Object

Spring 2019 | Instructor: Arielle Hein

Object introduces the fundamentals of physical computing. Students will design projects that interact with humans and the physical world and will learn to integrate sensors, motors, and simple electronics into creative projects. Projects will include interactive installations, art projects, games, and audio controllers.

Course codes	Time	Day	Classroom
ATLS 3300	11 – 12:15	Tue	BTU Lab

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