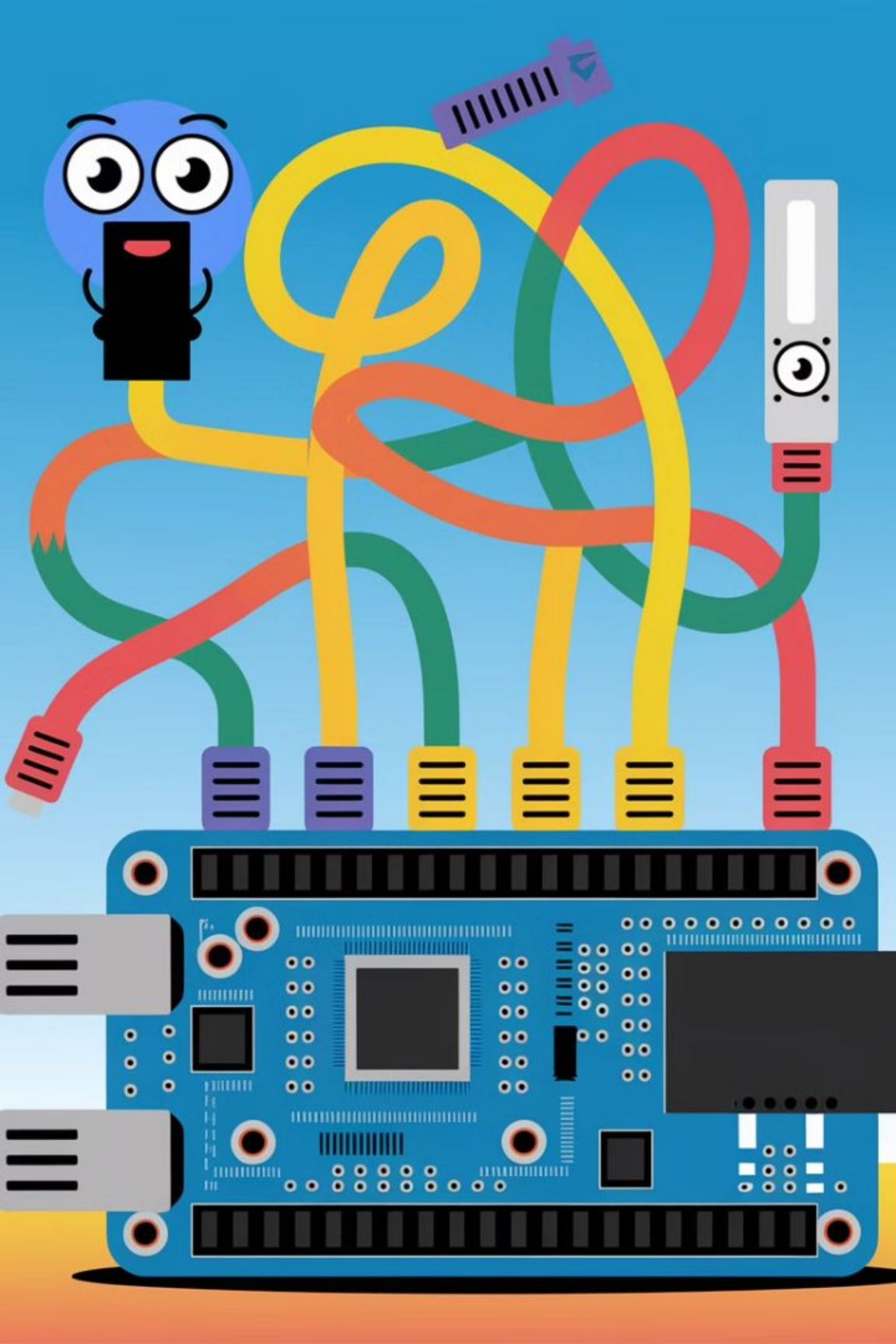# Lesson 6 & 7: Building and Programming

Concept

Brainstorming interactive music ideas.

Materials

Selecting the right conductive ink or objects.

Prototyping

Creating a paper prototype for testing.

Wiring the Arduino

1
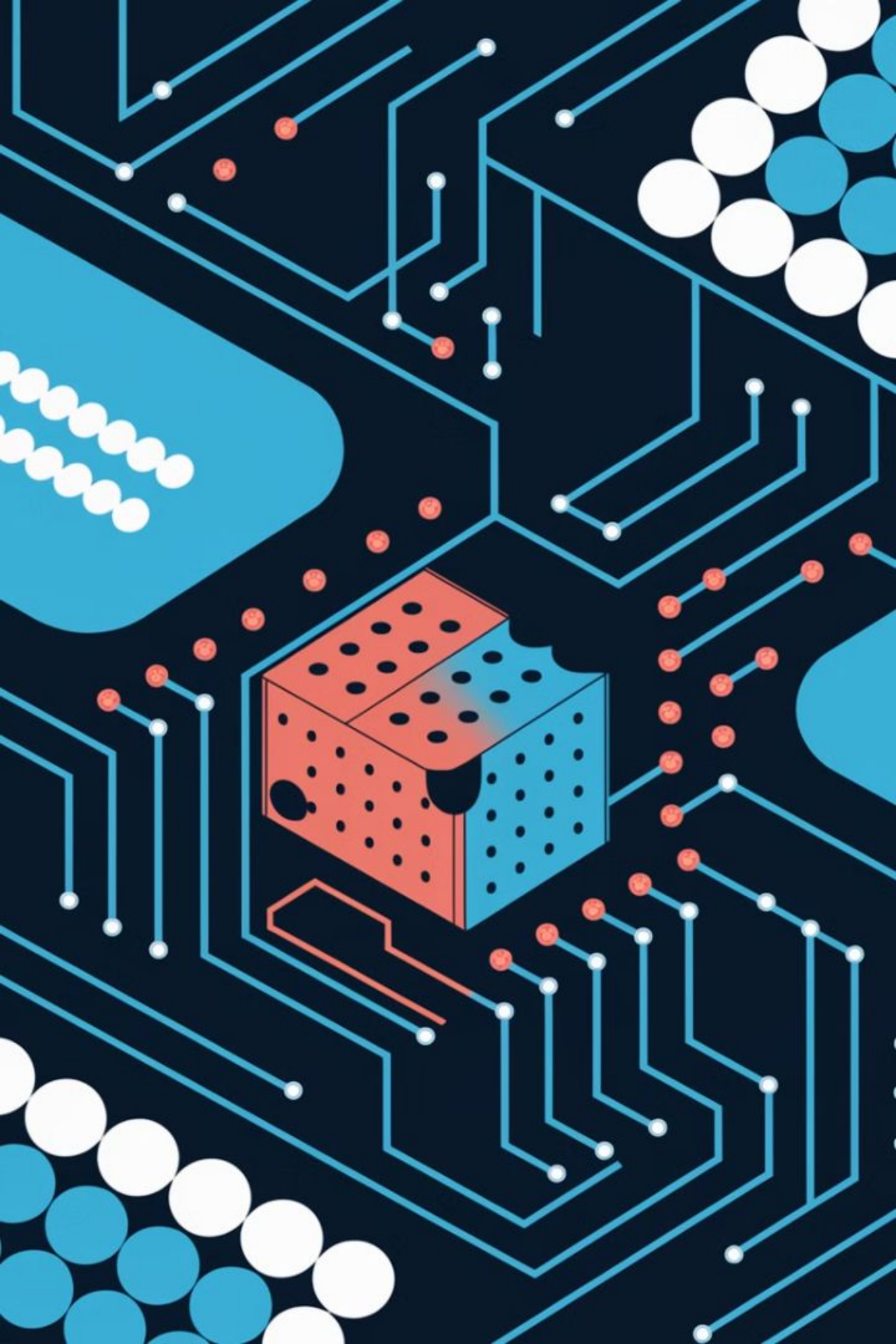
Connections

Connecting sensors to Arduino pins correctly.

2

Power

Ensuring stable power supply for the instrument.

3

Testing

Verifying all connections before programming.

Circuit Design

Layout

1

Plan the conductive ink patterns carefully.

Integration

2

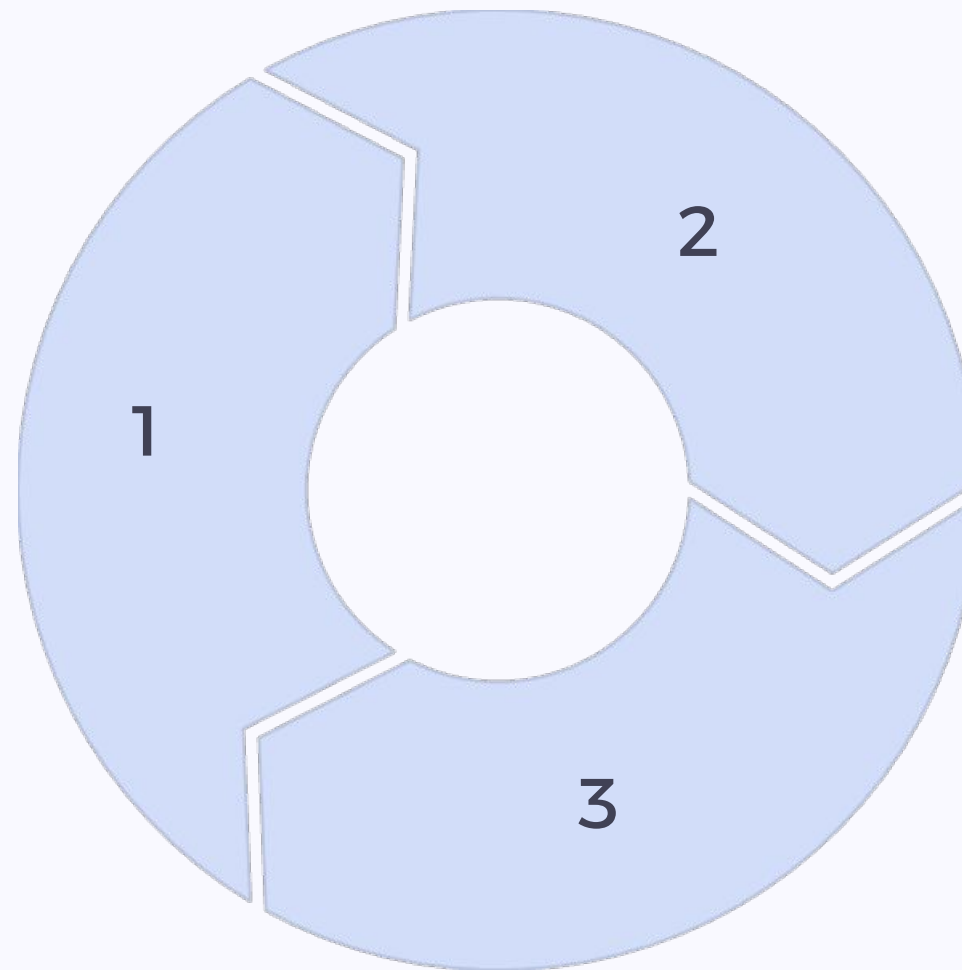Connect to Arduino pins for sensing.

Testing

3

Ensure all connections are working properly.

Sound Design

Parameters

Choose synth parameters to control.
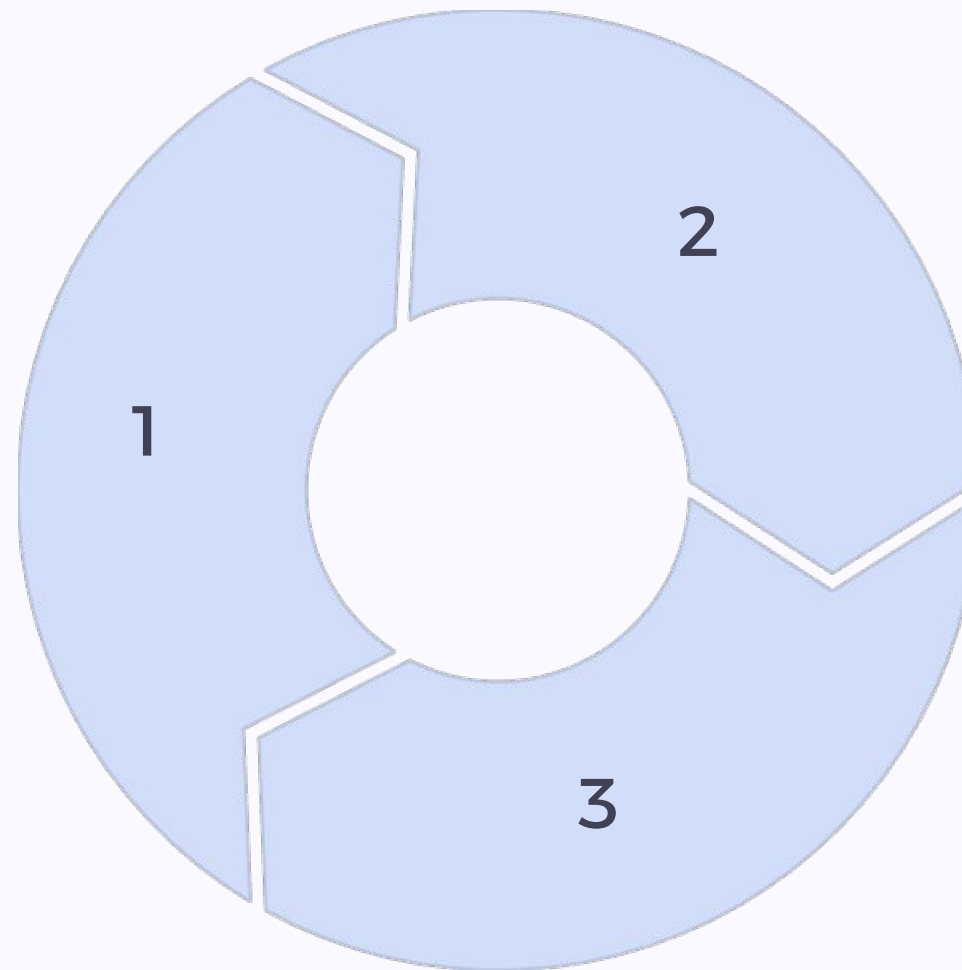
Mapping

Link gestures to sound variations.

Experimentation

Fine-tune the sound for desired effects.

1

2

3

Programming

Main Sketch

Writing the Arduino code to control

the instrument.

Recognition

identify Typical problems with code and solutions.

Optimization

Tuning the code for responsiveness.

1

2

3

Testing and Debugging

Systematic

Test each function thoroughly.

Common

Identify typical issues and their solutions.

Refinement

Fine-tune for optimal performance.

Project Showcase and Reflection

Thank You and Q&A