

School of Communication University of Miami

CIM 542/642-1C

Physical Computing

Spring Semester 2017

Class Time: Monday, 10:10-12:40pm

Class Site: <https://github.com/zevenrodriguez/CIM542-642>

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SYLLABUS

COURSE DESCRIPTION AND PURPOSE:

This seminar will examine the differences and opportunities present, between a series of physical computing techniques and rapid prototyping.

COURSE OBJECTIVES:

- Understand to translate human to digital interactions
- How to setup basic electronic circuits
- Being able to program basic interactions
- Understand 3D printing process and best practices
- Able to design a basic physical human interface

MATERIALS FEES:

Arduino Starter Kit from Arduino.cc or from Adafuit.com

<https://www.adafruit.com/products/1078>

COURSE PREREQUISITES: None

ASSIGNMENTS/COURSEWORK:

Assignments and due date will be assigned in class and posted on class website. Documentation and assignments should be kept on github and/or posted on a wiki.

Practice (8 total) **40 points total**
Consist of small sketches covering the day's lesson 5 points each

Midterm Project **20 points total**
Create an Arduino project that translates a simple user interaction to an output. Think about how your project might work in a larger context.

Midterm and Final Progress Report (2 total) **10 points total**
A short report on the work done for your Midterm and final project. 5 points each

Code Plan (2 total) **10 points total**
Are pseudocode and logic breakdown of what you want your programs to do. 5 points each

Final Project **20 points total**
An awesome interactive project that demonstrates your new found technical abilities as well as your attention to aesthetics.

Note: Students enrolled in CIM642 assignments will be graded with greater rigor. When completing Class Assignments, Student applications must have a purpose and context which should be written in your blog entry.

TEXTS AND RESOURCES RECOMMENDED:

Online Resources:
<https://www.arduino.cc/>

RECOMMENDED READING:

Monk, Simon. Programming Arduino: Getting Started with Sketches
Mims III, Forest M. Getting Started in Electronics
Scherz, Paul and Monk, Simon. Practical Electronics for Inventors

GRADING/EVALUATION:

This is a skills based course and as such in class assignments are either complete or not. The professor determines whether the submitted assignment meets the appropriate criteria to be deemed completed. Midterm and final projects are graded on their functionality, aesthetics, creativity, and effort.

<i>Grade</i>	<i>Points Required</i>
A	95
A-	90
B+	87
B	84
B-	80
C+	77
C	74
C-	70
D	60
F	0

ATTENDANCE POLICY:

Learning to program is like learning a new language; it builds on concepts. Missing a class might hinder your ability to understand concepts presented on another day. If you know that you will be missing class, please make arrangements ahead of time. Missing more than 2 classes will result in a failing grade.

RELIGIOUS HOLY DAY POLICY:

It is the student's obligation to provide faculty members with notice of the dates they will be absent for religious holy days, preferably before the beginning of classes but no later than the end of the first three (3) class days. Absences due to observance of religious holy days not pre-arranged within the first three class days may be considered unexcused and there is no obligation to allow any make up work, including examinations. Missing a class due to travel plans associated with a particular religious holy day does not constitute an excused absence. The University's complete Religious Holy Day Policy can be found in the 2016-2017 *Bulletin*.

HONOR CODE AND PLAGIARISM STATEMENTS:

Students enrolled in this course are expected to abide by the University of Miami Honor Code. The purpose of the Honor Code is to protect the academic integrity of the University by encouraging consistent ethical behavior in assigned coursework. Academic dishonesty of any kind, for whatever reason, will not be tolerated.

No honest student wants to be guilty of the intellectual crime of plagiarism, even unintentionally. Therefore, we provide you with these guidelines so that you don't accidentally fall into the plagiarism trap.

Plagiarism is the taking of someone else's words, work, or ideas, and passing them off as a product of your own efforts. Plagiarism may occur when a person fails to place quotation marks around someone else's exact words, directly rephrasing or paraphrasing someone else's words while still following the general form of the original, and/or failing to issue the proper citation to one's source material.

In student papers, plagiarism is often due to...

- turning in someone else's paper as one's own
- using another person's data or ideas without acknowledgment
- failing to cite a written source (printed or internet) of information that you used to collect data or ideas
- copying an author's exact words and putting them in the paper without quotation marks
- rephrasing an author's words and failing to cite the source
- copying, rephrasing, or quoting an author's exact words and citing a source other than where the material was obtained. (For example, using a secondary source which cites the original material, but citing only the primary material. This misrepresents the nature of the scholarship involved in creating the paper. If you have not read an original publication, do not cite it in your references as if you have!)
- using wording that is very similar to that of the original source, but passing it off as one's own.

The last item is probably the most common problem in student writing. It is still plagiarism if the student uses an author's key phrases or sentences in a way that implies they are his/her own, even if s/he cites the source.

Sharing code and collaborating on solutions is actively encouraged in this class. We're working with software that is able to evolve and remain free because of contributions from a community – including direct contribution of source code, detailed bug reports, documentation, example code, help on the forums, and so on. You will be able to contribute in this way. Likewise, sharing will extend to the work you do in class. You are actively encouraged to share code solutions with your colleagues. “Free software” or “open source software” is still based on ownership and requires attribution. Appropriating work without attribution is plagiarism and will never be tolerated. ***If you attempt to pass someone else's work off as your own without giving that person credit, you will fail this course.***

COURSE TOPICS OUTLINE

Depending on the speed of the class, some topics might be delayed or sped up. In the case of delays, time will be devoted to workshops on trouble areas.

Week 1: Jan 16th

MLK Day

Week 2: Jan 23th

Intro to Physical Computing

Week 3: Jan 30st

Basic Electricity and Electronics, Getting Started with Arduino

Week 4: Feb 6th

Digital Input/Output

Week 5: Feb 13th

Analog Input/Output

Week 6: Feb 20st

Advanced Programming

Week 7: Feb 27th

Servos, Transistors, and Motors

Week 8: Mar 6th

Midterm Lab

Week 9: Mar 13th

Spring Break

Week 10: Mar 20st

Midterm Due

Intro to Serial

Week 11: Mar 27th

Serial Continued

Week 12: Apr 3th

I2C and SPI, Project Planning

Week 13: Apr 10th

Intro to 3D Design

Week 14: Apr 17th

3D Design Continued

Week 15: Apr 24th

User Testing

STUDENT ACKNOWLEDGEMENT:

I HAVE RECEIVED AND READ THE SYLLABUS FOR CIM542/642 1C. I HAVE COMPLETED THE PREREQUISITE COURSES LISTED IN THE SYLLABUS OR HAVE HAD THE PROFESSOR SIGN BELOW TO CERTIFY A WAIVER OF THE PREREQUISITES.

SIGNED: _____

PRINT NAME: _____

DATE: _____

PROFESSOR PREREQUISITE WAIVER (IF NEEDED)_____