Class 1 Agenda

- Introductions
- Class overview
 - Big picture
 - Course logistics
- [Break]
- Fantasy device group project
- Distribute parts

Intro to Physical Computing

Jeff Feddersen, ITP/NYU

(required class)

Purpose

Support/Expand/Enable creative expression...

...with technology...

...focused on physical, embodied interaction.

Method

"...with technology"

Programming Microcontrollers and Circuits

to be Cool*

"...focused on physical, embodied interaction."

Circuits

Programming Microcontrollers and Circuits to be Cool*

- Electrical properties (voltage, resistance)
- Basic components and simple circuits
- Breadboard prototyping
- Testing and measuring
- Handling higher power

Microcontrollers

Programming Microcontrollers and Circuits to be Cool*

- Small cheap single-task computers
- Can sense and output voltages
- Fast (compared to us)

Programming

Programming Microcontrollers and Circuits to be Cool*

Simple Development Tools

- Programming basics
 - Pseudocode
 - Variables, memory
 - Structure, control flow

to be Cool*

Programming Microcontrollers and Circuits to be Cool*

to be Cool*

Programming Microcontrollers and Circuits to be Cool*

*Up to you



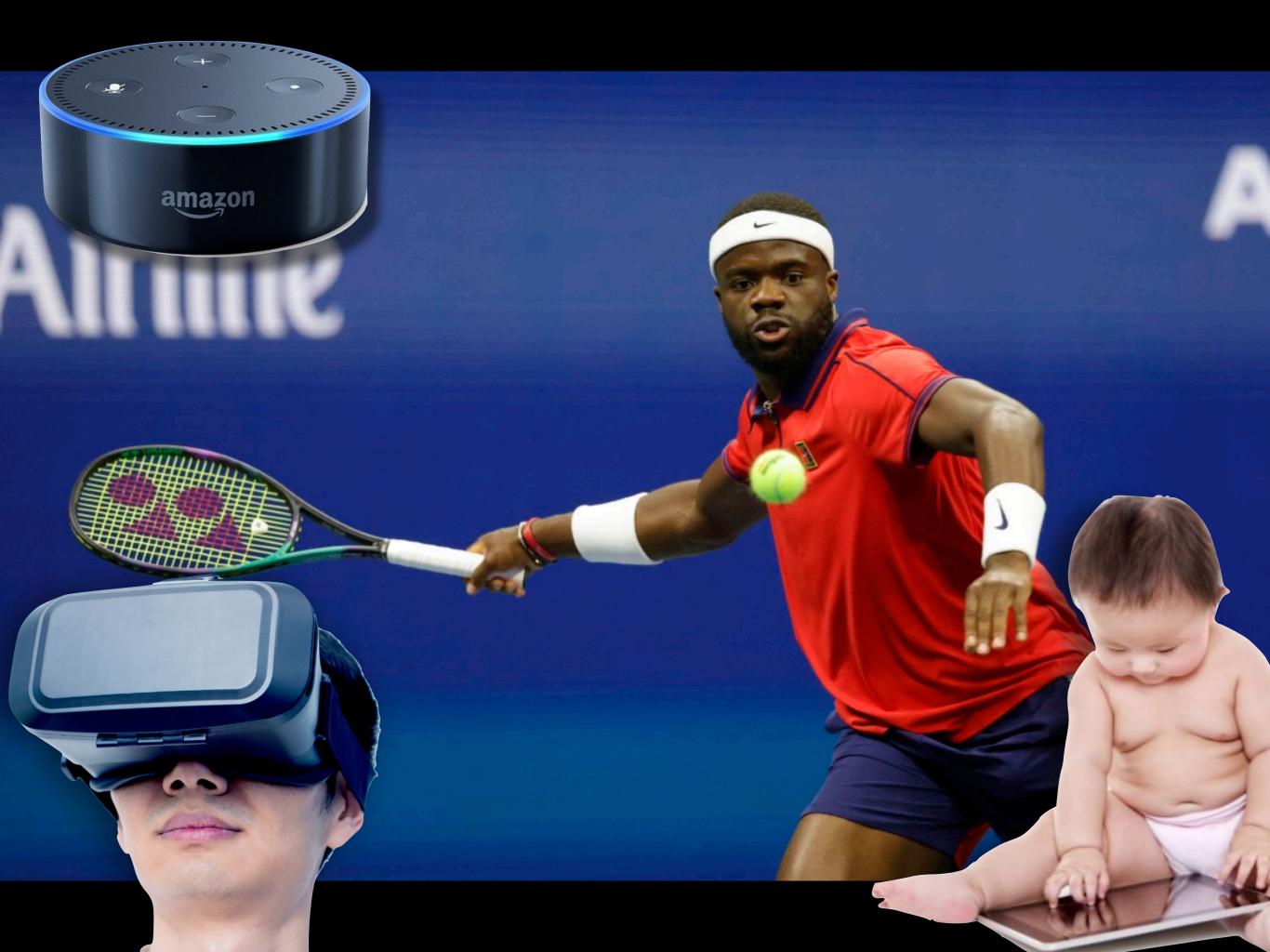
Metaverse

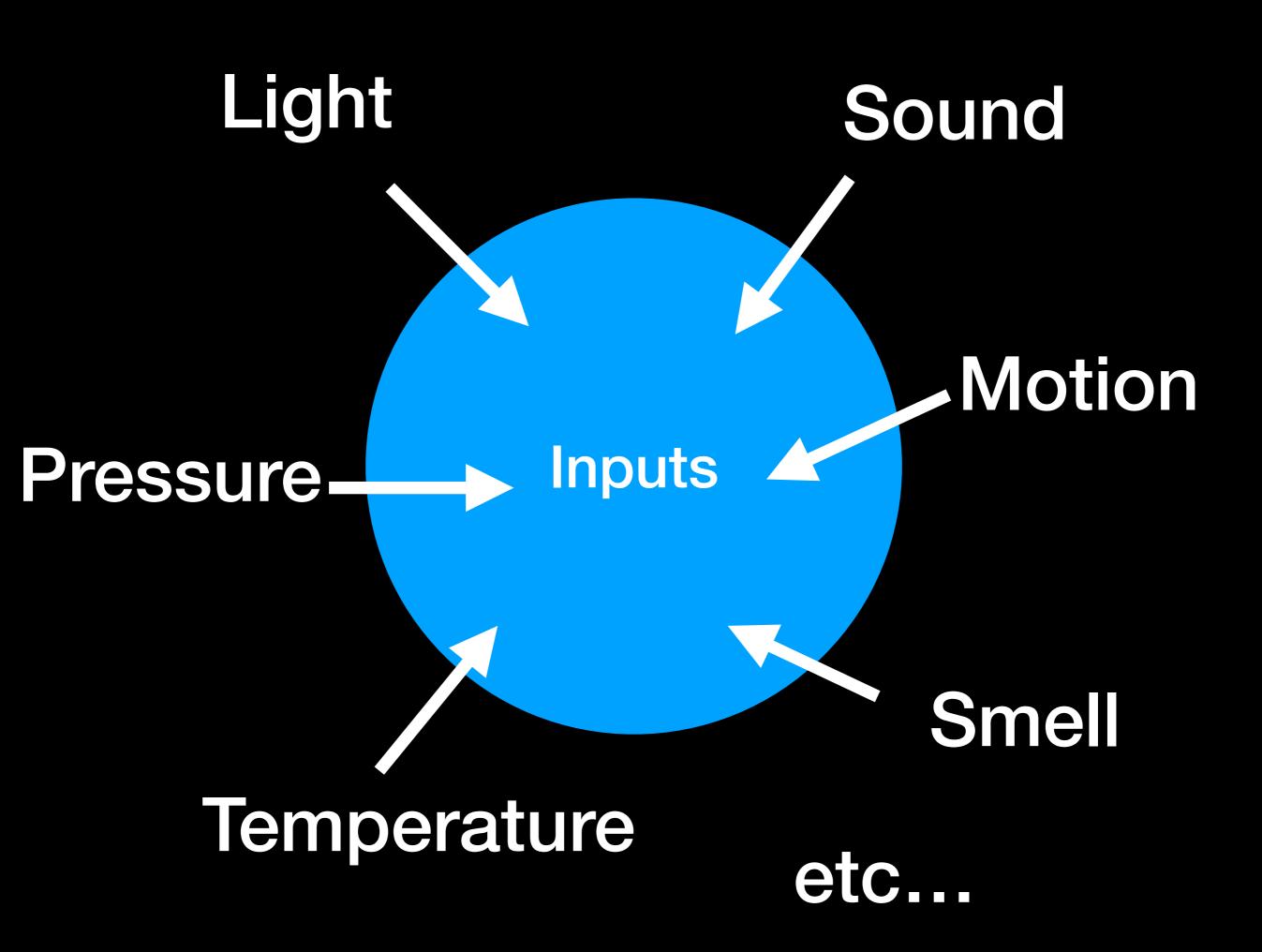


Brett Victor's "Pictures under glass"

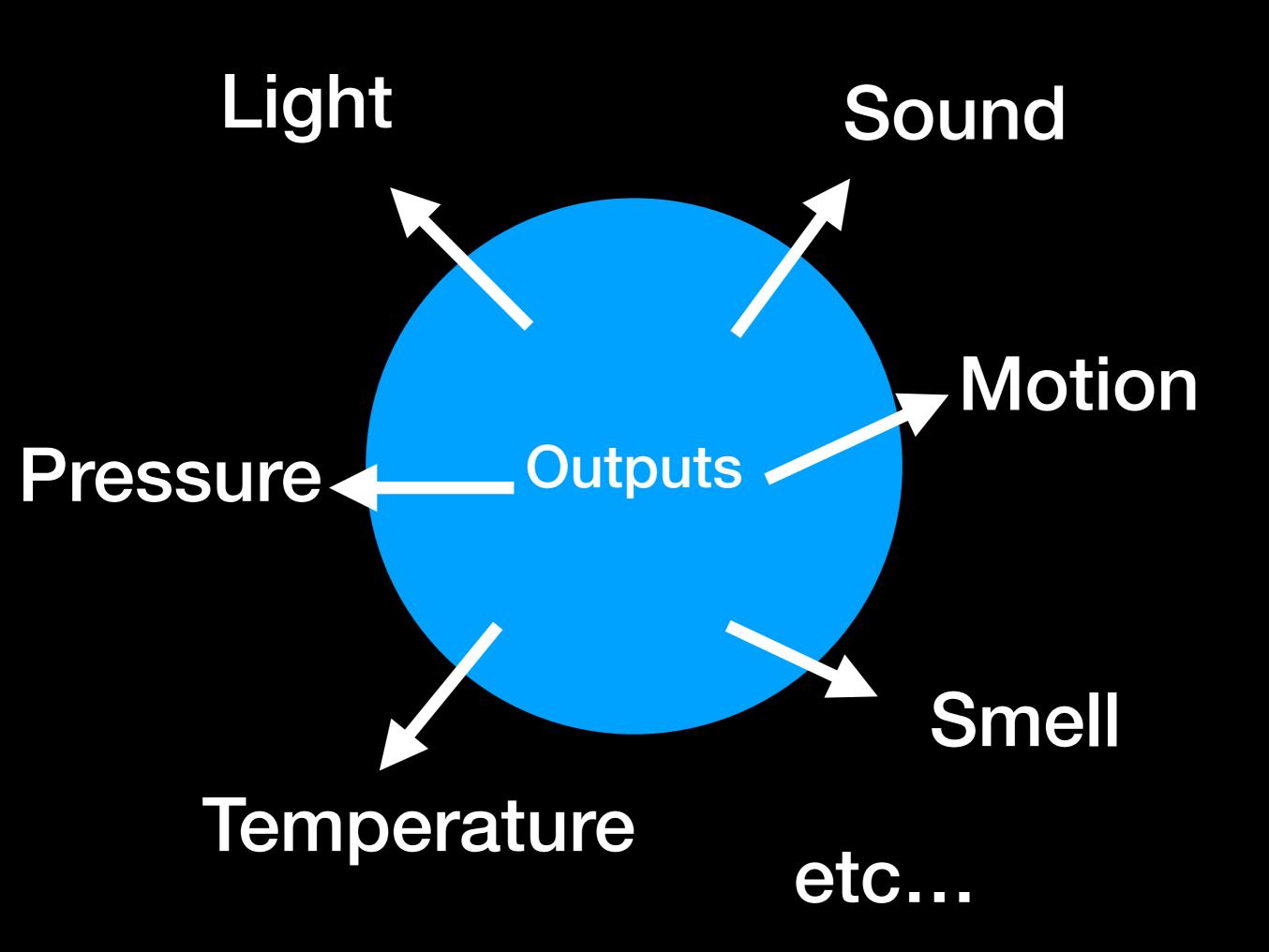


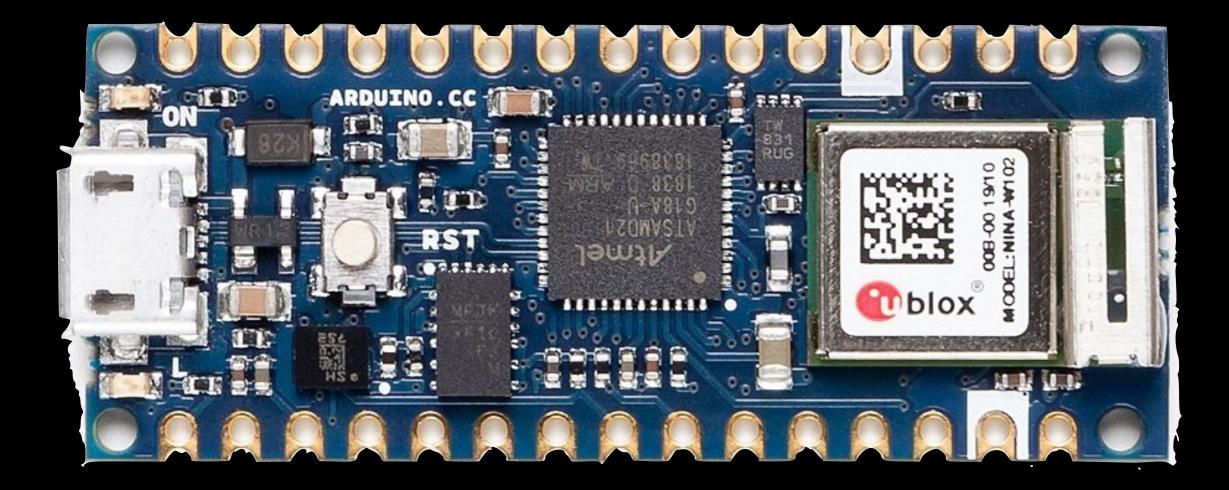


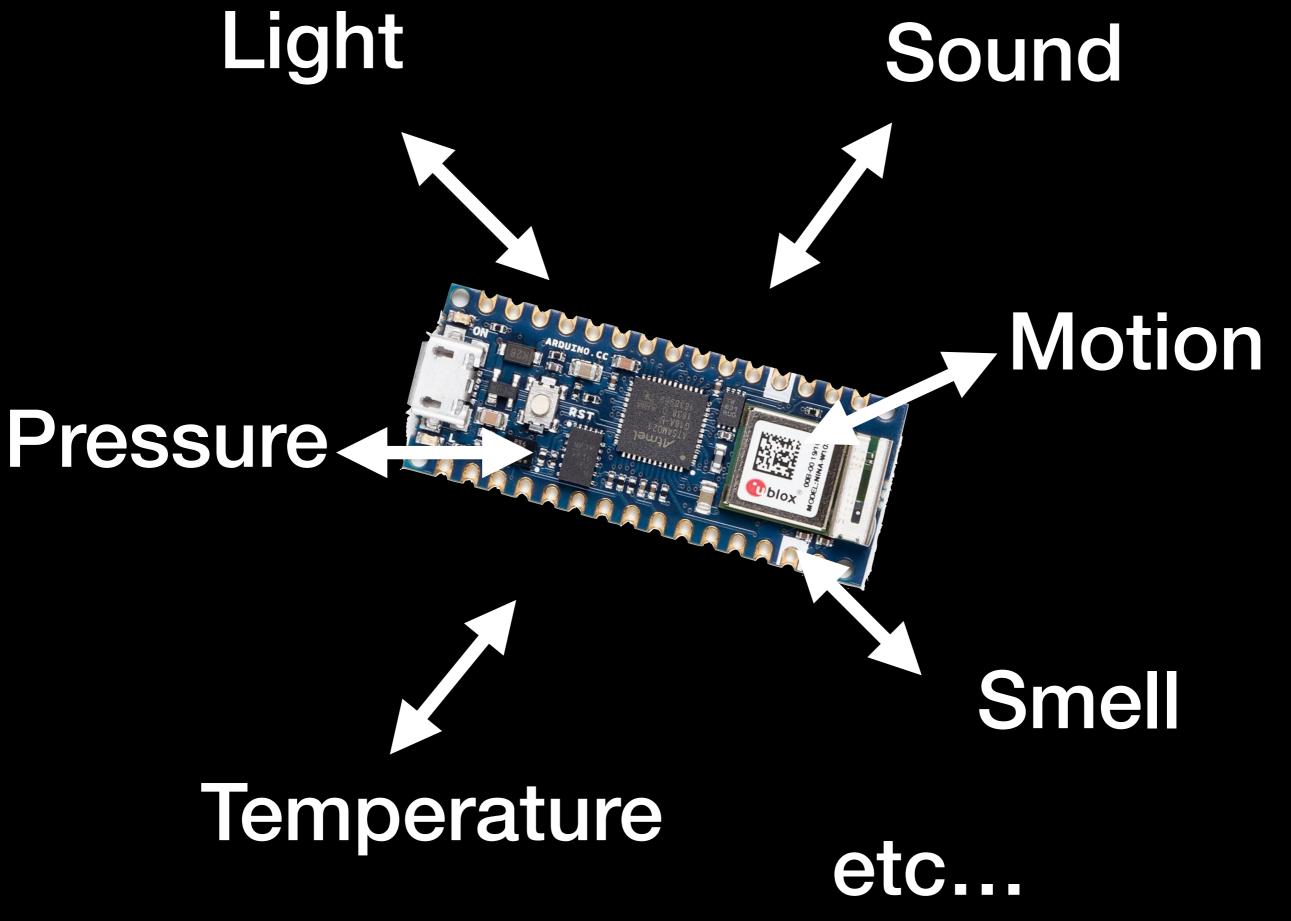


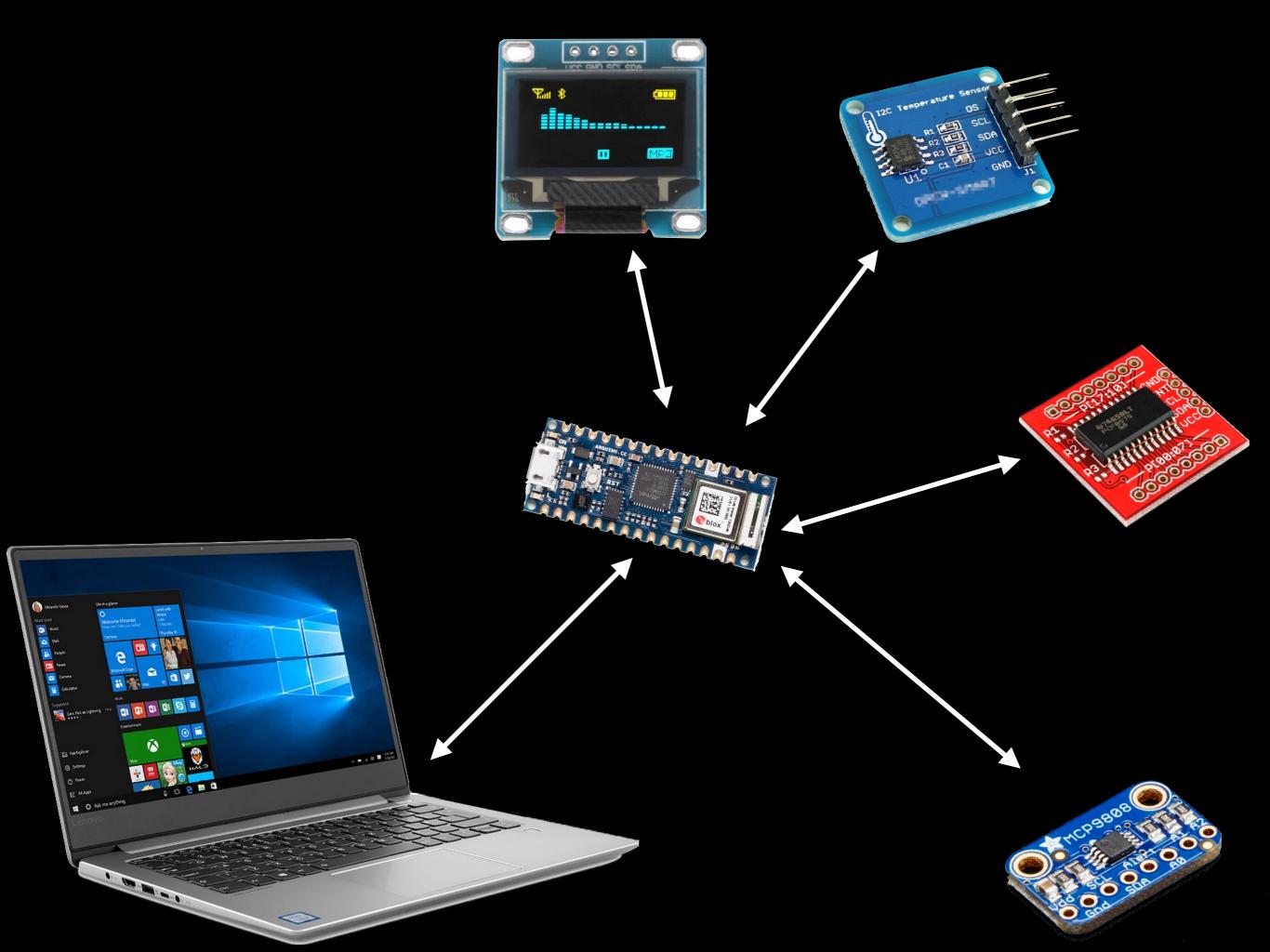


Processing

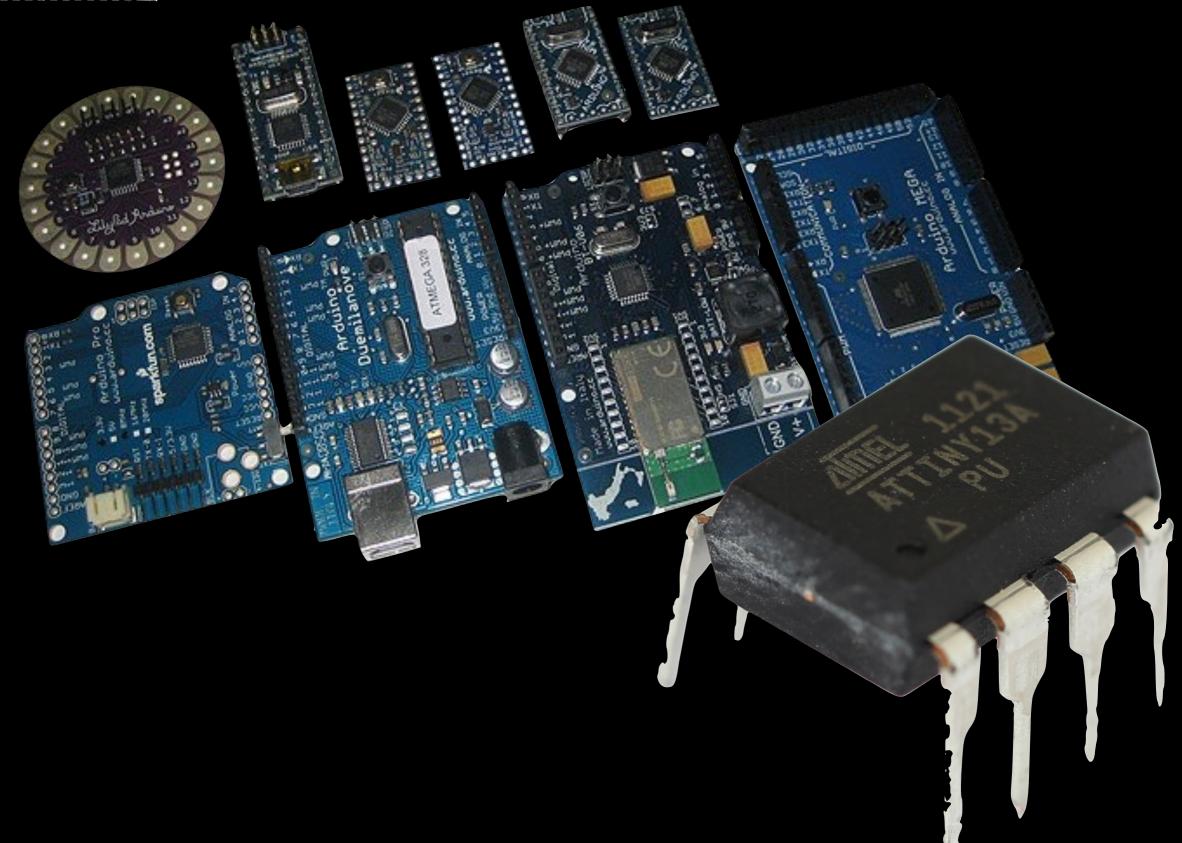












- Methods for handling larger projects
- Fabrication
- Play testing and User Testing
- Presenting and documenting



Electronics

Interaction design

Fabrication

Fantasy Device

Physical Interaction Goal/purpose

Resources

Syllabus

<u>https://itp.nyu.edu/physcomp/</u> Schedule, assignments, labs, videos

Residents

Especially Tora, Phil, Elias, David, and Yonatan. <u>Help Sessions</u> Mondays and Thursdays 3:30 - 5:00PM

Drop-in Office Hours

Mine, other professors, residents.

Other students

If you can, do your homework at ITP and learn by osmosis!