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Creative Coding II - Arduino Projects

October 2, 2019

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Arduino Projects 2 & 3

Working through the Arduino projects 2 and 3 have taught me how to use the board, wire components, write code, and build An end product. I feel as if working through the projects have taught or re taught me about electrical flow and how it will affect the end product. Such as using a series or parallel circuit can make a difference in how your end product will work.

The positive aspect about working with the Arduino projects is that you can start knowing nothing and create some cool projects that teach about electrical flow, components, building, coding, and more. The coolest part to me is being able to type code that works outside of the box. By that I mean the code running from your computer is effecting an outside physical device.

The most frustrating parts of working on the Arduino projects has to be building/wiring the board. If one thing is off it won’t work or won’t work completely. Also just finding the right components and choosing the correct resistor can be a pain.

I feel as if the Arduino board has a vast amount of room for creativity. I’m still learning how it works and I can already see future and potential applications for projects. Not to mention that I already have experience using an Arduino board when building an installation for a previous class.

Just like any other type of physical art an Arduino board requires planning thought out in detail. You must construct your piece of artwork just right or its not going to satisfy you. Just like an Arduino board if you don’t build it right it’s not going to work. And as always there is always background work and preparation for art, for the Arduino it is your code.

The Arduino is different from physical artwork as well. It’s different because it involves the use of coding and building an end product with certain parameters. The parameters being the components you have available to use with the board restrict your creativity but force you to think in a certain way. Same with the coding portion of the Arduino board, with most physical artwork you do not have to run lines of code through a computer to get a physical painting.