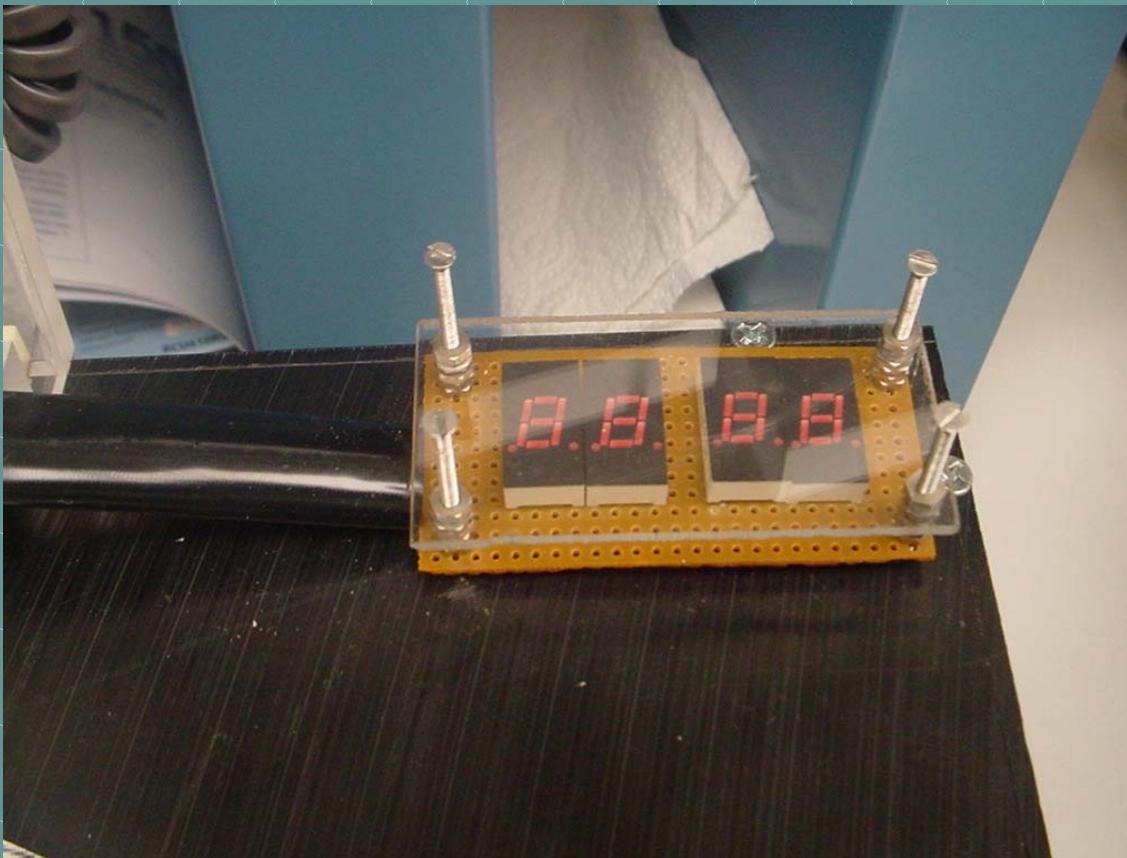
+5V

Infrared Sensor
on Robot

THE WIRED BREADBOARD



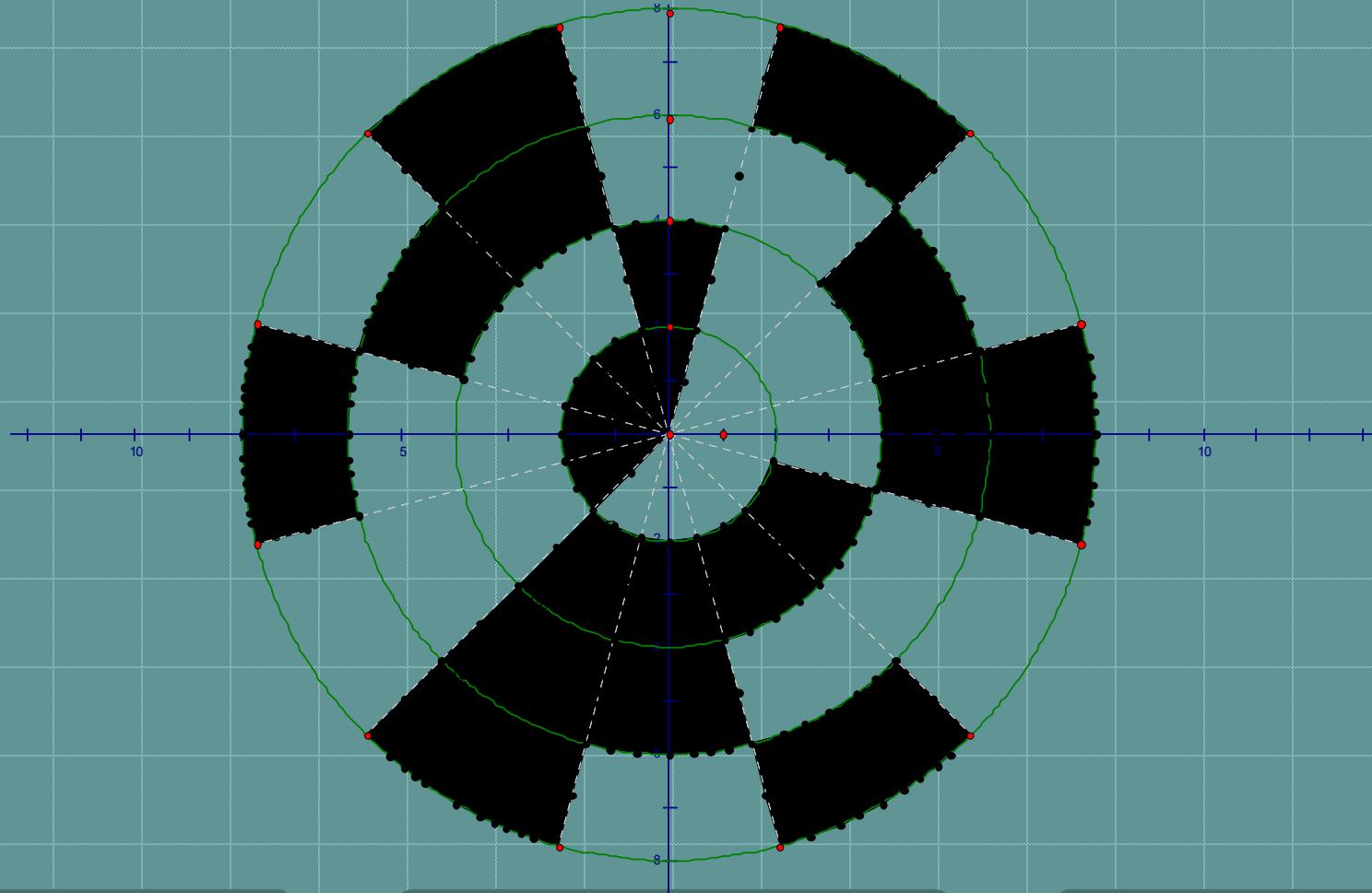
THE LED DISPLAY



The Encoder

- ◆ Corresponds to the Hour hand
- ◆ Binary layout
- ◆ Photoresistors are aligned with segments
- ◆ When user moves Hour hand, binary signal is read into BS2 then converted to “time” in hours

The Encoder



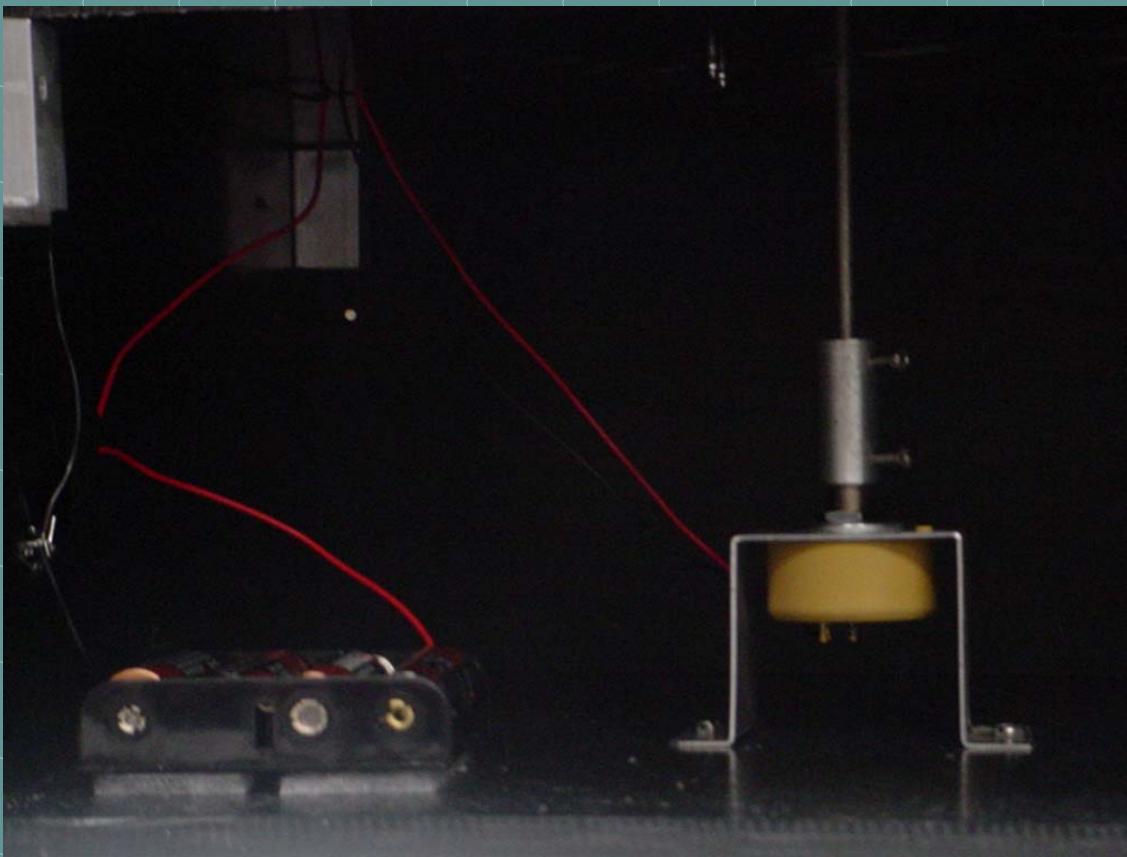
A POOR VIEW OF THE PHOTORESISTORS & BULBS



The Potentiometer

- ◆ Continuous variable resistor
- ◆ Corresponds to the Minute hand
- ◆ Independent of the Hour hand
- ◆ BS2 converts analog signal to digital

The Potentiometer on its Shaft



How the RO-BOE-CLOCK game is played:

- ◆ MODE 1:
 - ◆ SET THE HANDS
 - ◆ PRESS THE BUTTON
 - ◆ READ THE LED DISPLAY

How the RO-BOE-CLOCK game is played:

- ◆ MODE 2:
 - ◆ PRESS THE BUTTON
 - ◆ READ THE LED DISPLAY
 - ◆ SET THE HANDS
 - ◆ PRESS THE BUTTON
 - ◆ “HAPPY” OR “SAD” BUZZER SOUND

How the RO-BOE-CLOCK game is played:

- ◆ MODE 3:
 - ◆ PRESS THE BUTTON
 - ◆ READ THE LED DISPLAY
 - ◆ SET THE HANDS
 - ◆ PRESS THE BUTTON
 - ◆ BOE-BOT MOVES FORWARD OR BACKWARD

Design Considerations

- ◆ “Gray” area on encoder
- ◆ Photoresistor armature composition
- ◆ Limited IR sensitivity
- ◆ Encasement size

Product Merits

- ◆ Interactive teaching tool
- ◆ Multi-faceted instruction
- ◆ Exposure to high-tech applications
- ◆ Eliminates computer screen
- ◆ Developmentally appropriate for children
- ◆ Can be inexpensively mass produced

Marketing Plan

- ◆ Partnership with Polytechnic University, Parallax, Inc. and the designers to patent
- ◆ Target market: “yuppie parents”, elementary school teachers
- ◆ Multiple modes of use: interchangeable boards, “loadable” programming
- ◆ Sample sales venues: The Sharper Image, FAO Schwartz, Parallax online

EQUIPMENT LIST

COMPONENT	WHY WE USED IT
Board of Education (BOE) with Basic Stamp 2	microcontroller & circuit board from Parallax, Inc.
Binary encoder (twelve regions, four levels)	for the photoresistors to "read" light into binary code
4 photoresistors	respond to the presence or absence of light
1 continuous potentiometer	to adjust position of the minute hand
1 multiplexer	to reduce the # of I/O pins needed to run the LED display
1 IR LED	for two-way communication between the clock and the program
1 LED display	to show the time in hours and minutes
1 on-off switch	to control the light bulbs which power the photoresistors
push buttons	to switch from one game-playing mode to another
several 10K ohm resistors	to limit the current flowing from the power source to individual components
1 microfarad capacitor	part of the R-C circuit that controls the calibration of the potentiometer
2 miniature light bulbs with holders	to provide more direct light so photoresistors will be more sensitive
4 AA batteries with holder	power source for the light bulbs
standard parts for the parallax ro-bot	these include 2 servo-motors, another BS2, IR sensors/emitters, etc
wires of various lengths	for making complete circuits between components
1 15-pin data port	to transfer the P-basic program from the computer to the microcontroller
1 speaker	to make a programmed "win" or "lose" sound
1 IR emitter	for two-way communication between the clock and the program

ACKNOWLEDGEMENTS

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- ◆ Yan Fang (Yvonne) Li
- ◆ Hong Wong
- ◆ Alex Betti (our unsung hero!)
- ◆ All of the Mechatronics graduate students
- ◆ Parallax, Inc.
- ◆ The National Science Foundation
- ◆ Each other and the rest of the inaugural SMART class!!