



# AN INTERACTIVE SOUND TABLE

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# Summary

1. Problem
2. Objectives
3. State of the Art
4. Development
5. Results
6. Demo
7. Conclusions

# Problem

The main problem was to create a system which would enable nine sections to work independently, but enabling a smooth transition from one part to another.

# Objectives

The main objective of our project was to build an interactive sound table using a simple coffee table, which could take you to an innovative, magic world while experiencing the light and sounds emitted by the table.

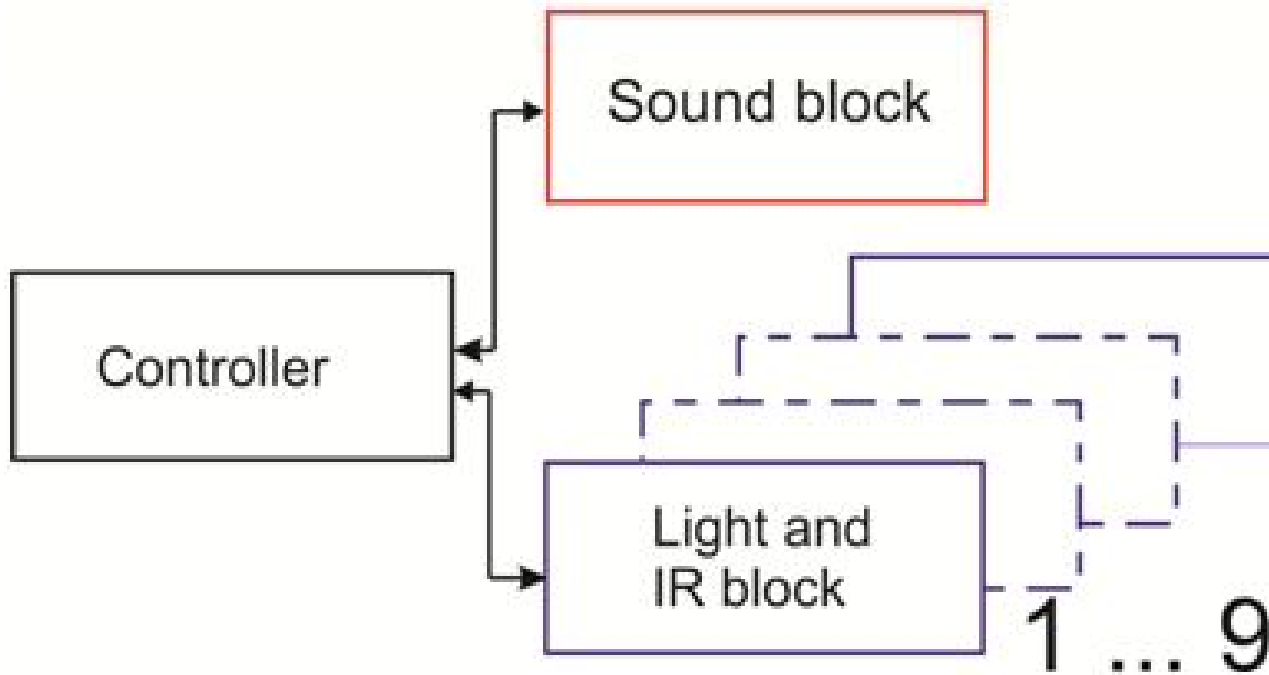
# State of the Art

- List of materials
  - Table Lack (white)
  - Arduino Mega 2560
  - IR proximity sensor  
Sharp GP2Y0A21
  - Musical Instrument Shield
  - LEDs (white)
  - Speakers
  - Glass
  - PC Power Supply: NOX - Urano 450W ATX



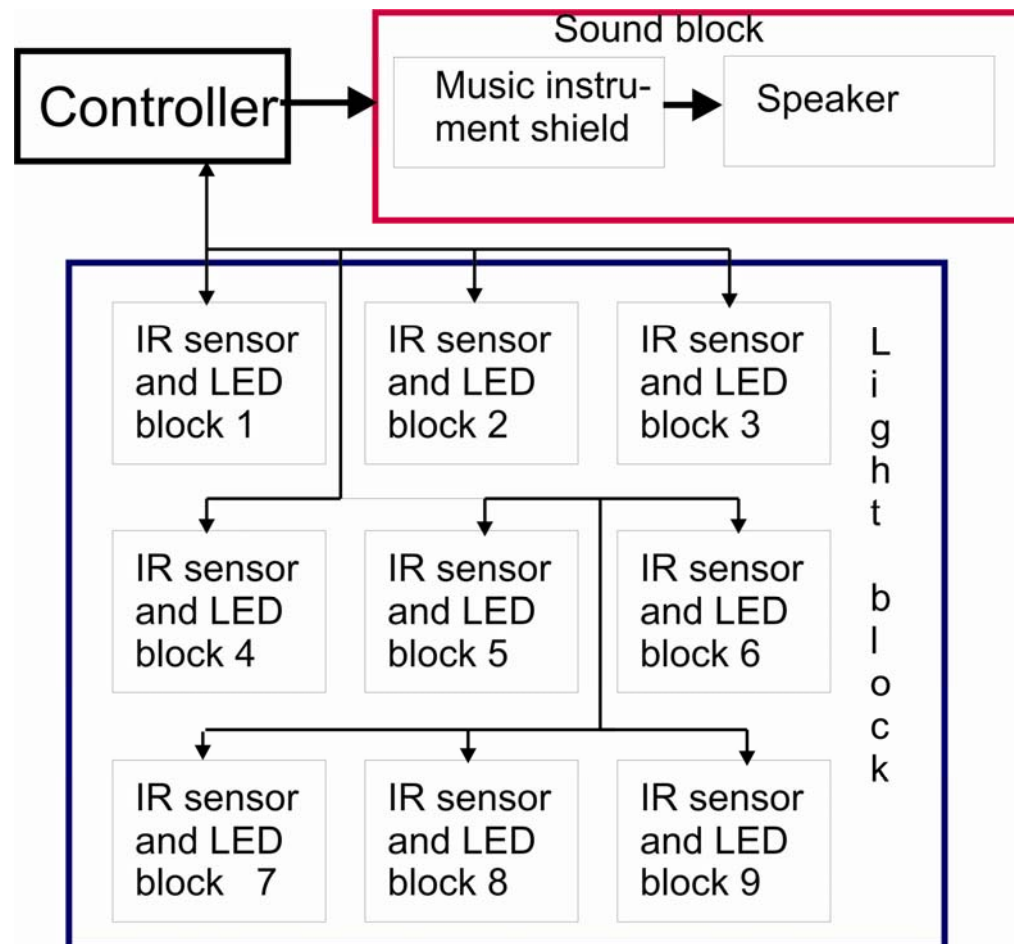
# Development

## Functionalities



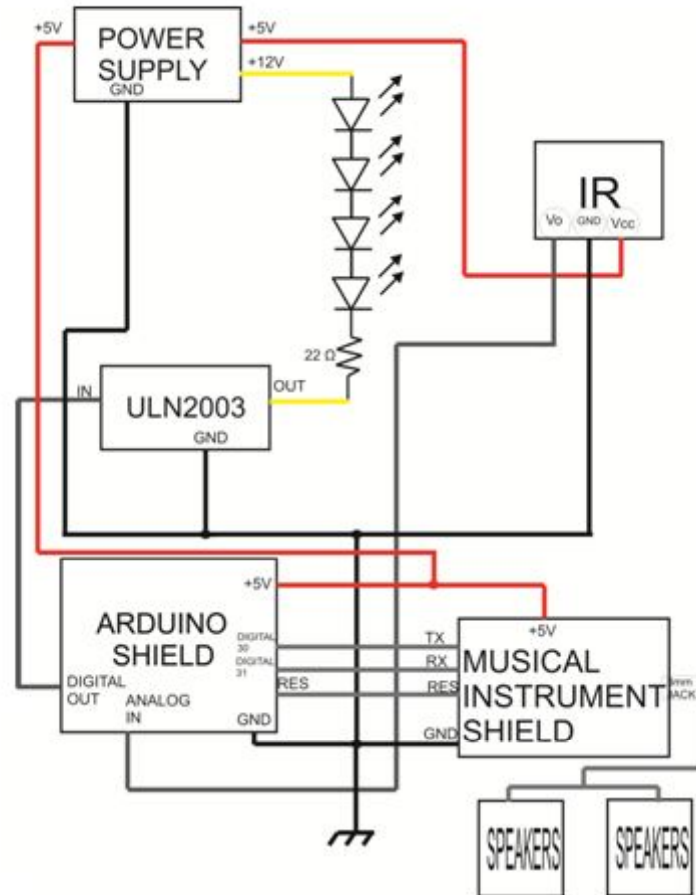
# Development

## Modules



# Development

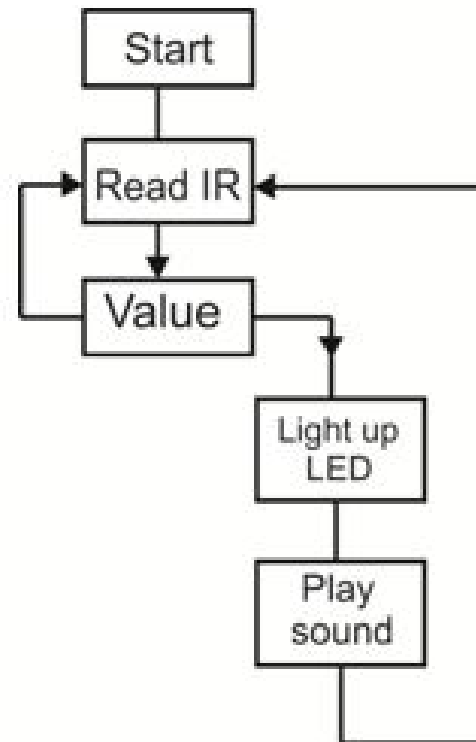
## Functionalities



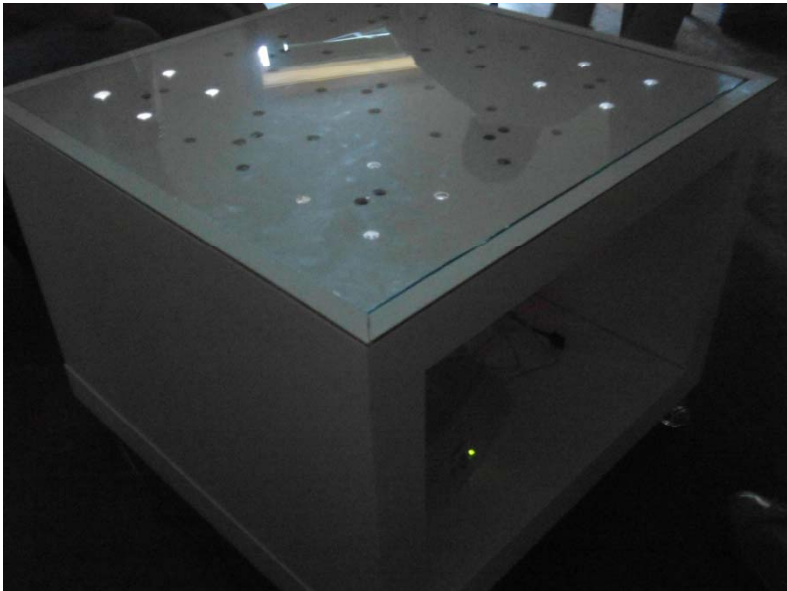


# Development

## Programming



# Results



# Demo



# Conclusions

## Achievement:

We created the system which enables nine sections to work independently, simultaneously allowing them to have a smooth transition from one to another.

# Conclusions

## Future Developments:

- Design
- New feature-video
- Completely new product
- New colors of LED/ tables
- Put SD Card

# Conclusions

## Future Developments:

- New product for kids
- Distance changes colour of LED
- Remote control system
- More LED in one table
- Using batteries

# References & Bibliography

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# THANKS FOR YOUR ATTENTION

