

The background is a solid teal color. It is decorated with a repeating pattern of white line-art icons. These icons include various tools such as screwdrivers, pens, and pencils, as well as electronic components like integrated circuits, capacitors, and a microcontroller board. A circular logo with a stylized 'W' is also visible in the upper left quadrant.

Public Electronics session

SLQ Wiki Fabrication Lab 2026/01/18 17:38

Public Electronics session

During this session the group will work on the electronics and buttons that will trigger the sound and video content of the game. We will need to consider how many buttons are required along with how they will sit within the board.

In terms of sound:

- 4 kaiju sounds
- 8 defender sounds

In terms of Video

- Kaiju, Kaiju wins
- Defenders, Defender wins

Engagement style

Venue

Fabrication lab

Capacity

10

Staffing

2 x program officers

Session 1

Monday 19th November 6-8pm.

Materials needed

Buttons

The game boards board laser cut

THE PLAN

Meet participants up in the foyer

Bring them down to the Fabrication lab

Talk through where things are up to with the game fabrication so far. Look at the boards, buildings, cards and kaiju.

Brainstorm buttons and where they could fit into the game experience.

We do not need to complete the electronics during this session as there is one more with young people later in the week

https://wiki.edgeqlld.org.au/doku.php?id=engagement:cardboard_kaiju-2:electronics_session

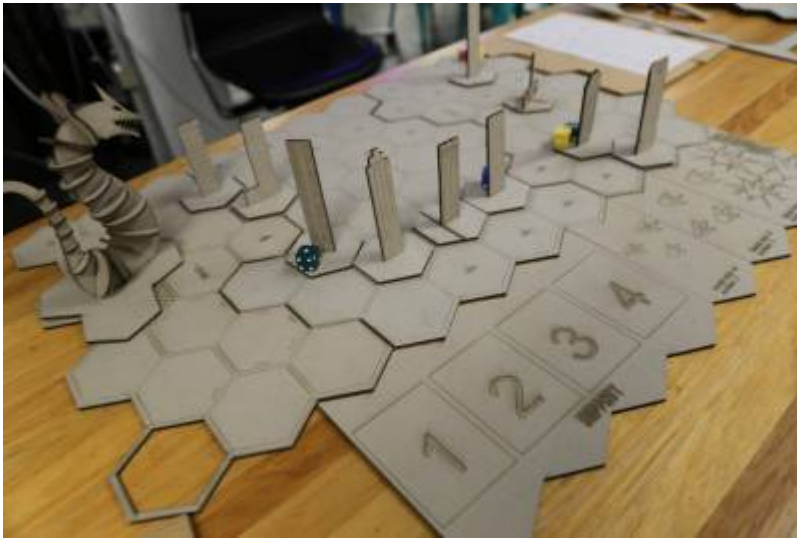
Reflection

During this session the group brainstormed where the media buttons could go in relation to the game board as well as the design of it. One of the participants was keen to look over the videos and add in some ideas.

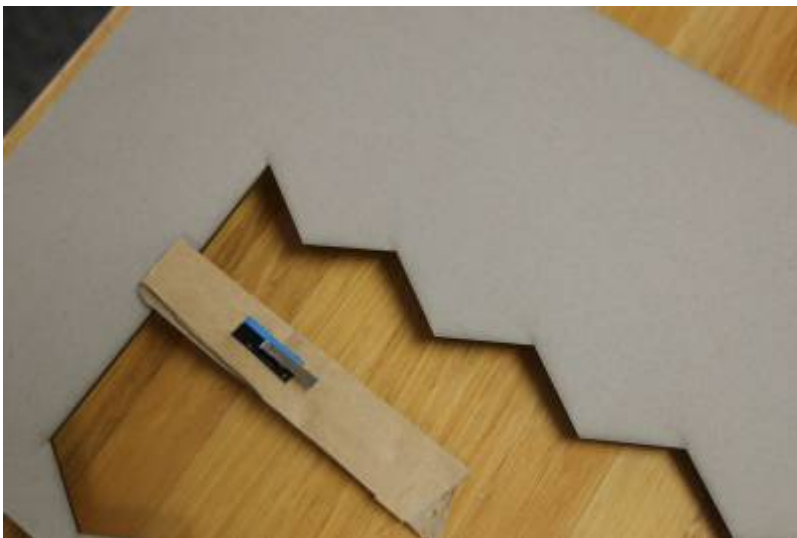
The ideas that landed were that the sound buttons would be different to the video buttons. Each button need a laser etched name next to it so that the operator knows when to trigger them. For example 'stomp' 'assault 1' 'start video' 'kaiju win' 'defenders win'

Board designs





Buttons



Electronics session 2 (outreach with young people)

This session continues on from the public session and completes the triggering electronics for the game.

Engagement style

Venue

Fabrication lab

Dates

Thursday 22nd November

Capacity

10

Staffing

2 x program officers

THE PLAN

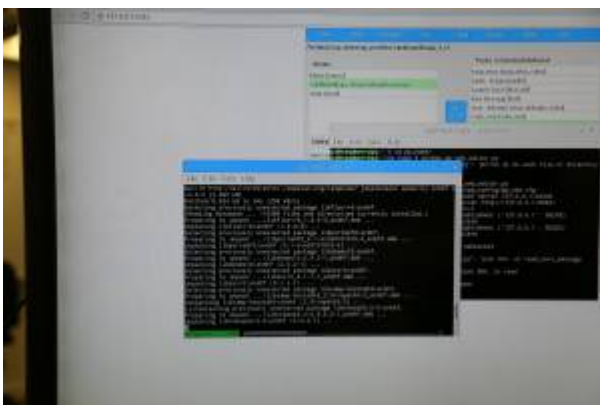
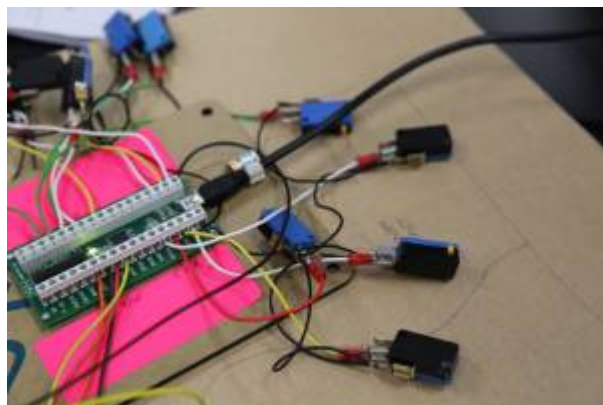
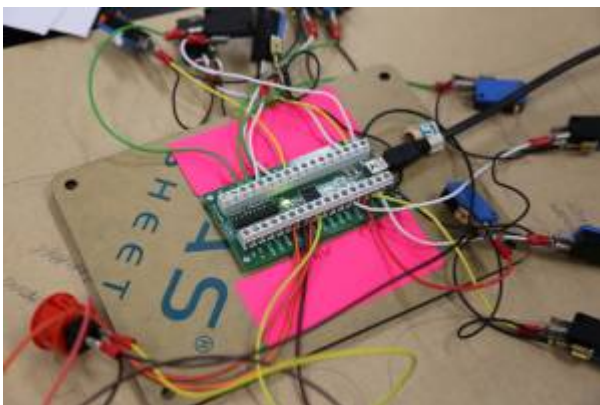
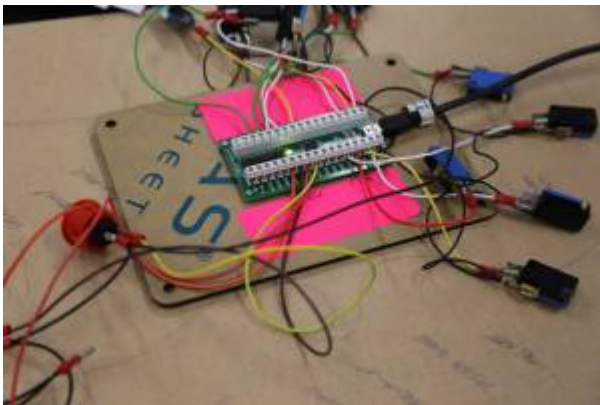
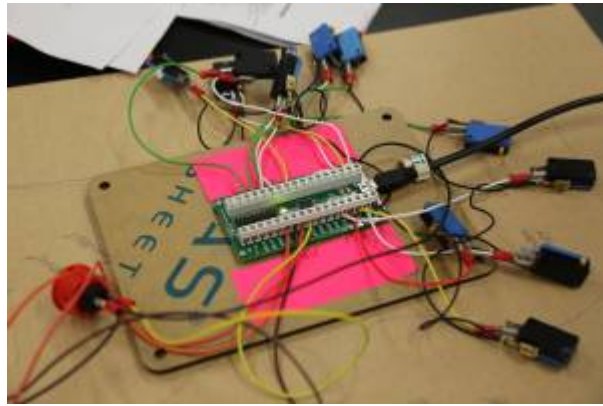
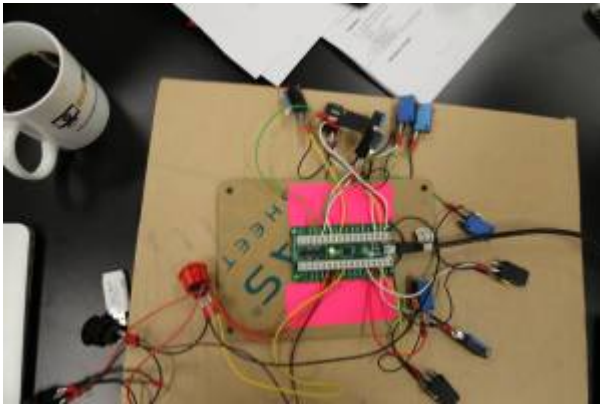
10-12pm young people from Albert Park Flexischool

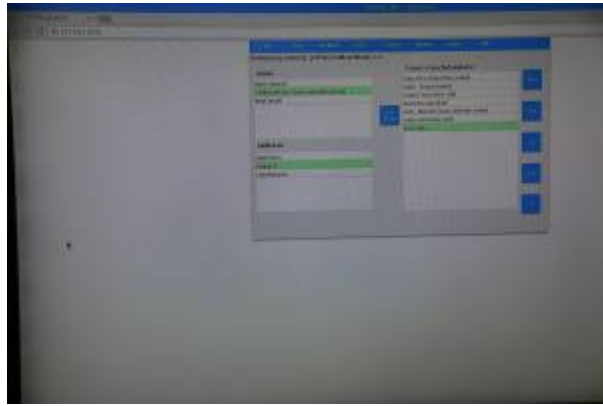
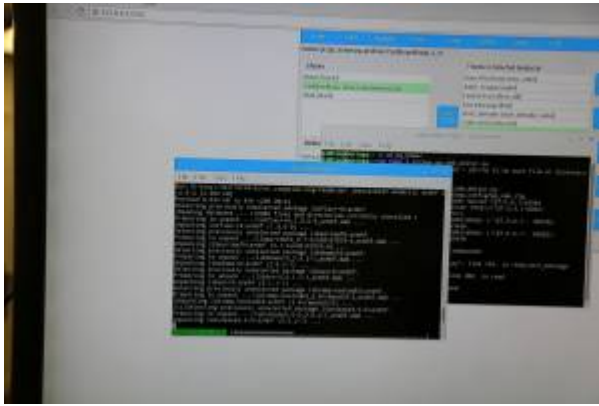
We have the sounds and the video (spend some time feeding back on the video content and edit)

We will connect a Raspberry pi and all the buttons and speaker.

Reflection

During this session the young people were very focused. They connected all the buttons and (both for sound and video). Worked on then labelling the associated letter/number for triggering. They then each had a go with working on uploading the media and connecting it to the triggering system. They needed to navigate the terminal where code (python) is invoked. It was so great to see each young person having a go in a relaxed way in the lab.





Make a cardboard box alongside the game board for the media controller of buttons to go into.

