Pivot

A motion based computer controller

6.111 Final Project
Nestor Franco and Andrew Kurtz

The Living Room

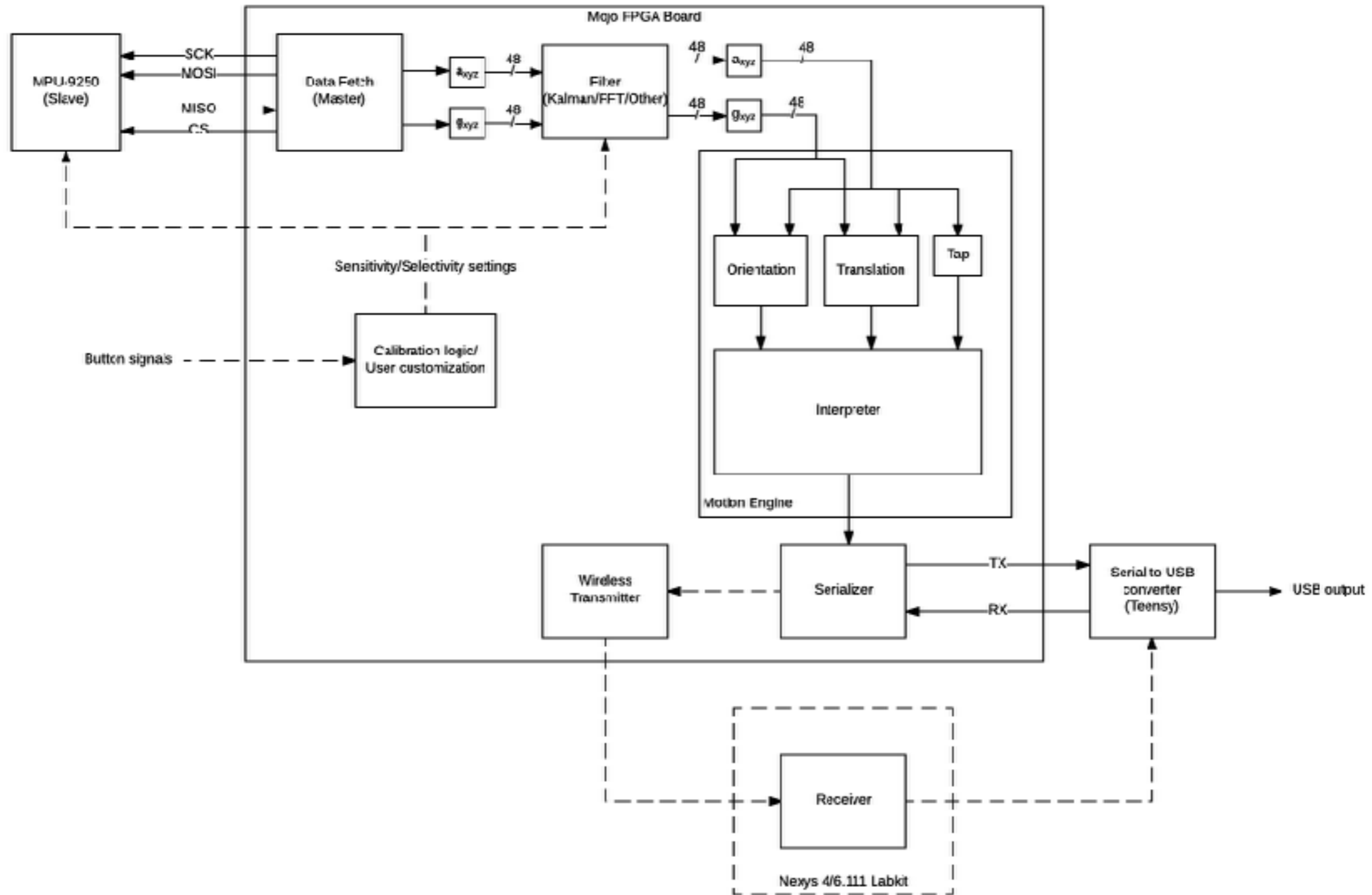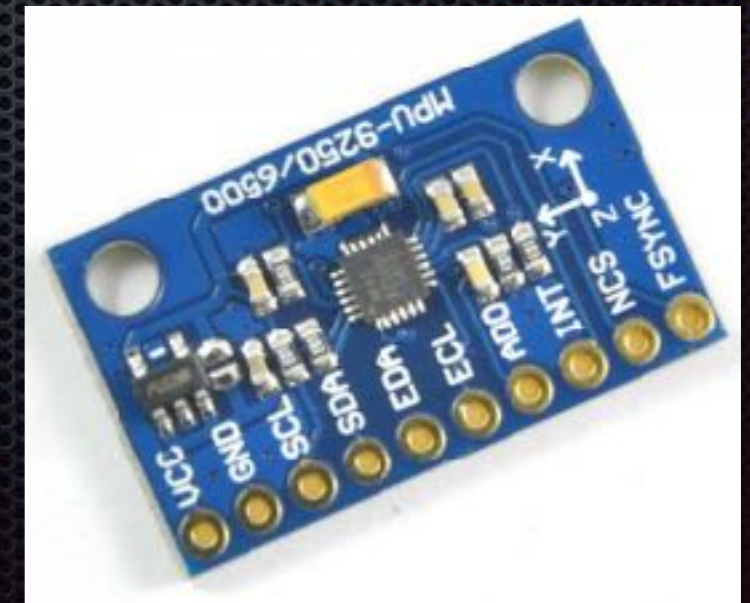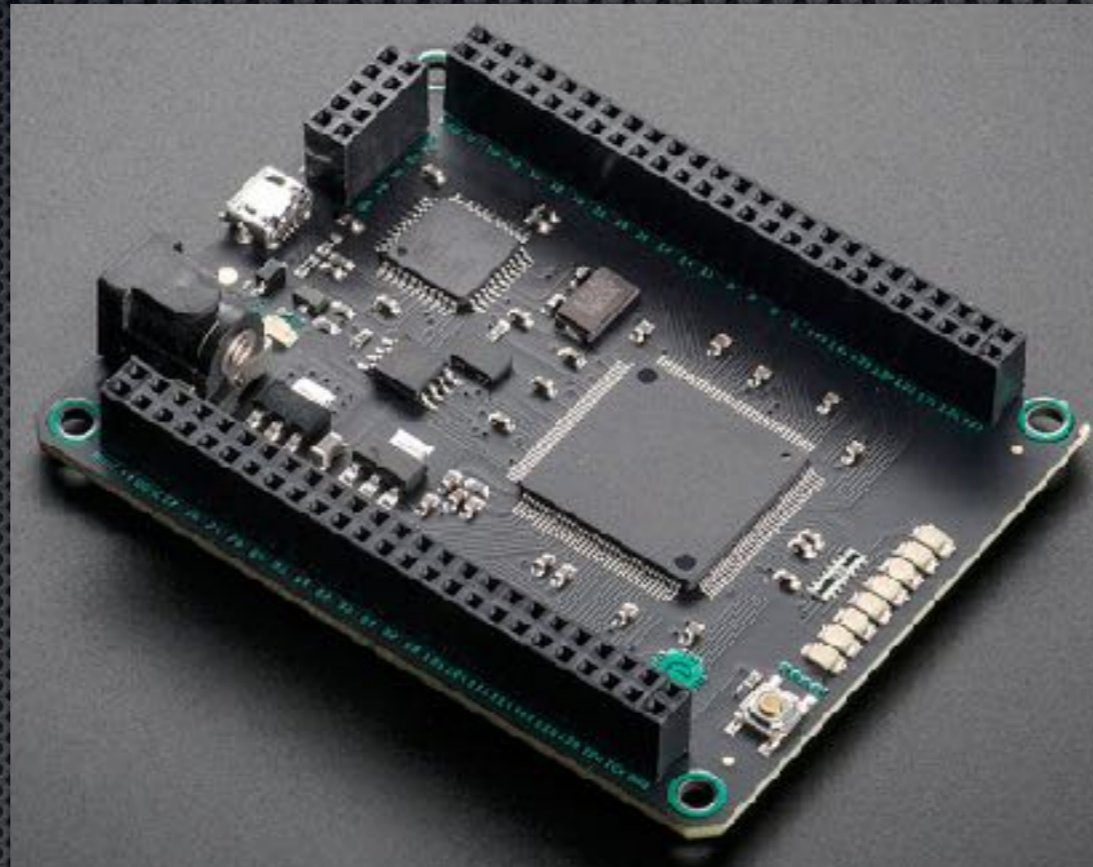# User Interfaces

A Bad Solution

Our Idea... Sorta...

Block Diagram

Hardware

Timeline

- Week 1 (10/30 - 11/05): Research communication protocols and filtering methods, define precise functionality desired by controller (Andrew and Nestor)

- Week 2 (11/06 - 11/12): Design and simulation of the SPI Interpreter (Nestor) Teensy HID development and design of serializer module (Andrew)

- Week 3 (11/13 - 11/19): Design and simulation of the filter module (Andrew) Design and simulation of the Motion Engine (Nestor and Andrew)

- Week 4 (11/20 - 11/26): Continue work on Motion Engine and integration (Nestor and Andrew)

- Week 5 (11/27 - 12/03): Combine all the parts and hope for a working system. Design and 3D print sexy ergonomic housing (Andrew)

- Week 6 (12/04 - 12/10): Bug fixing and additional functionality implementation.

Tricky Bits

- Living up to our parents/ societies expectations

- President Trump

- Coping with daily existential crises (but really, what does it all mean, man)

Tricky Bytes

(Do you see what we did there?)

- Making an intuitive final product

- Managing several interfaces
  (IMU -> Mojo -> Teensy -> USB)

- Containing project scope

Questions?