This course explores the fundamentals of physical computing, focusing on the interaction with the human. Students will design projects that interact with humans and the physical world and will learn to integrate sensors, motors, and simple electronics into creative objects. The platform for the class is a microcontroller, a single-chip computer that can fit in your hand. The core technical concepts include digital, analog and serial input and output. Core interaction design concepts include user observation, affordances, and converting physical action into digital information. Projects will include interactive installations, art projects, games, and audio controllers.

Less screens, more objects!