جامعة نيويورك أبوظبي

NYU | ABU DHABI

INTRODUCTION TO INTERACTIVE MEDIA

Course Introduction

IM - Spring 2022

WHAT is this class?

WHY this class?

HOW will it work?

Where will it happen?

Github

Collaborate with the Machine

Create for need!

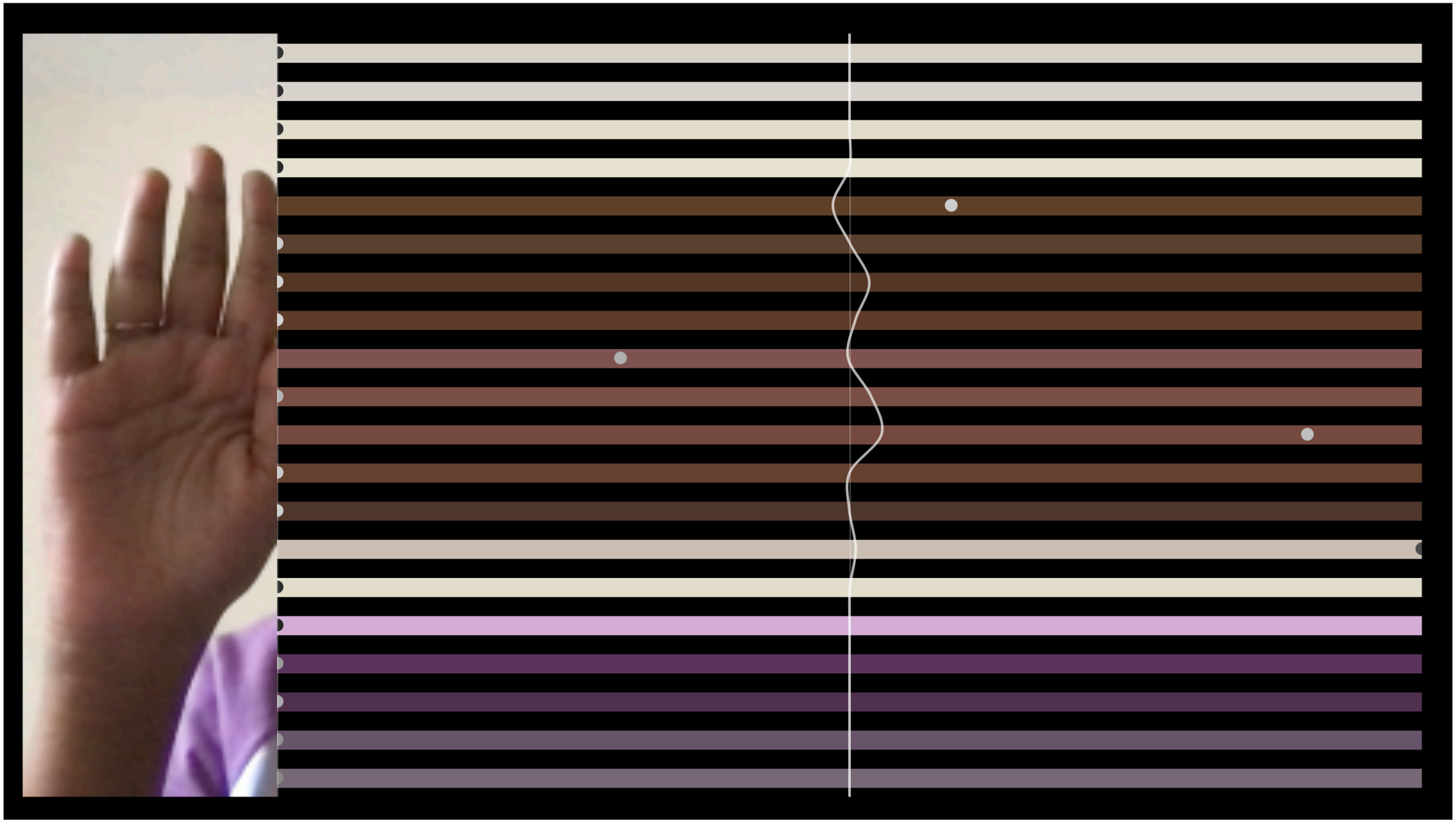
Explore new interactions - go beyond the norm

Interactive Web Applications

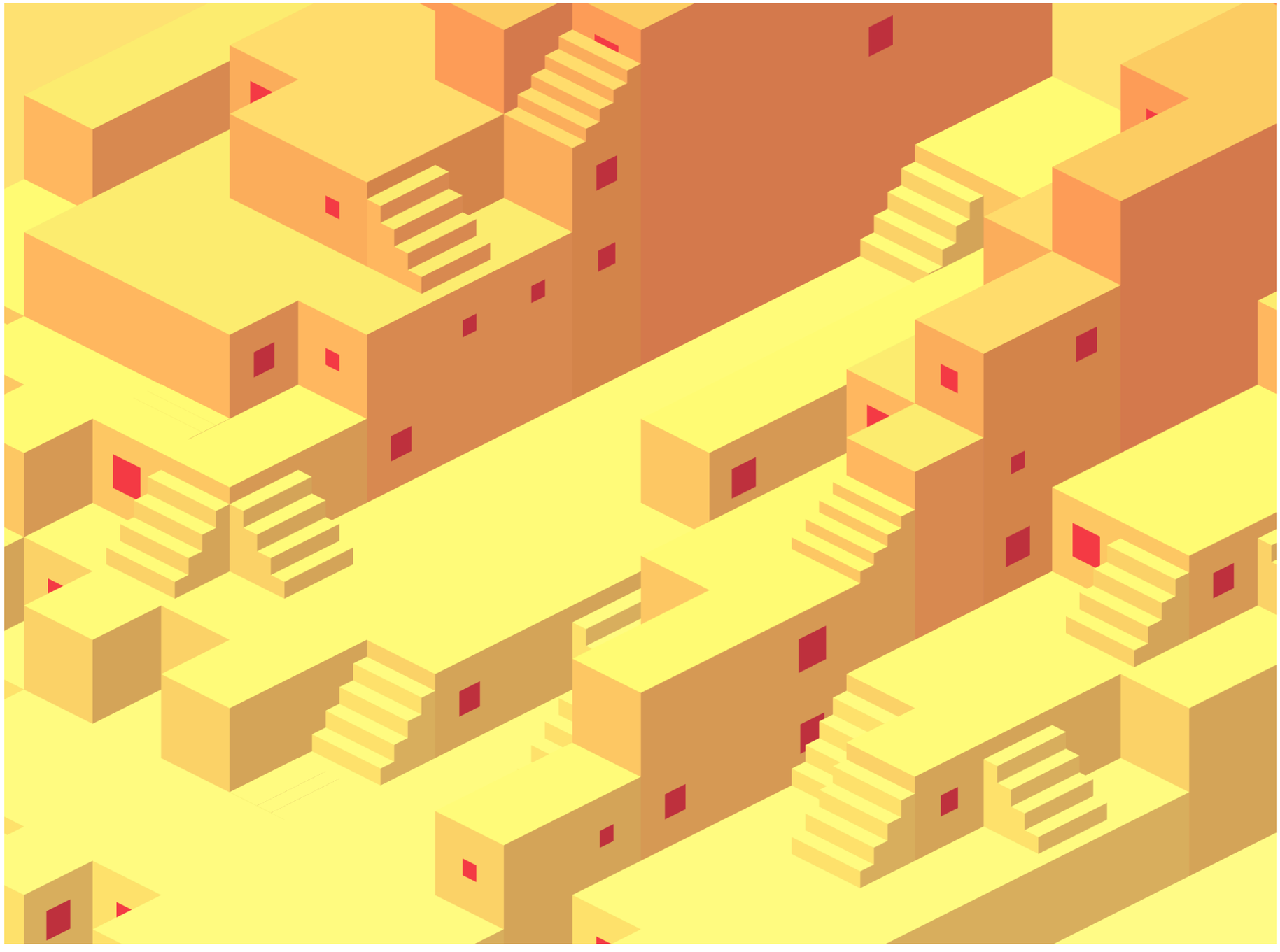
Physical Interactions

https://papersignals.withgoogle.com/

digital crayon wall



https://jeonghopark.github.io/scanseqjs/



Dragons Palace

Laser harp + theremin

How we act together

Ride a dragon

Rotary phone controlling light

Dark Maze - using openBCI

Google Experiments

Open Processing

Arduino Project Hub

Technical

Code - Web - Hardware

Applied

Designing - Making - Sharing

Learning Objectives

- Think critically about interaction design principles for hardware (physical) and software (screen-based) interfaces
- Work with basic electronics, including analogue and digital sensors and actuators
- Understand and be able to implement basic principles of computer programming, including working with objects and classes
- Use a computer as a tool for self-expression
- Bring information about the physical world (such as light, pressure, temperature) into the computer and process it in an interesting fashion

p5.JS

ARDUINO

Weeks 1-7
INtro to programming + p5.js

Weeks 8-14
Arduino + Serial Comm.

GitHub

iscourse