

# Hack-a-thing: A Series of FabLab Genk Workshops for Reusing and Repurposing Depreciated Objects

Tom De Weyer, Danny Leen, Selina Schepers, Katrien Dreessen,  
Johannes Taelman and Kris Luyten



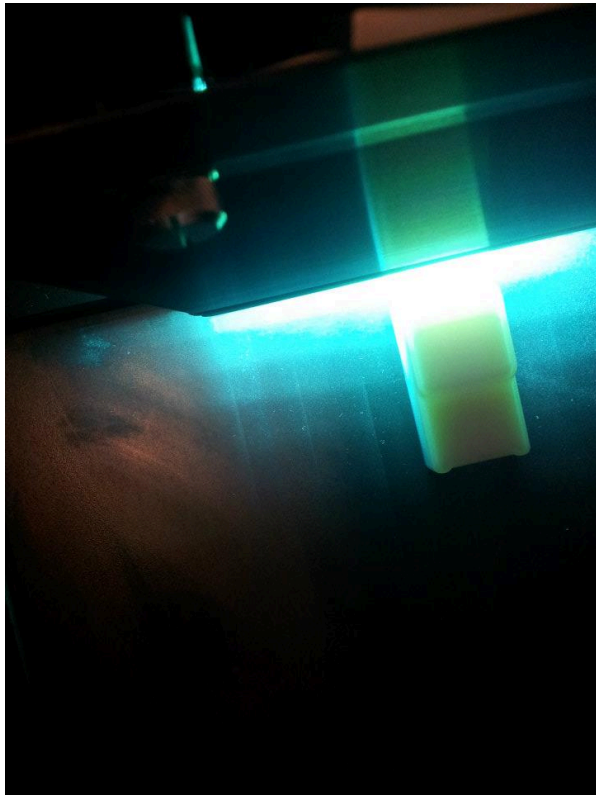
# Arduino introduction



# Machine introduction



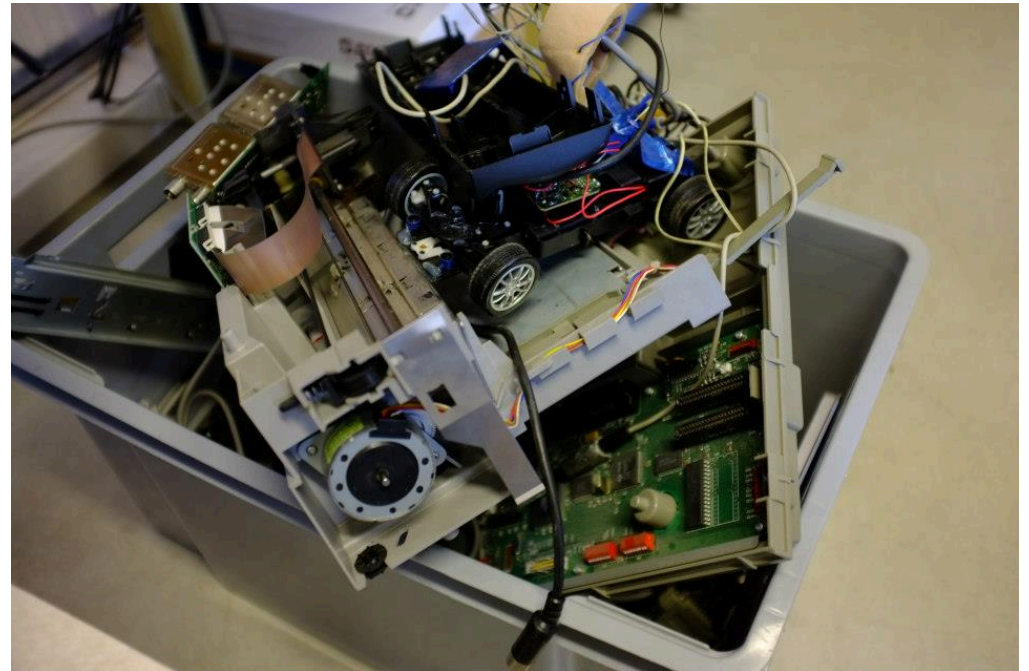
# Objet 3d printer



# Trotec lasercutter



# Starting material



# Provided new hardware

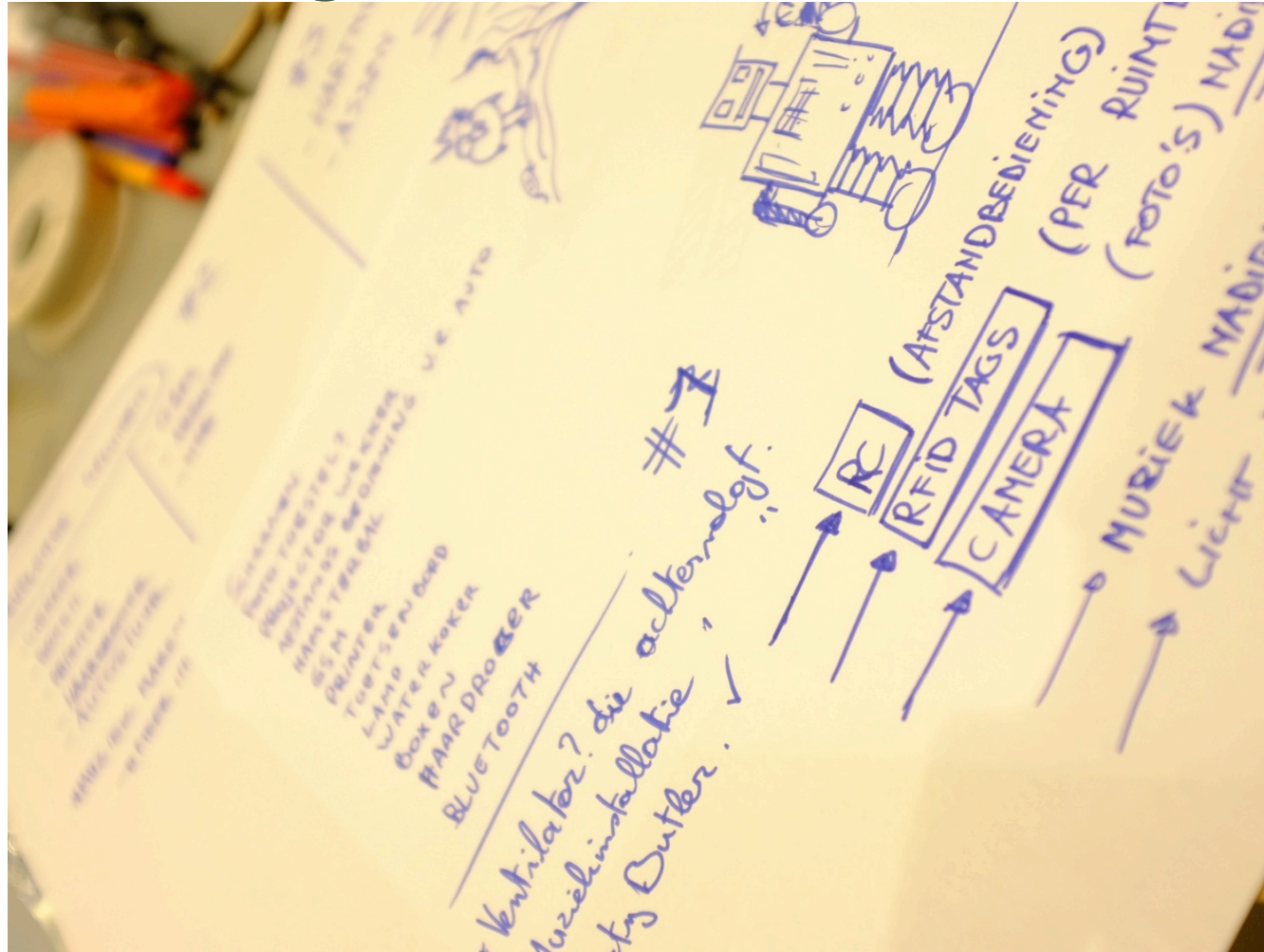


# Brainstorming

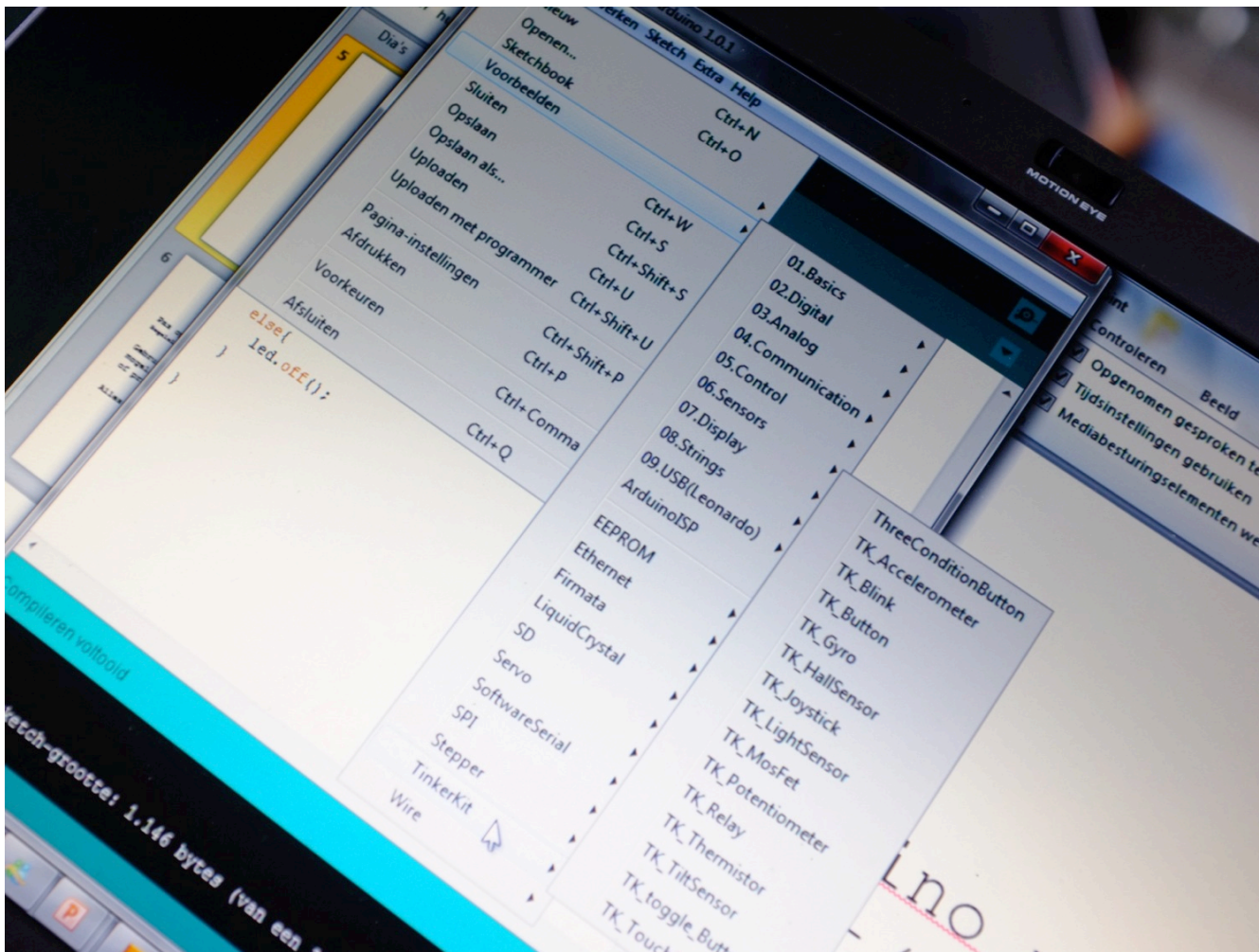




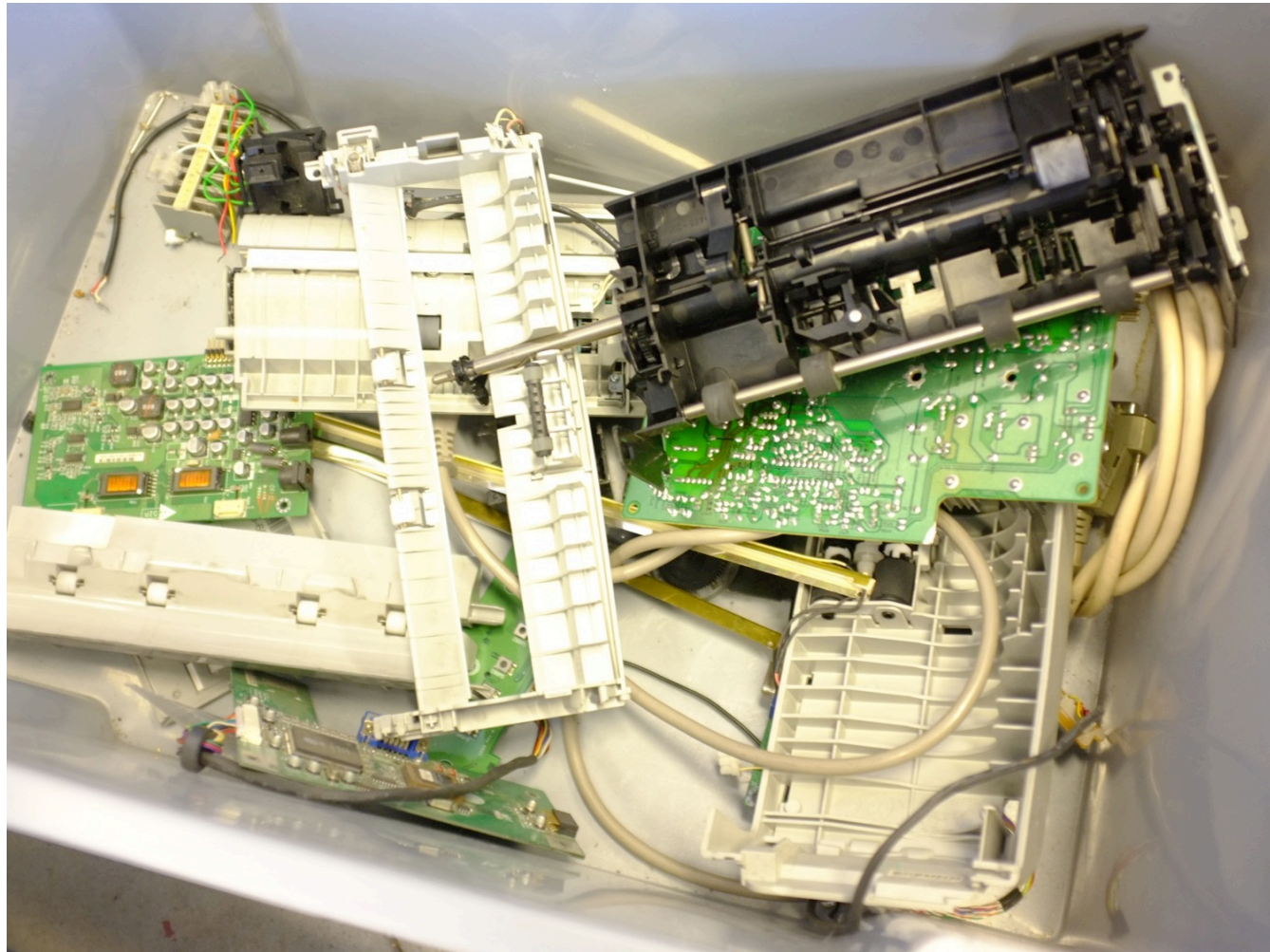
# Collecting ideas



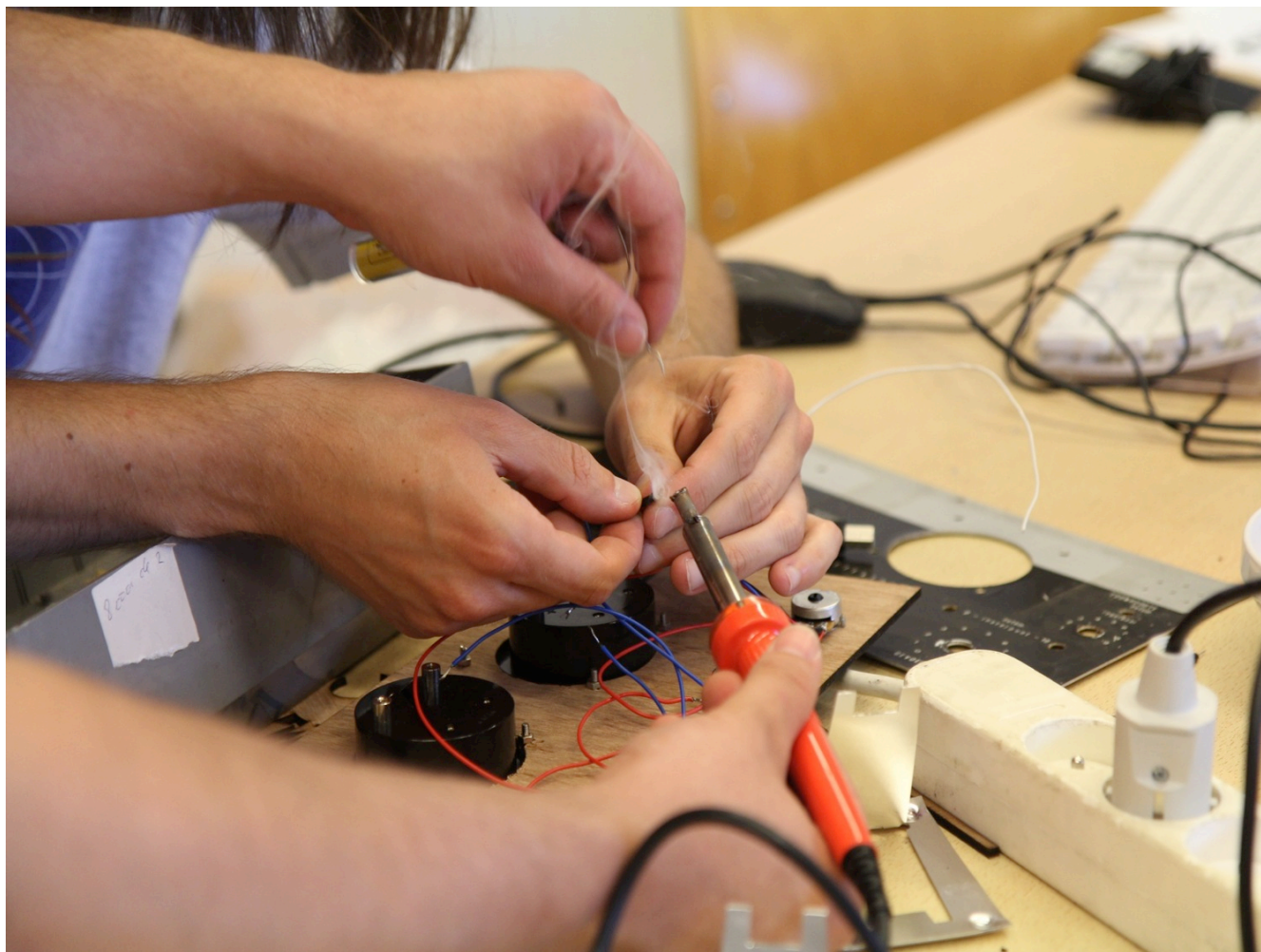
# Programming



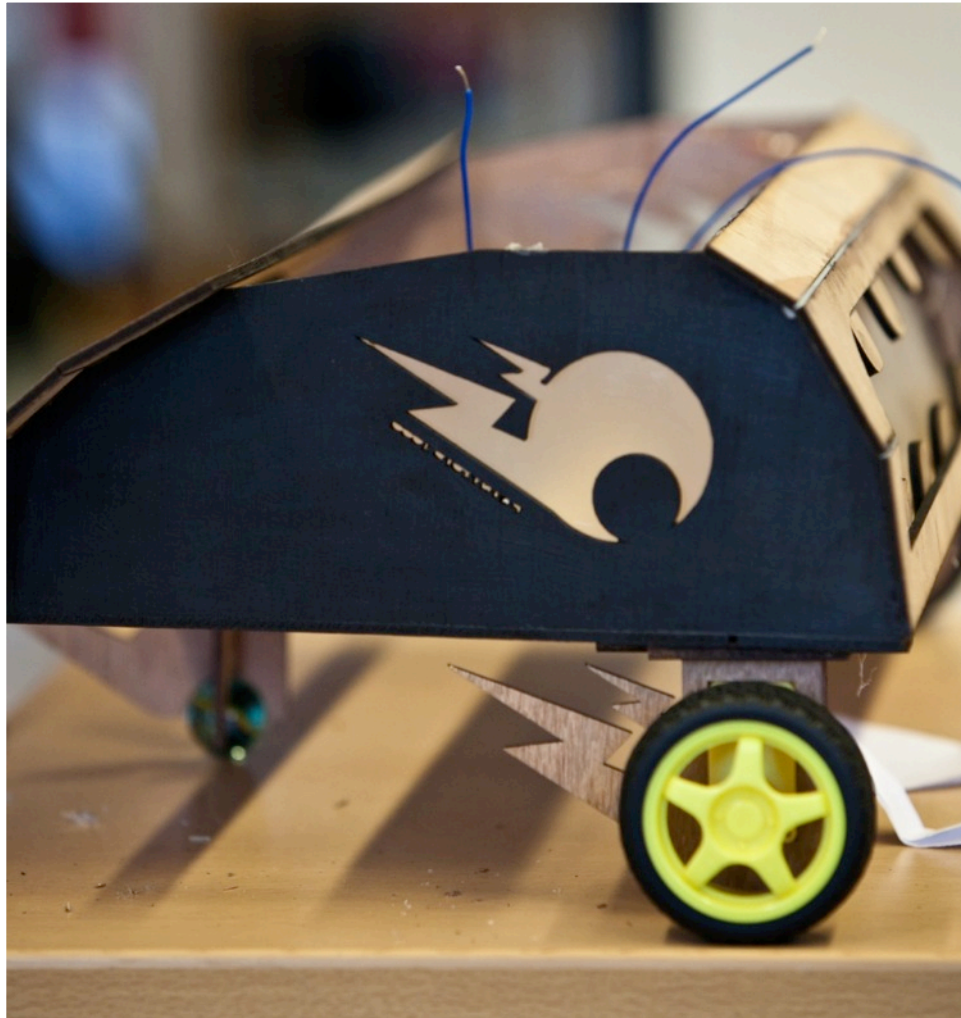
# Reuse and build



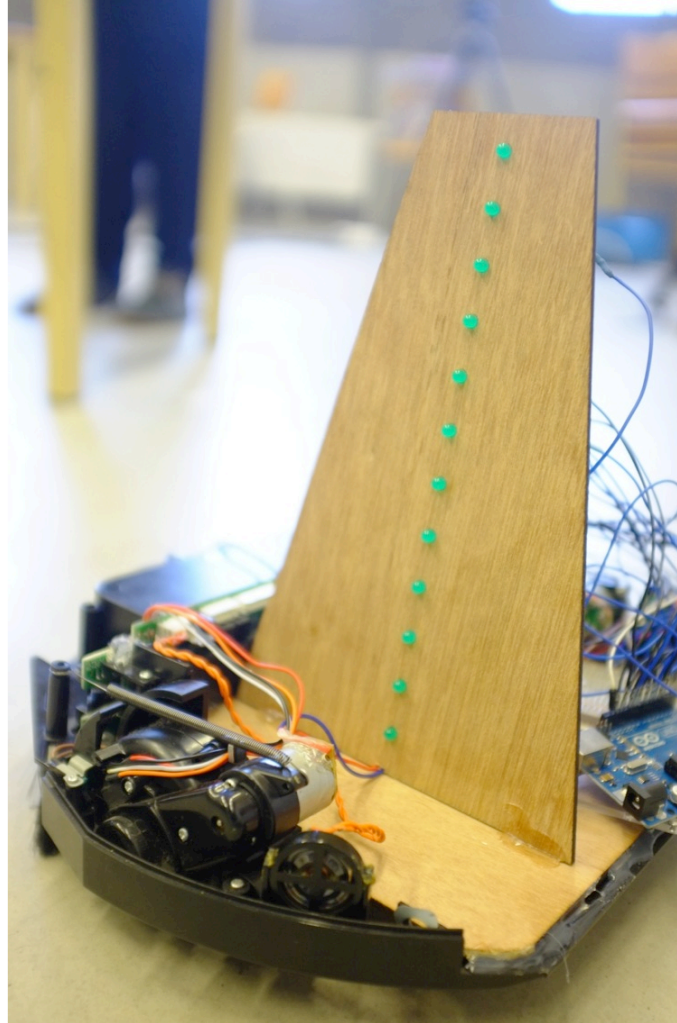
# Electronics



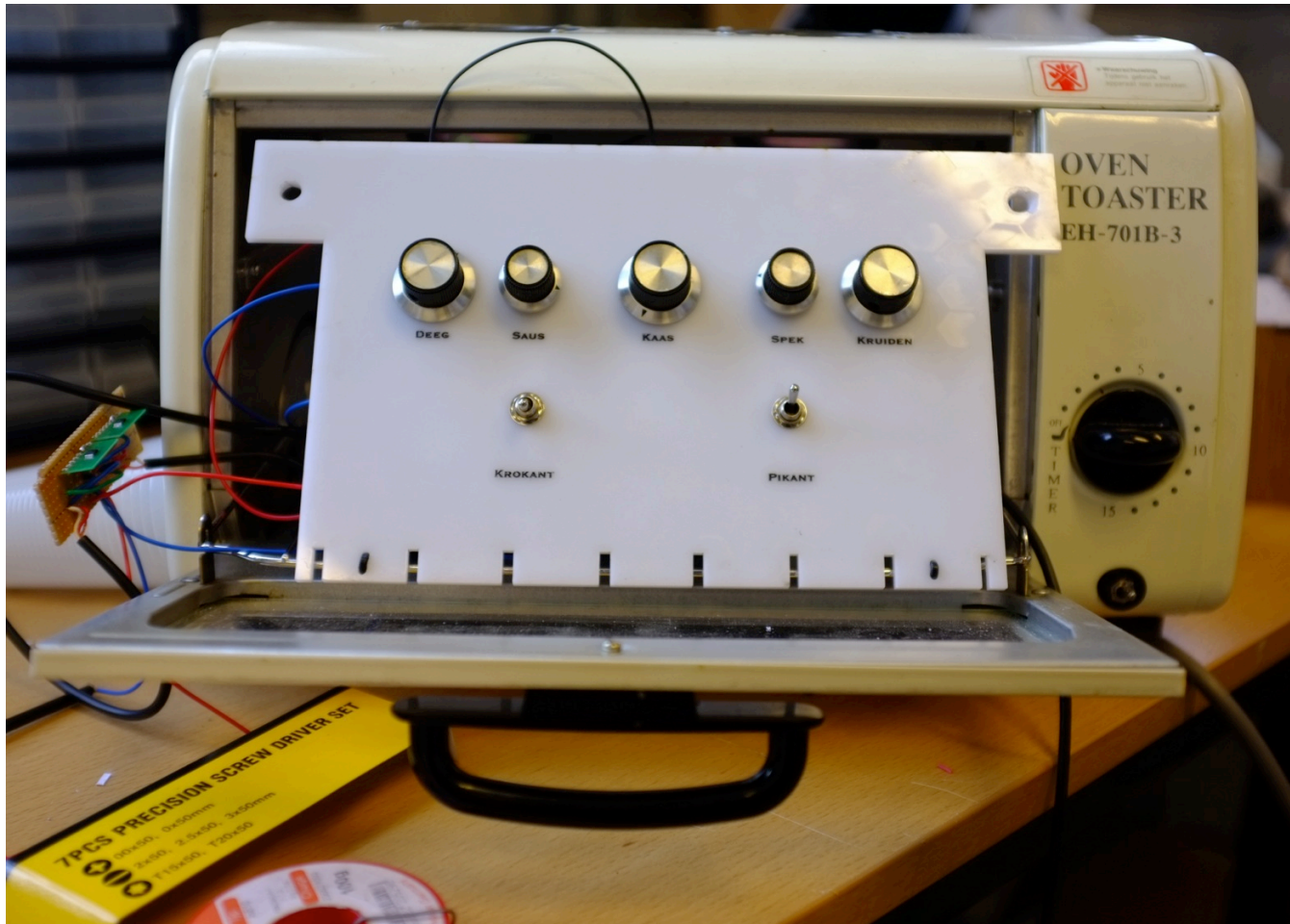
# Results: Etch-a-sketch robot



# Results: Persistence of Vision Robot



# Results: DJ Toastie



# Results: Coffee bean burner



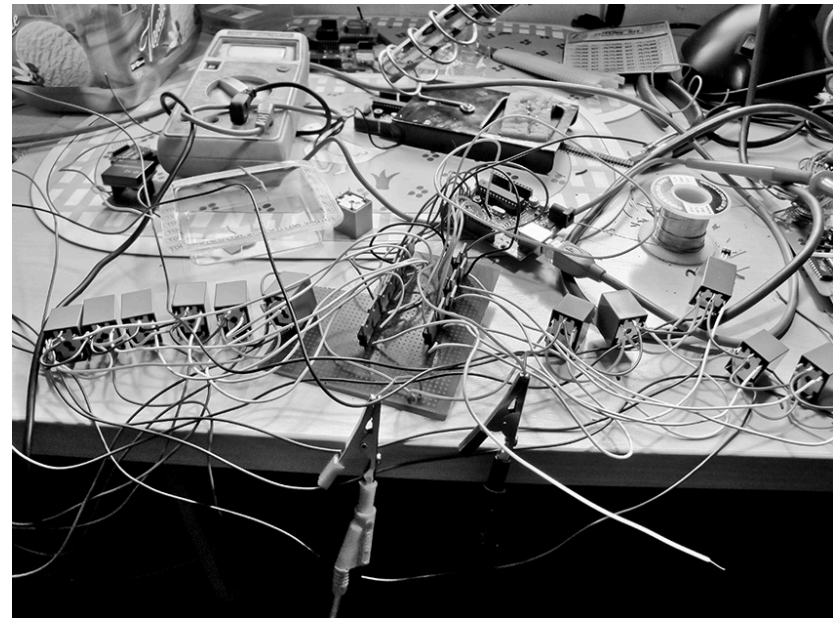


# Results: Racegame



# Contributions

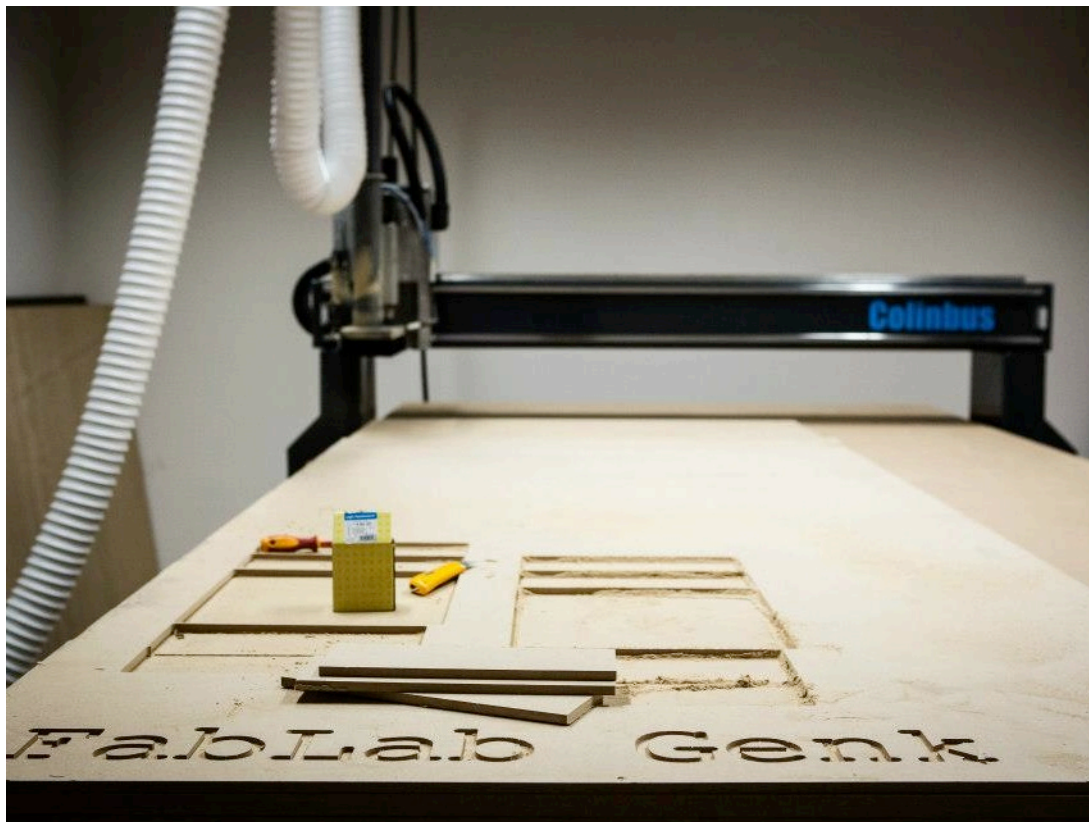
- Reuse possible <-> multidisciplinary team needed
- Trade-off between old and new material
- Popular in the media



# Lessons Learned

- Lack of easy accessible and low-threshold tools
- Hard to document results
  - Better tools
  - More important automatic logging

Thank you



**FAB**  
GENK