

# AirBooth



## Team

Abdullah Alqahatani, Cesar Benavides,  
Jeremiah Ellis, Taylor Lewis, Nicholas  
Lougee

## Clinic Advisor

Dr. Chris Haas

## Industry Rep

Dr. Peter Gittins



## Project Summary

The AirBooth is a digitally connected interactive sculpture which combines air and science in a *data visceralization* project using both physical and virtual elements. The purpose of the AirBooth is to communicate air quality data in a compelling way to stimulate an emotional response, as well as promote thought. The sponsors desired an AirBooth that used air powered music rather than existing speakers with the air needed to be generated entirely by the user to minimize energy usage.

## Design Goal

The design goal is to take the proof-of-concept prototype and develop it to a working pre-production model capable of generating sound using air (rather than using speakers), with minimal energy usage, and a human powered element. The final product shall be achieved with considering aesthetics of the final piece and is intended to be exhibited in a public setting.

## Design Constraints

- Sound to be generated using air
- Ability to play a two octave range of notes
- Digitally controlled to allow playing of a MIDI file
- Minimal energy usage with human powered element for supply of air
- Designed with attention to aesthetics

