Intro to Physical Computing

Jeff Feddersen, ITP/NYU

Class 1 Agenda

- Welcome!
- Class overview
 - Big picture
 - Course logistics
- Intro fantasy device project
- Quick workshop tour
- [Break]
- Fantasy device group project
- Distribute parts
- Connect Arduino (if we have time)

(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*

"Enable creative expression...

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

Circuits



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

Microcontrollers



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

Programming

- Simple Development Tools
 - Programming basics
 - Pseudocode
 - Variables, memory
 - Structure, control flow

to be Cool*

to be Cool*

Programming Microcontrollers and Circuits to be Cool*

*Up to you



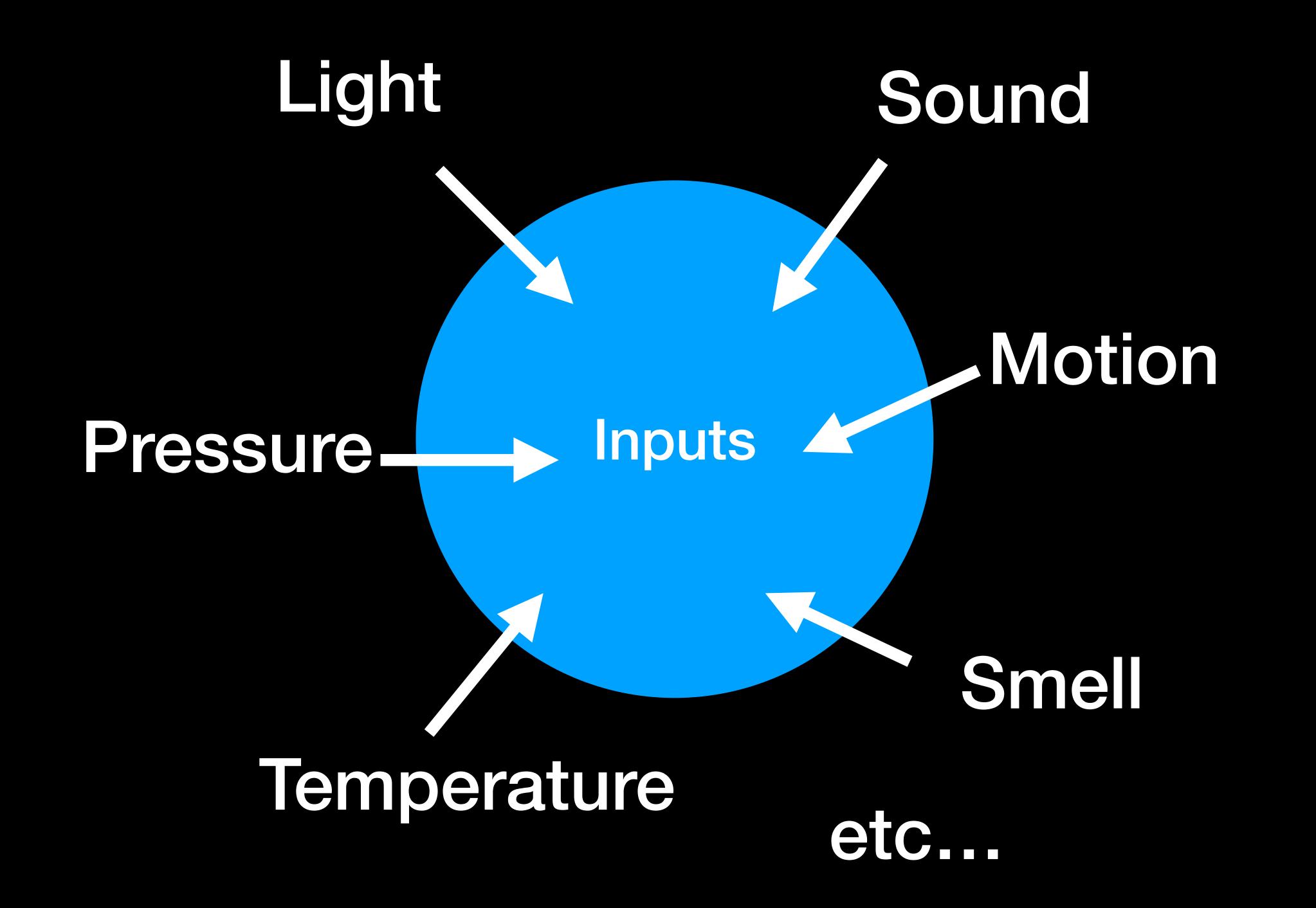




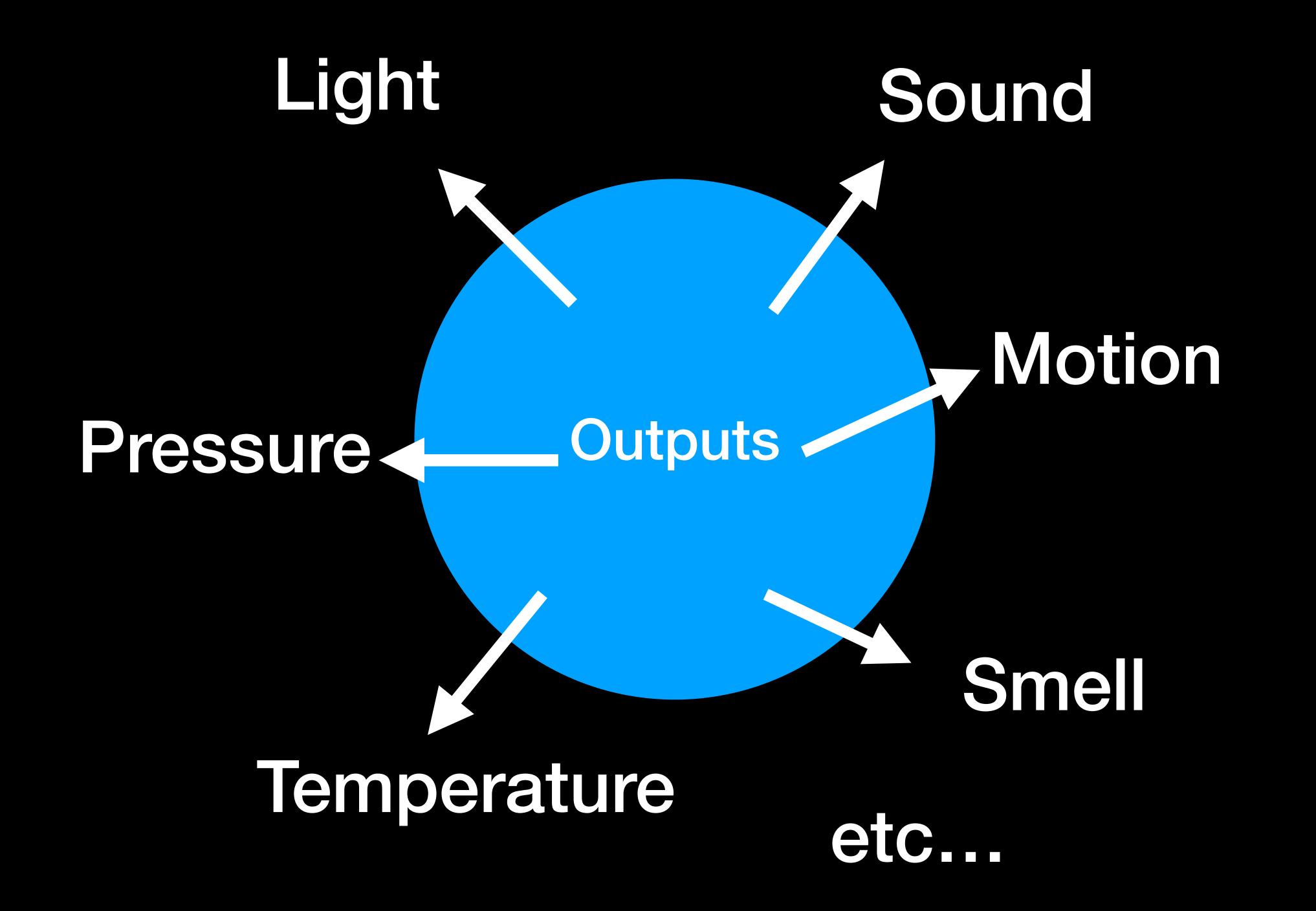


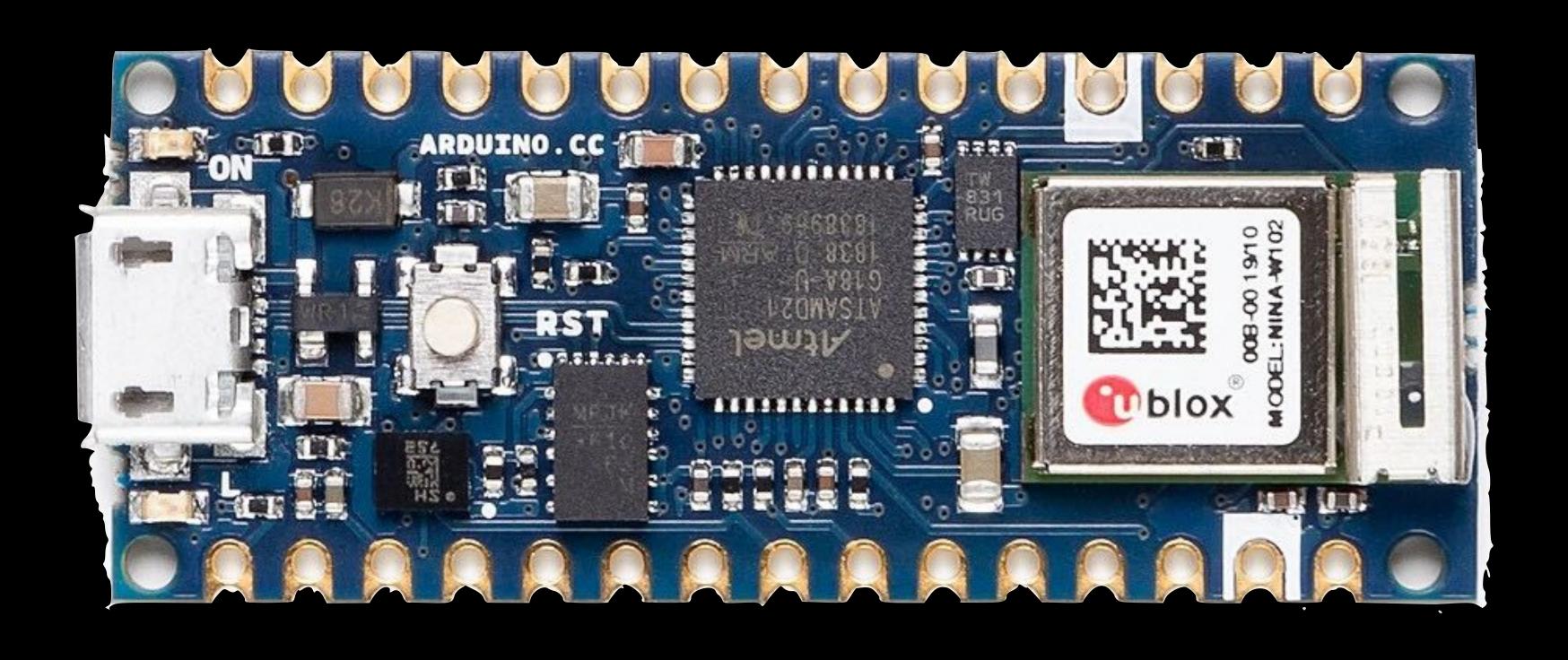


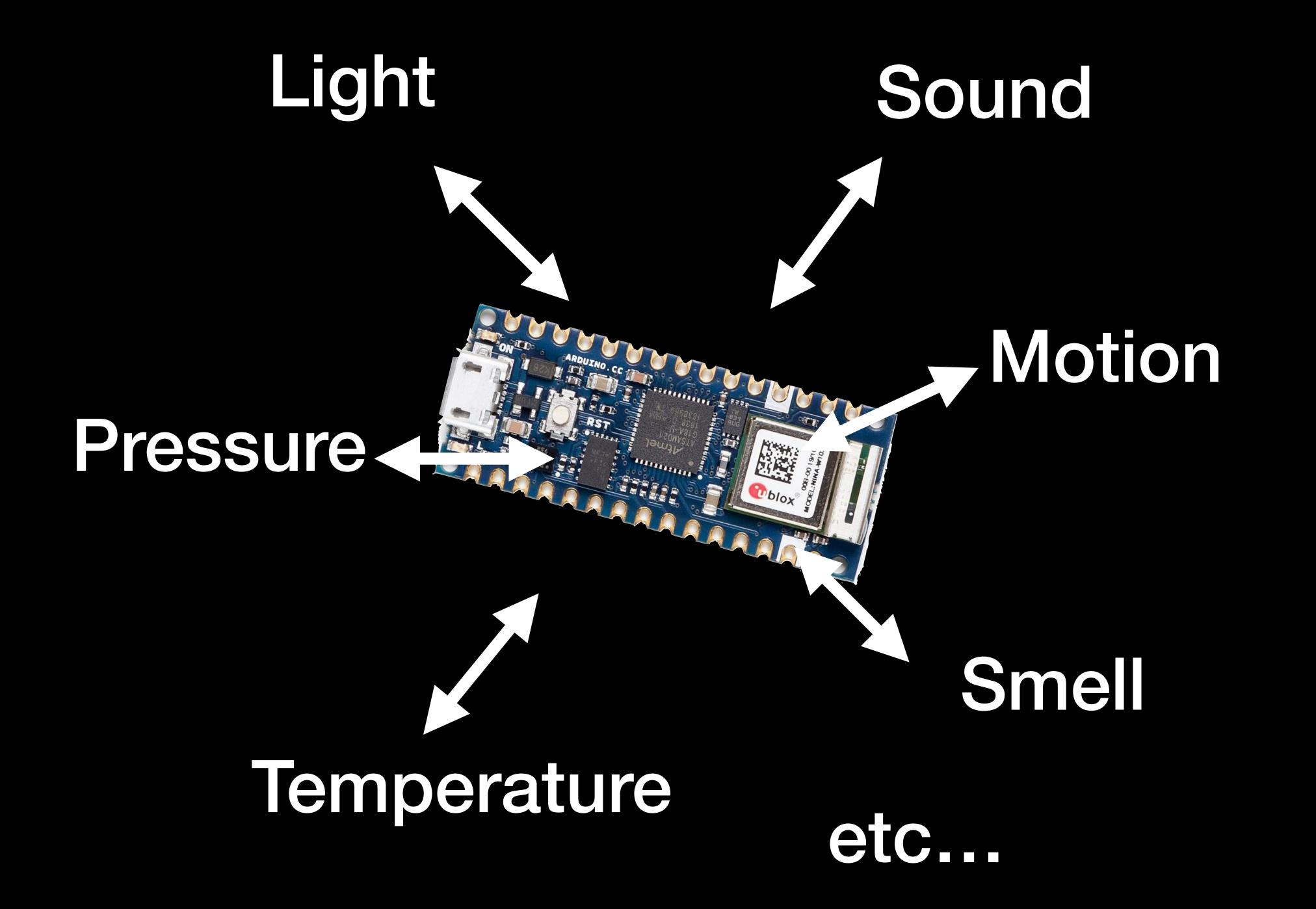


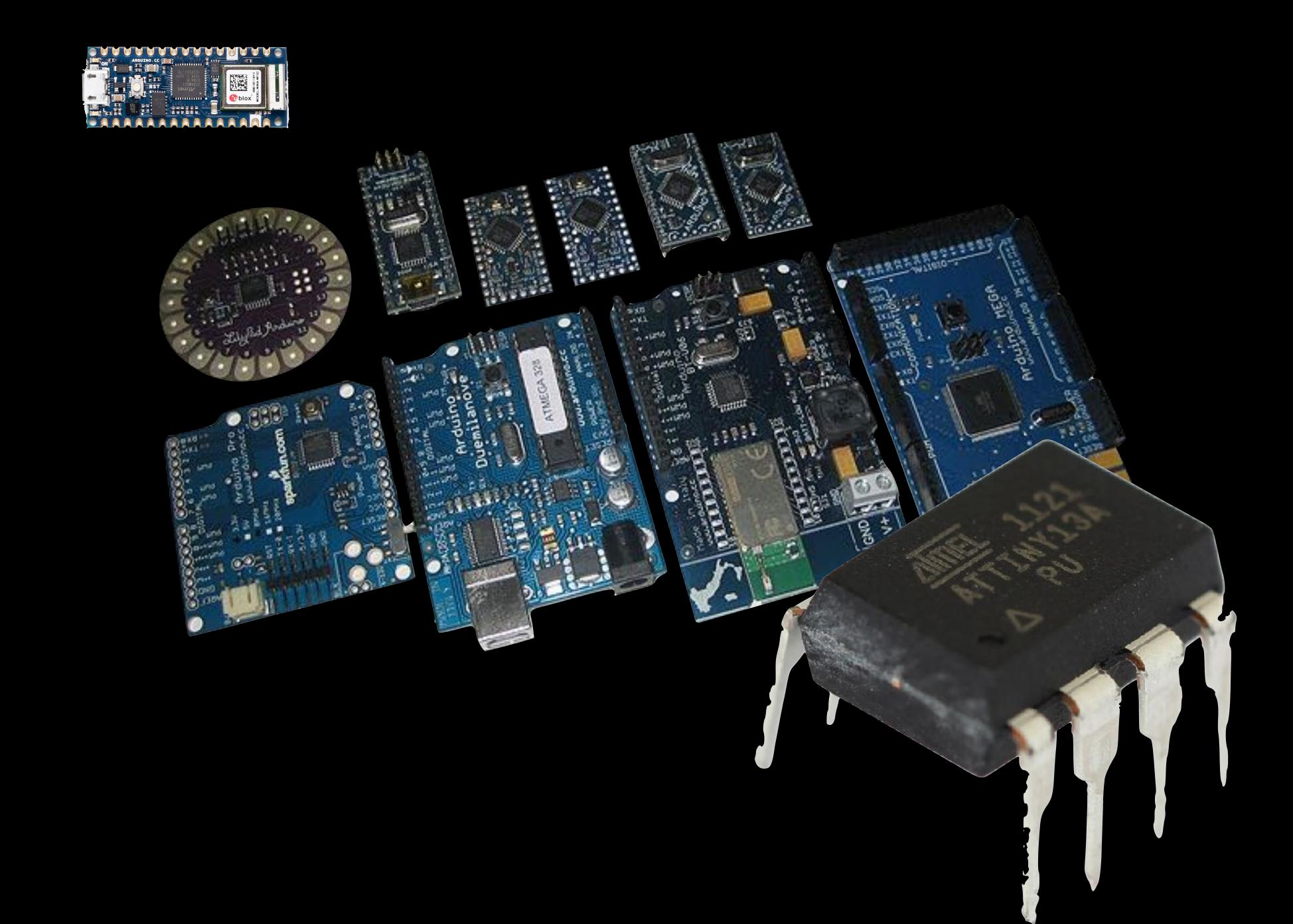


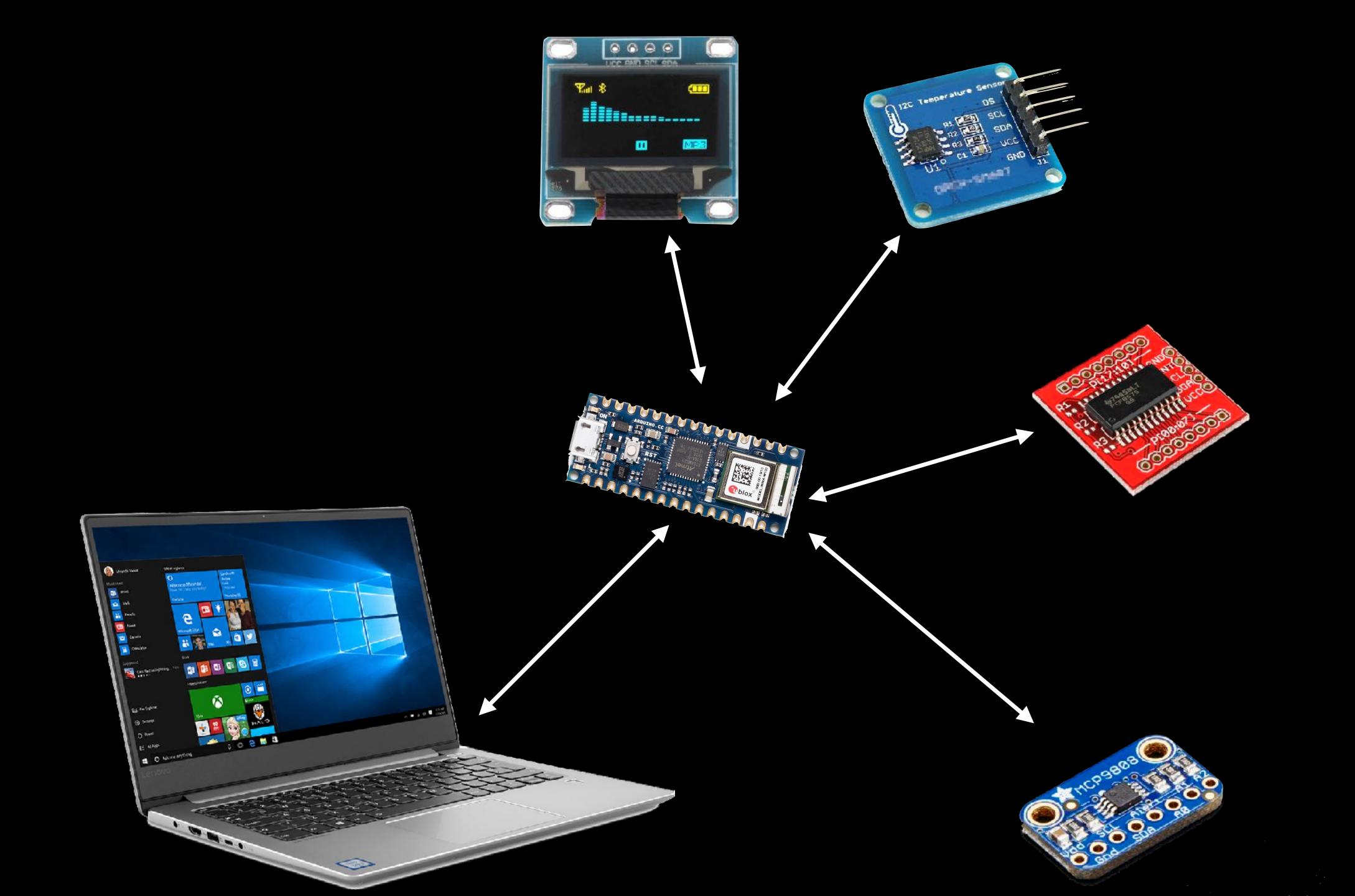












- Methods for handling larger projects
- Fabrication
- Play testing and User Testing
- Presenting and documenting

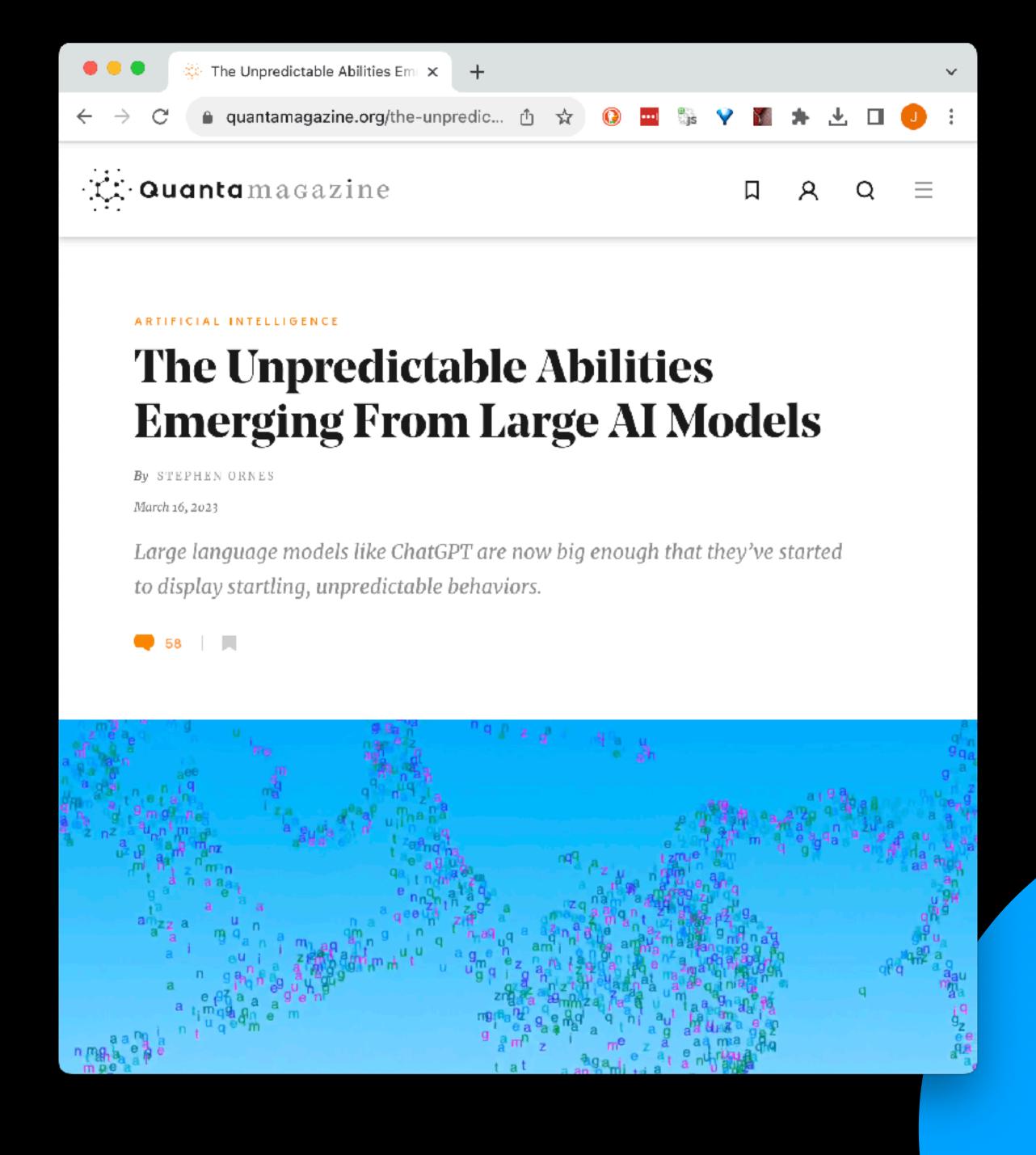
Code

Electronics

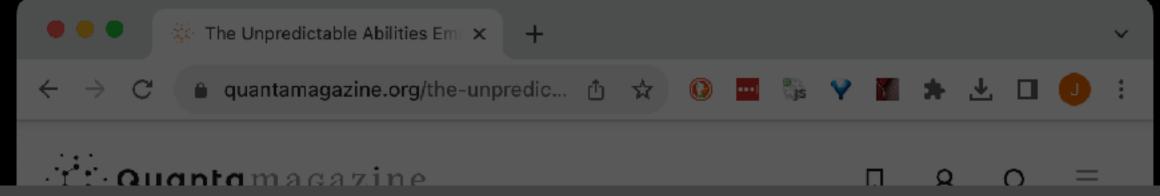
Interaction design

Fabrication

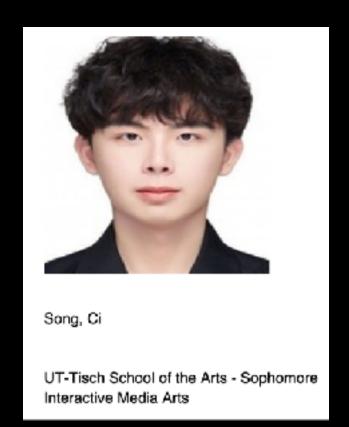
Code



Code

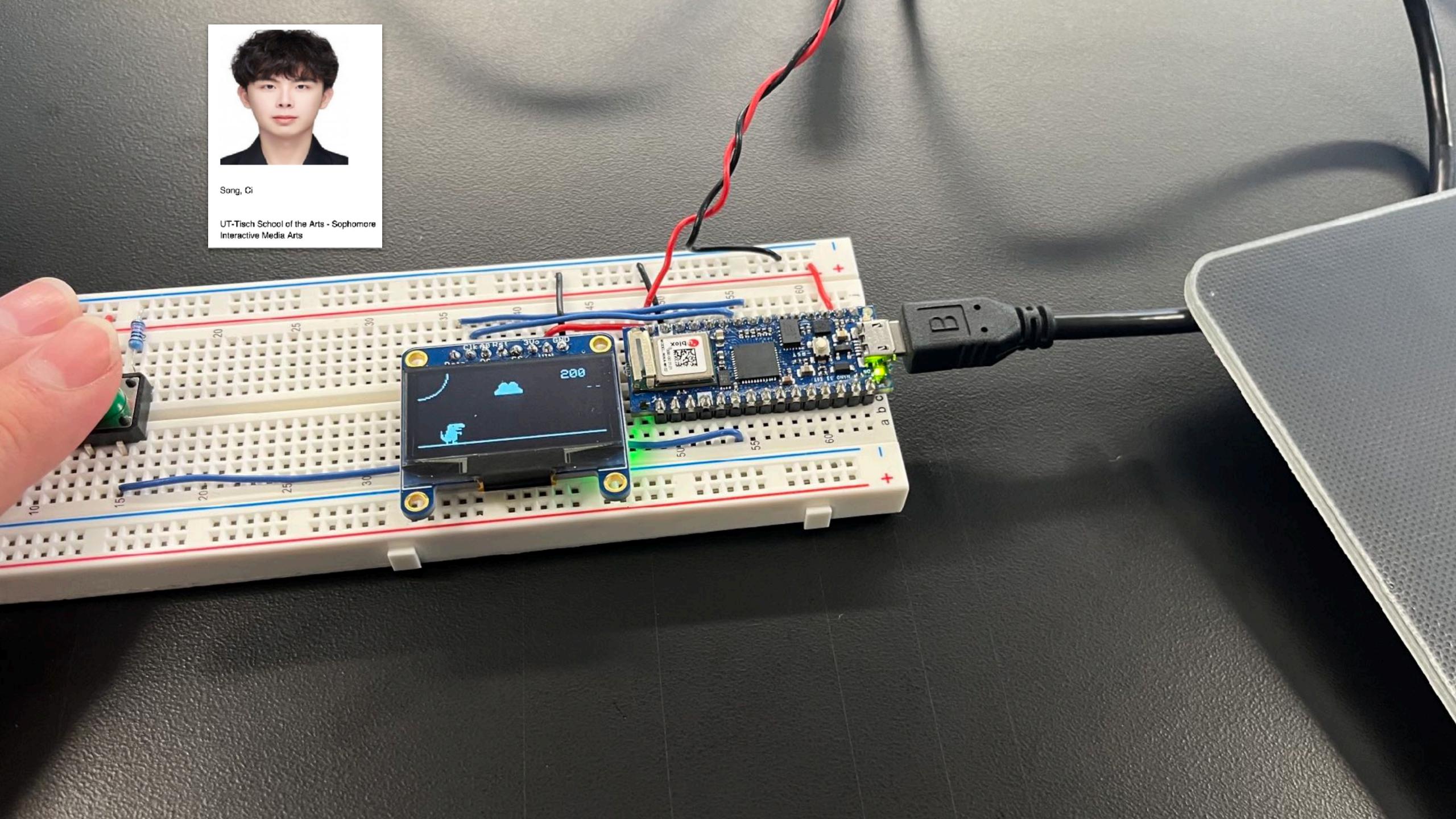


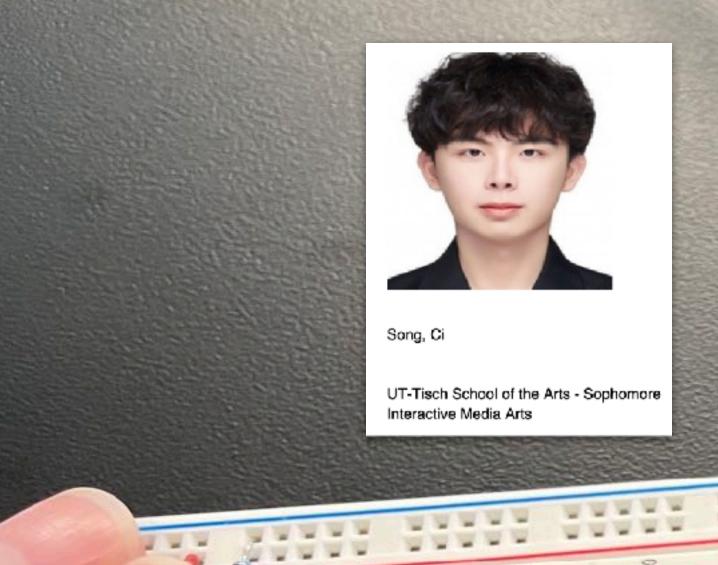
Recent investigations like the one Dyer worked on have revealed that LLMs can produce hundreds of "emergent" abilities — tasks that big models can complete that smaller models can't, many of which seem to have little to do with analyzing text. They range from multiplication to generating executable computer code to, apparently, decoding movies based on emojis. New analyses suggest that for some tasks and some models, there's a threshold of complexity beyond which the functionality of the model skyrockets. (They also suggest a dark flip side: As they increase in complexity, some models reveal new biases and inaccuracies in their responses.)



Ci was an undergraduate student in my IMA Energy course last year.

He had a little pomp experience, and wanted to make a solar-powered video game for the class final.







User: how to make a Dinosaur Game in Arduino and display it on Monochrome 1.3" 128x64 OLED Graphic Display with a bottom to play the game

ChatGPT: To create a simple dinosaur game on an Arduino and display it on a 1.3" 128x64 OLED Graphic Display, you'll need the following components:

- 1. Arduino board (e.g., Arduino Uno or Nano)
- 2. Monochrome 1.3" 128x64 OLED Graphic Display (e.g., SSD1306-based)
- 3. A pushbutton
- 4. Breadboard and jumper wires

..

Feel free to modify the code to improve the game or add extra features like different obstacles, variable jump heights, or a high score feature.

User: could you make the cactus more randomly

ChatGPT: Sure! You can use the `random()` function to generate random distances between the cacti. Here's an updated version of the code that introduces random spacing between cacti:

```cpp #include <Wire.h>

User: why is the shape of the cloud look like a heart

**ChatGPT**: You're right, the cloud shapes in the code might resemble a heart due to the position of the circles used to create the cloud. We can adjust the cloud shape to make it look more like a traditional cloud by adding more circles and changing their positions. Here's the updated `displayClouds()` function with a more cloud-like shape:

```cpp

Excerpt of about 50 pages of interaction Cireported

Fantasy Device

Physical Interaction Goal/purpose

Resources

Syllabus

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

Residents

Bianca and Gracy, with help from Maya and Shuang.

Drop-in Office Hours

Mine, other professors, residents.

Other students

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

Help Sessions

Mondays 4-5:30PM and Thursdays 2-3:30PM



Help session info^^ Starting Thursday 9/7/23