Course Description: Physical computing, in the broadest sense, means building interactive physical systems that can sense and respond to the analog world. This class is an exploration of computing that starts from the perspective that humans are fundamentally physical beings. In this course, we take the human body as a given, and attempt to design projects that can interact with humans and the physical world. We will learn about ways to integrate sensors, motors, and simple electronics into our projects. Students will create interactive installations, art projects, games, and music controllers among other things.

This course has no pre-requisites and is open to all CU Boulder students, but a familiarity with basic programming is suggested

Fulfills TAM Invention & Practice/I&P elective requirement.

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