

Projects

Projects are a vital part of an association's life. Hackers have lots of ideas, but time is not an infinite resource. So, think wisely about what ideas you would like to realize and try to inspire some other fellow members putting them to life.

On the other hand, we'll be straight forward with you, are the financial resources. These aren't for most NGOs infinite too. So, [if you have the possibility to donate](#) to your favourite project or just to all of them, please consider doing so.

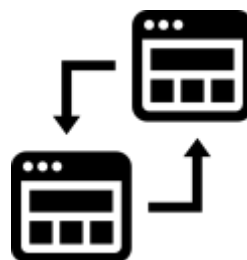
Highlights



[entr0py Encore](#)



[Freifunk](#)



[Command & Control](#)

Hardware



[Tor Hotspot](#)



Molecular Construction Device aka. 3D Printing



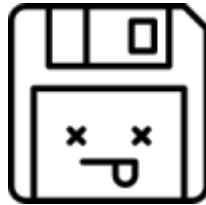
Weather station



Lockpicking



Smarter Traffic Light



PSU Hacking

Jabel

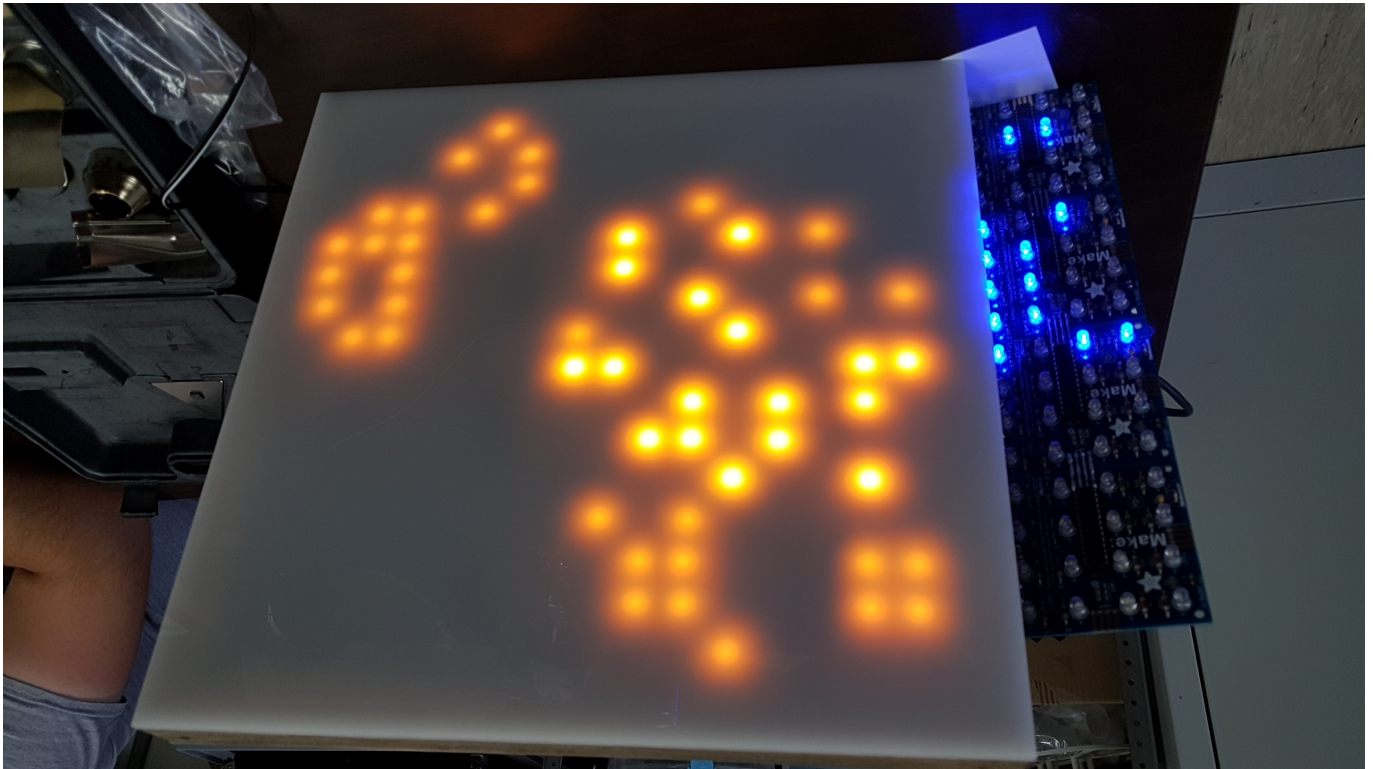


Facuum



Power HIVE

Decoration



Game of Life



MQTT Lights



P.S.I.A.I. - Interactive Art

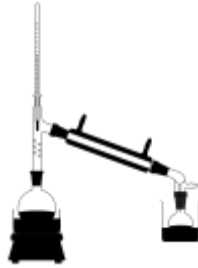
Food & Inventory & Stuff



Foodhacking



Hydroponic



poteen



Retro gaming



YaB

Community



Datenschleuder



Bushcraft Nerds



Photo Nerds



Cyborg



[Funky HAM](#)

Education



[Encryptia](#)

Wearables



[Neopixel Goggles](#)



[Neopixel Respirator](#)

Science



[Crystal Growing](#)

Misc

- Besides project documentations, we also provide [HowTo's](#) to elaborate specific steps.
- The only barrier is your imagination. Scribble down the blueprints in the [pool of ideas](#), before you forget about them.
- Concluded or suspended projects find their new permanent or temporary resting place in the

[Archives.](#)

New Project

Project Name * Status * Project Description Create project

Create a new project by simply using the form above. It loads a template with predefined values for you to complete. By this process we can assure, that all newly created project pages, kick-off with the **essential metadata** we'd like to store.

From:

<https://wiki.c3l.lu/> - **Chaos Computer Club Lëtzebuerg**

Permanent link:

<https://wiki.c3l.lu/doku.php?id=projects&rev=1632130009>

Last update: **2021/09/20 11:26**

