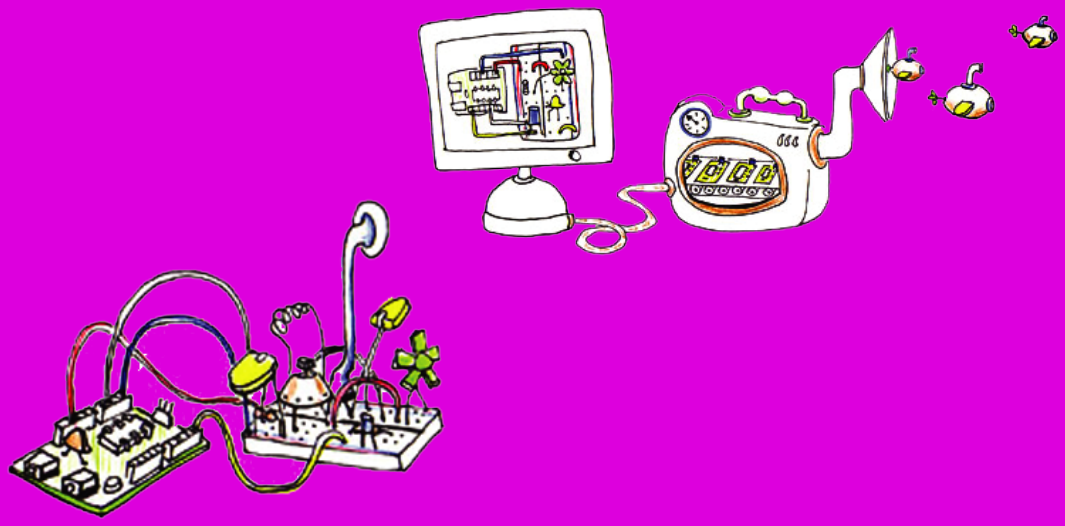
AD 32600 Physical Computing



Fritzing Open Source Hardware Initiative (http://fritzing.org)

AD 32600 Physical Computing: Arduino and Processing
CRN: 15810
Fall 2018, MW 2:30-5:20pm, FPRD204
instructor: Prof. Fabian Winkler (fwinkler@purdue.edu)
prerequisites: none

Please note: this course is open to all students at Purdue University, it fulfills requirements in the Integrated Studio Arts/Studio Arts and Technology majors and the Electronic and Time-Based Art minor minor.

AD32600 *Physical Computing* offers students the opportunity to learn software (Processing) and hardware (Arduino) technologies to create interactive artworks that sense and control parts of physical world around them - no prior programming/electronic skills required. Workshops introduce simple electronic circuits and how to interface them to an Arduino board, as well as real-time control of images and sound in Processing. Through hands-on work as well as historical and cultural research students learn about the expressive and critical potential of technology. This course is an invitation to experiment, invent and tinker and to explore the many connections between art, culture and technology.

ETB
Electronic and Time-Based Art
Department of Art & Design

For more information go to: http://www.cla.purdue.edu/academic/vpa/ad/act