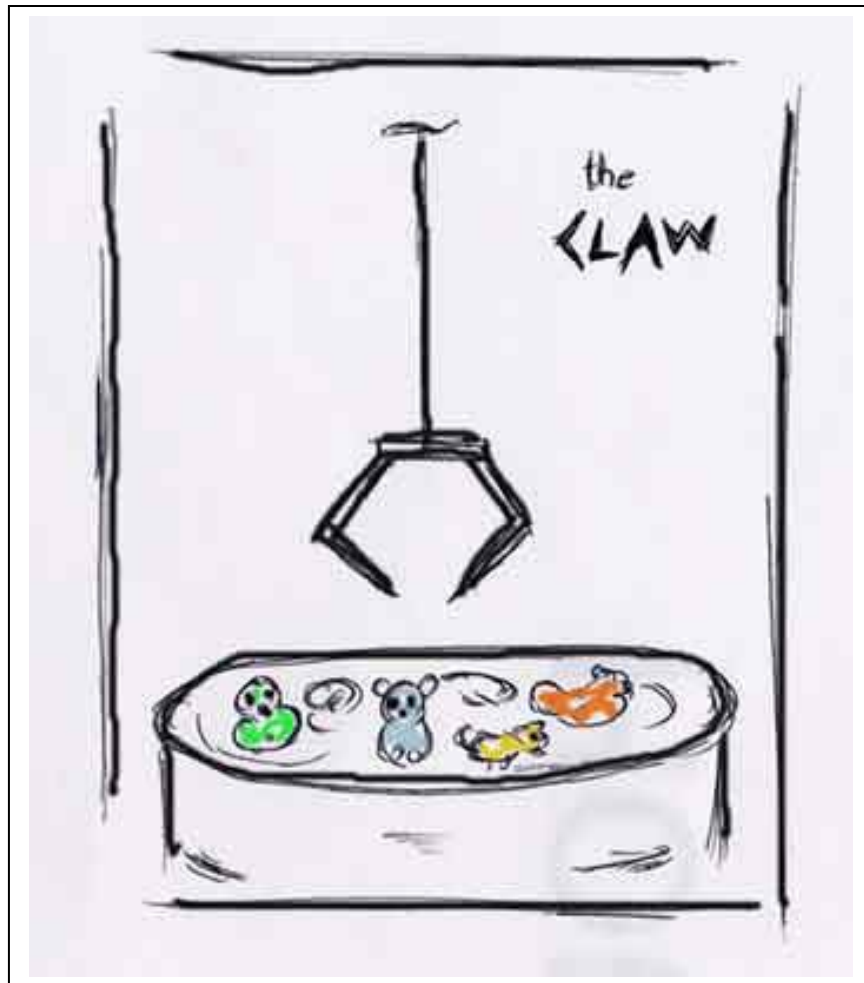


## „the CLAW“

**Idea:**

The user controls the claw using the joystick. The goal is to pick up an object present in the basket using the claw. The CLAW uses the phidgets to control the movements.

**Phidgets Used:**

1. Server Motors
2. Joystick
3. Sliders
4. Pressure sensor

**Extension to Tangible Media:**

The CLAW could also extend to the Tangible Media in the sense that the objects present are virtual objects.