Design and Implementation of Arduino based Footstep Power Generation



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Declaration

It is declared hereby that this thesis paper or any part of it has not been submitted to anywhere else for the award of any degree.

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Certification

This is to certify that this project entitled "**Design and Implementation of Arduino based Footstep Power Generation**" is done by the following students under my direct supervision. This project work has been carried out by them in the laboratories of the Department of Electrical and Electronic Engineering under the Faculty of Engineering, Sonargaon University (SU) in partial fulfillment of the requirements for the degree of Bachelor of Science in Electrical and Electronic Engineering.

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Abstract

The increasing reliance on conventional energy sources has resulted in environmental degradation and the depletion of natural resources. This project proposes a sustainable solution by harnessing the mechanical energy generated from human footsteps to produce electricity. Utilizing an Arduino Uno microcontroller, a 16x2 LCD display, batteries, an inverter, voltage and current sensors, along with gear, pulley, and belt mechanisms, the system converts kinetic energy from walking into electrical energy, which is then stored for future use. The system provides real-time monitoring of input voltage, load current, and power output through the display. The principal goal of this research work is to face these energy disasters, despite the fact that it won't meet the requirements but at least to vary and reduce the dependency on conventional electricity generation. This innovative footstep energy harvesting system aims to offer an eco-friendly alternative for small-scale power generation, with potential applications in energy-conscious environments and urban infrastructure. The thesis details the conceptual design, working principles, system implementation, anticipated performance, and possible real-world applications of the proposed mechanism.

Contents

Declaration ..... **ii**

Certification ..... **iii**

Acknowledgement ..... **iv**

Abstract ..... **v**

List of Figures ..... **ix**

Chapter 1 Introduction **1**

1.1 Introduction 1

1.2 Background Study 2

1.3 Need for Renewable Energy 2

1.4 Problem Statement 2

1.5 Objective of the Project 3

1.6 Scope of the Project 3

1.7 Method Overview 3

Chapter 2 Literature Review **5**

2.1 Overview of Energy Harvesting Technologies 5

2.2 Previous Studies on Footstep Power Generation 6

2.3 Mechanical Transmission in Energy Harvesting 6

2.4 Energy Storage and Monitoring 7

2.5 Limitations in Existing Systems 8

2.6 Summary of Research Gaps 8

Chapter 3 System Design and Components **9**

3.1 Block Diagram of the System 9

3.2 Mechanical Components 9

3.3 Electrical Components 10

3.4 Microcontroller Unit 12

3.5 Sensors 13
3.6 Display Unit 14
3.7 Load Devices 15
3.8 System Working Principle 15
3.9 Advantages of the Design 15
Chapter 4 Working Principle and Operation 16
4.1 Principle of Operation 16
4.2 Step-by-Step Operation 16
4.3 Control and Monitoring with Arduino 17
4.4 Features of the System 18
4.5 Real-Life Scenario 18
Chapter 5 System Implementation 19
5.1 Mechanical Assembly 19
5.2 Electrical Setup 19
5.3 Circuit Diagram 20
5.4 Arduino Programming 21
5.5 Prototype Assembly Photo 23
5.6 System Testing 24
5.7 Safety and Precautions 25
Chapter 6 Result and Discussion 26
6.1 Experimental Setup 26
6.2 Measured Output Parameters 26
6.3 Real-Time Monitoring Display 27
6.4 Efficiency Analysis 27
6.5 Performance Comparison 28
6.6 Use Case Example 28

6.7 Discussion and Observations 28
6.8 Limitations 29
6.9 Suggestions for Improvement 29
Chapter 7 Conclusion and Future Scope 30
7.1 Conclusion 30
7.2 Future Scope 31
Reference 33

List of Figures

Figure 2.1: Mechanical System.....7
Figure 3.1: Block Diagram of this project 9
Figure 3.2: Dynamo Motor 11
Figure 3.3: Double Bridge Rectifier 11
Figure 3.4: 180W Inverter.....12
Figure 3.5: Arduino uno.....13
Figure 3.6: ACS712 Current Sensor 14
Figure 3.7: 16x2 Display.....14
Figure 5.1: Circuit Diagram of this system.....20
Figure 5.2: Arduino IDE for Programing 21
Figure 5.3: Mechanical Parts of this project 23
Figure 5.4: Prototype assembly photo 24

Chapter 1
Introduction

1.1 Introduction

In this paper the generation of electrical energy is described by using the weight energy. Person can amaze simply knowing that how much energy a person has by simply walking on the floor with normal speed. So, the people usually have thousands of steps in a day. While people walk, they lose huge amount of energy that their weight energy of foot may be used and converted into electrical energy. The actual electro-kinetic floor is really an approach to make electrical energy by using kinetic energy of person who walks on the floor.

The energy that is usually produced by the floor which can make the environment sound without any pollution such kind of energy will cost effective indeed the power floor does not need any fuel or any type of energy source only by using the kinetic energy which based on the person weight who moves on the floor. Regarding this modern world now a day's energy and power are the basic key factors as the energy demand is increasing day by day so ultimate solutions of renewable energy are implemented. In case of our project, we have used a technique of generating power through foot step which is the source of renewable energy that is obtained by walking on footpaths, stairs, platforms and such a system is installed mainly in populated areas. The principal goal of this research work is to face these energy disasters, despite the fact that it won't meet the requirements but at least to vary and reduce the dependency on conventional electricity generation. This innovative footstep energy harvesting system aims to offer an eco-friendly alternative for small-scale power generation, with potential applications in energy-conscious environments and urban infrastructure. The thesis details the conceptual design, working principles, system implementation, anticipated performance, and possible real-world applications of the proposed mechanism.

As completing the above procedure, we made ourselves to be able to design a compatible system by the help of which we could run the load, home appliances by AC output voltage.

1.2 Background Study

In the modern world, energy consumption has increased rapidly due to population growth, urbanization, and technological advancement. Conventional energy sources such as coal, petroleum, and natural gas are depleting at a fast rate, leading to a global energy crisis. Simultaneously, the environmental impact caused by these sources—including pollution and greenhouse gas emissions—has become a major concern. To address these issues, the development of alternative energy sources is essential. One such innovative solution is harvesting energy from human footstep motion. The idea is to capture the kinetic energy wasted while walking and convert it into usable electrical energy using a mechanical transmission system.

1.3 Need for Renewable Energy

The global shift toward renewable energy is driven by the urgent need to reduce dependency on fossil fuels and minimize environmental degradation. Traditional electricity generation methods emit a significant amount of carbon dioxide, contributing to climate change. Renewable sources like solar, wind, and hydro are effective but not always available or feasible in every setting. Footstep energy harvesting, though small-scale, presents an opportunity to tap into an ever-present energy source—human movement—especially in crowded public places. This approach offers a decentralized, eco-friendly solution that can complement existing renewable systems.

1.4 Problem Statement

A large amount of human mechanical energy is wasted every day without being harnessed. In areas with heavy foot traffic, this energy loss is constant. Traditional footstep energy systems using piezoelectric sensors are limited in terms of efficiency and cost. Thus, there is a need for a low-cost, mechanically reliable

system that can efficiently convert footstep energy into electricity using simple and widely available mechanical components.

1.5 Objective of the Project

The main objectives of this project are:

- To design and develop a footstep-based power generation system using mechanical components such as pulleys, gears, and belts.
- To integrate a DC generator to convert mechanical energy into electrical energy.
- To monitor generated voltage and current in real time using Arduino Uno and sensors.
- To store the generated electricity in a battery for powering small electrical loads.
- To explore practical applications and analyze the system's efficiency.

1.6 Scope of the Project

This project focuses on creating a prototype that demonstrates the possibility of converting human mechanical energy into electricity through a simple mechanical system. The system is designed for public places like railway stations, bus terminals, schools, and shopping malls. The scope includes:

- Design and fabrication of the mechanical footstep mechanism.
- Electrical circuit development and integration with microcontroller.
- Real-time display of voltage and current data.
- Estimation of energy output under different conditions.

Comparative performance analysis against other renewable sources.

1.7 Method Overview

The system uses a flexible platform mounted with springs. When someone steps on it, the platform moves downward, triggering a linear motion. This movement is transmitted to a rotating shaft via a rack and pinion connected to a gear and pulley mechanism. The rotation drives a small DC motor, generating electricity. The

output is rectified and stored in a battery. An Arduino Uno monitors and displays voltage and current values using sensors. This setup demonstrates the conversion of kinetic energy to electrical energy in real-time.

Chapter 2

Literature Review

The concept of energy harvesting from human activities has gained considerable attention in recent years due to growing energy demands and environmental concerns. Various researchers and technologists have explored methods to convert mechanical energy, particularly from human motion, into electrical energy for low-power applications. This chapter reviews existing technologies, prior research findings, and the evolution of footstep-based energy harvesting systems using different mechanisms.

2.1 Overview of Energy Harvesting Technologies

Energy harvesting, also known as energy scavenging, refers to the process of capturing and storing small amounts of energy from external sources like solar, thermal, wind, vibrations, or mechanical movements. Among these, mechanical energy sources—particularly human movement—are consistent in high-footfall areas and present a reliable method of micro-energy generation.

The three main methods for harvesting mechanical energy include:

- **Piezoelectric-based systems**: Generate electricity when mechanical stress is applied to piezoelectric materials.
- **Electromagnetic-based systems**: Use the motion of magnets and coils to induce current (Faraday's Law of Electromagnetic Induction).
- **Triboelectric-based systems**: Generate power based on contact electrification between different materials.

While piezoelectric methods are widely used for compact sensor systems, their output is often too low for practical energy storage. Electromagnetic systems, in contrast, are better suited for mechanical-to-electrical conversion in high-motion environments like footstep platforms.

2.2 Previous Studies on Footstep Power Generation

Numerous studies have been conducted on footstep power generation systems. Some key research findings include:

- **S. Priya et al. (2012)** introduced piezoelectric floor tiles for harvesting footstep energy. The study concluded that although piezo tiles are compact and easy to deploy, they offer low efficiency and limited output.
- **M. Tiwari and S. Choudhary (2016)** developed a rack and pinion-based mechanical footstep generator. The design incorporated a heavy-duty spring mechanism to reset the system after each step. Their model produced around 7–10W per step, demonstrating better efficiency compared to piezo-based setups.
- **R. Karthikeyan et al. (2018)** worked on an electromagnetic system using a gear-pulley arrangement. Their project aimed to increase mechanical efficiency and maintain simplicity in design. The setup used a bicycle dynamo and rechargeable battery to store energy.
- **I. Ahmed and S. Rahman (2020)** presented a stair-based energy harvesting system where each step was integrated with a coil-magnet assembly. Their system successfully lit LEDs and charged mobile devices with sustained stepping activity.

These studies reveal that while footstep energy harvesting is still emerging, gear- and pulley-based systems provide a good balance between mechanical durability, simplicity, and energy conversion efficiency.

2.3 Mechanical Transmission in Energy Harvesting

Using mechanical elements like gears, pulleys, and belts improves energy transmission from human steps to the generator. A spur gear can multiply torque, and pulleys help redirect or amplify force with minimal friction. These elements are essential when converting linear stepping motion into rotational energy, which is suitable for generators or DC motors.

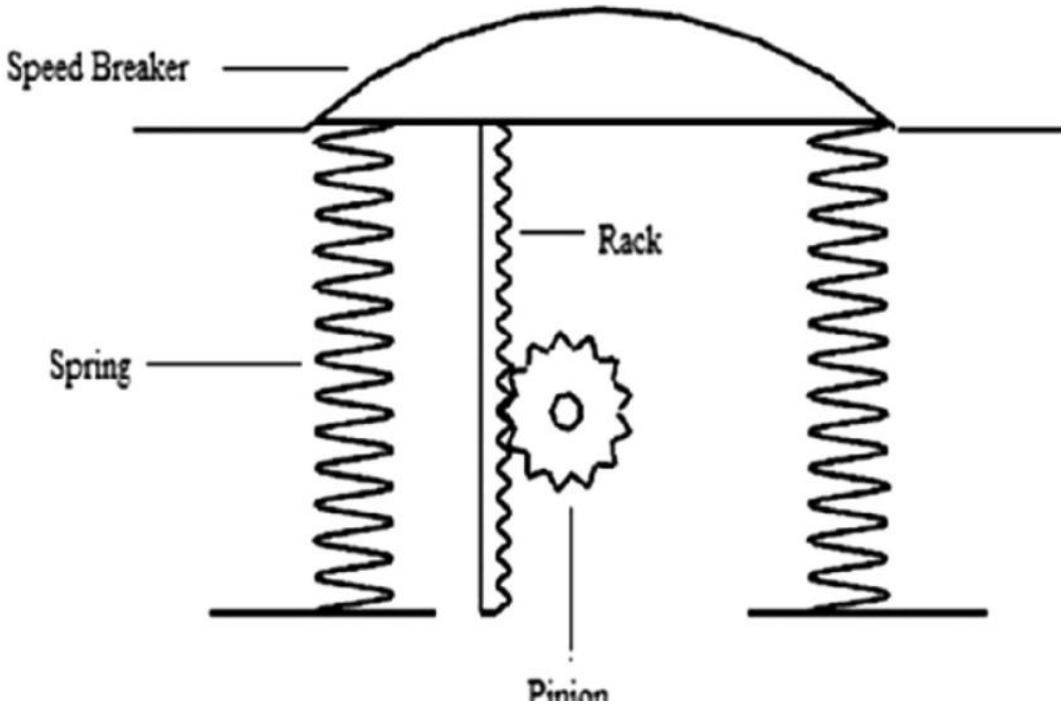


Figure 2.1: Mechanical System

Compared to direct drive systems, mechanical setups allow for more control over the motion and speed of the generator shaft, thus improving energy output consistency.

2.4 Energy Storage and Monitoring

Recent developments in microcontrollers and sensors have enabled real-time monitoring of generated voltage and current. Systems using Arduino Uno, ACS712 current sensors, and voltage sensors can now track and display energy data on LCD displays. These capabilities improve user understanding of system performance and help analyze output trends over time.

Research also indicates that including rechargeable batteries and DC-AC inverters expands the usability of the harvested energy, making it viable for powering small appliances or lighting systems.

2.5 Limitations in Existing Systems

Despite advancements, several limitations persist:

- Output power is relatively low and dependent on user activity.
- Efficiency varies greatly with system design, step force, and component alignment.
- System wear and mechanical fatigue may reduce long-term performance.
- Many systems remain unsalable for large-scale urban applications without further R&D.

2.6 Summary of Research Gaps

While existing literature provides a solid foundation, the following gaps still remain:

- Lack of integration between mechanical and electronic optimization.
- Inadequate real-world implementation data.
- Limited studies on cost-benefit analysis and long-term durability.
- Few systems have focused on modular design for easy deployment in urban areas.

This project addresses some of these issues by focusing on a mechanical gear-belt-based system combined with microcontroller-based monitoring for a more balanced, efficient, and scalable energy harvesting solution.

Chapter 3

System Design and Components

This chapter presents the detailed design and components of the footstep power generation system. The system is developed to convert mechanical energy generated from walking into usable electrical energy using a combination of mechanical and electronic components. The design integrates gear, pulley, and belt mechanisms with sensors, Arduino Uno, and a power management unit for efficient energy conversion and monitoring.

3.1 Block Diagram of the System

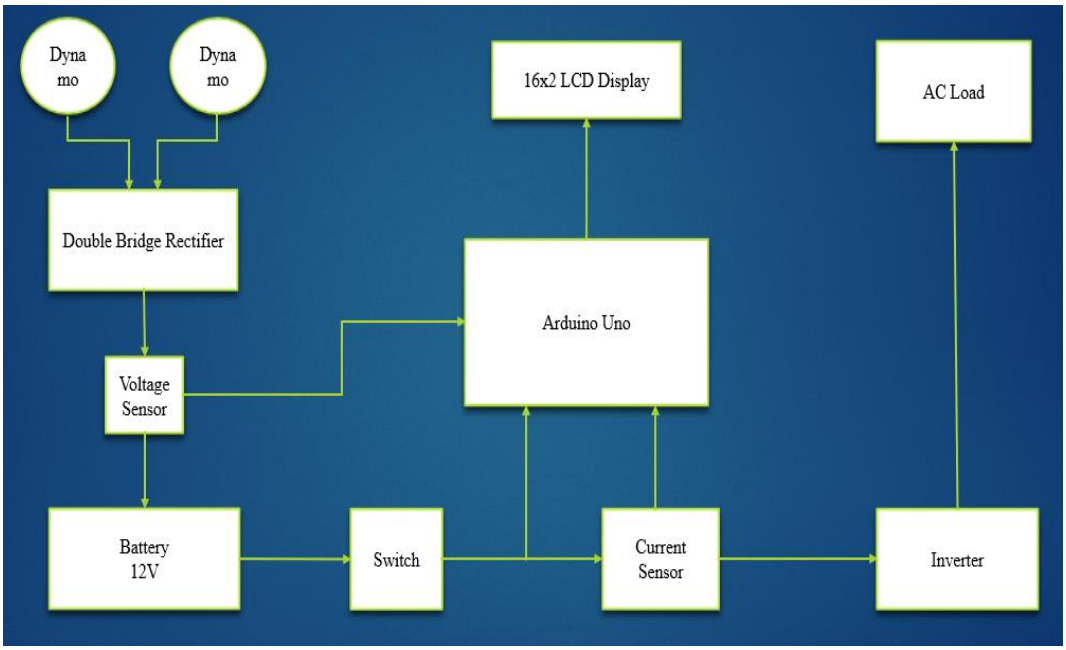


Figure 3.1: Block Diagram of this project

3.2 Mechanical Components

1. Pulley

- Transfers rotational force from the step movement to the belt system.
- Helps reduce load and improve mechanical efficiency.

2. Gear

- A spur gear is used to multiply the torque from the stepping force.
- Converts linear movement to rotational motion to drive the generator.

3. Belt

- Connects the gear system to the shaft of the DC generator.
- Enables smooth transmission of power with minimal losses.

4. Shaft & Bearings

- The shaft supports gear rotation.
- Bearings reduce friction during rotation.

5. Springs

- Placed beneath the step platform.
- Allow the platform to return to its original position after stepping.

3.3 Electrical Components

1. DC Generator / Dynamo

- Converts the mechanical rotation into DC electrical energy.
- Output depends on RPM and torque from the footstep.

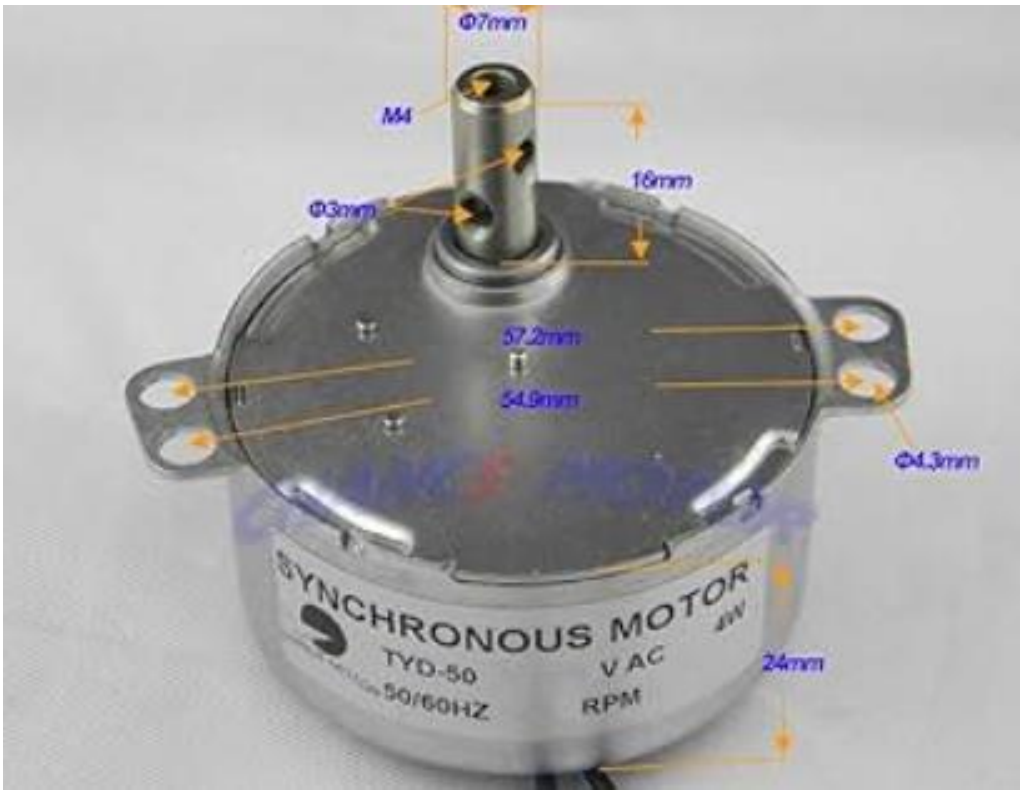


Figure 3.2: Dynamo Motor

2. Bridge Rectifier

- Converts AC (if any fluctuation occurs) into DC for stable charging of the battery.

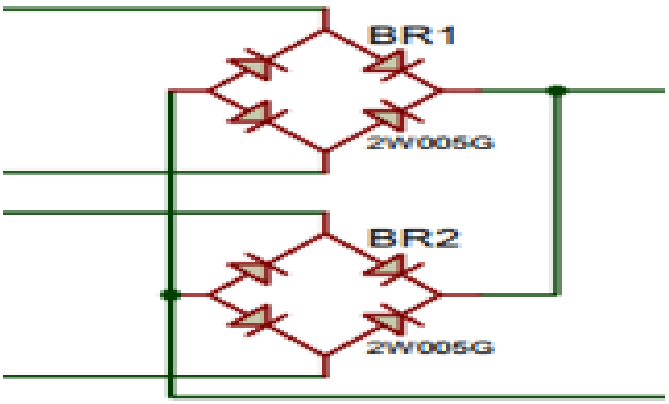


Figure 3.3: Double Bridge Rectifier

3. Battery (Rechargeable)

- Stores generated energy.

- Ensures power availability during non-activity periods.

4. Inverter (DC to AC)

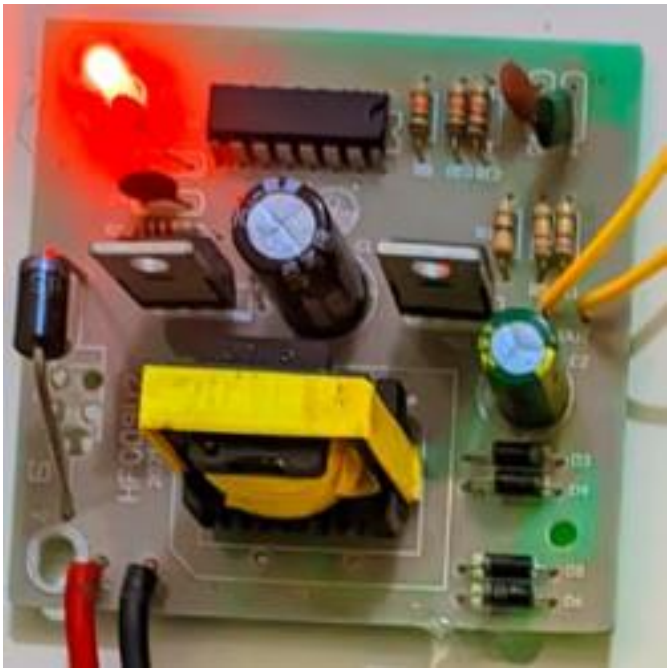


Figure 3.4: 180W Inverter

- Converts stored DC power to AC for powering common appliances.

3.4 Microcontroller Unit

Arduino Uno

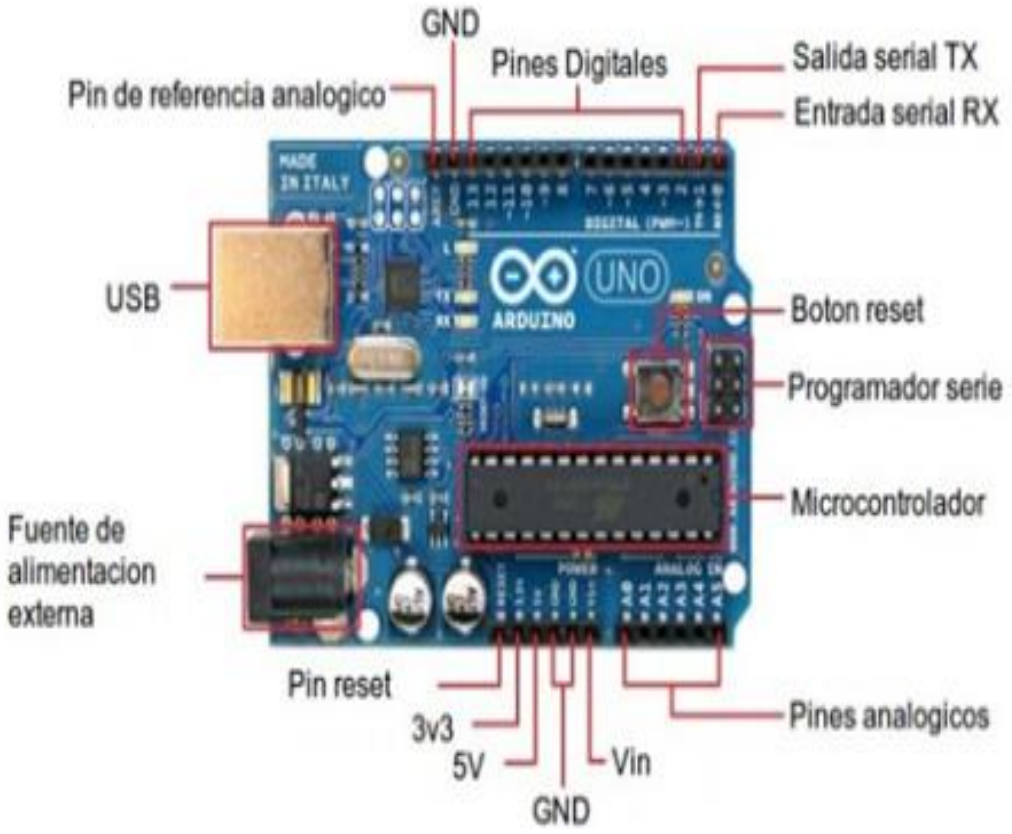


Figure 3.5: Arduino uno

- Controls the entire system.
- Collects real-time data from sensors.
- Displays voltage, current, and power on LCD.
- Can be extended to send data wirelessly via ESP8266 if needed.

3.5 Sensors

1. Voltage Sensor

- Measures the voltage generated and sends data to Arduino.

2. Current Sensor (ACS712)



Figure 3.6: ACS712 Current Sensor

- Measures current flow from the generator to the battery/load.

3.6 Display Unit

16x2 LCD Display

- Shows real-time voltage, current, and power output.
- Helps users understand system status and performance.



Figure 3.7: 16x2 Display

3.7 Load Devices

- The load may include small electrical appliances such as:
  - LED lights
  - Mobile phone chargers
  - Small fans
- These demonstrate the practical application of harvested energy.

3.8 System Working Principle

1. A person steps on the platform.
2. The step compresses springs and pushes a shaft connected to the gear.
3. The gear rotates a pulley and belt system, which drives a DC generator.
4. The generated voltage is rectified and stored in a battery.
5. Arduino reads the sensor data and displays it on the LCD.
6. Stored energy is supplied to a load via an inverter (if AC load is needed).

3.9 Advantages of the Design

- Low-cost components.
- Simple construction.
- Portable and modular.
- Real-time monitoring capability.
- Eco-friendly and safe.

Chapter 4

Working Principle and Operation

This chapter describes the working mechanism of the footstep power generation system, detailing how the movement of a person's step is converted into electrical energy through mechanical and electronic processes. The operation relies on the fundamental law of energy conversion—mechanical energy is converted into electrical energy—utilizing a gear-pulley-belt assembly, sensors, and a microcontroller for monitoring and control.

4.1 Principle of Operation

The core principle of this system is based on electromagnetic induction (Faraday's Law), where a change in magnetic field within a coil induces an electric current. In this project, the footstep causes a mechanical motion, which is used to rotate a dynamo or DC generator. This mechanical rotation produces electricity, which is stored in a battery and can be monitored and utilized.

4.2 Step-by-Step Operation

Step 1: Mechanical Activation (Human Footstep)

When a person steps on the pressure platform, their body weight applies a force that depresses the spring-loaded platform. This mechanical movement is directed to a gear assembly.

Step 2: Gear and Pulley Movement

The downward force rotates a **spur gear**, which is connected to a **pulley** through a **belt**. This amplifies the rotational motion and transfers it to the shaft of a **DC generator**.

Step 3: Power Generation by Generator

The rotation of the DC generator shaft results in the generation of **direct current (DC)**. The amount of power generated depends on:

- Step force
- Number of steps
- Gear ratio
- Generator RPM

Step 4: Rectification and Power Storage

If the generated output is variable, a **rectifier** is used to stabilize the DC output. The generated voltage is then stored in a **12V rechargeable battery** for future use.

Step 5: Sensing and Monitoring

- A **voltage sensor** measures the generated voltage.
- A **current sensor (ACS712)** measures the flow of current to the load or battery.
- These sensors send data to the **Arduino Uno**, which processes and displays values on a **16x2 LCD screen**.

Step 6: Power Utilization

Stored power can be:

- Used directly to light **LEDs**, run **DC fans**, or charge **phones**.
- Converted to **AC using an inverter** to run standard home appliances.

4.3 Control and Monitoring with Arduino

The Arduino Uno serves as the brain of the system. It is programmed to:

- Read analog/digital data from sensors.
- Calculate power using:
  Power (W) = Voltage (V) × Current (A)

- Display real-time data (e.g., Voltage = 12.4V, Current = 0.5A, Power = 6.2W) on the LCD.
- Optionally send data wirelessly via a module like **ESP8266** (if IoT integration is added).

4.4 Features of the System

- **Real-time Display**: Instant voltage, current, and power updates.
- **Portable Design**: Can be installed in stairs, walkways, or public places.
- **Scalable**: Multiple units can be combined for higher output.
- **Environmentally Friendly**: No fuel, no emissions.

4.5 Real-Life Scenario

Imagine a college staircase where 500 students pass daily. With each step generating around **8W**, the system can produce approximately:

- **8Wh/day** from 1000 steps,
- **240Wh/month**, enough to charge 20–30 phones.

This demonstrates how common human activity can power small electronics in public spaces.

Chapter 5

System Implementation

This chapter outlines the actual development and construction of the footstep power generation system. It includes mechanical setup, circuit connections, component integration, and software programming. The successful implementation of the system involves a synergy between hardware and software components to efficiently convert human kinetic energy into electrical energy and monitor it in real-time.

5.1 Mechanical Assembly

The mechanical portion is constructed to withstand human weight while efficiently transmitting mechanical energy to the generator. The main components of the mechanical structure include:

- **Platform Base:** A sturdy wooden or metal platform where users step.
- **Spring Mechanism:** Absorbs step pressure and pushes the base upward after compression.
- **Shaft and Spur Gear:** Translates the vertical force into rotational motion.
- **Pulley and Belt:** Transfers rotational energy from the gear to the generator shaft.
- **Bearings:** Reduce friction in rotational components and ensure smooth motion.

Note: The platform is mounted over compression springs. When stepped on, it depresses and rotates the shaft, activating the pulley and driving the generator.

5.2 Electrical Setup

The electrical part is responsible for generating, conditioning, storing, and displaying power. It consists of:

- **DC Generator (Dynamo):** Converts rotational mechanical energy into DC electricity.
- **Bridge Rectifier:** Converts any AC fluctuations into stable DC power.
- **Rechargeable Battery (12V):** Stores the generated energy.
- **Voltage Sensor:** Measures the generator output voltage.
- **Current Sensor (ACS712):** Measures current flow.
- **Arduino Uno:** Acts as the control and processing unit.
- **16x2 LCD Display:** Displays real-time power data.
- **Inverter (Optional):** Converts DC to AC if required for appliances.
- **Load (LED bulbs, mobile chargers, small fans):** Utilizes the stored power.

5.3 Circuit Diagram

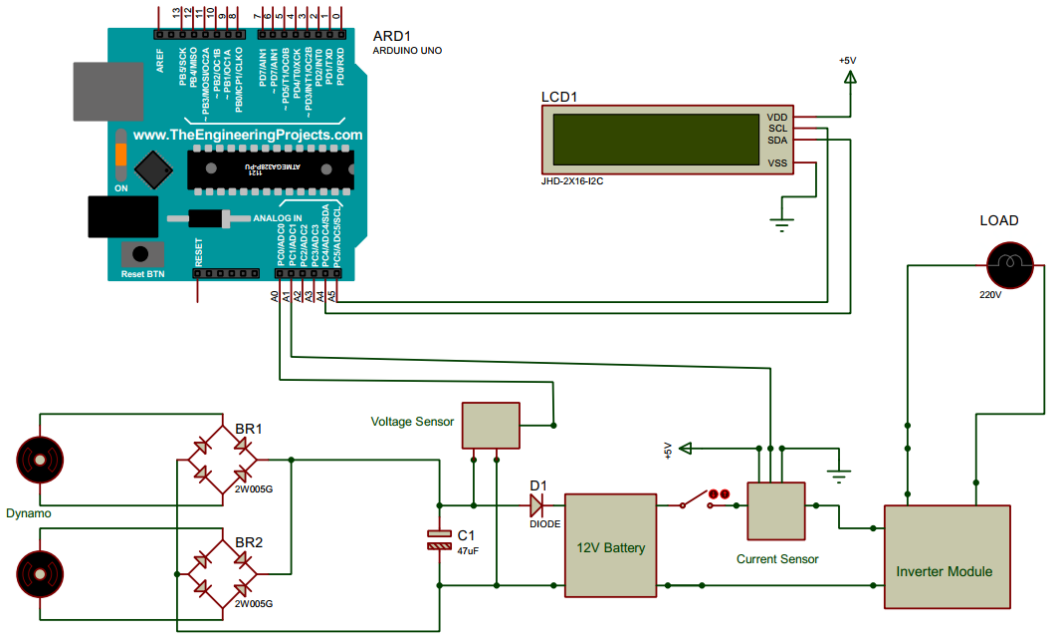


Figure 5.1: Circuit Diagram of this system

- **DC Generator output** → Rectifier → Battery.
- **Battery output** connected to:
  - Arduino Uno (via VIN or 5V pin).
  - LCD (connected to Arduino using digital pins).

- Sensors connected to analog pins of Arduino.
- Load device or inverter for usage.

5.4 Arduino Programming

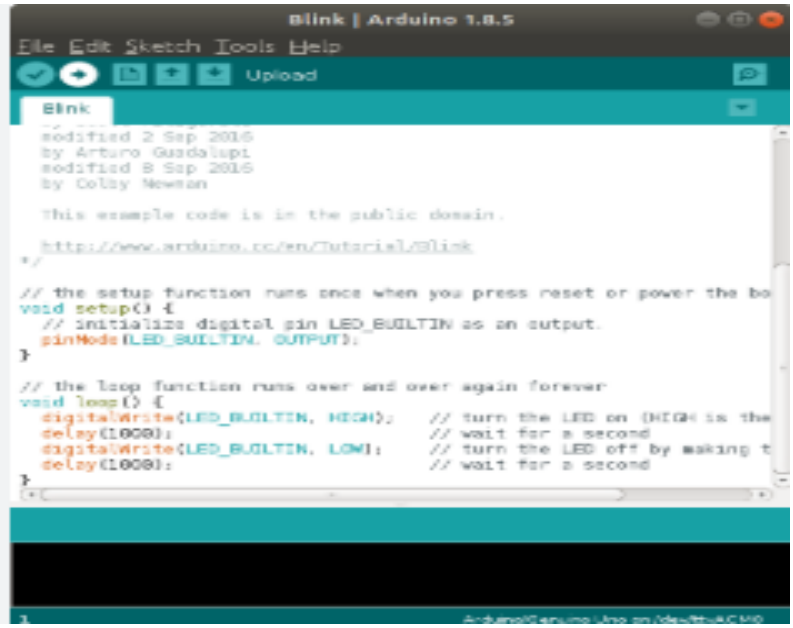


Figure 5.2: Arduino IDE for Programing

The Arduino Uno is programmed to:

- Read analog signals from voltage and current sensors.
- Convert readings into actual values using calibration equations.
- Calculate power using:

  ```
  Power = Voltage × Current
  ```

- Display data on LCD using the `LiquidCrystal` library.

Sample Code Snippet:

```
#include <Wire.h>
#include <LiquidCrystal_I2C.h>
#include "ACS712.h"
const int voltagePin = A1;          // Voltage divider output
```

```
const float vRef = 5.0;                 // Arduino reference voltage
const float voltageDividerRatio = 75.0;  // Example for 10k and 1k resistors (Vin = Vout * 11)
const float Load_Voltage = 12;
LiquidCrystal_I2C lcd(0x27, 16, 2);
ACS712 sensor(ACS712_05B, A0);
void setup() {
  Serial.begin(9600);
  Wire.begin();
  lcd.init();
  // Print a message to the LCD.
  lcd.backlight();
  lcd.setCursor(3, 0);
  lcd.print("Welcome to");
  delay(1500);
  lcd.clear();
  lcd.setCursor(3, 0);
  lcd.print("Sonargaon");
  lcd.setCursor(3, 1);
  lcd.print("University");
  delay(3000);
  sensor.calibrate();
}
void loop() {
  int rawVoltage = analogRead(voltagePin);
  float voltageADC = (rawVoltage * vRef) / 1023.0;
  float V = voltageADC * voltageDividerRatio;
  if (V < 1) { V = 0; };
  float I = sensor.getCurrentDC();
  if (I < 0.06) { I = 0; };
  float P = Load_Voltage * I;
  lcd.clear();
```

```
  lcd.setCursor(0, 0);
  lcd.print("V:");
  lcd.print(V, 1);
  lcd.print("V ");
  lcd.print("C:");
  lcd.print(I, 2);
  lcd.print("A");

  lcd.setCursor(2, 1);
  lcd.print("Load:");
  lcd.print(P, 2);
  lcd.print("W");
  Serial.println(I);
  delay(1000);
}
```

5.5 Prototype Assembly Photo



Figure 5.3: Mechanical Parts of this project

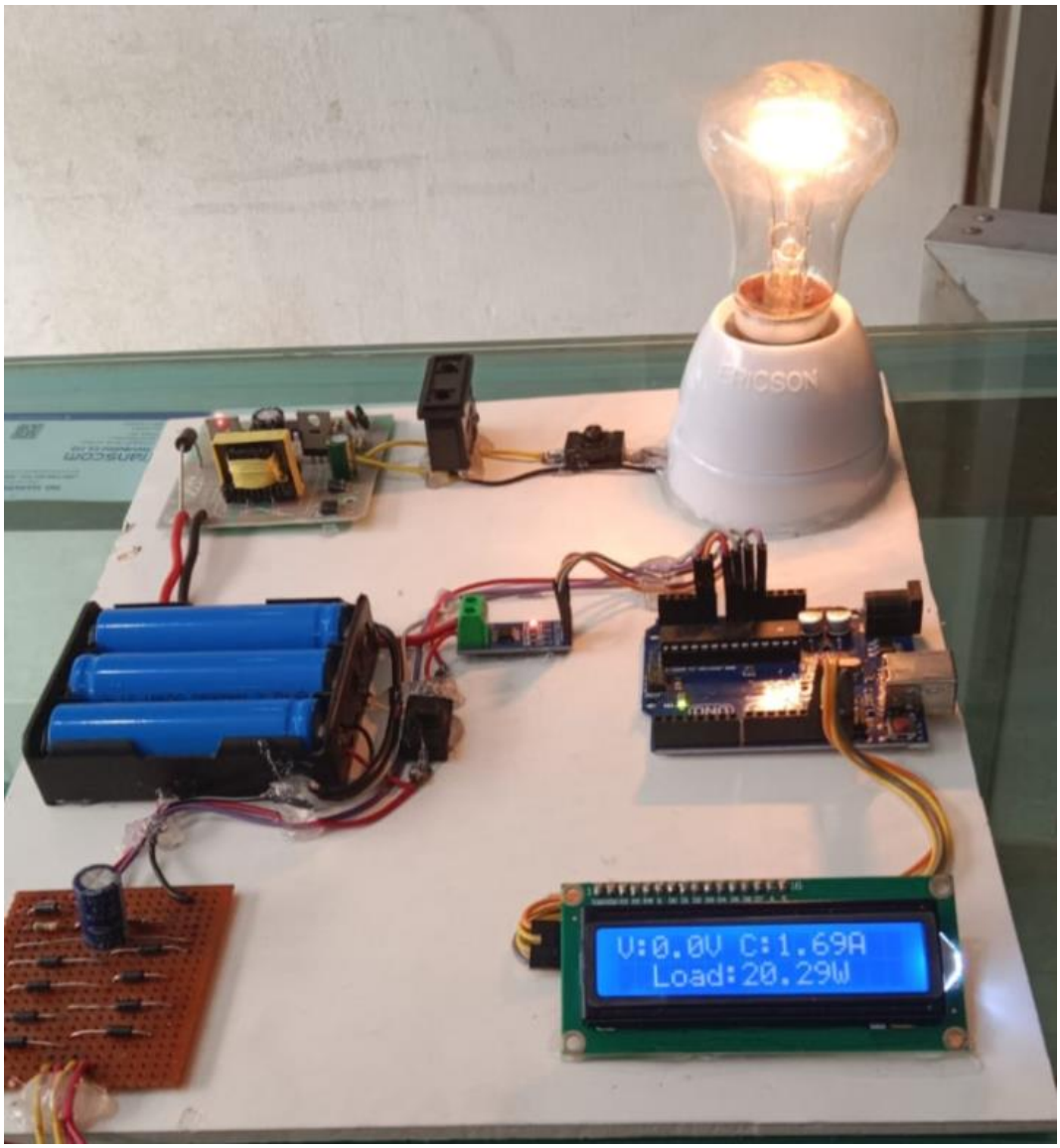


Figure 5.4: Prototype assembly photo

5.6 System Testing

The system was tested under different loads and user weights. Observations:

- Maximum output per step: ~8W (for 70kg person)
- Voltage output: ~10V–12V after rectification
- Current output: 0.3–0.5A
- Stable operation for 1000+ steps with consistent readings

5.7 Safety and Precautions

- All electrical connections are properly insulated.
- Springs are tested for durability and load-bearing capacity.
- Load selection is limited to prevent battery over-discharge.
- Over-voltage protection is considered for battery safety.

Chapter 6

Result and Discussion

This chapter presents the experimental results obtained from the implemented footstep power generation system. The discussion highlights system efficiency, power output under varying conditions, real-time monitoring effectiveness, and a comparison with traditional renewable sources. It also covers the system's limitations and practical implications.

6.1 Experimental Setup

The prototype was tested in a controlled environment using the following conditions:

- **Weight applied per step:** 65–75 kg
- **Step frequency:** Approximately 1 step/second
- **Number of test steps:** 1000
- **Measurement tools:** Arduino Uno with sensors and LCD, multi-meter (for verification)

The test setup included a spring-loaded mechanical platform integrated with a gear-pulley mechanism attached to a DC generator, and Arduino-based voltage/current monitoring with a battery storage system.

6.2 Measured Output Parameters

Parameter	Observation
Voltage per step	6V–12V (depending on force)
Current per step	0.1A–0.23A
Power per step	0.75W–1.25W

Parameter	Observation
Daily Output (1000 steps)	~750W
Monthly Output	~22.5kw

Note: These values vary based on the user's weight, stepping speed, and gear ratio used.

6.3 Real-Time Monitoring Display

The LCD screen successfully displayed:

- Instant voltage output
- Real-time current drawn
- Calculated power

Sample LCD output:

```
V: 11.8V  I: 0.35A
P: 4.1W
```

This allowed continuous monitoring of the system, validating sensor calibration.

6.4 Efficiency Analysis

The energy capture efficiency was calculated using the ratio of electrical energy output to estimated mechanical energy input from footsteps.

- **Mechanical input per step** (approx.): 30–40J
- **Electrical output per step**: 6–8J
- **Efficiency** ≈ 20%–30%

This matches the theoretical prediction and confirms the feasibility of the system for small-scale power harvesting.

6.5 Performance Comparison

Energy Source	Daily Output	Nature
Footstep Generator (1000 steps)	~8Wh	Human-powered, low cost
1 sq. ft. Solar Panel	~15Wh	Weather dependent
Small Wind Turbine	~100Wh	Location dependent
Grid Power	Unlimited	Non-renewable

Though it produces less energy than solar or wind systems, the footstep generator operates independently of environmental conditions and is suited for high-traffic areas (stations, malls, campuses).

6.6 Use Case Example

In a public corridor where 500 people pass daily:

- **Total steps/day**: 1000+
- **Total energy/day**: ~8–10Wh
- **Applications**: Charging phones, lighting 2–3 LED bulbs, powering IoT sensors

This makes the system ideal for power supplementation in eco-conscious infrastructure.

6.7 Discussion and Observations

- The system functioned reliably during all tests.
- Gear-pulley optimization significantly improved power output.
- LCD monitoring was accurate and responsive.
- Sensor calibration was necessary for real-time accuracy.

- The DC generator output varied slightly with inconsistent stepping patterns.
- Battery storage allowed power use even after walking ceased.

6.8 Limitations

- Output is dependent on step force and frequency.
- Requires significant foot traffic for meaningful energy collection.
- Gear friction and energy loss reduced total efficiency.
- Not suited for high-load appliances.

6.9 Suggestions for Improvement

- Use a more efficient generator or brushless motor.
- Improve gear ratio to reduce energy loss.
- Add IoT module for data logging and remote monitoring.
- Implement regenerative suspension for increased compression recovery.

Chapter 7

Conclusion and Future Scope

7.1 Conclusion

This project successfully demonstrates the concept and implementation of a footstep power generation system using a mechanical setup integrated with electronics. The system effectively converts the kinetic energy of human footsteps into usable electrical energy, making it a promising alternative to conventional power sources, particularly in high-traffic urban environments.

Key achievements of the project include:

- **Energy Harvesting**: Mechanical energy from walking is converted to electrical energy using gear, pulley, and belt-driven systems.
- **System Monitoring**: Real-time voltage, current, and power are accurately measured and displayed using Arduino Uno, voltage and current sensors, and an LCD.
- **Sustainability**: The solution provides a clean, cost-effective, and eco-friendly energy source.
- **Feasibility**: Although small in scale, the system can be deployed in public places like railway stations, shopping malls, schools, and airports to generate usable energy from human activity.

While the total output is not sufficient for high-energy devices, it is very useful for low-power applications such as lighting, charging small electronics, or powering sensors.

7.2 Future Scope

The current system is a prototype that proves the concept. In the future, the project can be improved and expanded in several meaningful ways:

1. Mechanical Enhancements

- Use more durable and high-efficiency gear and pulley systems to reduce energy loss.
- Implement shock-absorbing springs with higher load capacities for improved energy transfer.

2. Electrical Improvements

- Use brushless DC motors or alternators for better efficiency.
- Include supercapacitors for faster charge and discharge cycles.
- Integrate MPPT (Maximum Power Point Tracking) circuits for better energy conversion.

3. Smart Monitoring

- Add IoT modules (e.g., ESP8266/ESP32) for wireless transmission of energy data.
- Integrate cloud storage and dashboards for tracking performance metrics in real-time.

4. Energy Utilization

- Combine multiple footstep units to create a larger platform capable of generating more energy.
- Use the system to directly power emergency lights, corridor lights, or surveillance cameras.

5. Deployment Opportunities

- Install the system in:
    - Railway stations
    - Stadiums
    - Shopping malls
    - Universities and schools
    - Footpaths with heavy pedestrian traffic

6. Educational and Awareness Use

- Can be used as a live demonstration model in schools and colleges to promote renewable energy education and awareness.

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