

Our presentation title is “Train Gap Filler”, which statedly reveals our goal of designing new mechanisms. In our project, we first explained the significance of train gap: there is the possibility for the train to hit into the station. However, the gap still causes to some safety and efficiency issues. Therefore, we came up with two designs to fill the train gap and solve this problem; they apply different mechanisms. One used pivot, sliding, gear, and piston (giving three pivots, and would lay down the platform); this one is comparatively more cost friendly and simpler. The other is formed with pneumatic cylinder (raising the platform) which is more expensive and complicated, yet more reliable and owns higher degrees of freedom. They both have pros and cons, but still aim for the same goal.

I also created four designs by myself, although it is not used in this presentation. Three of them are pretty similar (I actually developed two others based on my first design), which are composed of gears and rack rods. The other one applies fluid (hydraulic) pressure. In my first design, the rack rod is stucked on the door that, when door opens, will drive location fixed gear, location-fixed gear, and rack rod, making the rack rod extending out, so the platform stucked on it will show up and fill the train gap. This is similar to my second design: But the platforms move from vertical to horizontal instead of just move in and out horizontally, so it is no needed to create another space under the door to place the platform when it is kept in (this one just stand close to the wall /door). And my third design, also similar to the last two: But in this design, I added the mechanism of “tension and pulling”, so the platform is laid down and closed up by the wire. And my fourth design is much more different from the last three (I only drew the righthand-side half): You can think the two cylinders are connected syringes, so when one side in pushed in (e.g. door side), the other side (e.g. platform side) will be pushed out. Although my designs are not chosen to be presented, I still contributed some ideas and make innovations by myself which I found very reassured and interested.

For this project, I was firstly suggested the application of hydraulic pressure to drive the whole system. I think that kind of gave Takato some ideas of making his design (Design 2). As the result, I asked him if he needs any help with the final presentation, since I can thoroughly understand his design, but he himself is strong and smart to handle it. Anyways, I worked on my part only, which is the summary. I feel sad that I did not have enough time to summarize the whole project and our achievements during the presentation time, having most of my part being omitted. So I want to put it here. Overall, I looked back on all we have done during this quarter. In the very beginning,

we learned the basics of Fusion 360, the software to draw designs, so we are able to create 2D sketches (side-view) and extend it into 3D models. Furthermore, I make our model to be movable. We took our first Fusion Homework and created a pivot (cylinder) overgoes the model, so the model can rotate on it. Although we were trying to make a motor, so it can rotate automatically, but due to the time limitation, we did not do that. And then, we discussed about the mechanisms used in our daily life, we each suggested one to two example(s), for instance bicycle, mechanical pen, wireless charging, and for me, I picked the key and mop. And finally, we voted for the “train gap” to be the topic of this final presentation. We aim to cover up the gap between the train and station to prevent people from being tripped on it or drop anything into the gap, and thus interrupt the whole process of train and people’s movement. After we decided our topic, we each created one to two designs, but we only chose two from all and extended on them (I originally want to show everyone’s works but some members lost their designs, so I did not do so). And in all, we want to minimize the cost and gap distance, and simplify the mechanism for our design to achieve the ideal state. Although we have not had the chance to discussed on it in deep.

In my perspective, I think this class have taught me a lot, including the aforementioned mechanisms, physics, and software application knowledge and also collaboration skills. Since we are in groups and required to work and present together, it is significant to have high efficiency of communication about everything, like choosing topics, deciding work distribution, exchanging and discussing ideas. At the beginning, we did not know each other well and felt awkward talking to each other, so most of the time we were in silence, needing the TA to guide the process. But now, we can discuss very smoothly, and the TA only need to assist us and answer some of our questions instead of talking all the time. Furthermore, we are not only discussing with our groupmates but also people from other groups. From these experiences, I also learned to talk to people I am unfamiliar with without awkwardness or shyness; this also gives improvement when I am doing presentation. In addition, I think the work of asking question, giving feedback, or summarizing the class has helped me a lot. Initially, to be honest, I hate this work since I really feel uncomfortable talking in front of many people. Yet after several times of practice, I think I have more courage and can feel more relaxed doing so. On the other hand, giving feedback trains me to think critically by myself but not just listen to what others say. It also makes me develop my expression, so I can quickly, effectively, and precisely convey my idea to the presenter(s). So overall, I appreciate to have this class that teaches me the presenting, thinking, and collaborating skills.