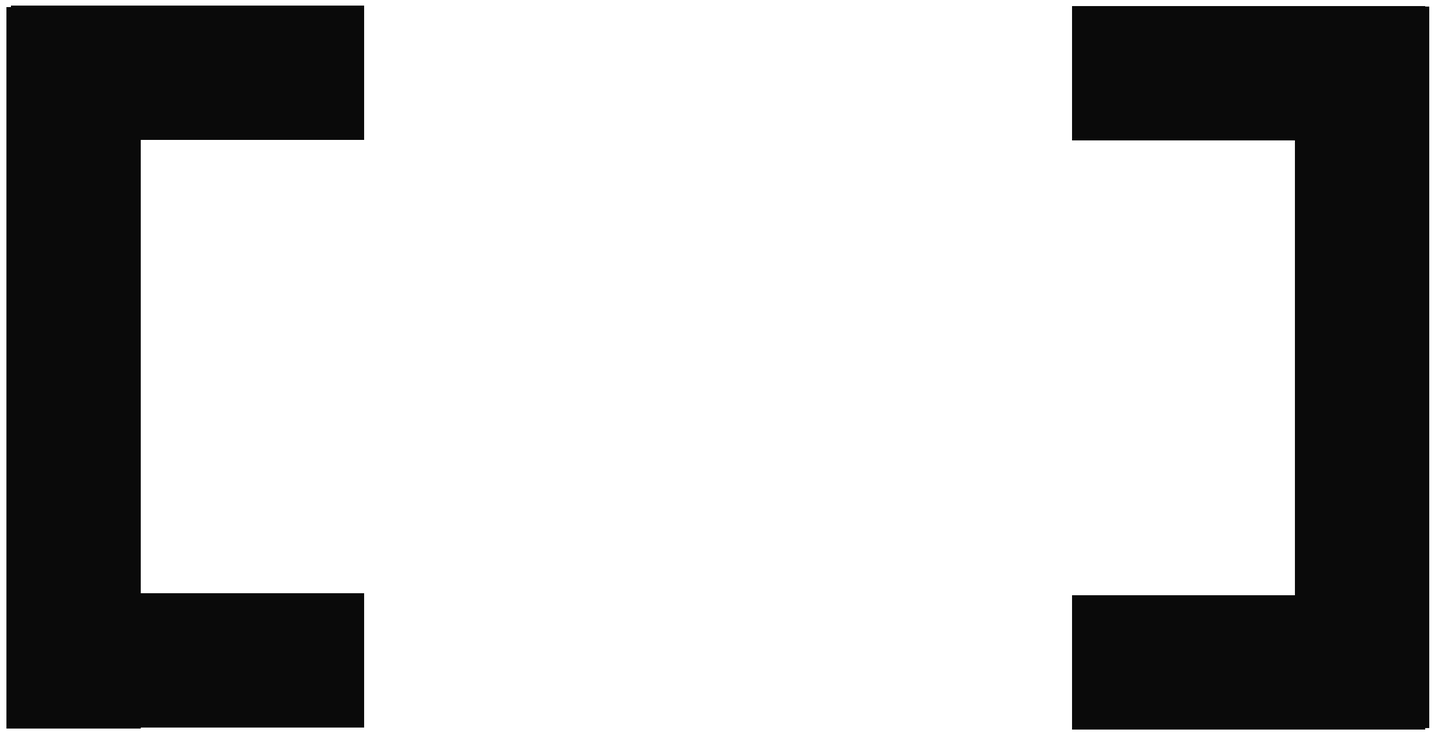
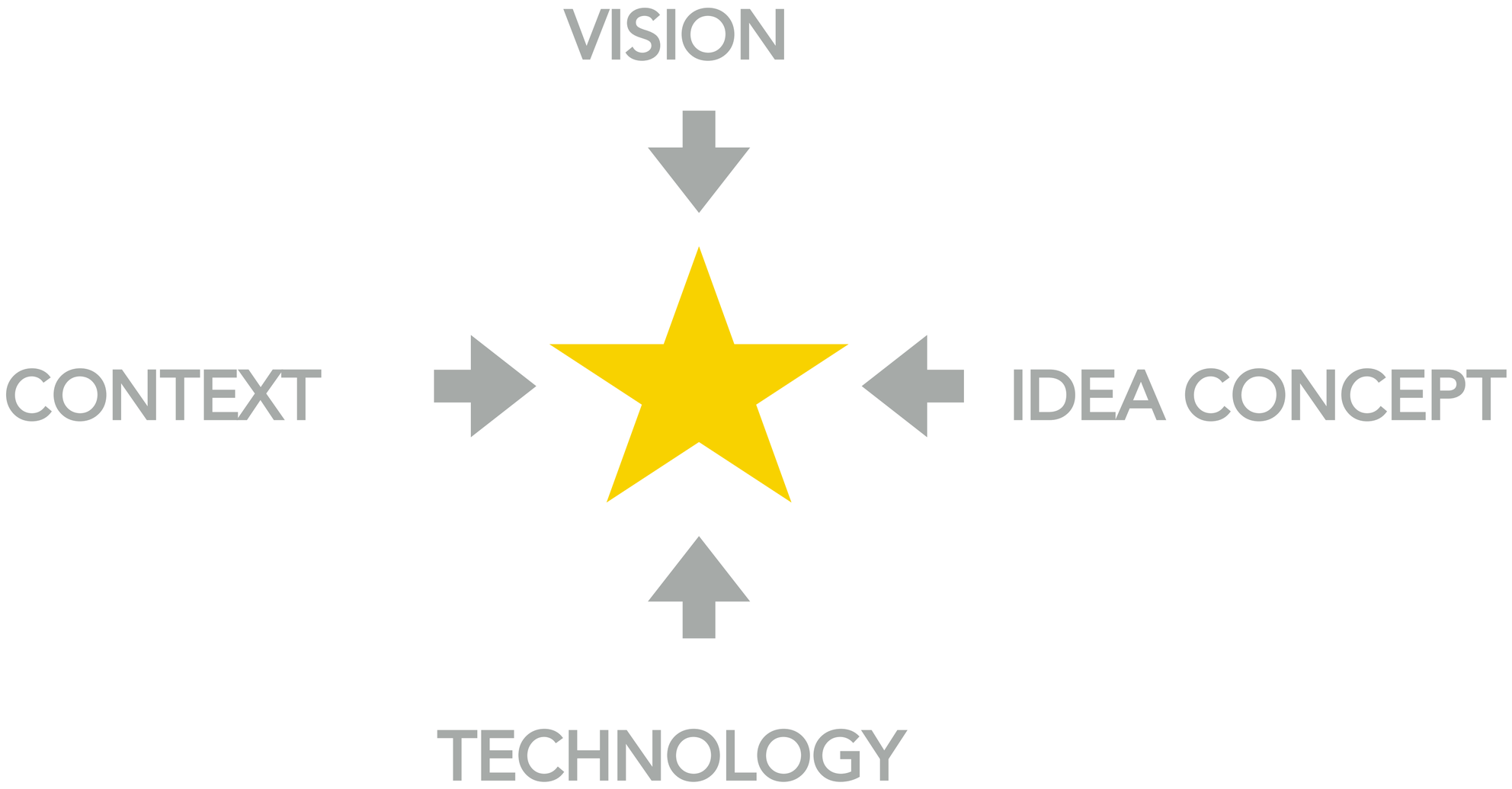
# PROGRAMMING INTERACTIVE EXPERIENCES

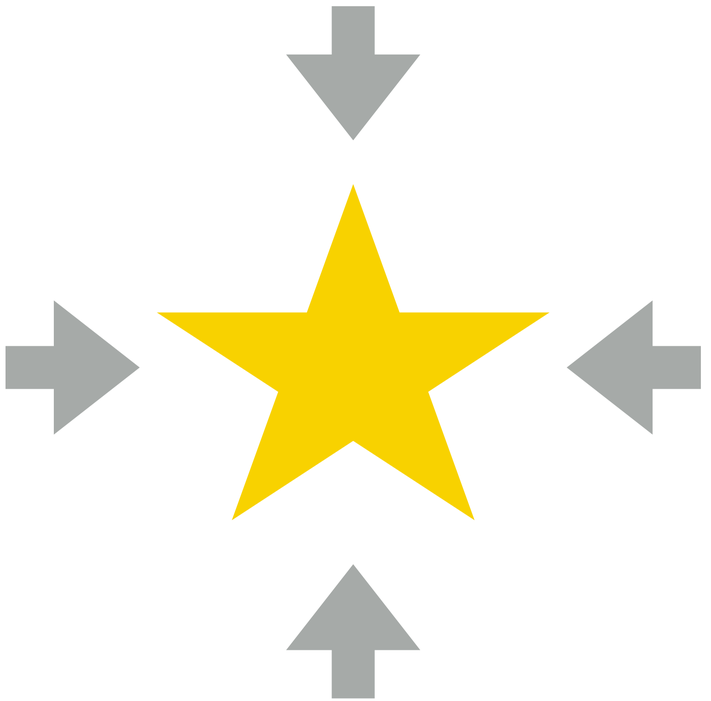



*Explore the*

# “intelligent” home


VISION
CONTEXT
IDEA CONCEPT
TECHNOLOGY

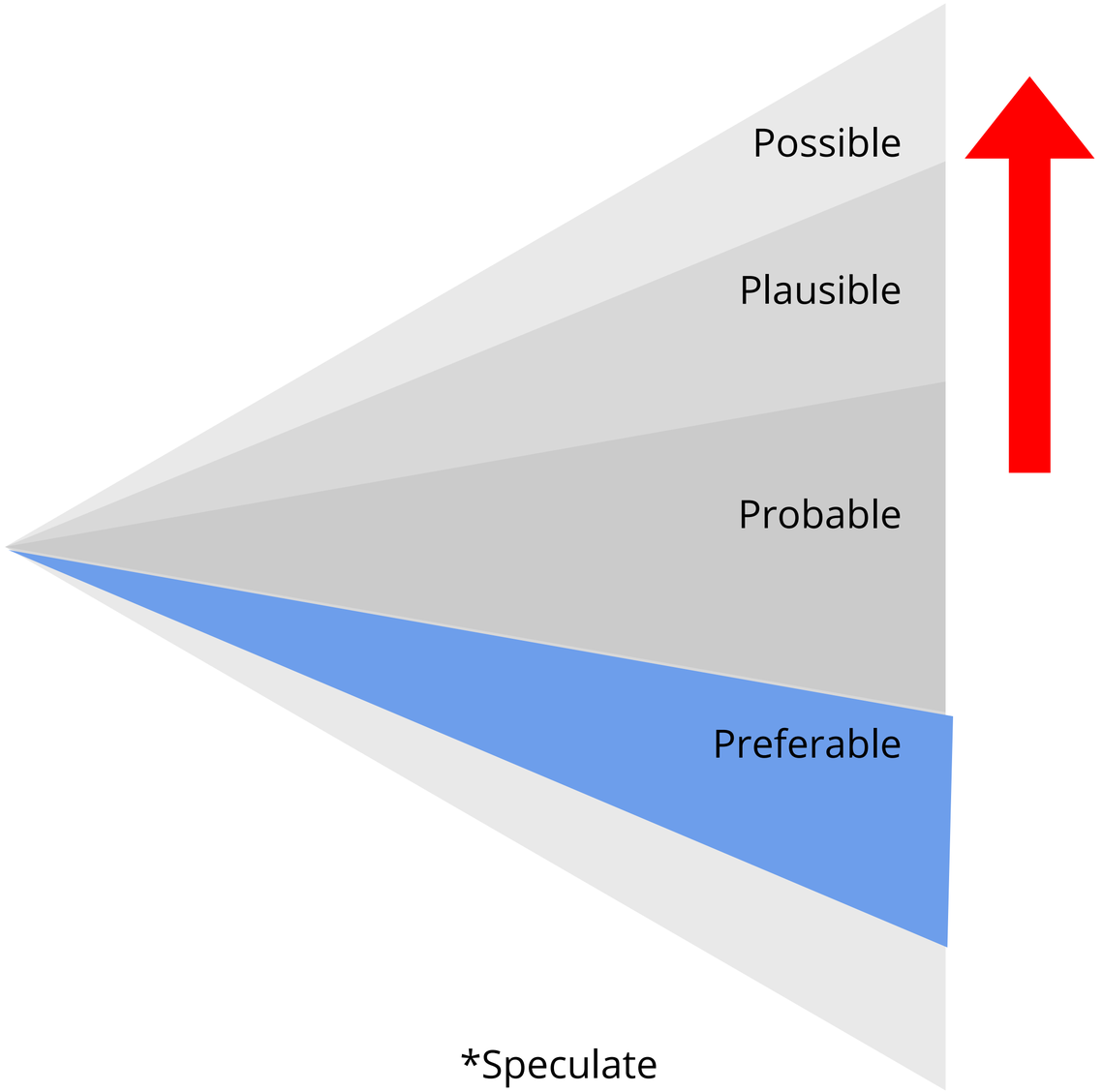
VISION



CONTEXT

IDEA CONCEPT

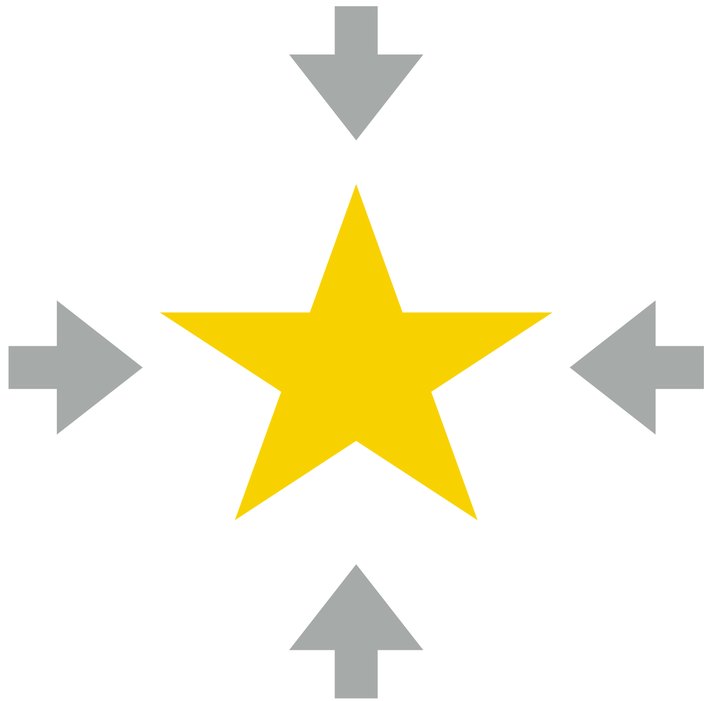
TECHNOLOGY




*Speculate everything

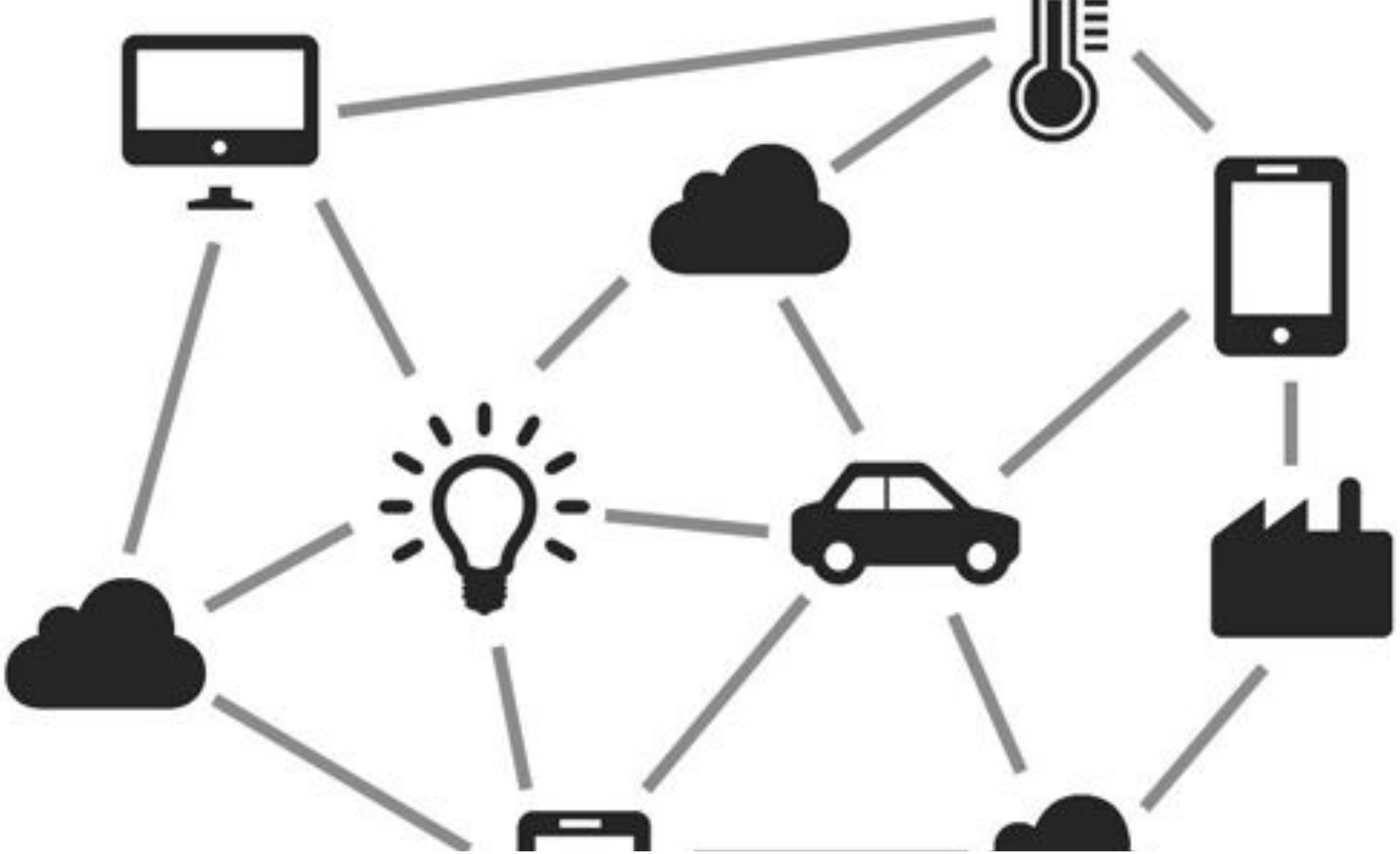
VISION

CONTEXT



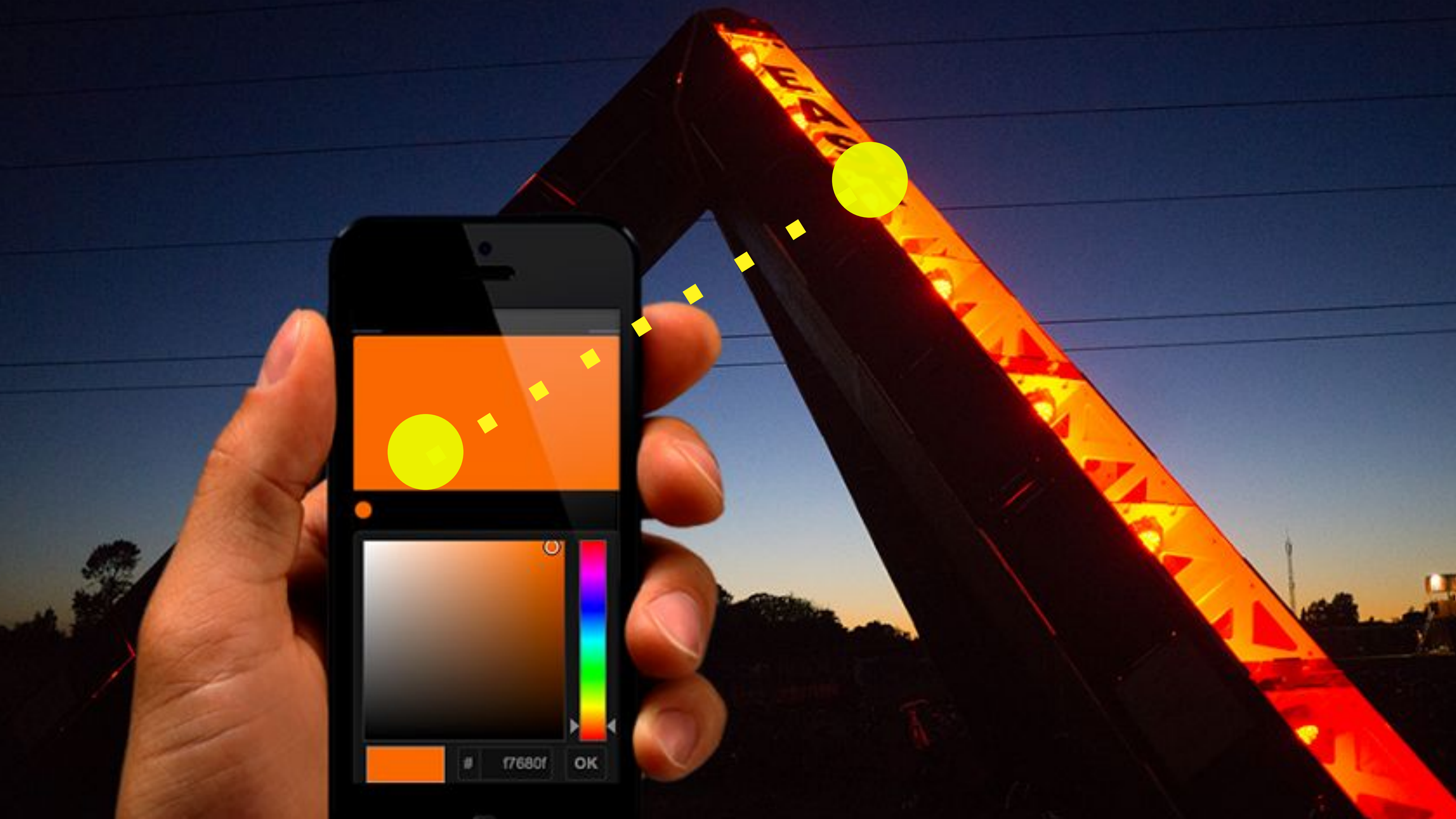
IDEA CONCEPT

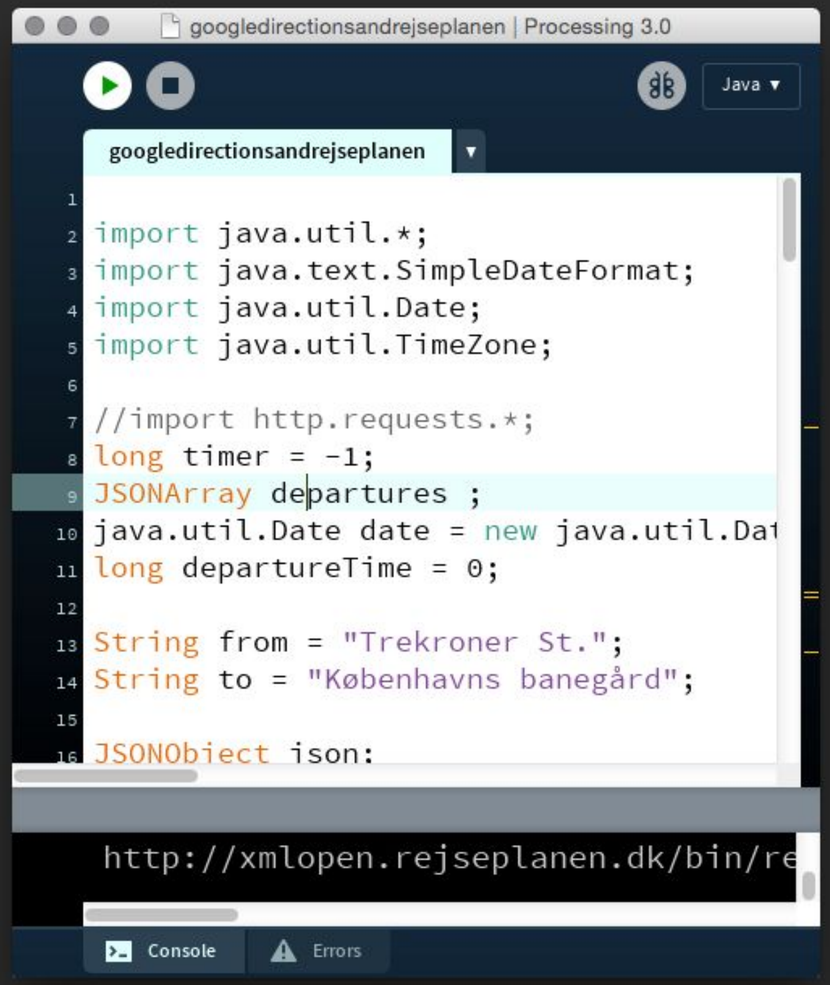
TECHNOLOGY



*Explore…*

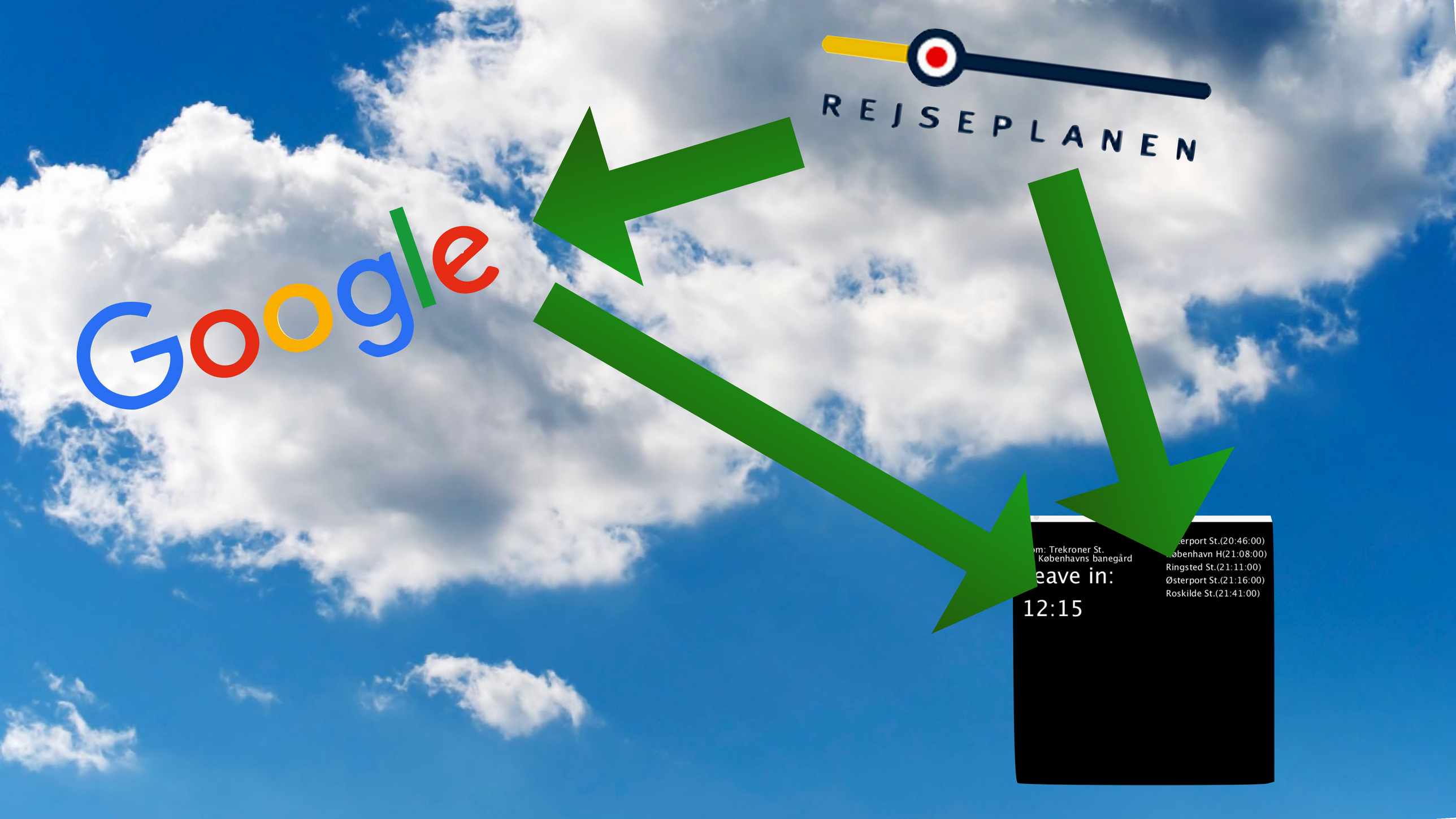
# Internet of things

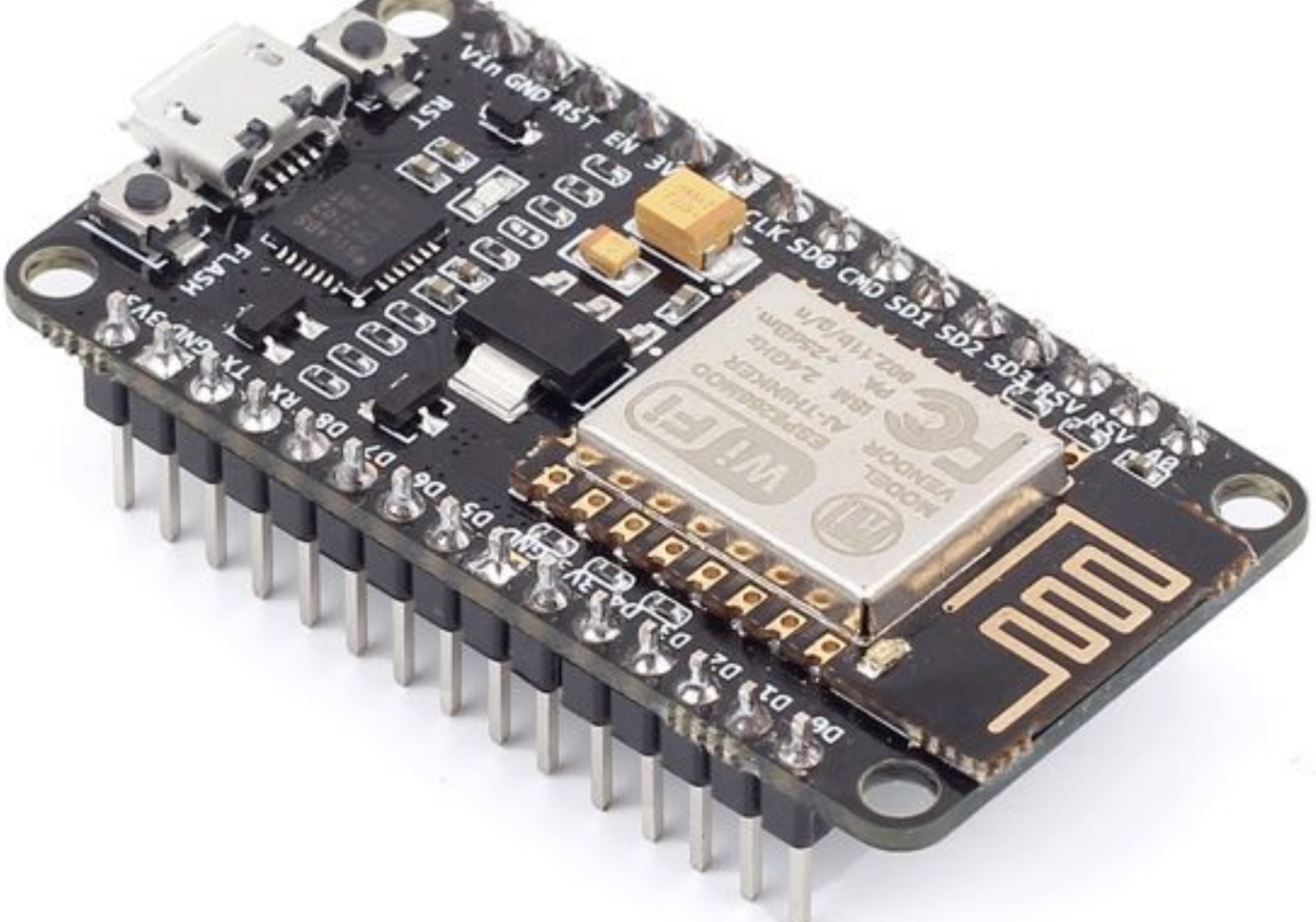

#
f7680f
OK

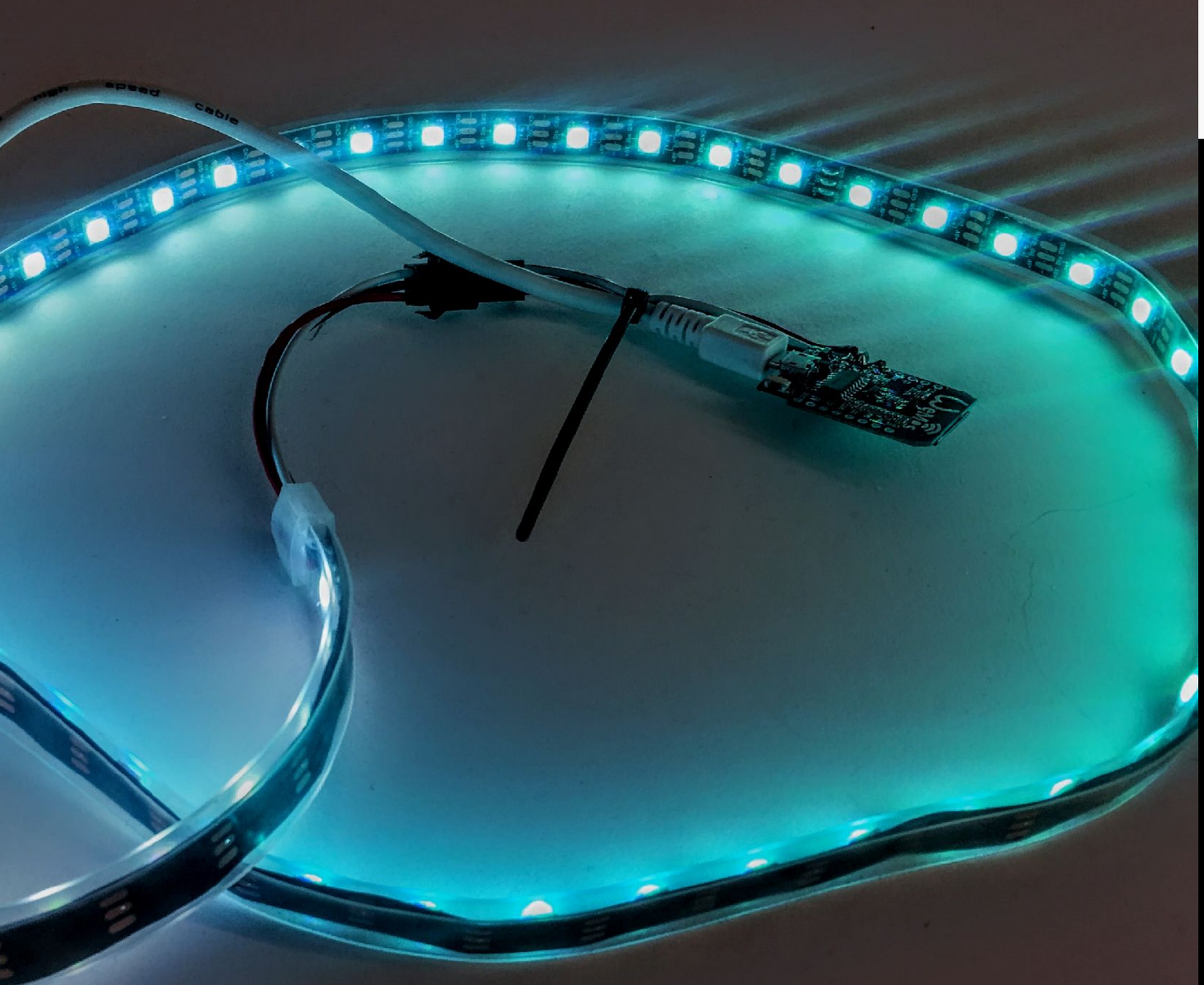




# processing.org


Google
REJSEPLANEN
om: Trekroner St.
Københavns banegård
eave in:
12:15
erport St.(20:46:00)
øbenhavn H(21:08:00)
Ringsted St.(21:11:00)
Østerport St.(21:16:00)
Roskilde St.(21:41:00)


Vin GND RST EN 3V
RST
FLASH
CLK SD0 CMD SD1 SD2 SD3 RSV RSV
GND 3V3
TX
RX
D8
D7
D6
D5
D4
3V3
D3
D2
D1
D0



●●●○○ 3 4G 14.05 34 %

192.168.4.1
ioGlow-wjfcwv

Log In Cancel

ioGlow: Fablab RUC

# Choose your pattern:

Off | Color Changer | Red

Param0:

Param1:

Param2:

You may want to config the wifi connection.

Close Window

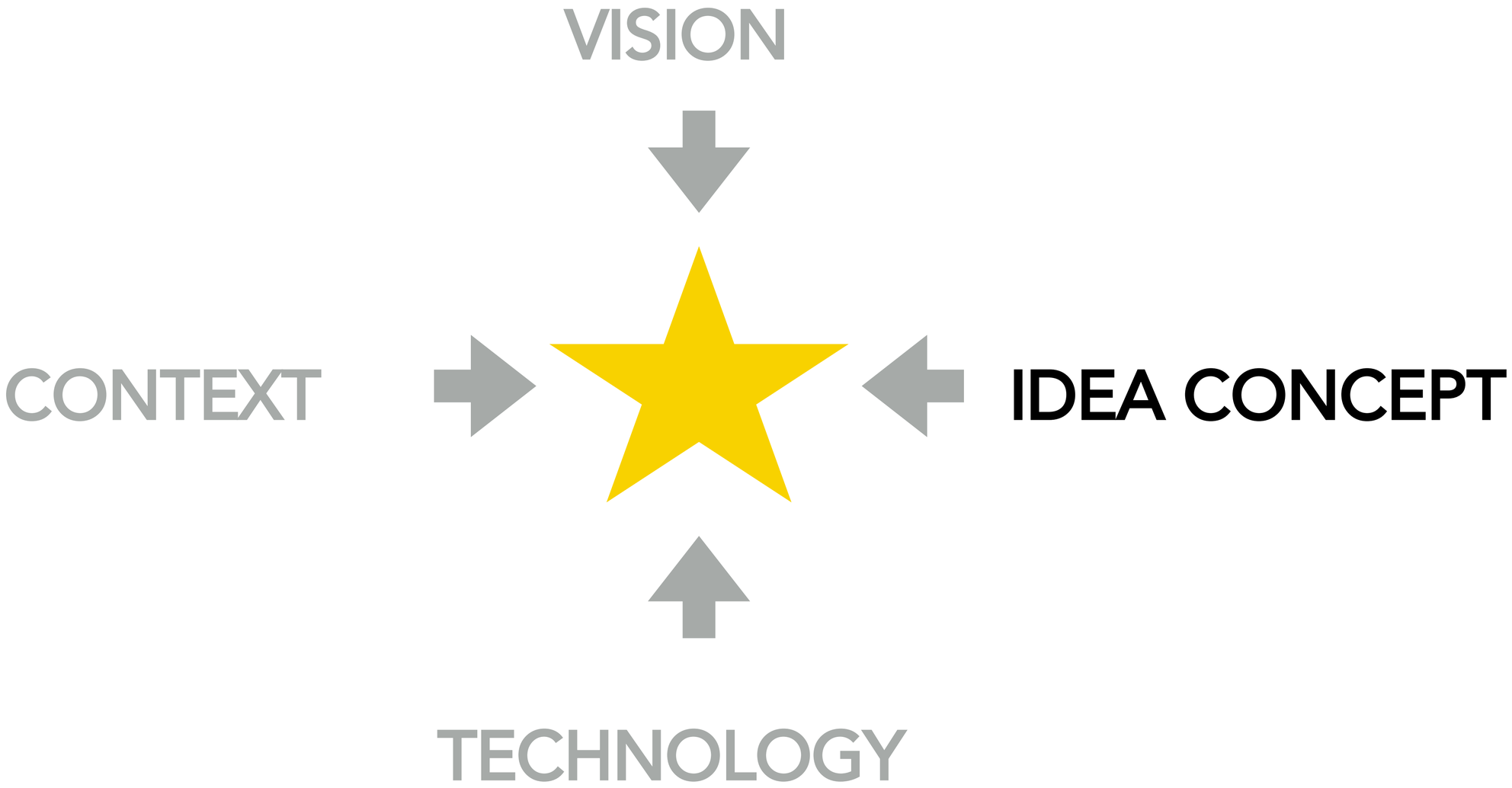
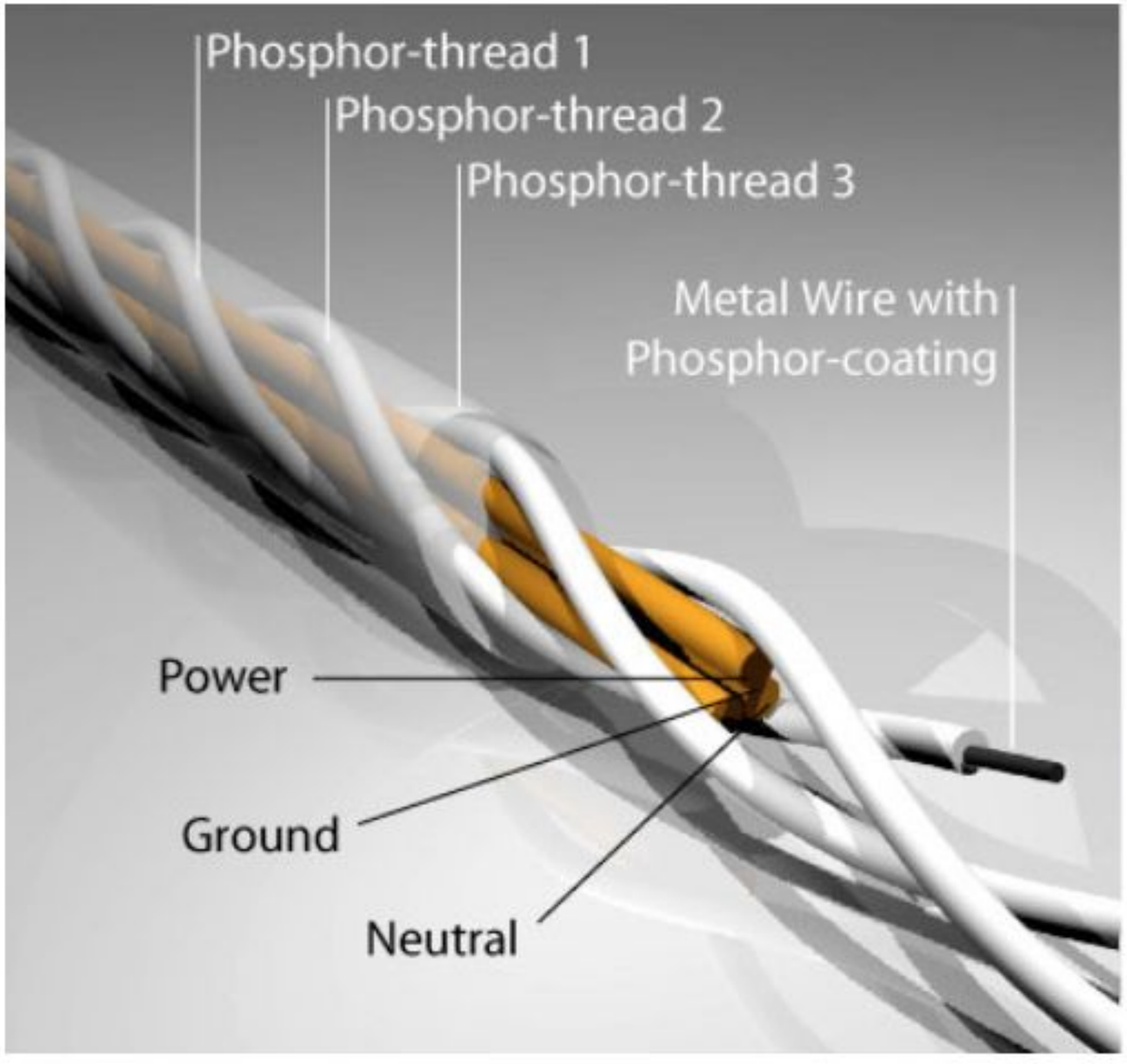
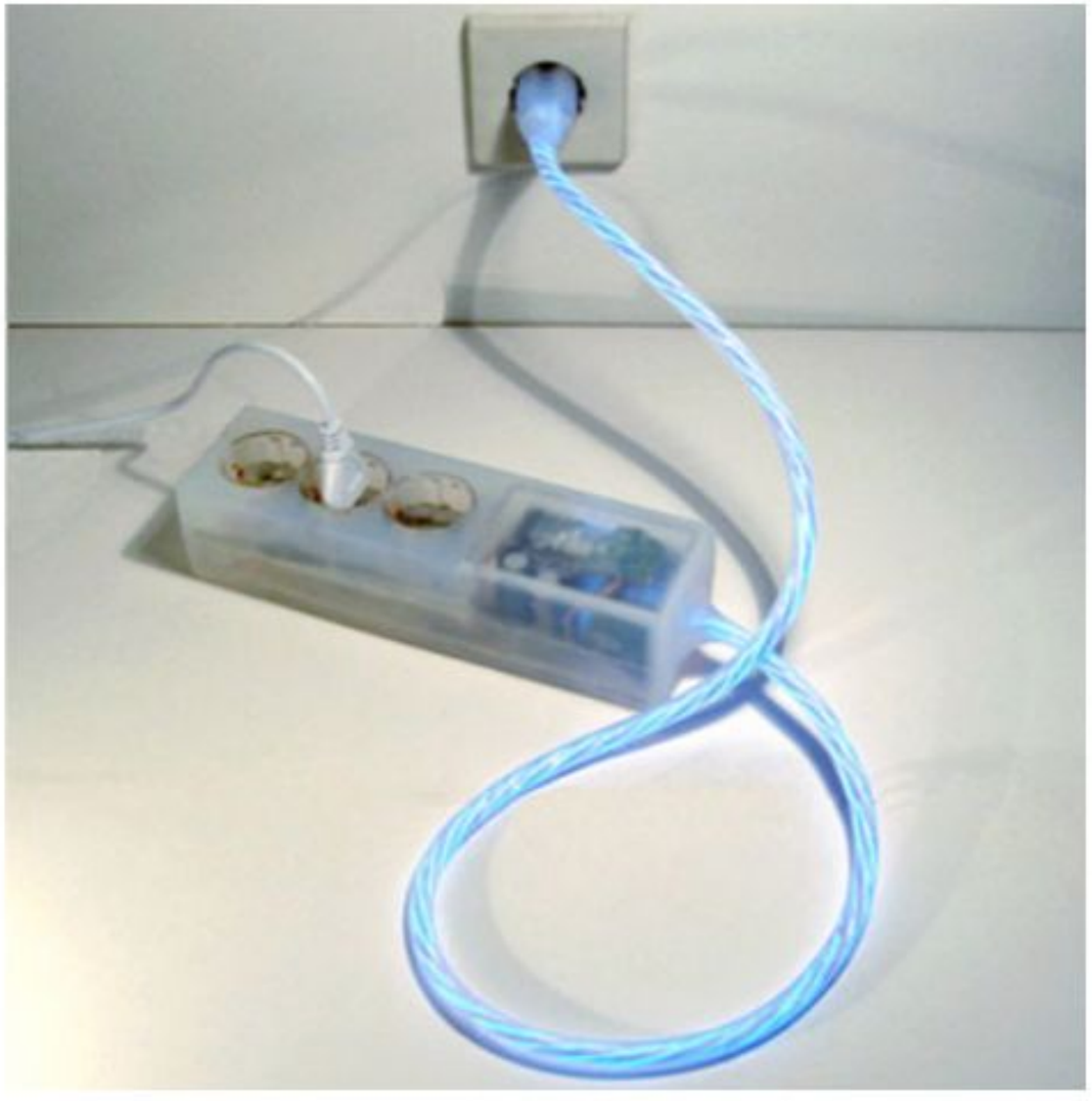
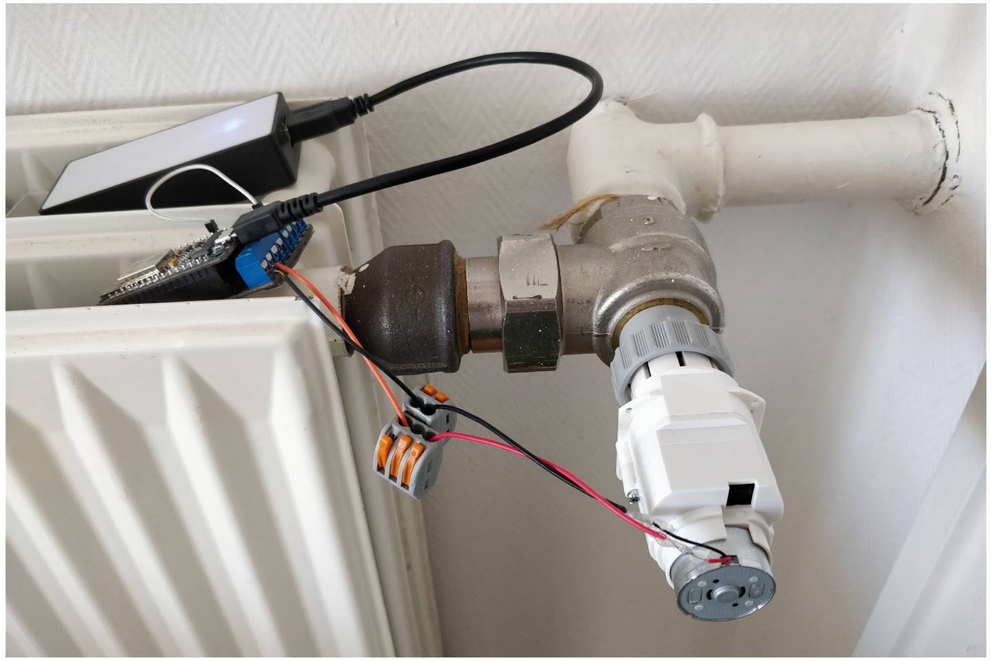

VISION
CONTEXT
IDEA CONCEPT
TECHNOLOGY

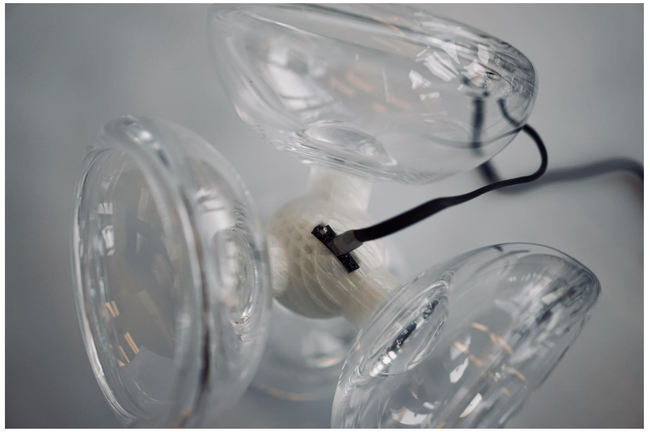
*Figure 1: Two of the authors comparing the real-time value (white) with today's max (orange) & min (blue) values. The light spots can be arranged and projected in any direction seen fit.*

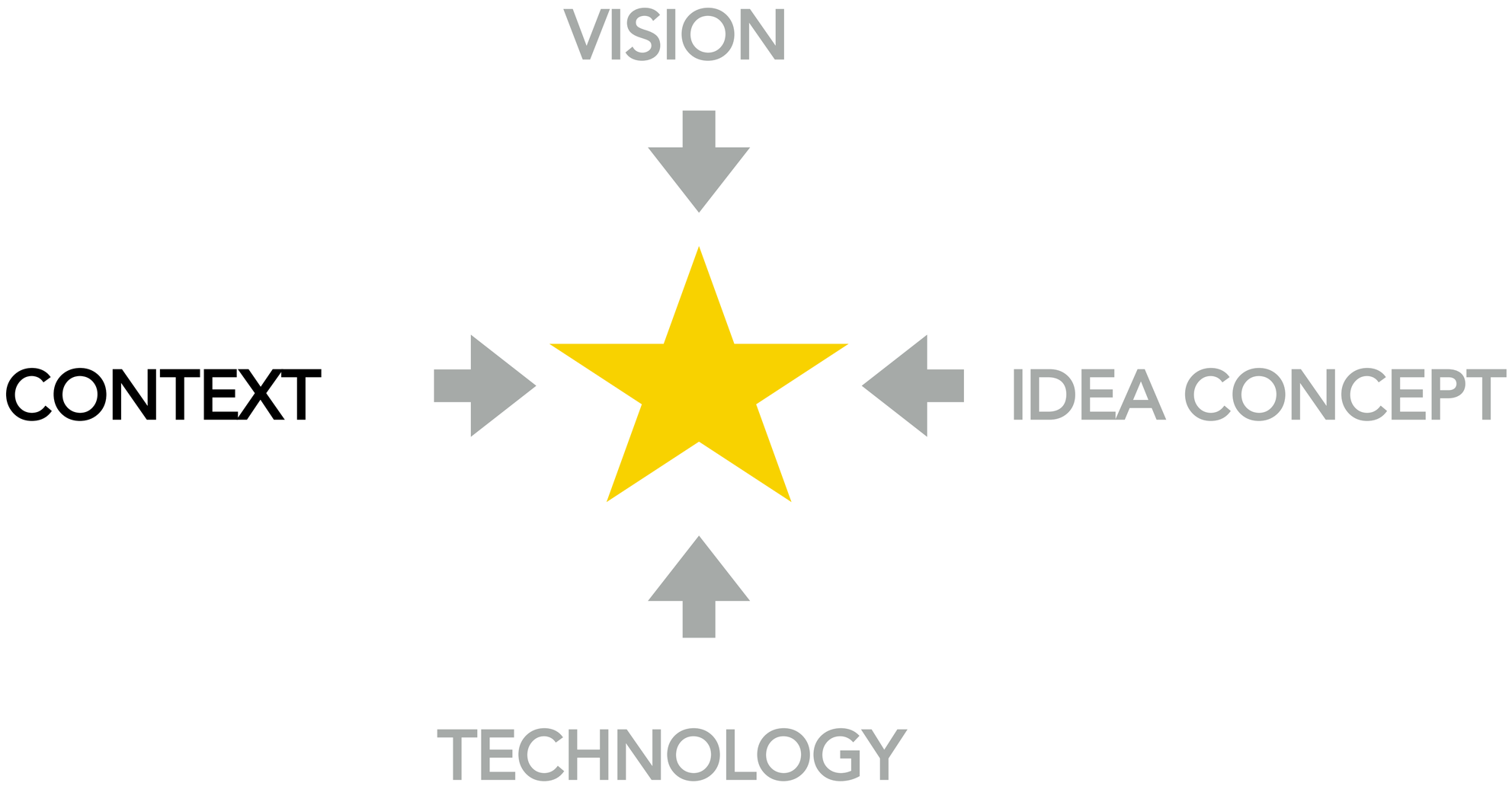

Phosphor-thread 1
Phosphor-thread 2
Phosphor-thread 3
Metal Wire with
Phosphor-coating
Power
Ground
Neutral






OFF




VISION
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KØBENHAVN

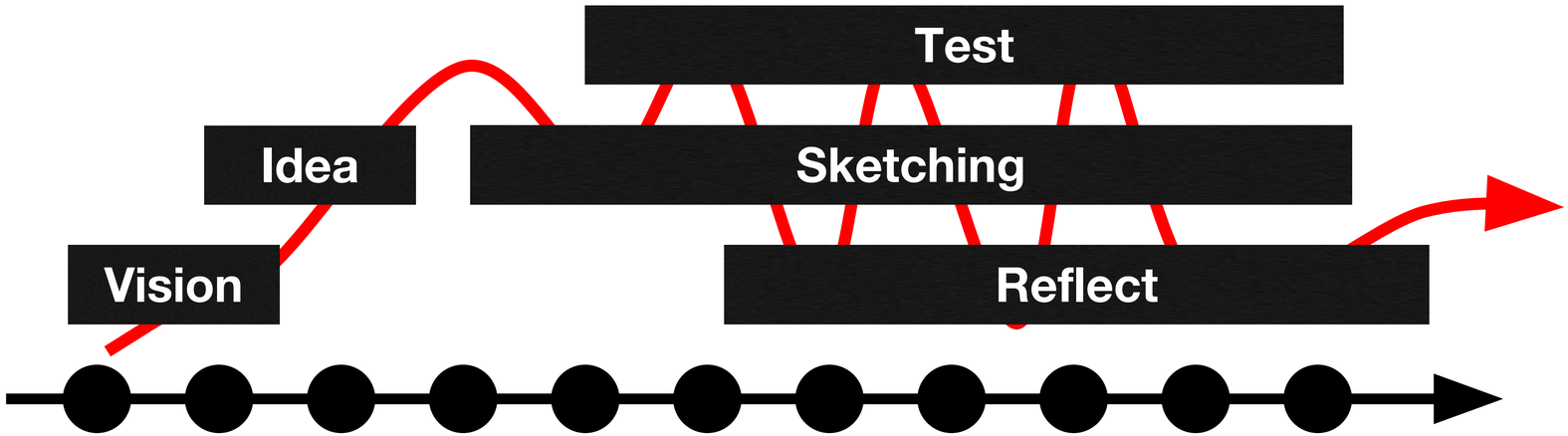
# PROCESS


FABRUR

This course is not about making a finished product, but about **exploring potential** new ways of using technology.

You are expected to create **quick and dirty prototypes** to try out.

Through the prototypes, you will get a greater **understanding of the problem domain** you are researching.

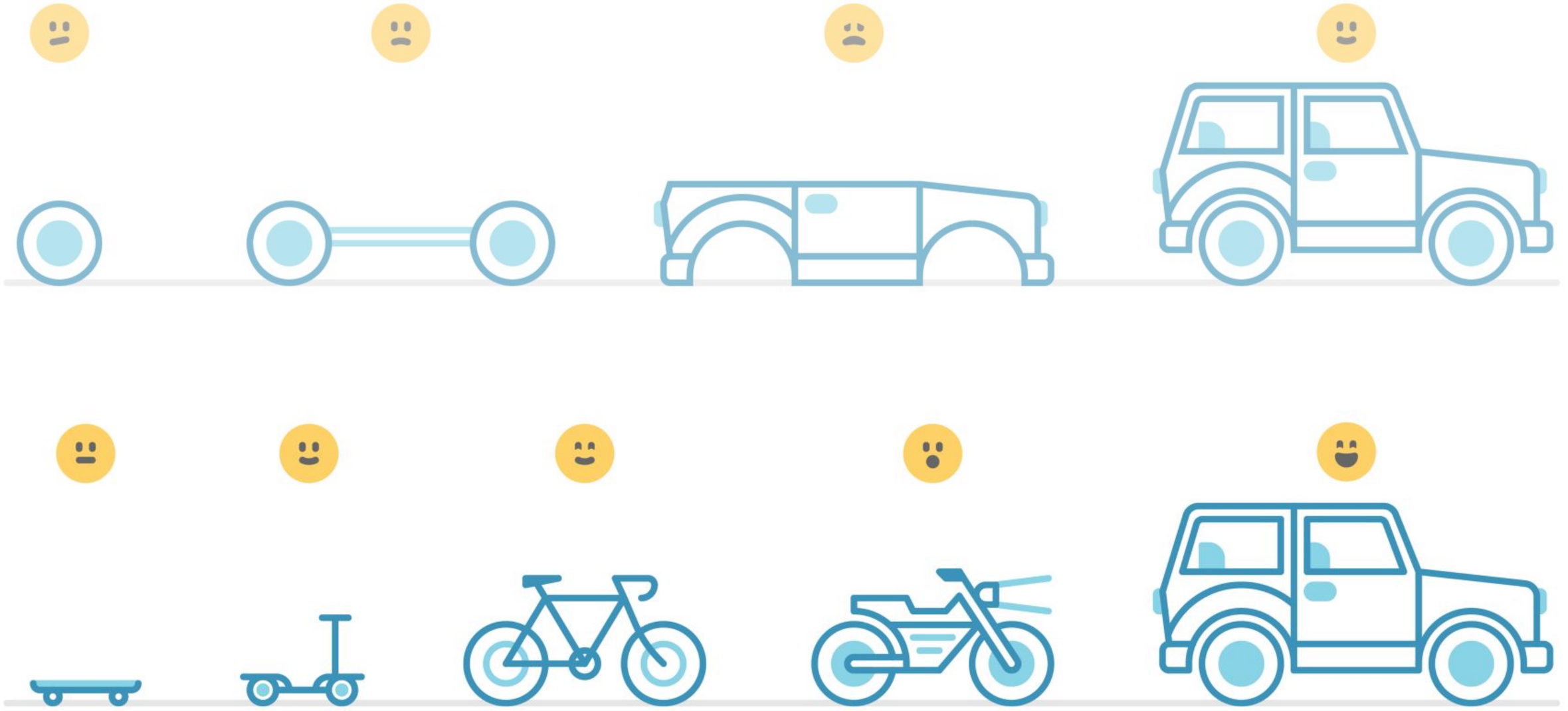

Test
Idea
Sketching
Vision
Reflect

A

B


A

B



After completing the course, you will:

- Be able to do **studio-based design** exploration in interactive design.
- Be able to frame **exploratory design research** as a knowledge contribution in the form of an academic short paper.
- Be able to understand the basics of **embedded internet-enabled technology** (internet of things, sensors, actuators, internal logic).
- Be able to use **essential prototyping tools** like laser-cutting, soldering, embedded computing.

# Programming interactive experiences