

**Interaction Design | 2014-2 | Arduino Workshop**

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On the second part of the Interaction Design discipline, in ESDI Design master’s degree, an Arduino workshop was ministered by the professor Bo Peterson. The workshop was exceptional, being didactic and elucidatory, demystifying arduino programming. Teaching in a friendly way, how to program, even to non-expert, making it very interesting.

Through the workshop, I noticed that in the design scenario, the Arduino programming show no limits, turning possible projects like simple toys, or home automation. Through simple programs, commands like turning on and off led, send informations via bluetooth by a cellphone (using android system), turns possible and viable using Arduino, which has an accessible value. We could test in the practice how Arduino help in the development of a design project being at the same time simple and easy to use, keeping his innovation.

It was very interesting studying about a theme so far from my area. I’ve always thought that would be very difficult to programming, even in a superficial way. This preconception has already been broken for me last year on the Processing classes, ministered by the professor Fernando Reiszel. Something that helped me in the understanding of this workshop was the Processing. Before your realization I had no idea of what Arduino is and its applications. But, even with a reduced time in a small amount of classes I could understand that Arduino application in design projects are very frequent. For sure I’ll use the information I’ve learned in the workshop and in my master’s degree dissertation and improve my Project classes that I use in the University that I work.