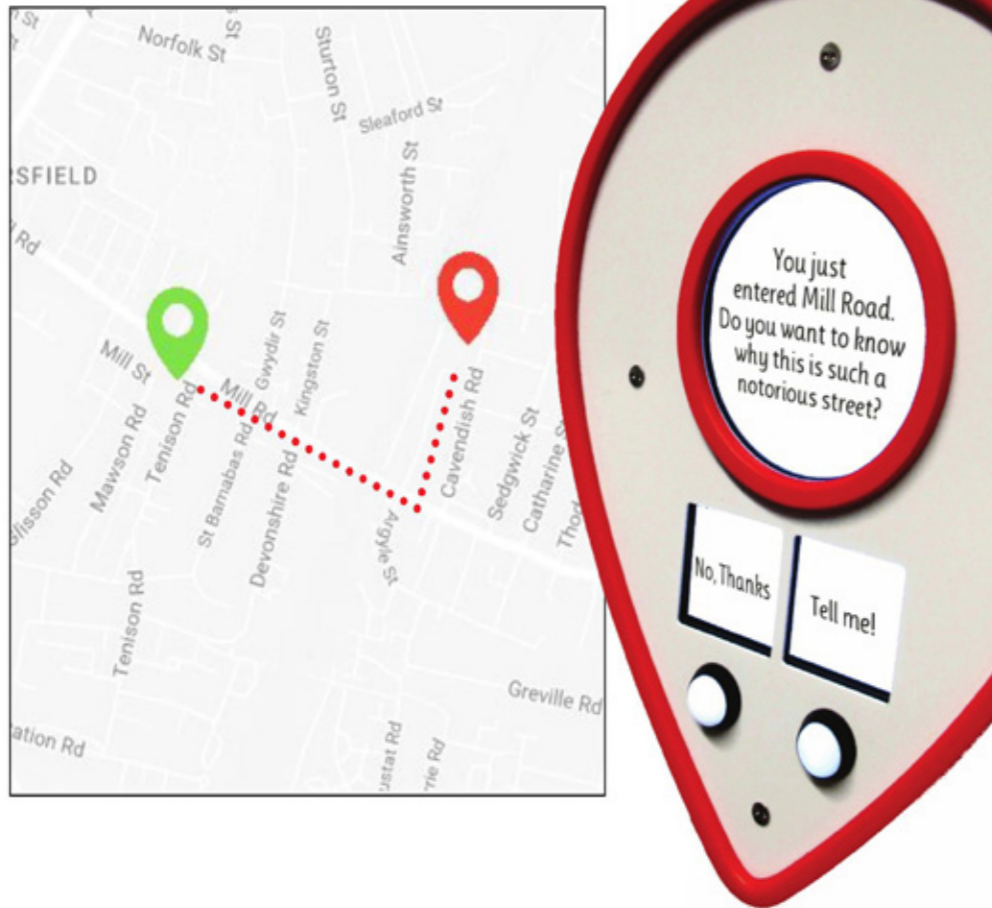


#CRAFTING FOR THE PHYSICAL WEB OF THINGS



ABOUT: Pinsight is a network of physical, interconnected web of things devices that enable communities to share their knowledge about places with the general public by embedding it into real-world, physical contexts. Through an end-user friendly web interface people can co-create, edit and orchestrate interactive content through a spatially distributed network of physical pins in the built environment.



DIGITAL DESIGN & TECHNOLOGY REVISION

Based on prototyping experiences:
 + Final physical design (CAD software)
 + Final electronics design (CAD/PCB software).
 Integration into **DIGITAL MODEL**.



DIGITAL FABRICATION

Based on digital model:
 + Fabrication of main and auxiliary body parts.
 + PCB fabrication and hardware assembly.
 + Integrating body and electronics.
 + (small) series production.

PROTOTYPE ITERATIONS

- #1 **FIRST MOCKUP** [non-interactive]
 Material: Foam board, paper, acrylic.
 Use: Presenting concept to stakeholders (Intel, LLDC).
- #2 **FIRST FUNCTIONAL PROTOTYPE** [interactive]
 Material: Acrylic, wood, LED display, Arduino Mega.
 Use: First outdoor user testing with in public (two devices).
- #3 **FULLY FUNCTIONAL PROTOTYPE** (networked, internal server)
 Material: 3D printed ABS, LCD display, Raspberry PI, electronics.
 Use: Initial user testing with web content creation application.

