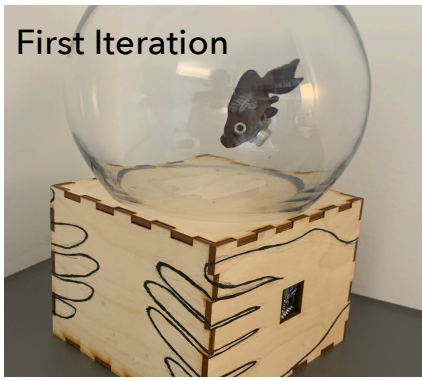


First Iteration



# How To Hug a Fish

## CruftFest 2 Project - Fishbowl

How to Give a Fish a Hug offers the viewer to engage in a moment of meditation. Standing alone, the fishes movements are spastic and there is a fast bubbling sound. The viewer engages with the piece by holding both sides of the box, by doing so the fishes movements begin to slow, the sound changes and the colour is changed to white by your hands, creating a sense of clarity, connection and comfort, like a hug.

### Software and Hardware Used:

- Arduino & Arduino UNO
- Servo Motor
- Adafruit APDS9960 Proximity, Light, RGB and Gesture Sensor
- Earth Magnets
- Thermochromic Paint
- Adafruit Sound Board
- PAM8302A 2.5W ClassD Amp
- Speaker
- 9V Battery

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