



Goshen College 2023 Electronics & Robotics Show

Science Hall ground floor, various rooms
Tuesday, Dec 5 1-3 pm

Students in the Electronics class taught by Professor Paul Meyer Reimer spend the last month of the class on a project. Each project uses the popular Arduino microcontroller board that is programmed in C, can be connected to a variety of sensors, and can control motors, lights, sounds and other outputs.

This year's projects

- **Blitzbot 1.0** - A Dutch Blitz-playing robot. (Mira Yoder and Elise Jantz)
- **Fire Slayer** - This bot patrols the room, detecting and extinguishing "fires". (Kevin Liddell, Evan King, Nate Reeser)
- **But-ter-ler** - Too tired to reach across the dinner table? Your personal Butterler can go fetch it for you! (Abel Avila and Marlon Aparicio)
- **Kitty Weight Watcher** - A litterbox that communicates with you! It rings you up to let you know your cat's weight, and when you *really* need fresh cat litter. (Karitas Arnardottir, Shoaib Ansari, Xudong Sun)
- **I-see Cookiebot** - A robot that finds your cookie and ices it for you. (Eric Claudio and Alejo Palmar Velazquez)
- **Wall-o-pong** - Any wall becomes a playing field for this retro video game. Grab a colored paddle and swat the laser-drawn "ball" at your opponent. (Adrian Martinez and Zoey Martin).