

E-TEXTILES

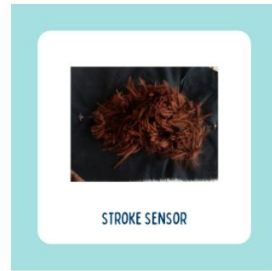
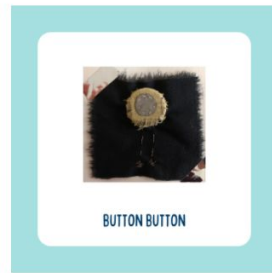
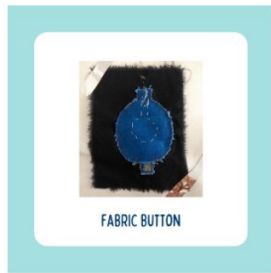
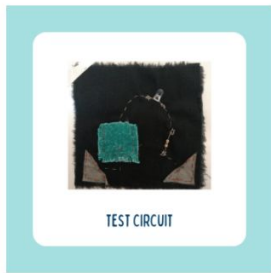
The image features the text "E-TEXTILES" in a bold, blocky, sans-serif font. The letters are white with a dashed outline, giving them a stitched or embroidered appearance. This text is centered within a horizontal, slightly curved border that also has a dashed, stitched look, resembling the edge of a piece of fabric or a patch. The entire graphic is contained within a simple black rectangular frame.

Sensors and Actuators

Overview of day 2: What are sensors and actuators? Where and why are they used?

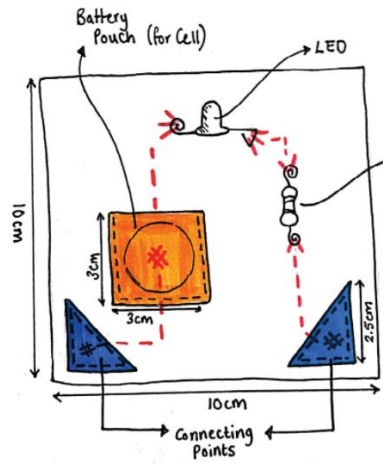
Building E-textile components

Overview of Day 2: Looking at simple E-Textile components to build



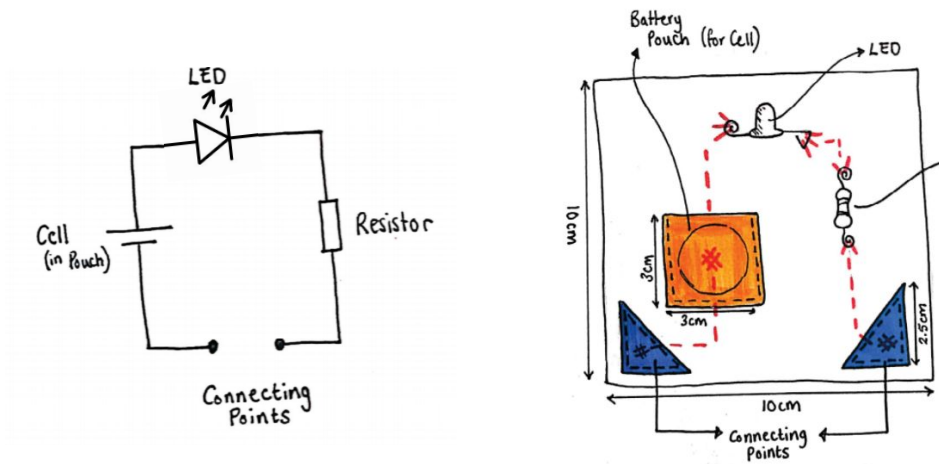
Overview of Day 2: Looking at simple E-Textile components to build

Test Circuit



Overview of Day 2: Looking at the test circuit and tutorial diagrams

Test Circuit



Overview of Day 2: Looking at the test circuit and its schematic diagram

Leds

Cells

Switches

Resistors

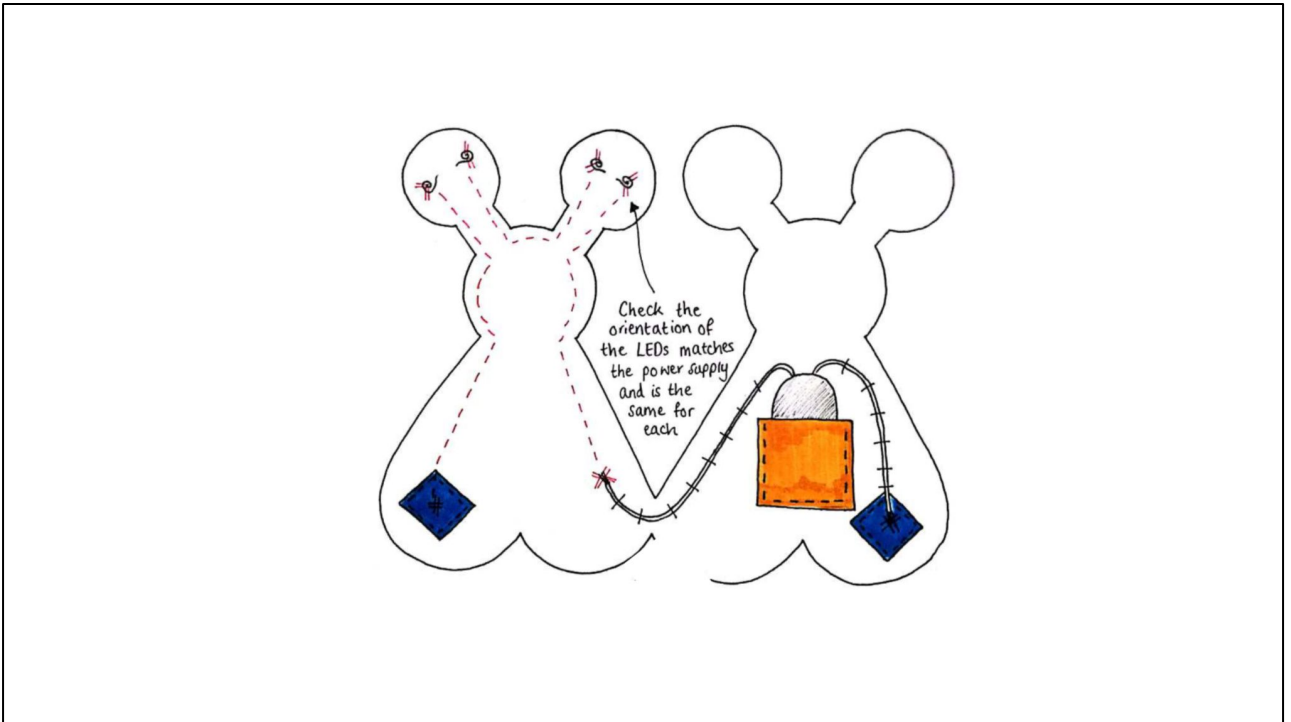
Overview of Day 2: Knowing what the components in the circuit are and how they work

Day 3: Plush monster

Day 3: The activity for the third day is the plush monster.



The Plush Monster is an interactive toy which uses an E-Textiles circuit. The example design here is a monster but the participant should feel free to be as creative as they wish. The plush monster is an opportunity to integrate all the knowledge that they have learnt whilst building the simple components. The plush monster includes two LEDs which should light up when it is squeezed in a certain place.



In the tutorials, you are able to find the illustrative diagram.

Here we spoke about how important steps in making the plush monster, where common mistakes are made:

- Cutting the front and back piece as a single piece of material
- Connections are all correct
- LEDs are in series: Why?
- Making sure there is no crossing of the conductive thread