

# Interaction Design Arduino Workshop

## Course experience report

Yghor Kerscher

Delivered as a requirement for the January of 2015 workshop taught at ESDI in Rio de Janeiro by Bo Peterson from Malmö Högskola. Each section below proceeds directly to a review, foregoing introductions. Overall it was a very positive experience, and more workshops like that should happen every semester at ESDI.

## Content

Both the included material on Github and linked content were high-quality. External links to further information was a good addition on the page for each session. For the students comfortable with git, an accompanying repository for the classes would allow cloning directly to test out modifications — or maybe even sending pull requests.

## Presentation

Very good pacing — but see *infrastructure* below — and balance between formality and lighting up the mood with jokes and anecdotes. Providing all the content that will be presented online allowed some people to distract from the main narrative, as reading everything became an option instead. Either using alternate content for the presentation, possibly sequential, or putting the material after each session could have prevented that. That said, there are benefits to it as well, as it detaches the pace from only the main lecture into an individual choice.

## Infrastructure

Both software and hardware had glitches here and there, with the only major situation being one faulty unit. Loss of communication between the arduinos and the computers were a very common nuisance which detracted explanations into incident management. One suggestion — besides thorough testing before sessions — would be having an assistant ready to do troubleshooting, freeing the lecturer from interruptions not related to the content delivered. Scraping the use of the digital board for plain whiteboard markers would've been nice as well.

## Evaluation

A report serves well as feedback for future workshops or related courses, but stimulates little for actual usage of the knowledge gained in each session. Projects like the bluetooth communication from the last session could be expanded into assignments where some sort of (simple) protocol between groups had to be devised and made to work, in class or by using the labs.