



Certificate of Achievement

Giulia Caldato

has completed the following course:

INTRODUCTION TO PHYSICAL COMPUTING
LANCASTER UNIVERSITY AND INSTITUTE OF CODING

This course explored what physical computing is, how it's changed over the years and what it's growing into. It explored the anatomy of physical computing and debated the ethical considerations of its applications. It also explored the creative uses of this technology and careers in the industry.

2 weeks, 2 hours per week



Joe Finney
Professor of Computer Science
Lancaster University



The person named on this certificate has completed the activities in the attached transcript. For more information about Certificates of Achievement and the effort required to become eligible, visit futurelearn.com/proof-of-learning/certificate-of-achievement.

This certificate represents proof of learning. It is not a formal qualification, degree, or part of a degree.



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This online course explored what physical computing is, how it has changed over the years and what it is growing into. It explored the anatomy of physical computing and debated the ethical considerations of physical computing applications. It also explored the creative uses of this technology and followed the careers of people working in the physical computing industry.

STUDY REQUIREMENT

2 weeks, 2 hours per week

LEARNING OUTCOMES

- Explain the basic components of physical computing and its real world applications
- Explore the anatomy of physical computing
- Debate the ethical considerations of physical computing applications
- Explore creative applications of physical computing
- Identify how physical computing is used in the workplace and its associated job roles
- Discuss the future of physical computing

SYLLABUS

- Physical computing
- The architecture of a physical computing system
- The ethics surrounding physical computing
- Careers/pathways in physical computing
- What the Internet of Things (IoT) is