

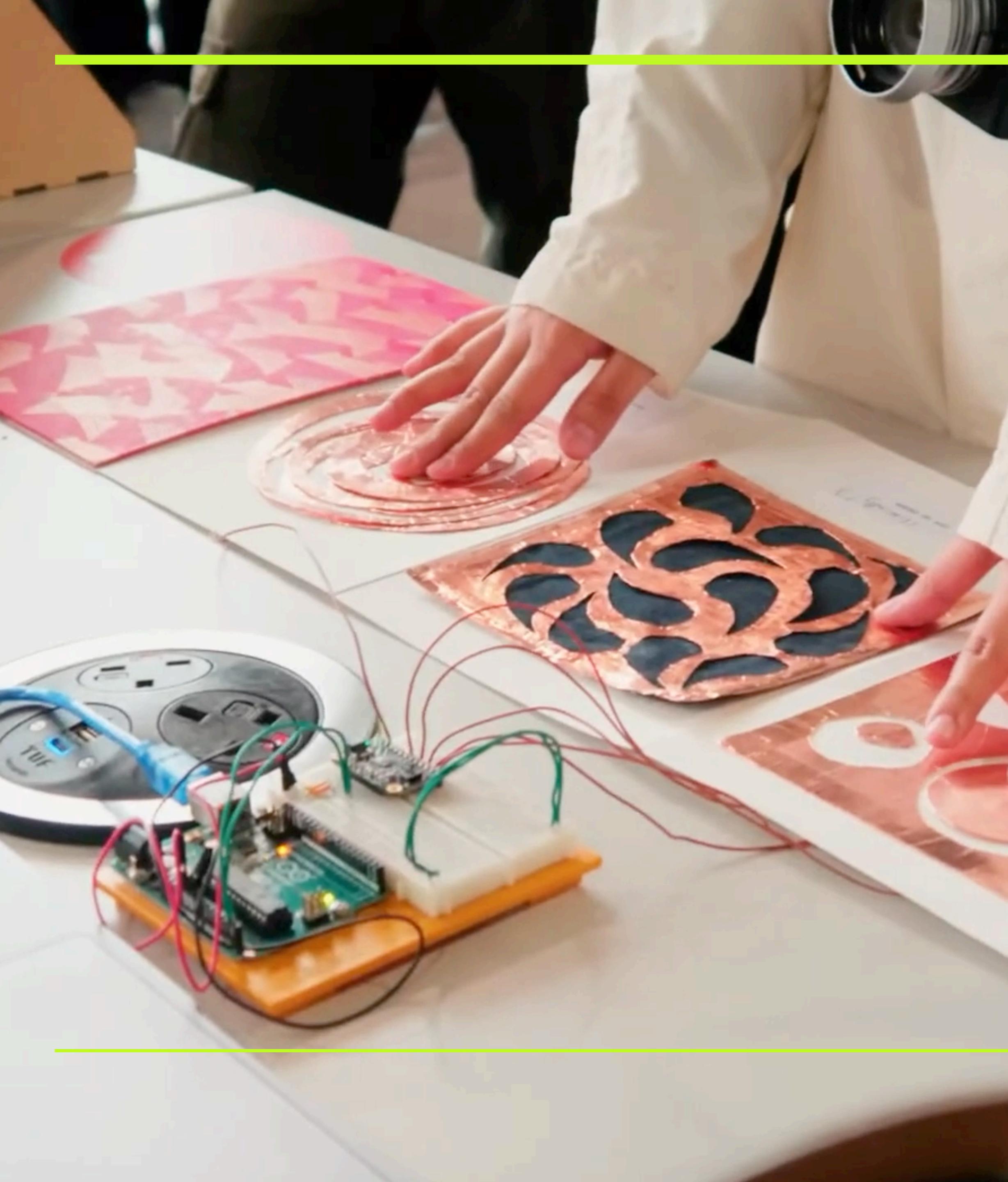
Week 1 - Intro to Electronics

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# Physical Computing 1

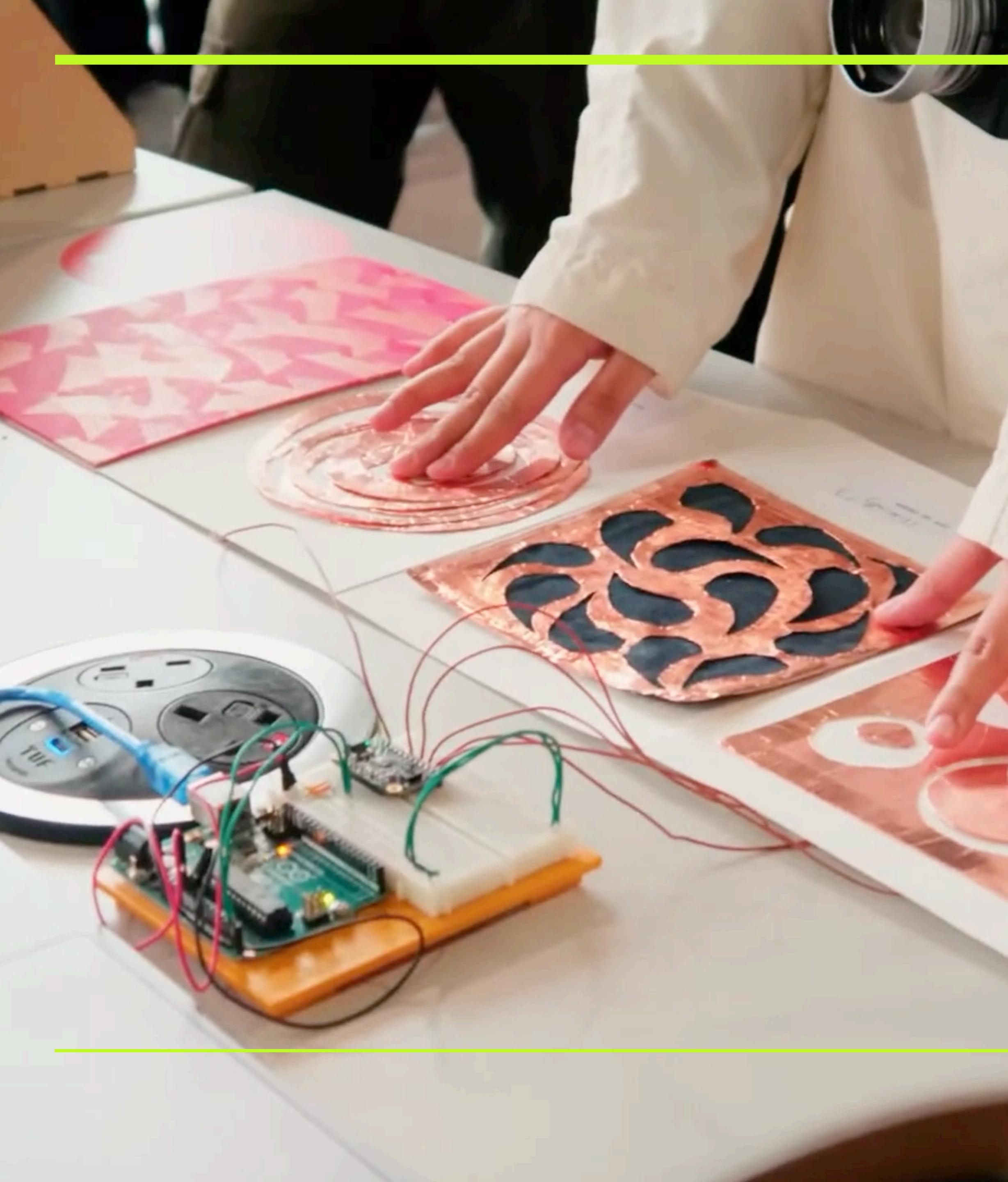
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ROBERT HALL



# Welcome to Physical Computing!

- Module Overview
  - What to expect?
  - How will you be Assessed?
  - Intro to the Hatchlabs
- What is Physical Computing?
- Using a Breadboard
- Your First Circuit
- Soldering Demo



# But First...

## Admin time...

- Have you :-
  - Scanned the QR Code?
  - Enrolled on the VLE?
    - <https://learn.gold.ac.uk/course/view.php?id=27909>
  - Signed the Hatchlabs Code of Conduct?
    - <https://www.doc.gold.ac.uk/hl-codeofconduct>
  - Signed up for inductions in the Hatchlab?
    - <https://learn.gold.ac.uk/course/view.php?id=6947>
  - Bookmark the Hatchlab Website:
    - <https://www.doc.gold.ac.uk/Hatchlabs/>

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# Sign The Register!

- You must do this every week!
- Scan the QR code using the SEATS app.

# Enrol on the VLE

- You only need to do this once
- <https://learn.gold.ac.uk/course/view.php?id=24317>

# Sign the HatchLabs Code Of Conduct

- You only need to do this once
- This will make your card work on the HatchLabs Door
- <https://www.doc.gold.ac.uk/hl-codeofconduct>



# Sign Up

## HatchLab Inductions

- <https://learn.gold.ac.uk/course/view.php?id=6947>
- You MUST Sign Up for Inductions if you want to use the exciting tools in the Hatchlab.
- You should also save our website! It's very useful and has information on all the tools in the lab :
  - <https://www.doc.gold.ac.uk/Hatchlabs/>

# Safety Tips

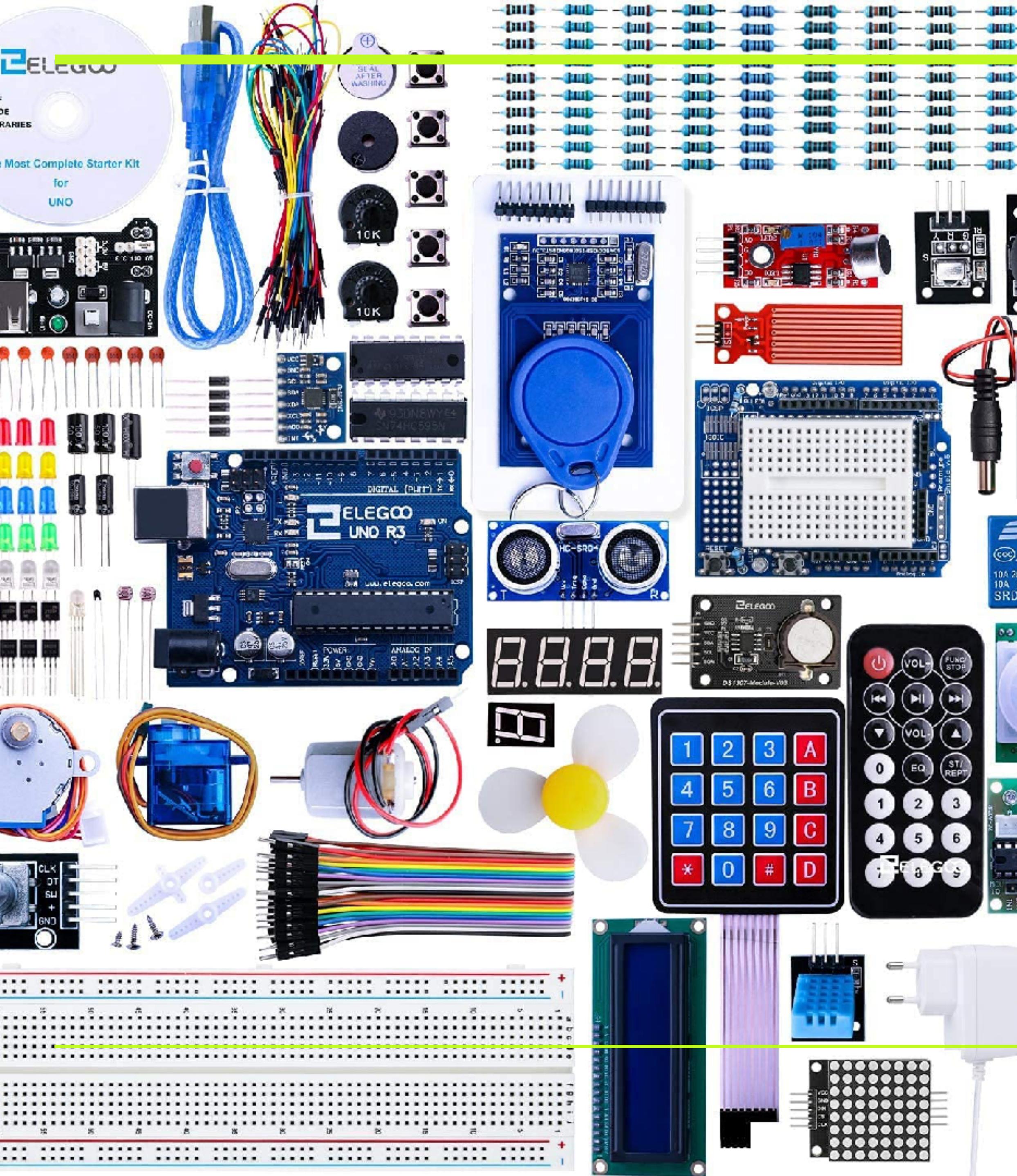
- Don't use more than 2 Amps or more than 24V without talking to us first.
  - Electricity below this level is the safest.
- Be careful to connect components with +/- , 5V/GND or Red/Black wires the correct way round.
- Stick to powering your circuits using the power cables and batteries in your kit.
- Watch out for your circuit getting hot, that might mean there is a short-circuit!

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If you have an accident - Tell us!

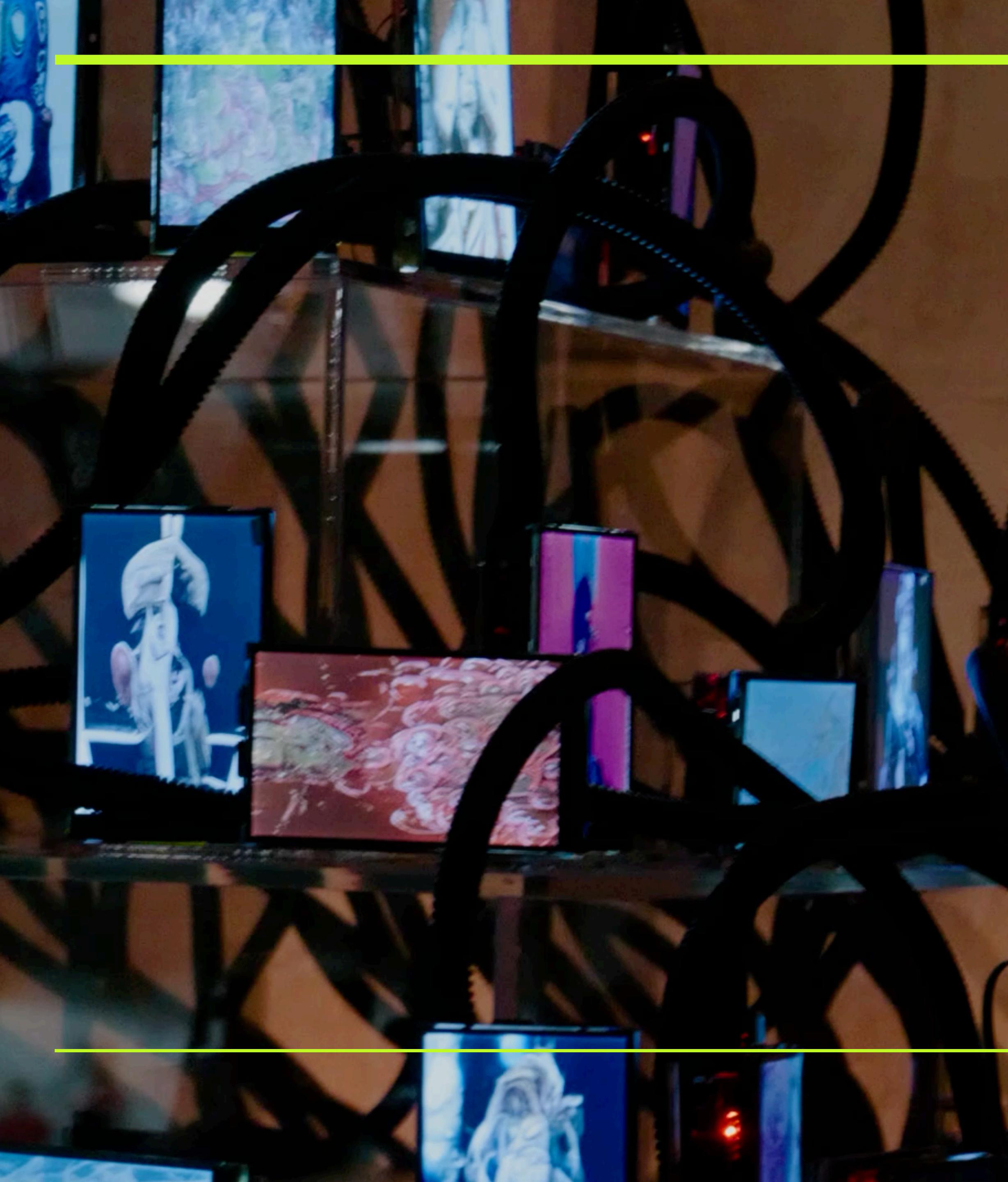
We can always learn from accidents!

---



# Time for Kits

- You must have a kit to do this module.
- This kit costs £45 and we will now come round so you can buy them.
- When you get yours write your NAME and USERNAME on the inside!



# How will you be Assessed?

- 15% Ongoing Assessments (Fail-Outstanding for Idea and Execution) (2.5% Each)
  - 2 - Mini Projects
  - Project Proposal / MVP
  - 2 - 30 Second Check In Videos (You MUST show progress)
- 85% Final Project (Graded)



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# Get to know your Physical Computing Family!

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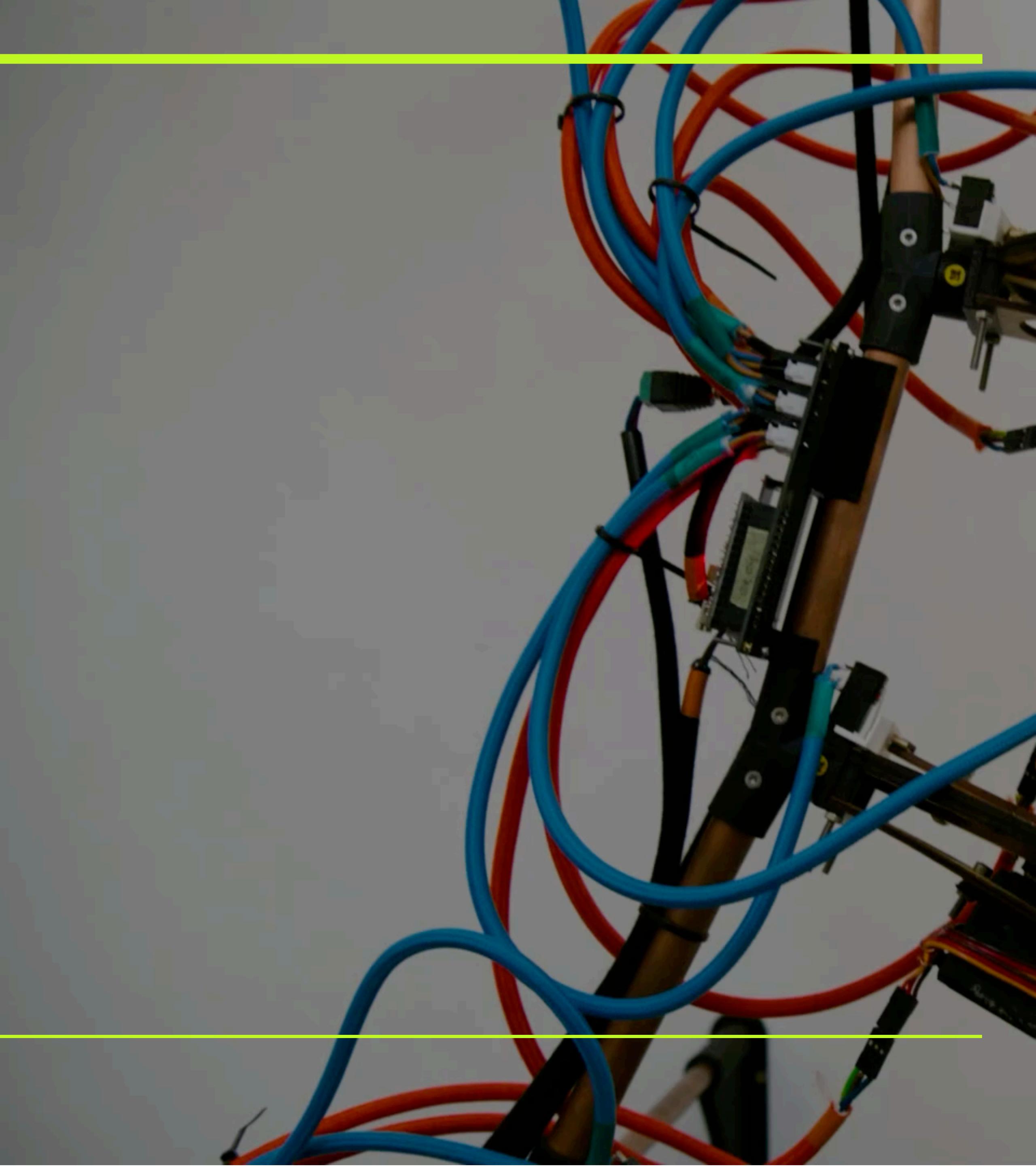


# Let's Go!

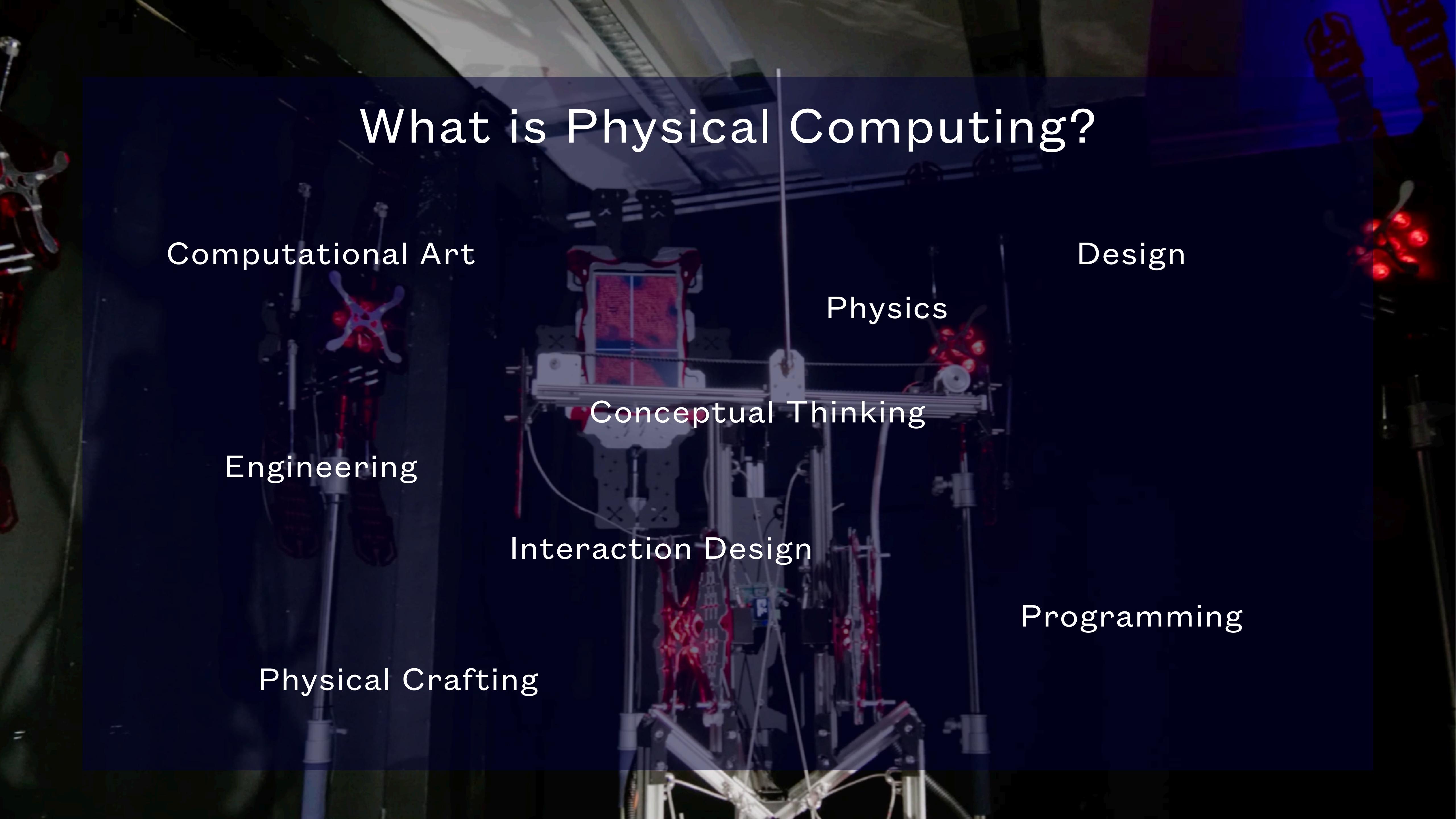
## Tell us about :

- Your Name
- Your Preferred Pronouns  
(He/She/They)
- Your Art Practice
- The piece of Computational  
Art you have chosen!

# What is Physical Computing?



# What is Physical Computing?

A photograph of a complex physical computing setup. In the center, a computer monitor displays a grid pattern. Surrounding the monitor are various mechanical components, including a robotic arm-like structure with red and white segments, and several small, glowing red light-emitting objects attached to metal poles. The background is dark, suggesting a workshop or laboratory environment.

Computational Art

Design

Physics

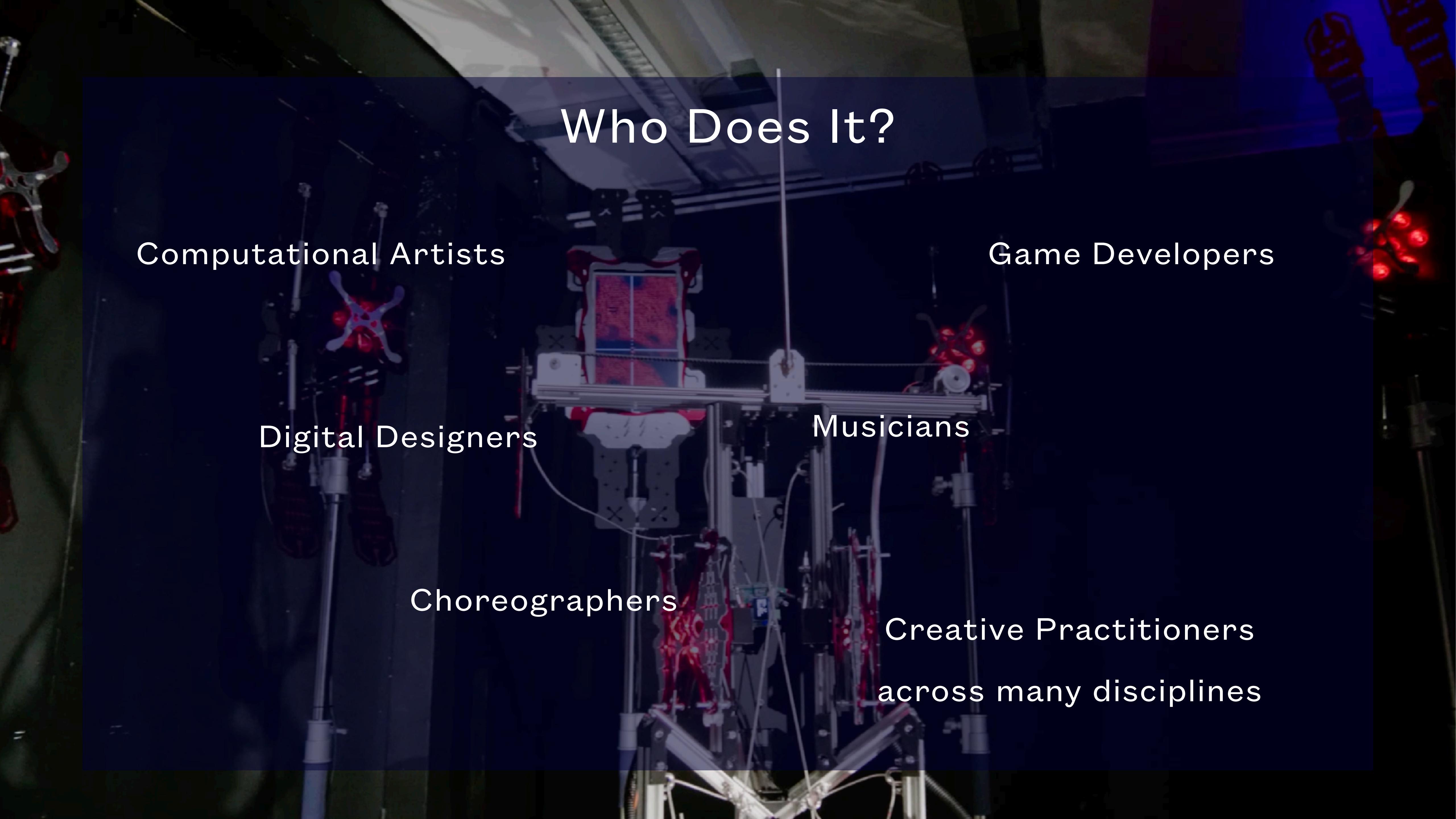
Conceptual Thinking

Engineering

Interaction Design

Programming

Physical Crafting



# Who Does It?

Computational Artists

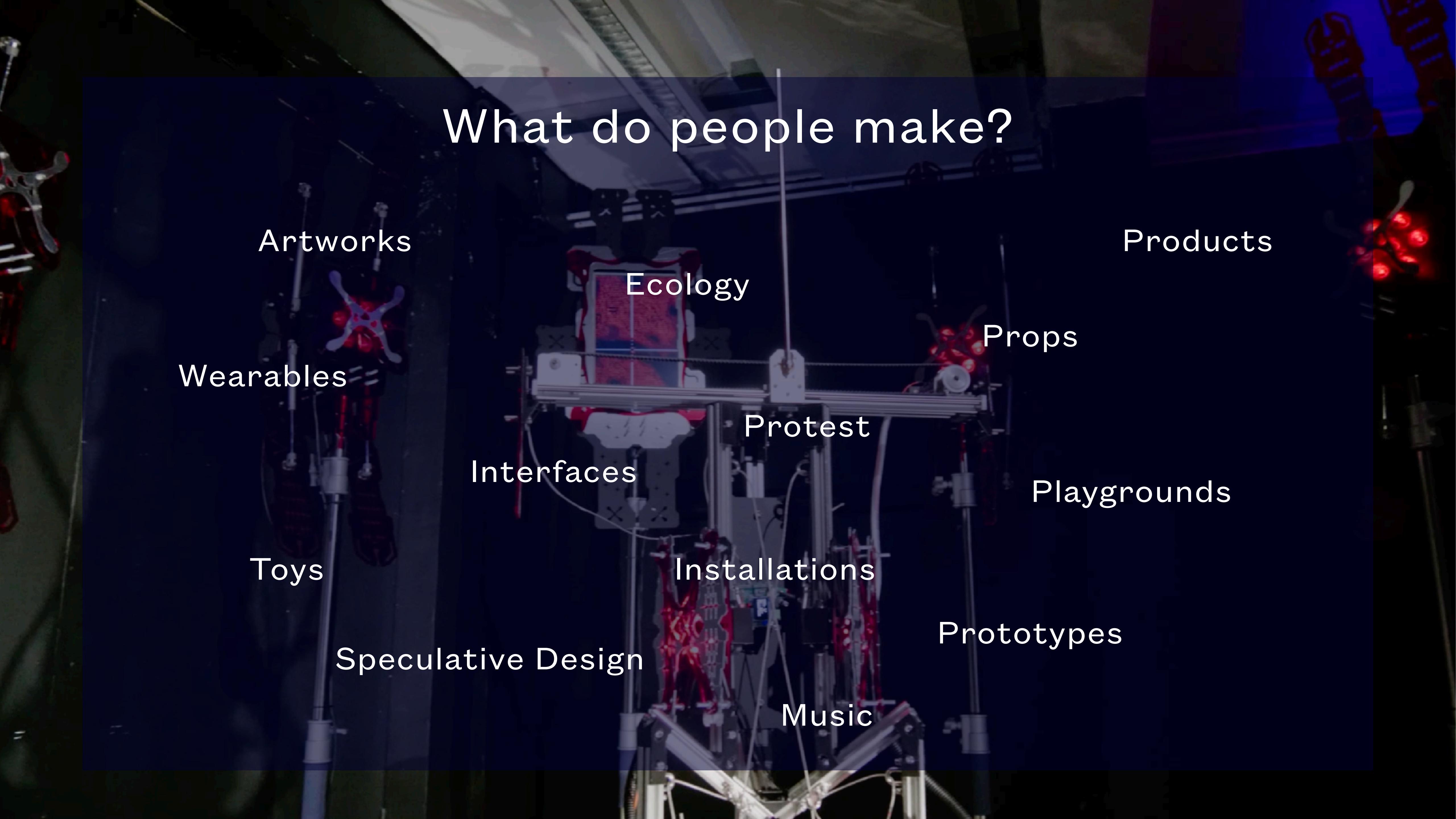
Game Developers

Digital Designers

Musicians

Choreographers

Creative Practitioners  
across many disciplines



# What do people make?

Artworks

Wearables

Toys

Speculative Design

Ecology

Interfaces

Installations

Music

Protest

Playgrounds

Prototypes

Props

Products

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**Do you have  
any Physical  
Computing  
Experience?**

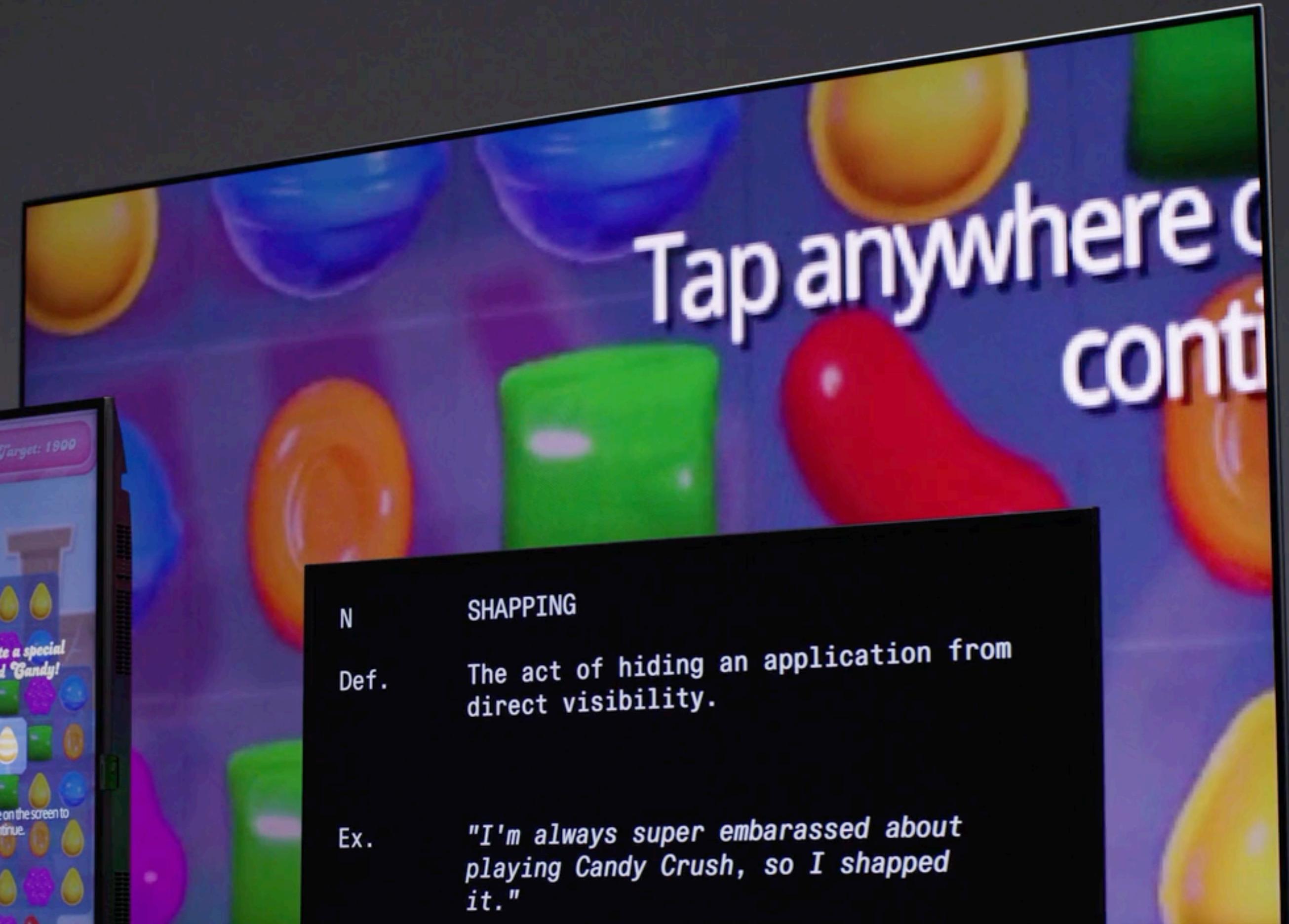
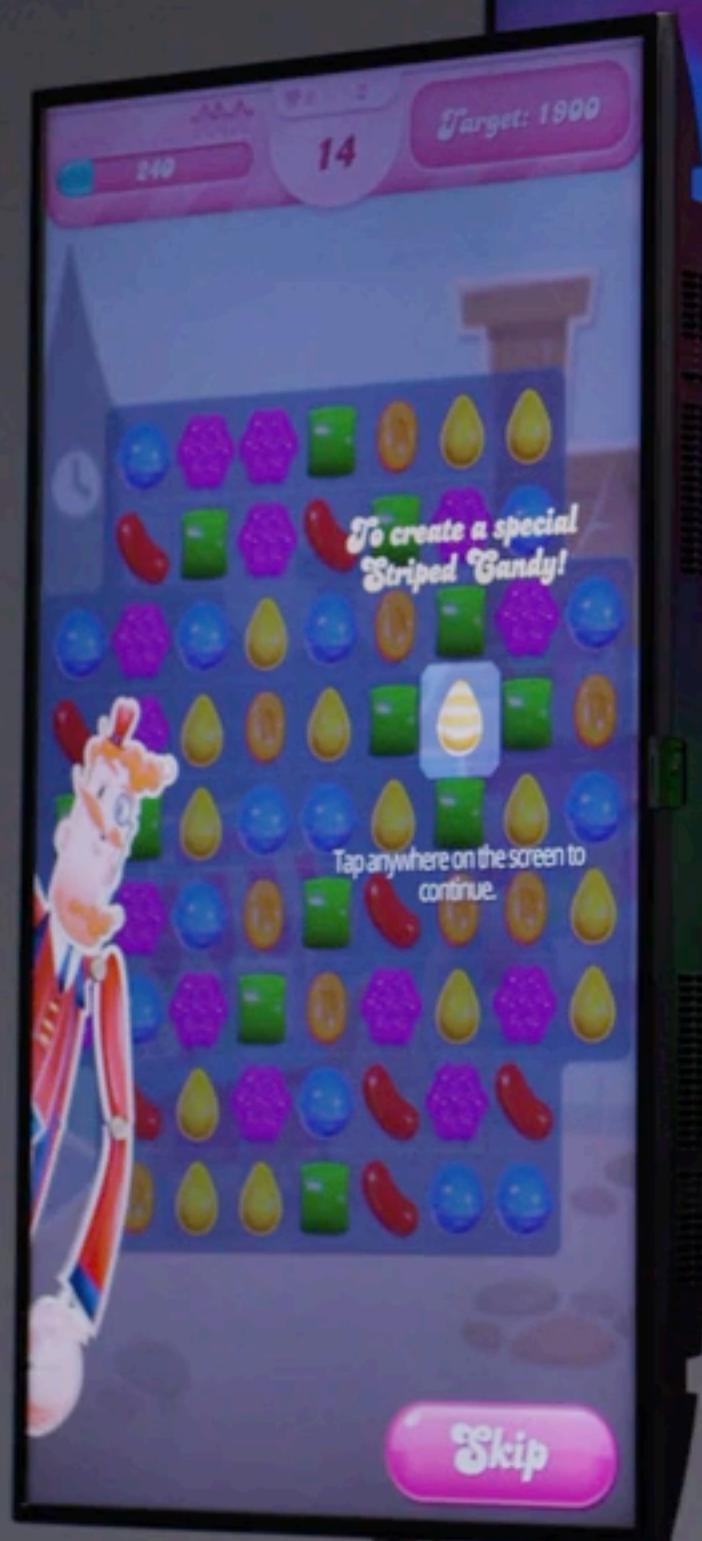
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# Inspiration Time!

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N

### SHAPPING

Def.

The act of hiding an application from direct visibility.

Ex.

*"I'm always super embarrassed about playing Candy Crush, so I shapped it."*



---

# How was this done?

---

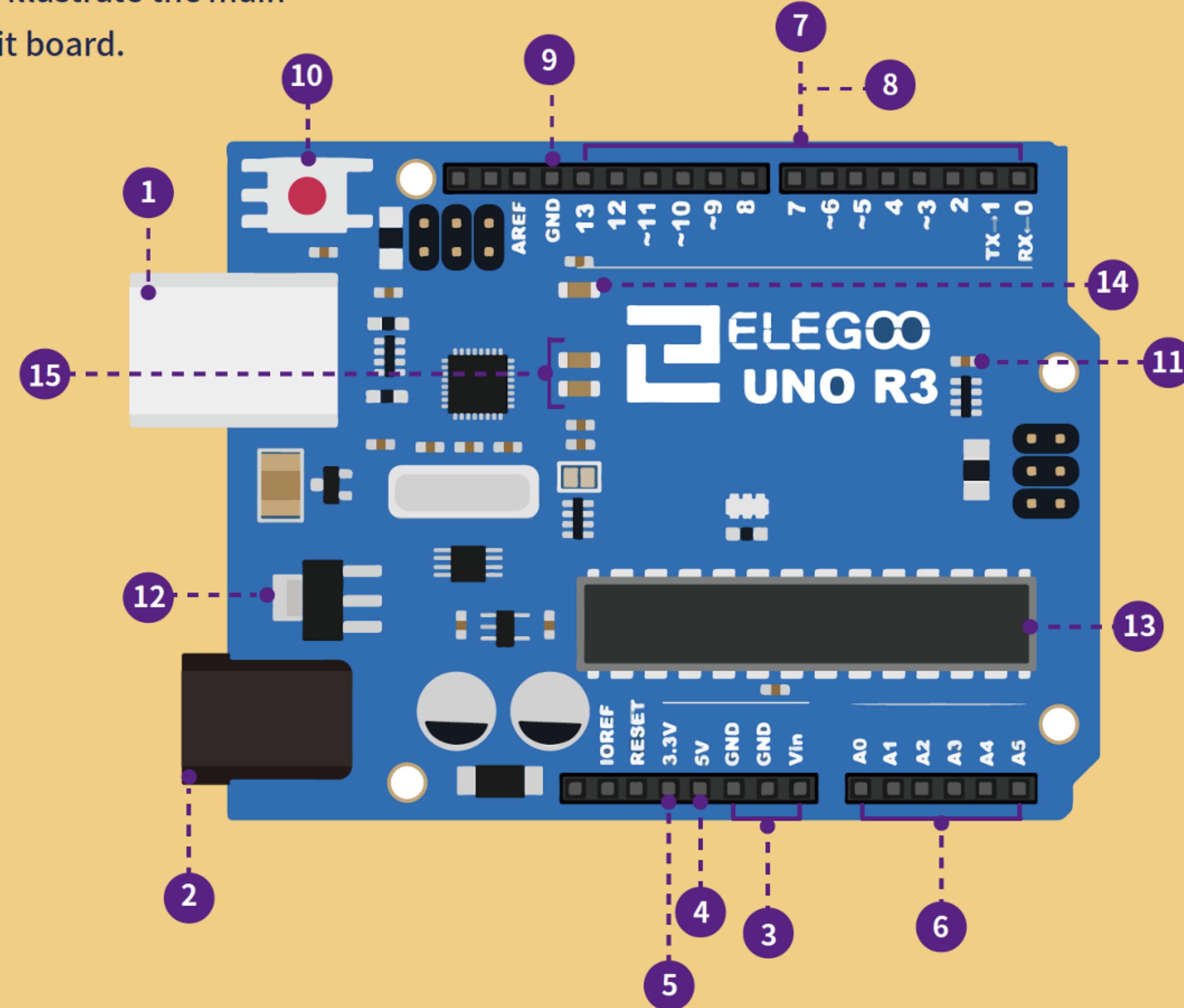


What are they trying to say?

### 3. Introduction of board

We use elegoo uno as an example to illustrate the main circuit components of Arduino circuit board.

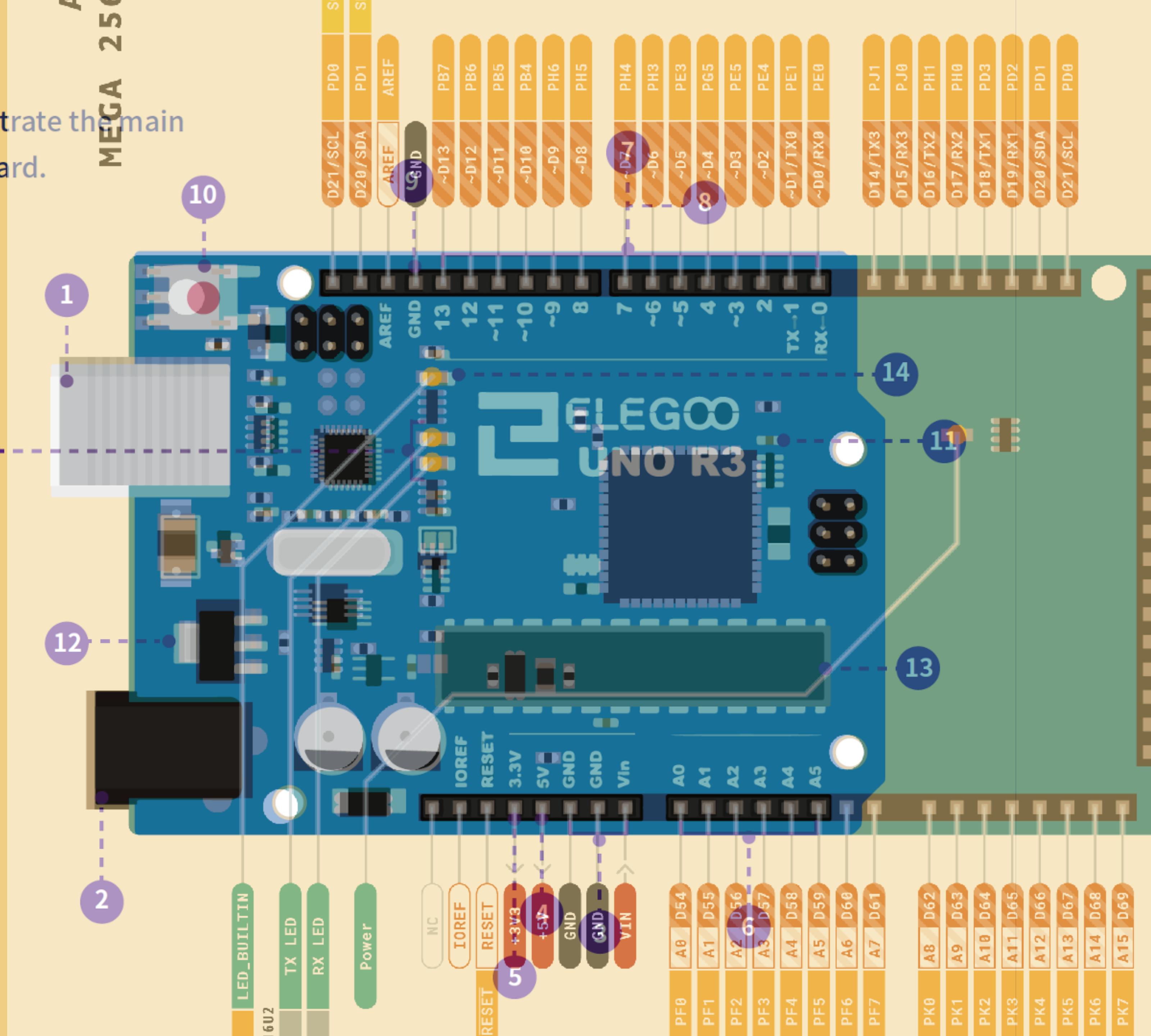
- ① the USB connection
- ② the 6V~12V barrel jack
- ③ GND
- ④ 5V pin supplies
- ⑤ 3.3V pin supplies
- ⑥ analog pin
- ⑦ digital pin
- ⑧ (pwm~)
- ⑨ GND
- ⑩ Reset Button
- ⑪ Power LED Indicator
- ⑫ Voltage Regulator
- ⑬ Main IC
- ⑭ Pin D13 indicator LED
- ⑮ Serial communication indicator LEDs



### 3. Introduction of board

We use elegoo uno as an example to illustrate the main circuit components of Arduino circuit board.

- ① the USB connection
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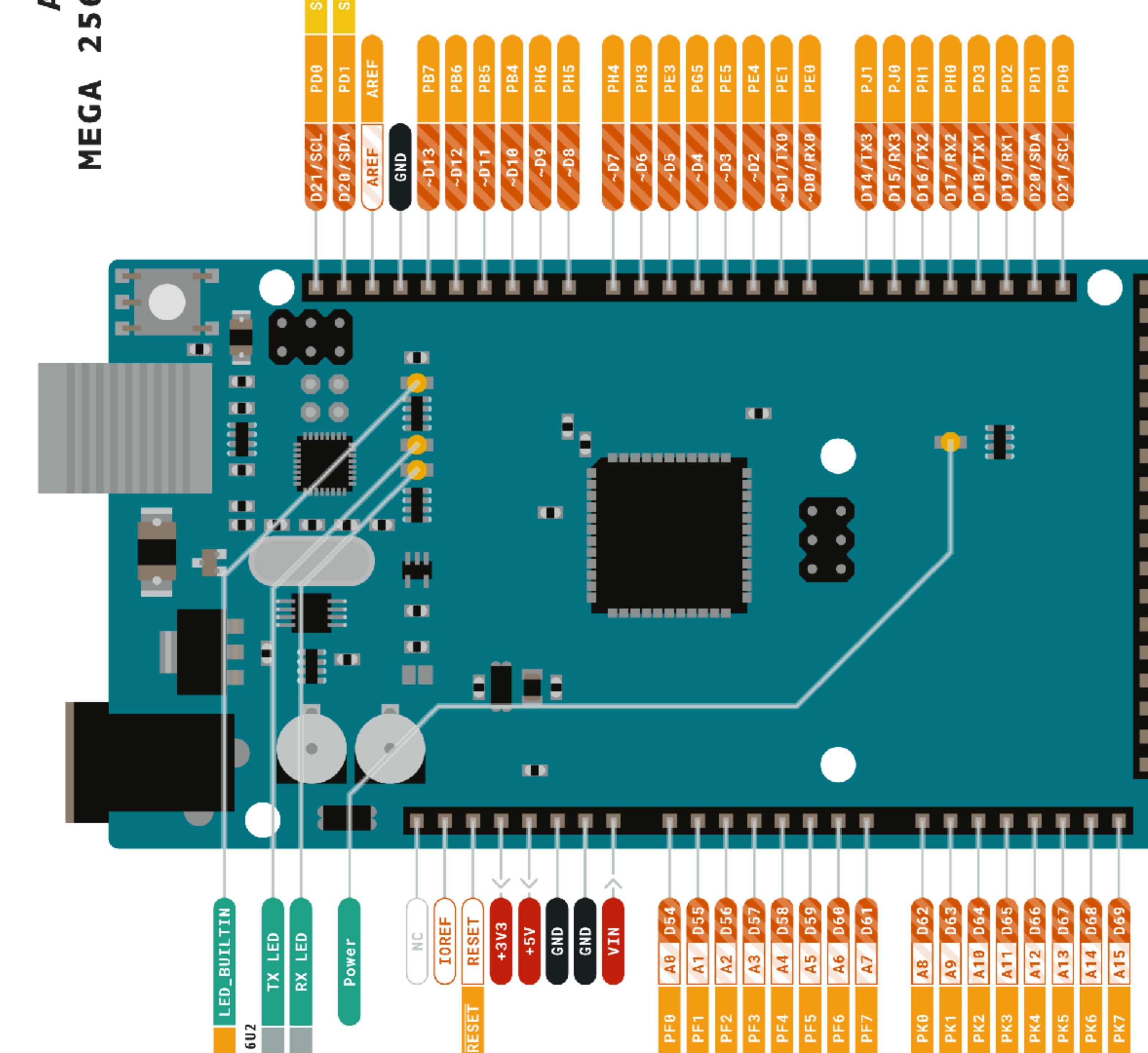


### 3. Introduction of board

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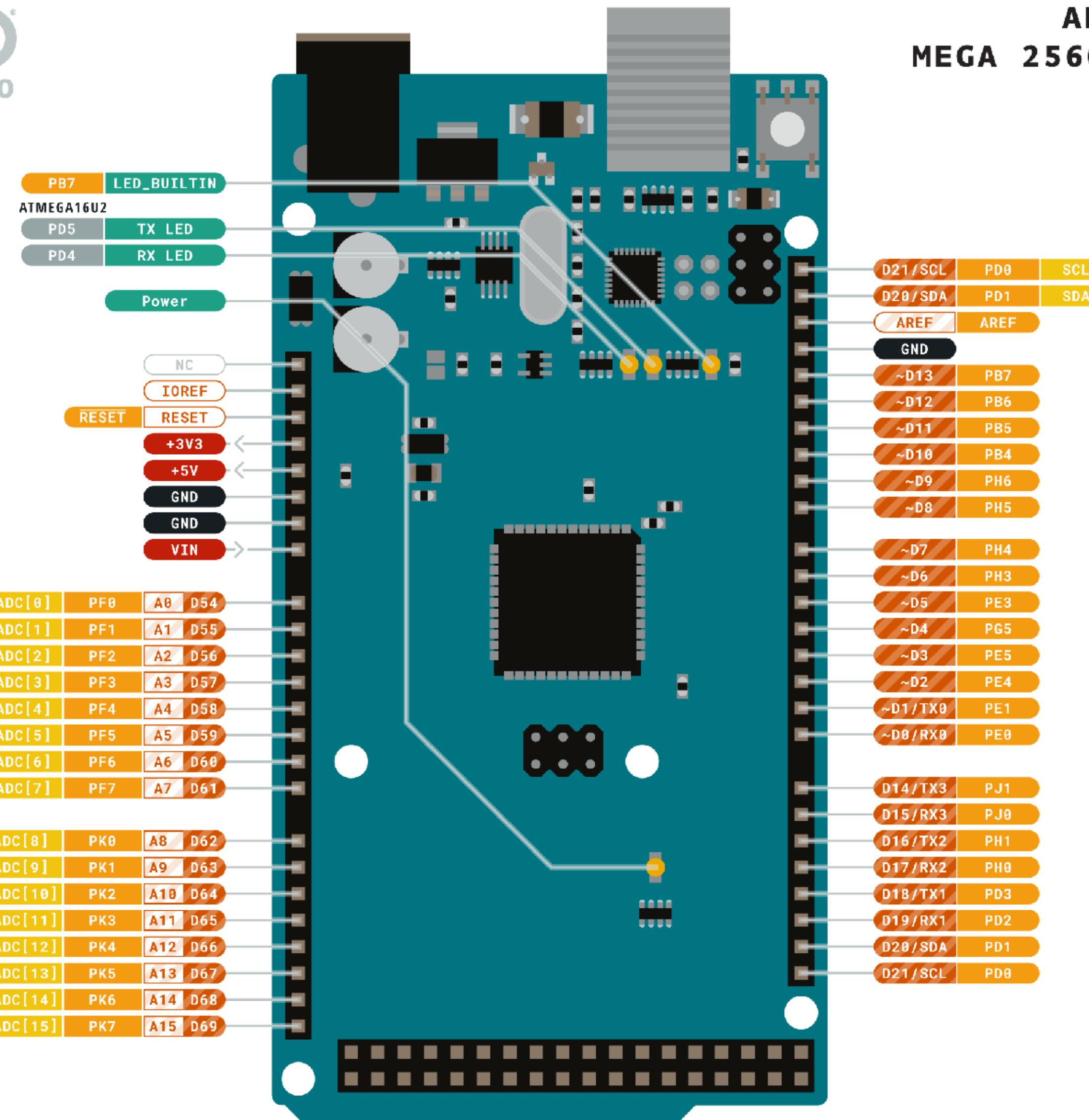
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15





## ARDUINO MEGA 2560 REV3

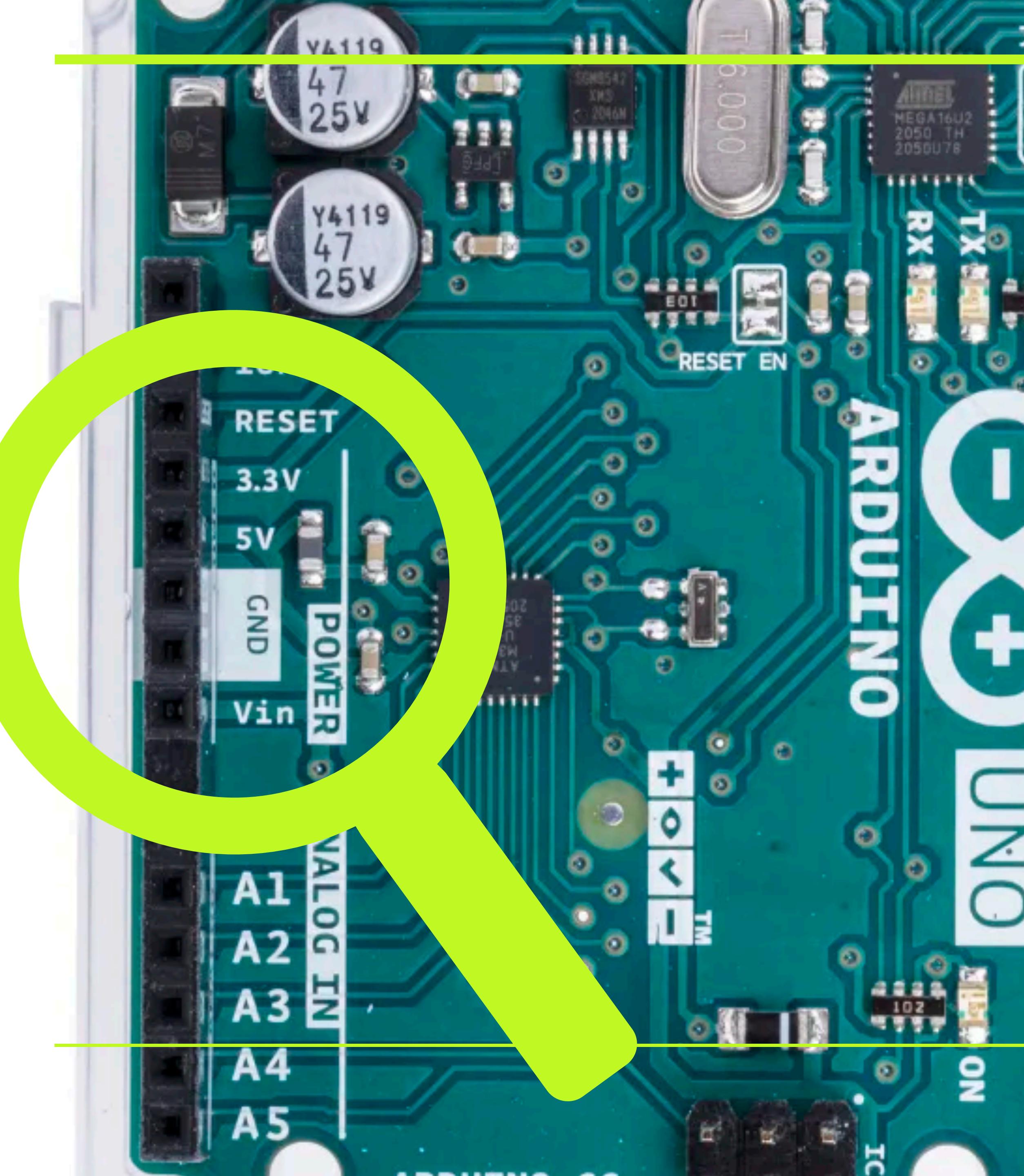


■ Ground      ■ Internal Pin      ■ Digital Pin      ■ Microcontroller's Port  
■ Power      ■ SWD Pin      ■ Analog Pin  
■ LED      ■ Other Pin      ■ Default



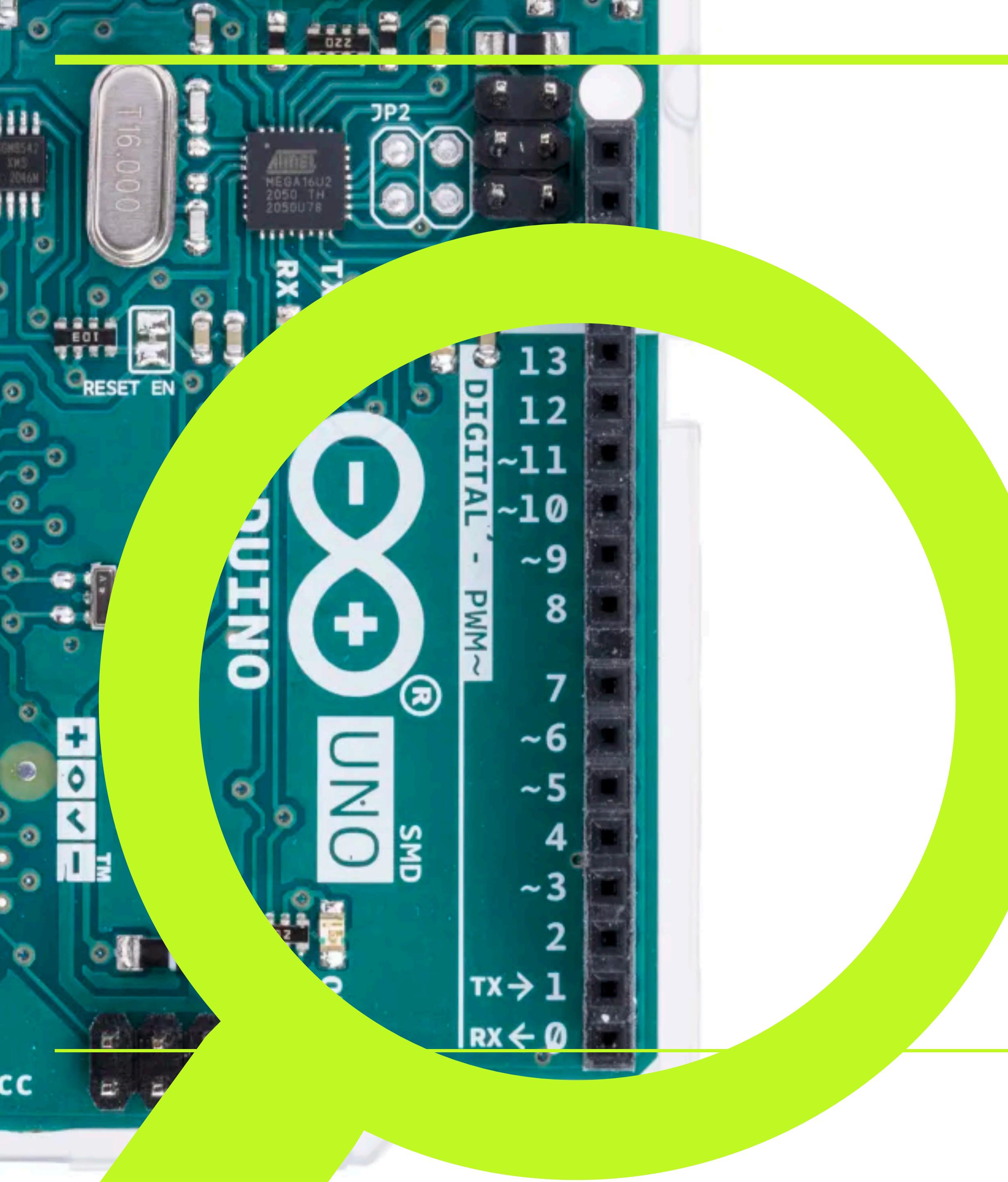
This work is licensed under the Creative Commons Attribution-ShareAlike 4.0 International License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-sa/4.0/> or send a letter to Creative Commons, PO Box 1866, Mountain View, CA 94042, USA.

# 5V / GND (Ground) Pins

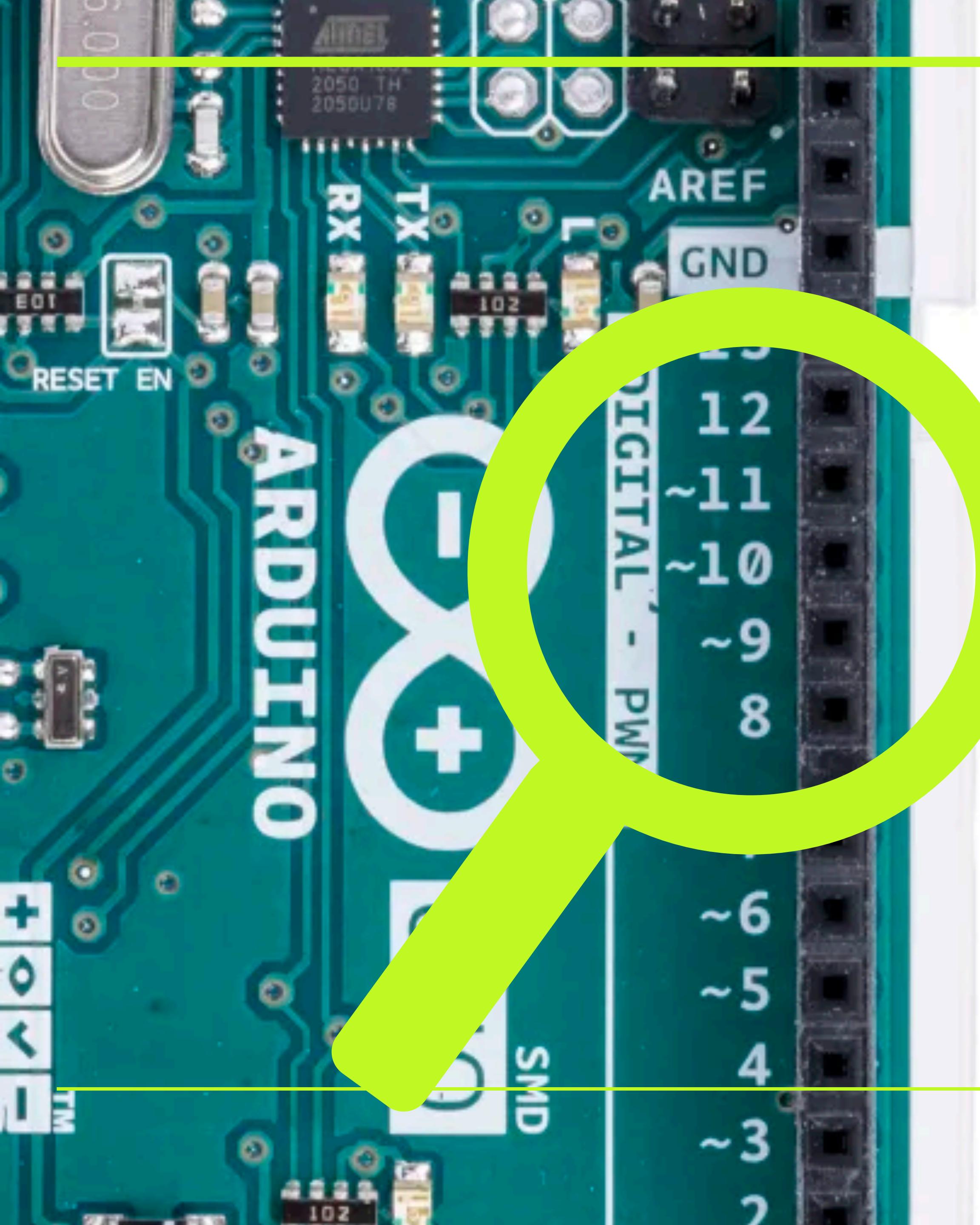


- These pins work together to create a circuit which includes your components, in order to give them power.
- You must always connect both 5V and GND to a component to power it.

# Digital Pins



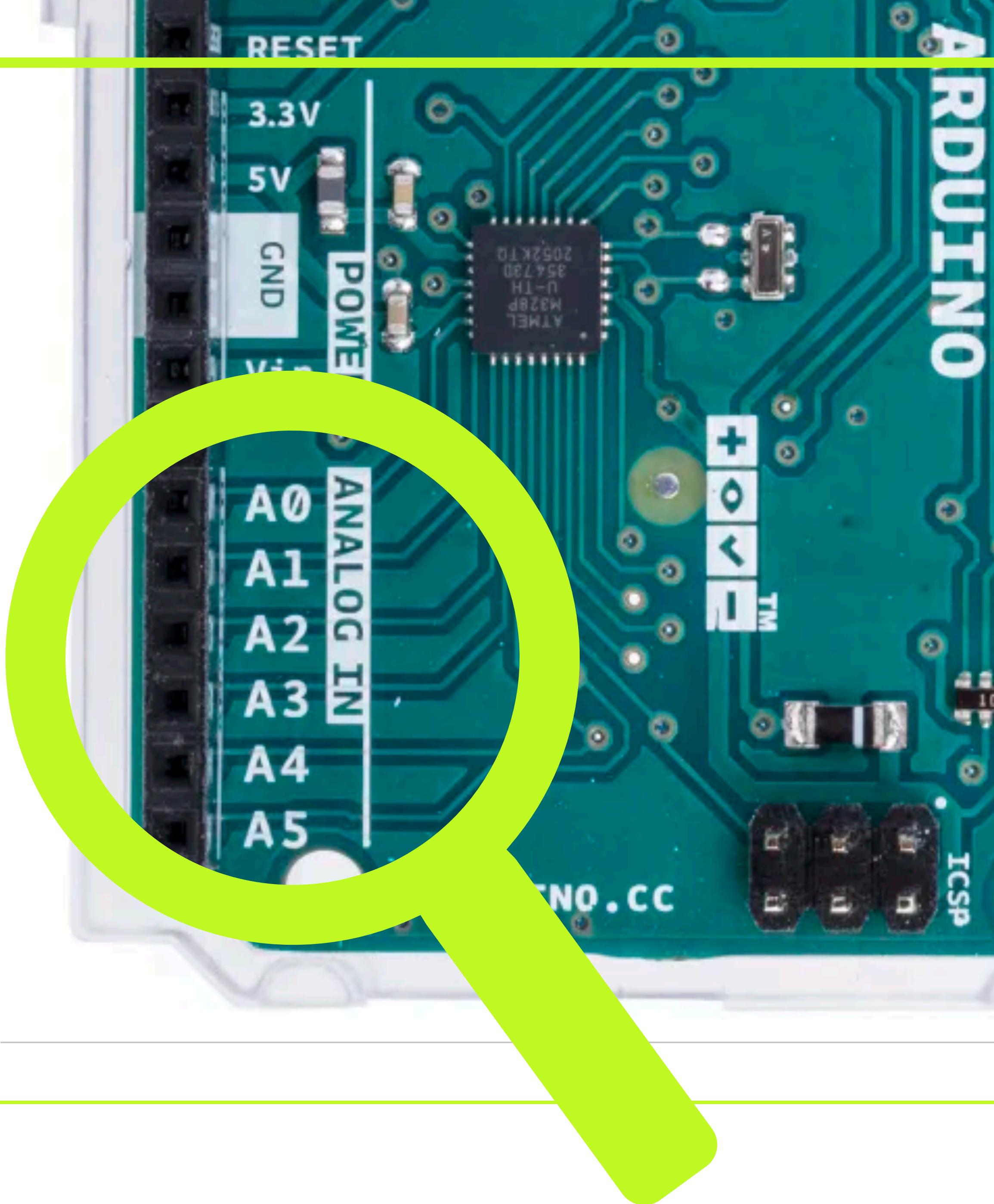
- These pins can do two jobs on the Arduino.
- They can measure whether the wire connected to it is at 5V or 0V (Ground)
- 5V is also called HIGH and Ground is also called LOW.
- They can be set to output a voltage of 0V or 5V (LOW or HIGH)
- They can do this VERY fast!



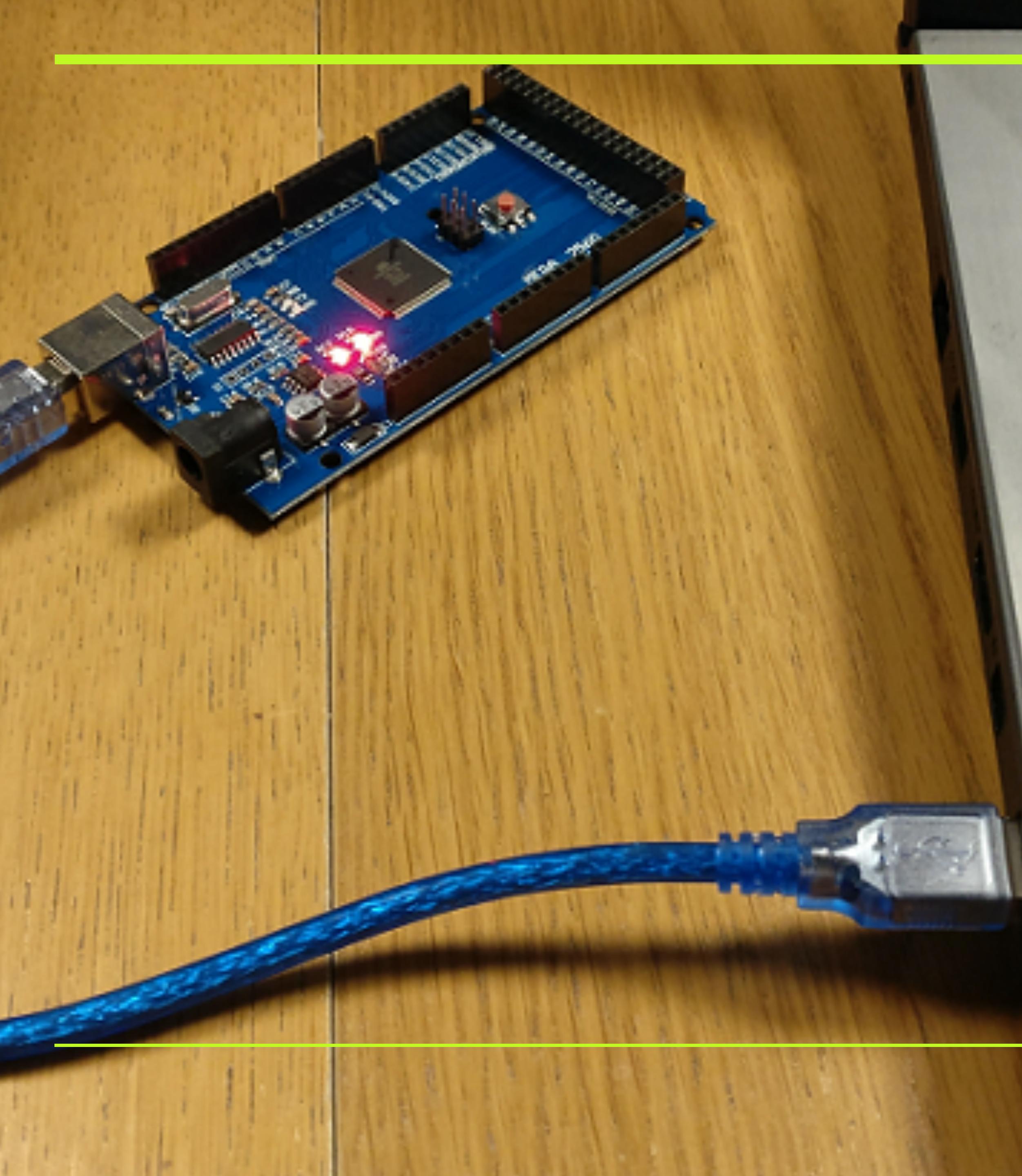
## PWM (~) Pins

- These are special digital pins that can turn on and off even more quickly than the others.
- By turning them on and off at the right speed, we can make them output voltages other than 5V (HIGH) and 0V (LOW).
- We can use this to do things like dimming LEDs.

# Analog Pins

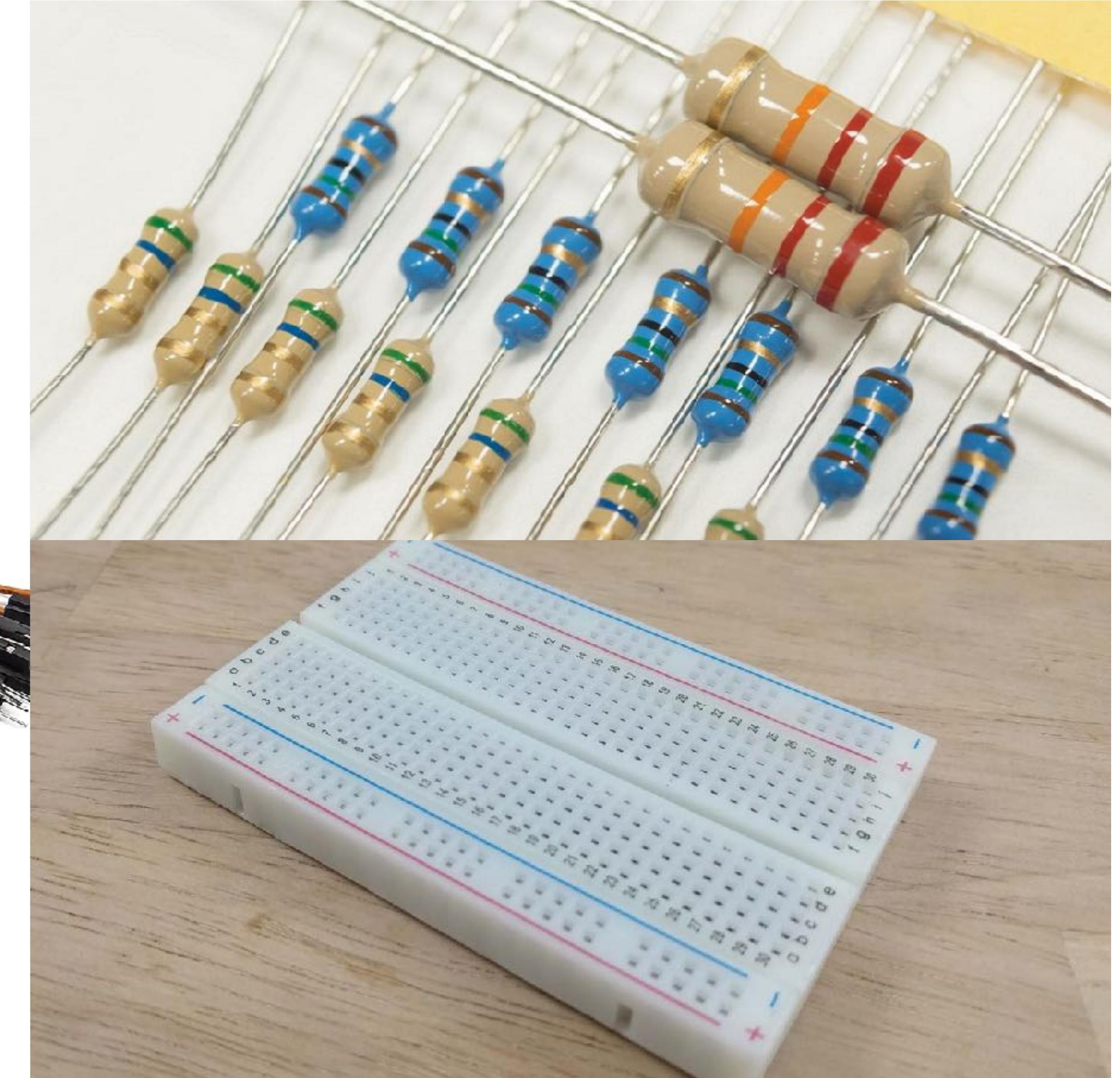
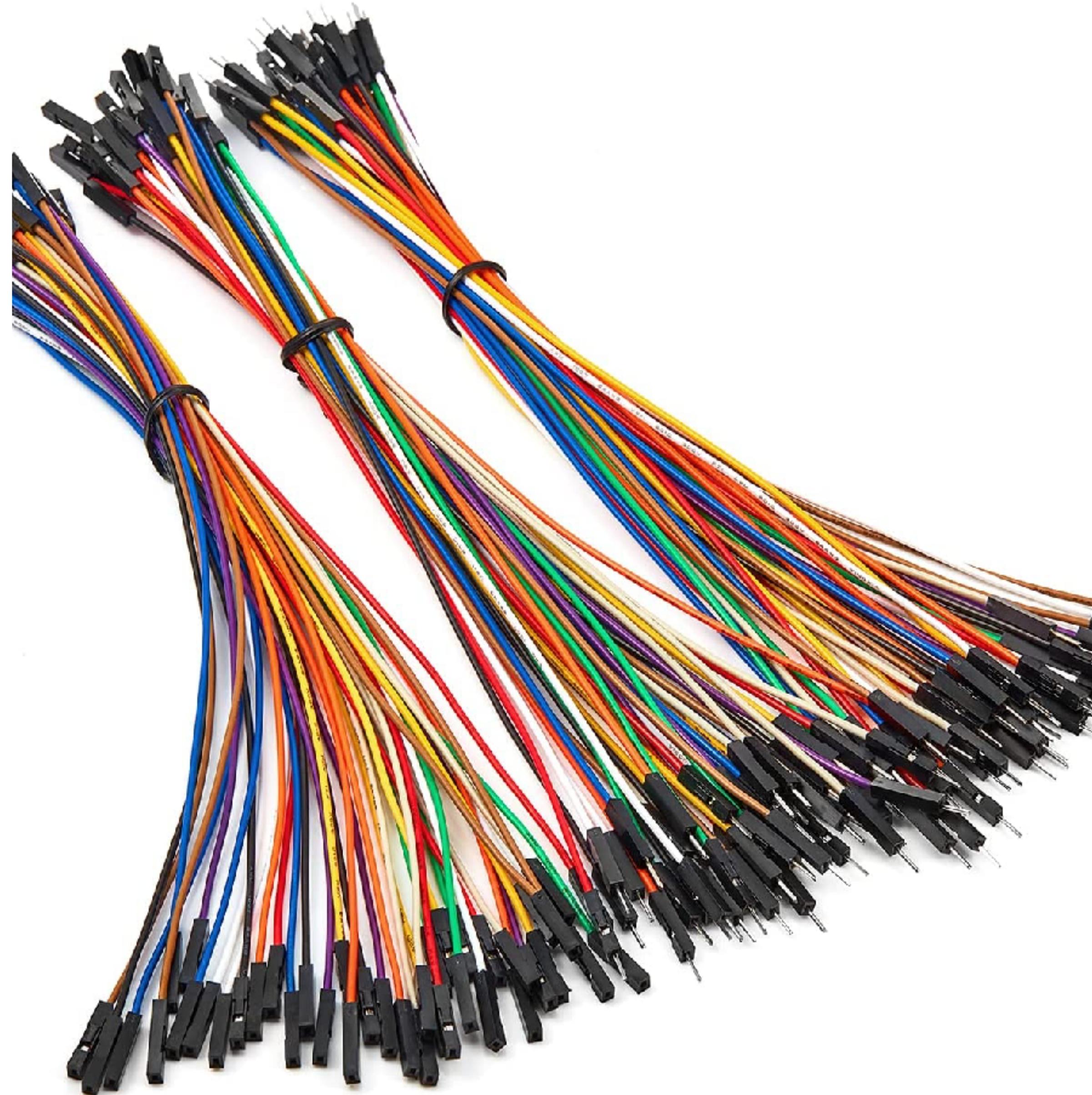


- These special pins can measure voltages between 0V and 5V.
- In your code, the actual voltage will be converted to a number between 0 and 1024.
- They can also do this VERY fast!

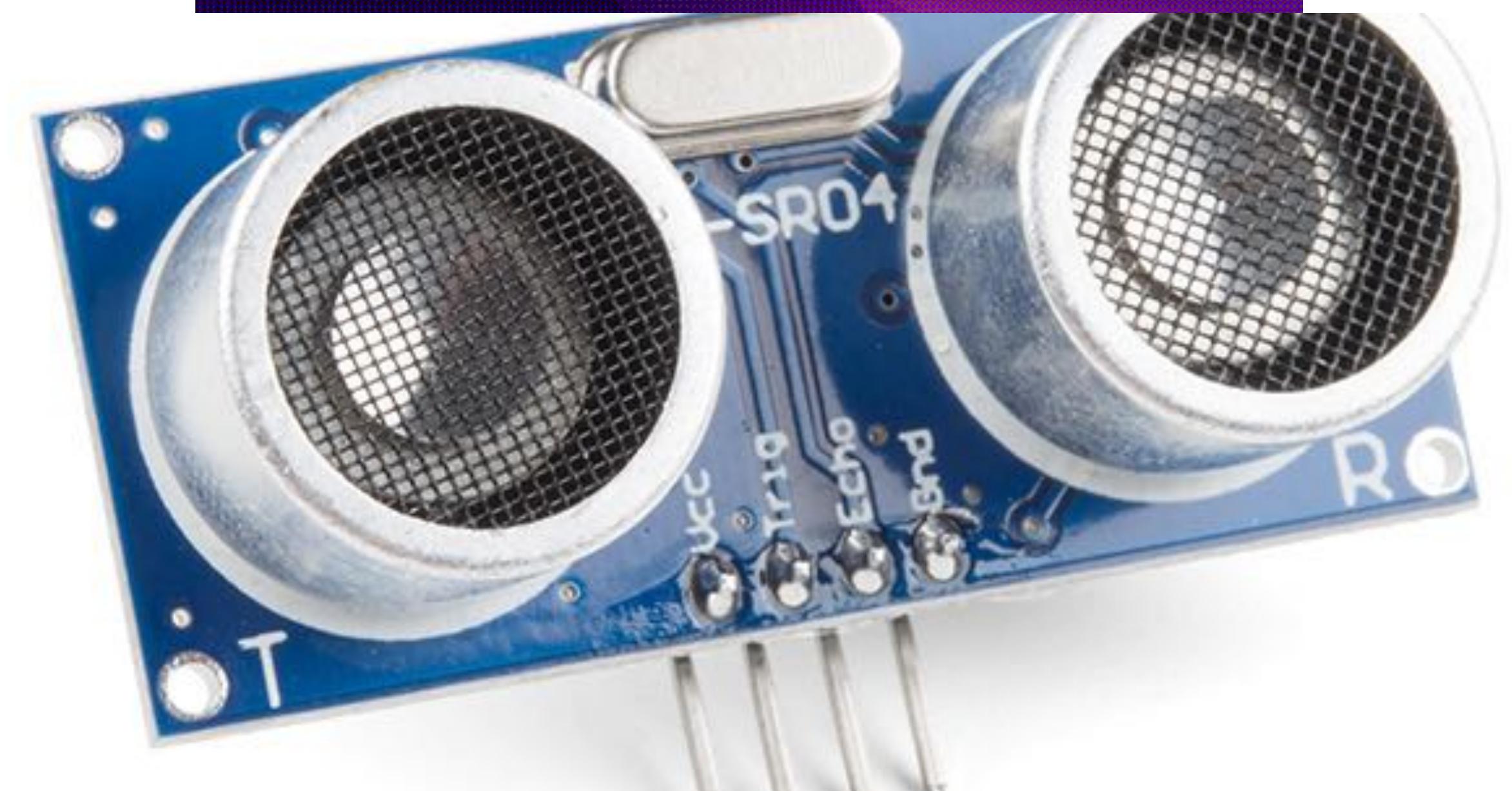
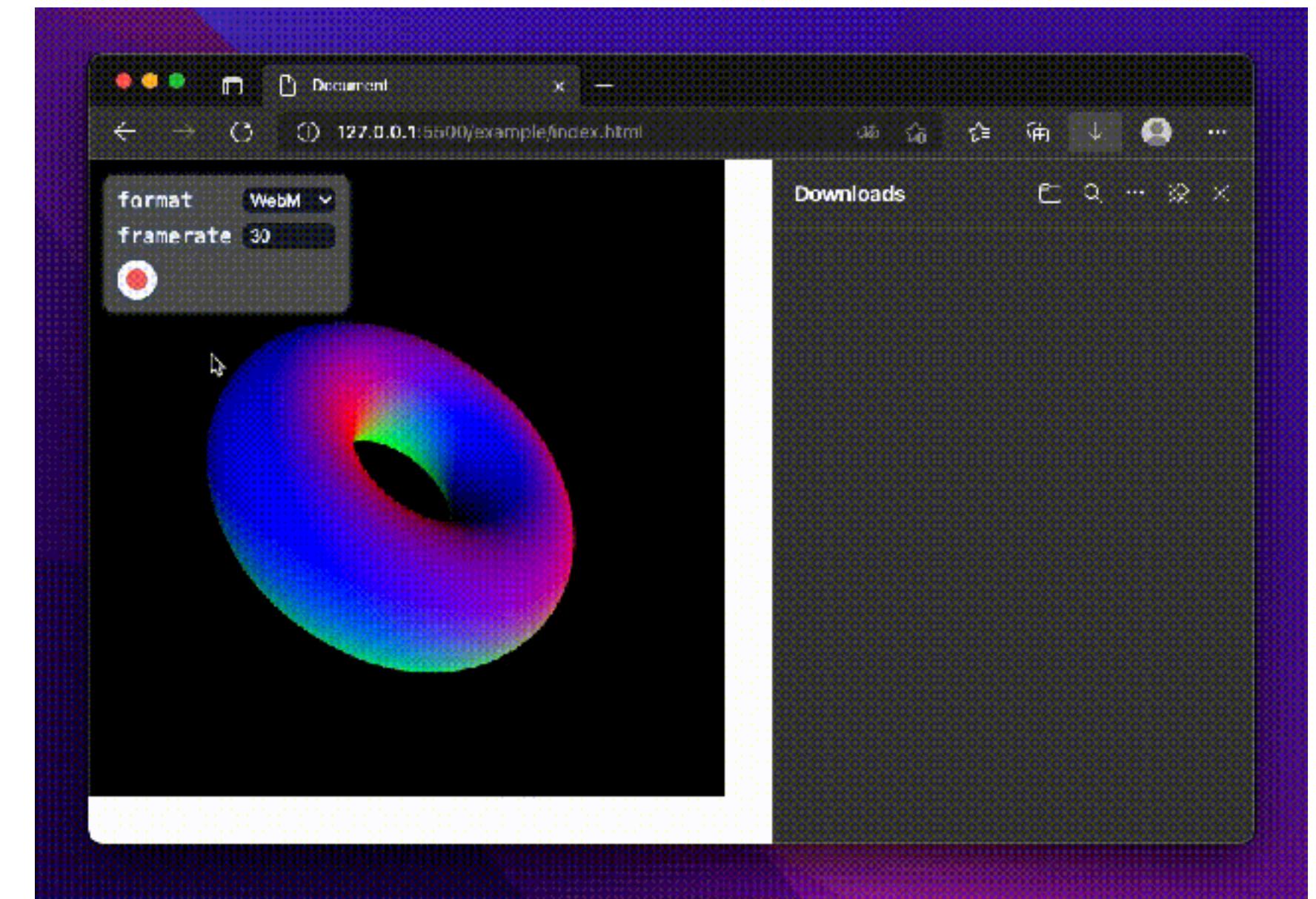
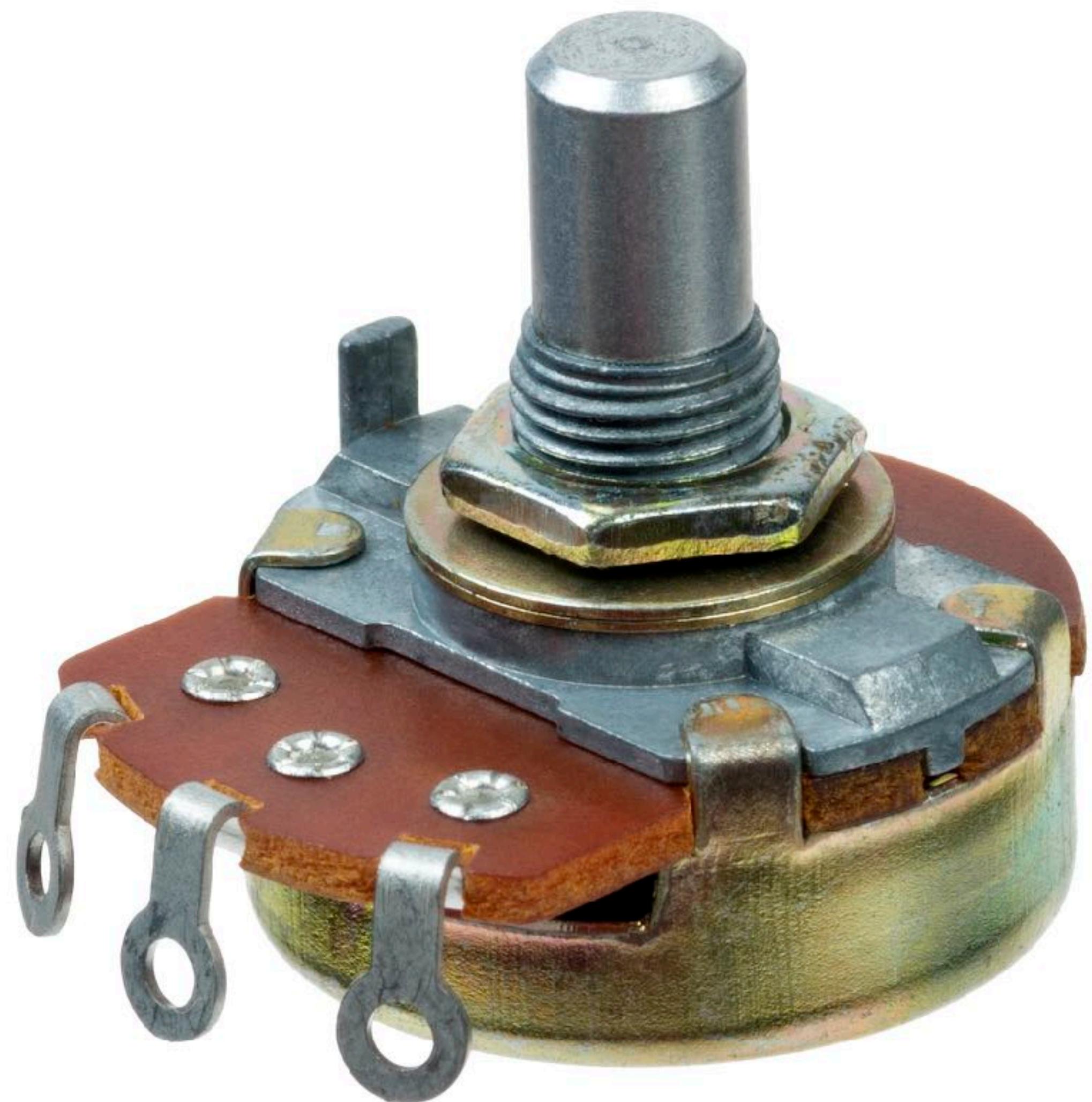


# Arduino Remembers!

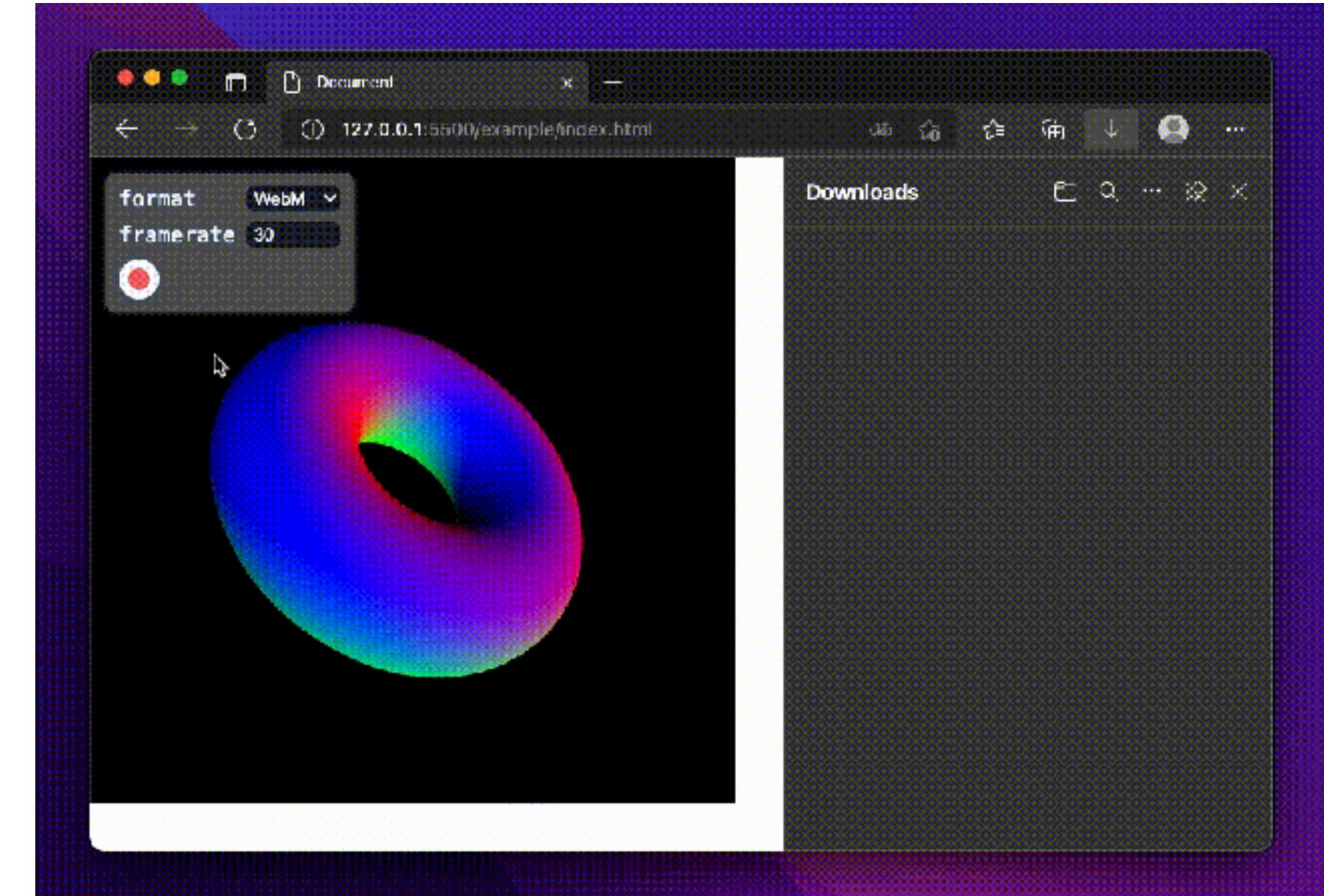
- Arduino can work on it's own, once you have uploaded your code you can unplug it from your computer.
- Once it is connected to power it will run the code whether it is connected to the computer or not.



Components / Connections



Sensors / Inputs



Actuators / Outputs

---

Any Questions so far?

---

# Planning Projects

Expectation

Reality

The Hard Part!



Idea Generation / Trying things out

70%

Getting everything working together

30%

Idea Generation

Trying things out

30%

Getting everything working together

70%

— Time —

---

You will need to make  
many prototypes to  
make your idea better!

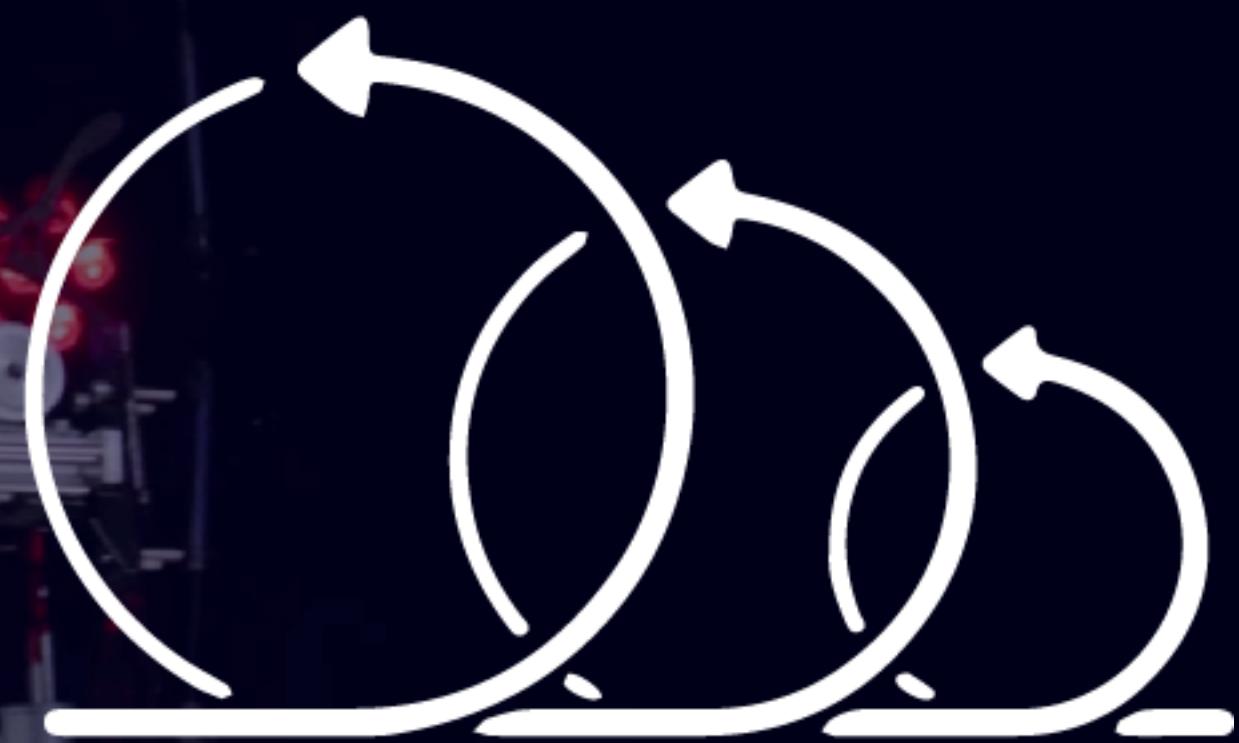
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*Ideate*



*Prototype*



*Iterate*

# Electricity!

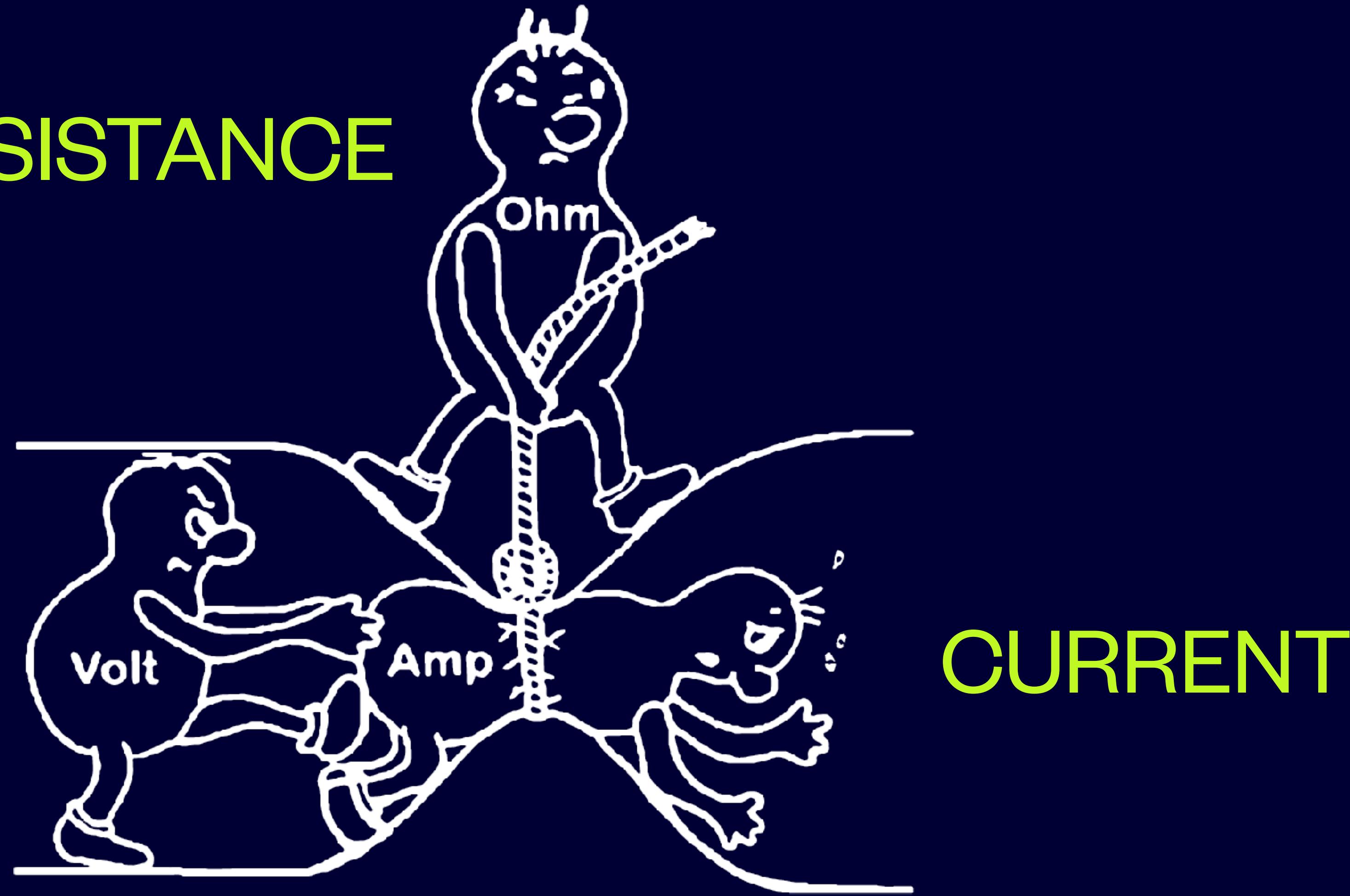
When we talk about electricity...

We will talk about VOLTS, AMPS and OHMS  
These are the units for POTENTIAL DIFFERENCE  
(VOLTAGE), CURRENT and RESISTANCE.

# Electricity!

VOLTAGE

RESISTANCE



CURRENT

# Electricity!

## VOLTAGE - VOLTS:

The potential of the power source to push energy through a circuit.

## CURRENT - AMPS:

The amount of energy a circuit is using at any given moment.

## RESISTANCE - OHMS:

The ‘squeezing’ force in wires, components, and resistors, that makes it more difficult for energy to pass through a circuit.

# Electricity!

---

## POWER - WATTS:

You may also see power supplies and various components rated in **WATTS**. This is a unit of power which is simply **VOLTAGE x CURRENT**

# Equations!

POWER (P) = CURRENT (I) \* VOLTAGE (V)

VOLTAGE (V) = CURRENT (I) \* RESISTANCE (R)

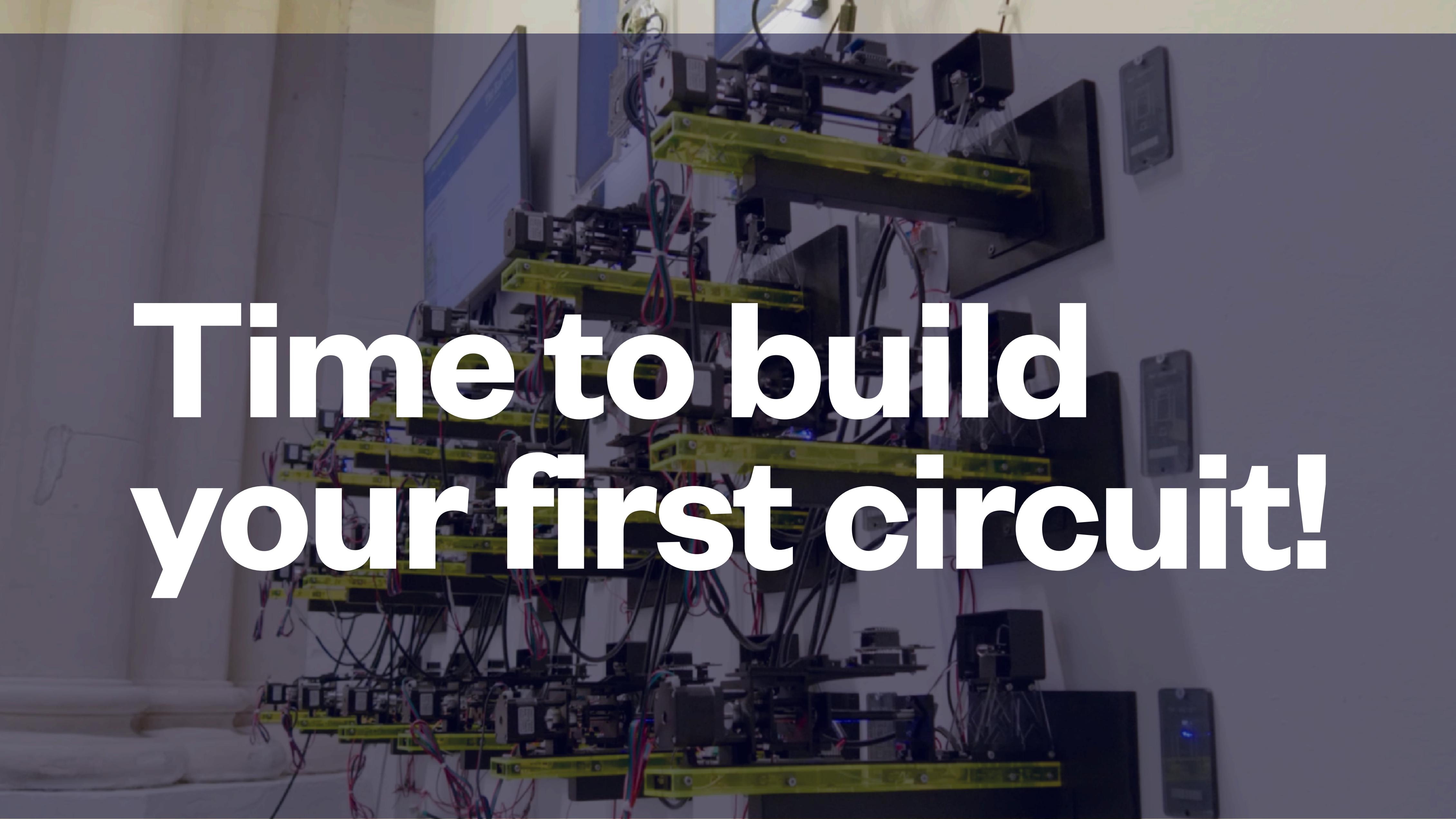
We can use  $P = I \times V$  to work out how many WATTS we need our power supply to be.

We can use  $V = I \times R$  to work out which resistor we need to use for a specific LED.

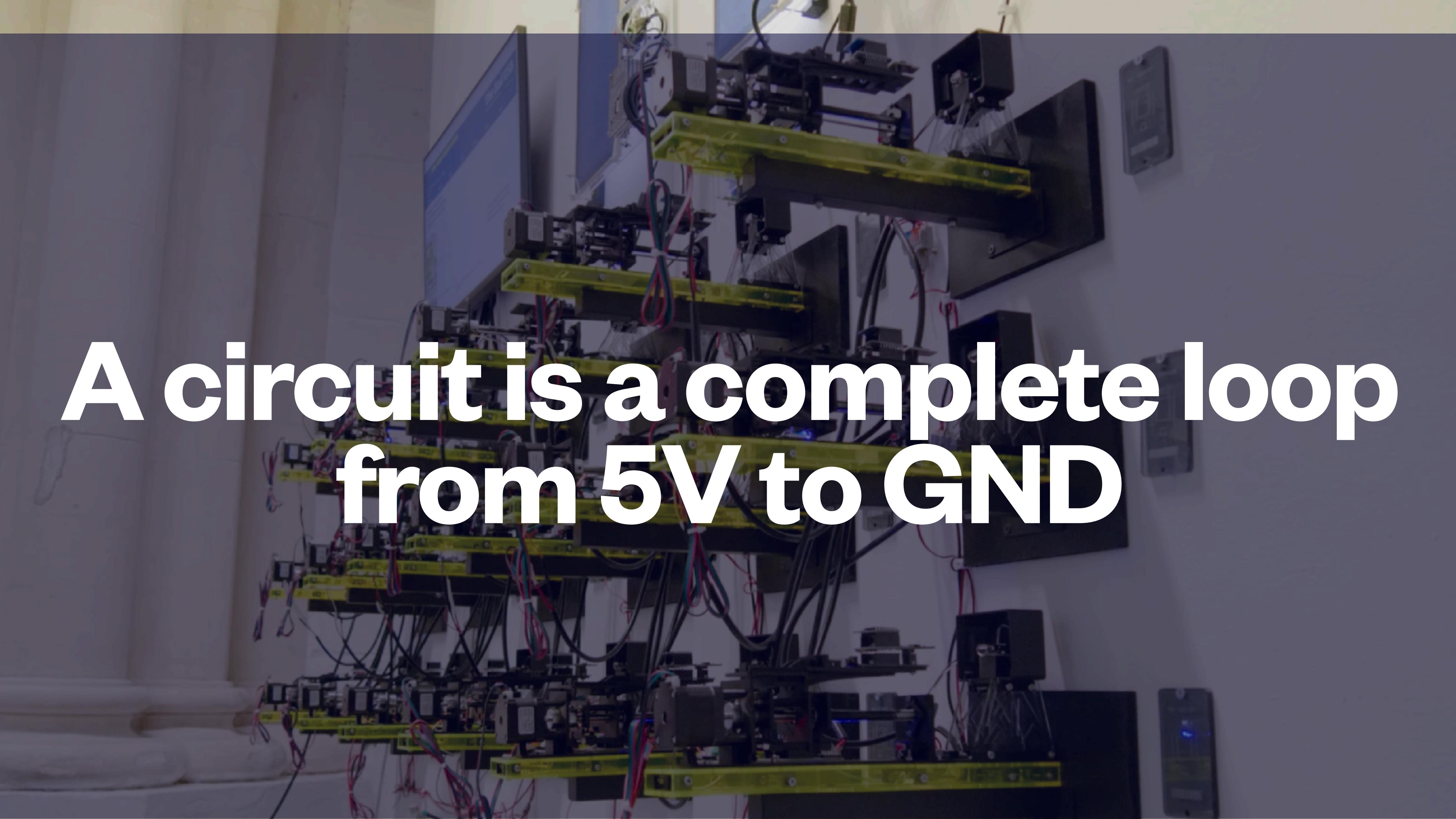
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Any Questions so far?

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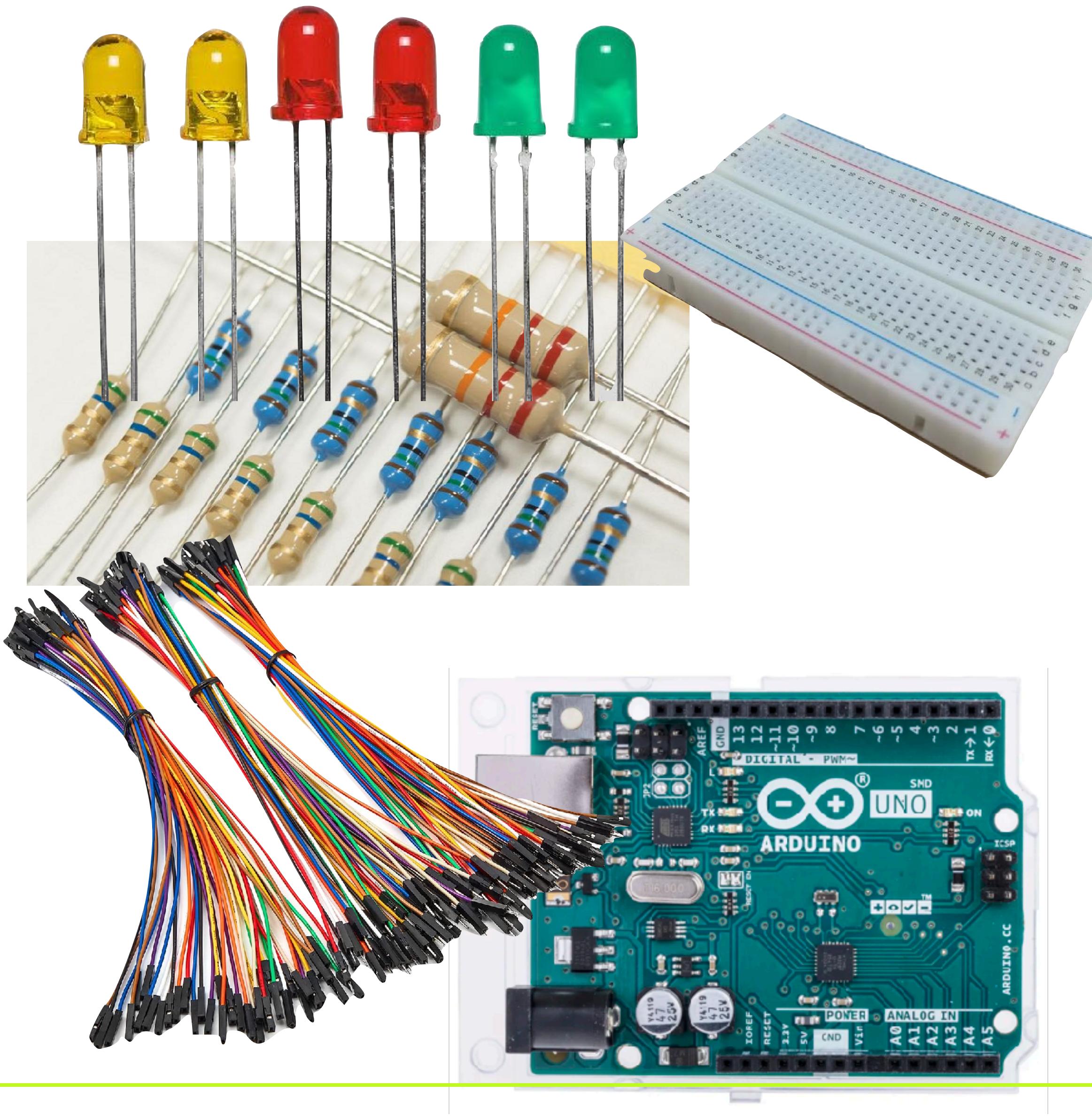


Time to build  
your first circuit!



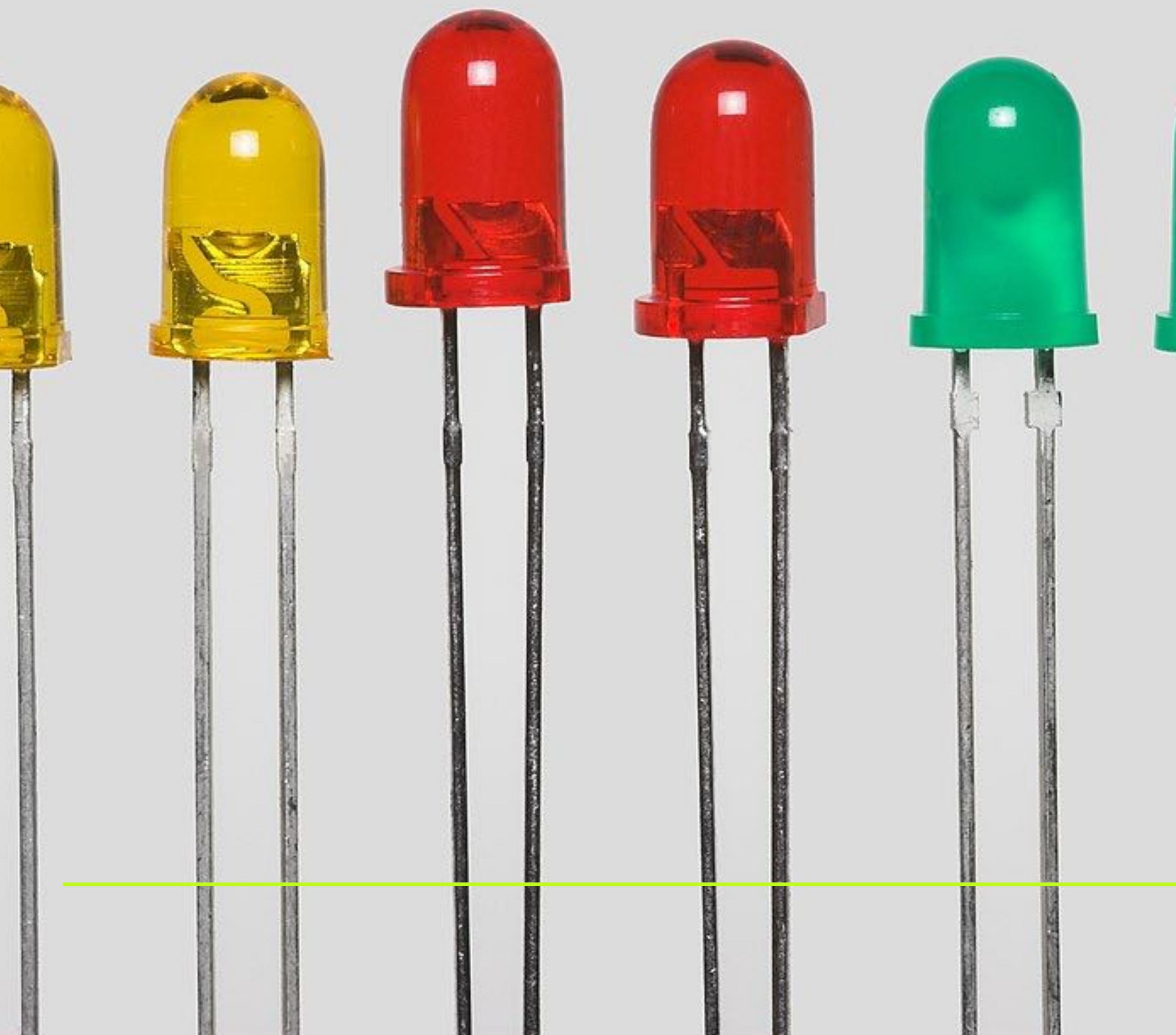
A circuit is a complete loop  
from 5V to GND

# Components you'll need

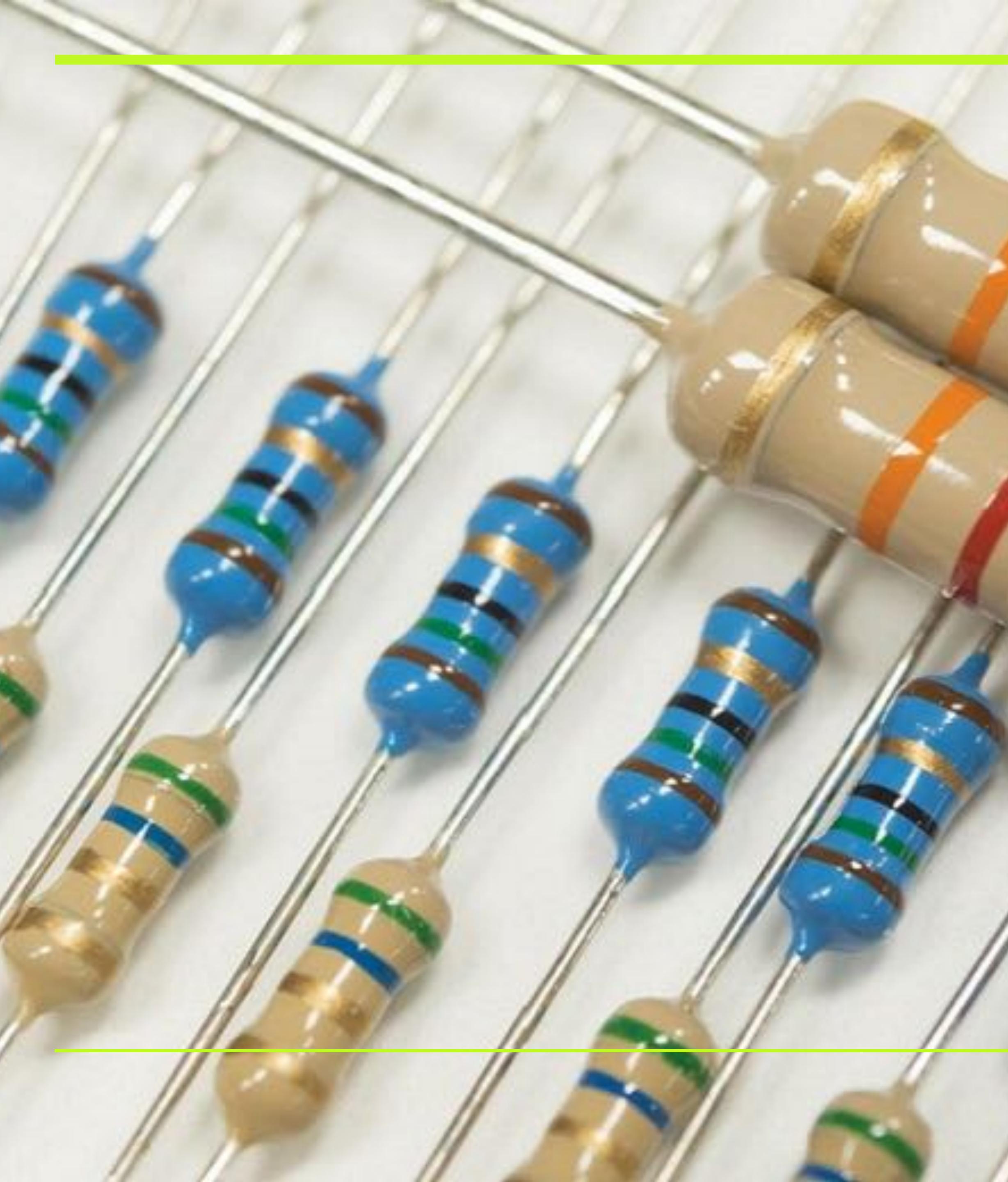


- LED
- 200-400 Ohm Resistor
- Jumper Wires
- Breadboard
- Arduino

# Light Emitting Diode (LED)



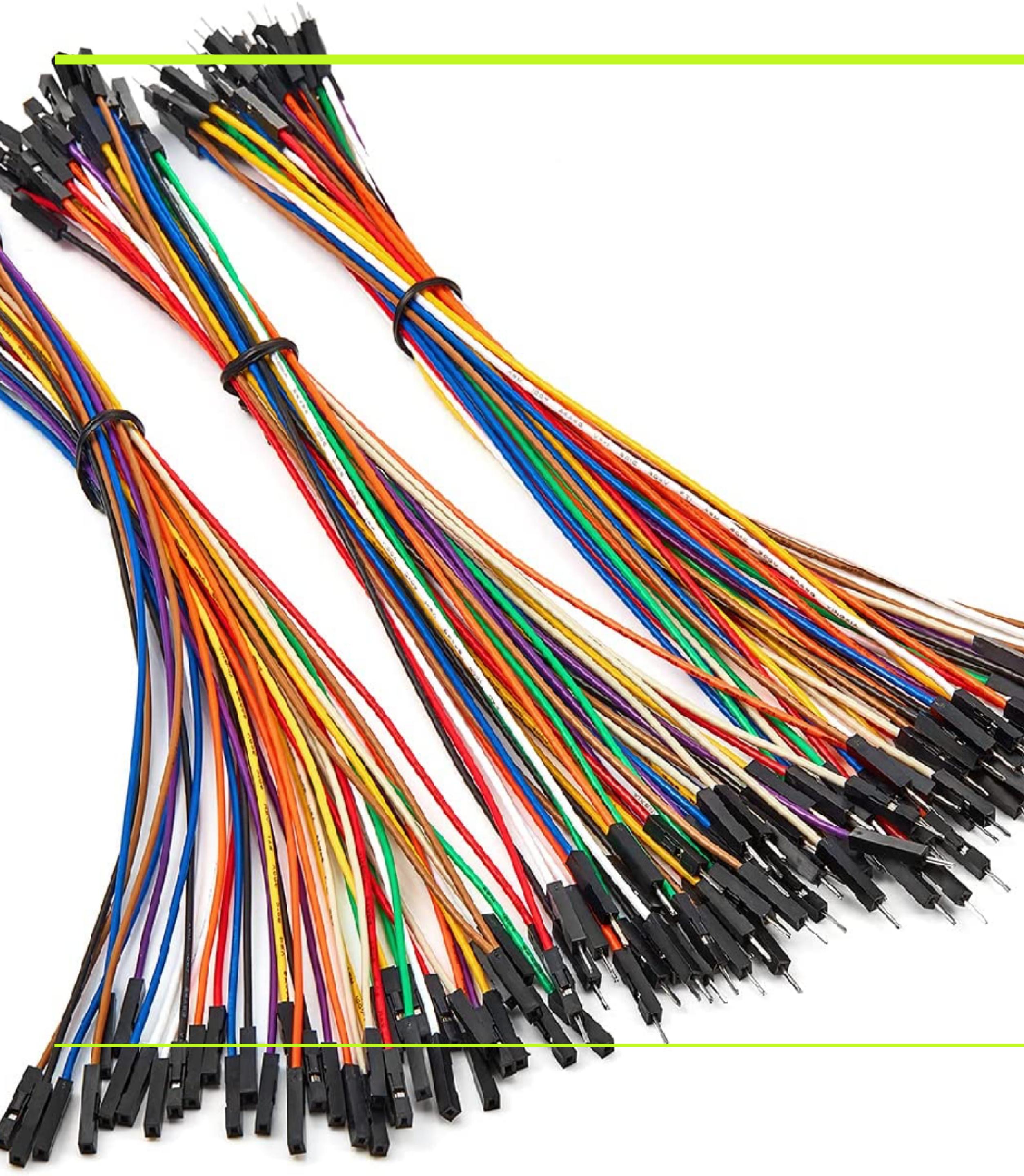
- Produces light when a current is passed through it.
- It is a Diode so it blocks current flowing in the wrong direction.
- Has one leg longer than the other.
- The Long Leg is + and the Short Leg is -
- The + connects to 5V and the - to GND
- Will break if too much current goes through it.
- +/5V side is also called ANODE
- -/0V side is also called CATHODE



# Resistor

- Makes it harder for current to pass through a circuit.
- Can protect an LED from breaking from too much current.
- Have two legs the same length.
- Can be used either way round.
- Come in many different values and can be used for different uses.

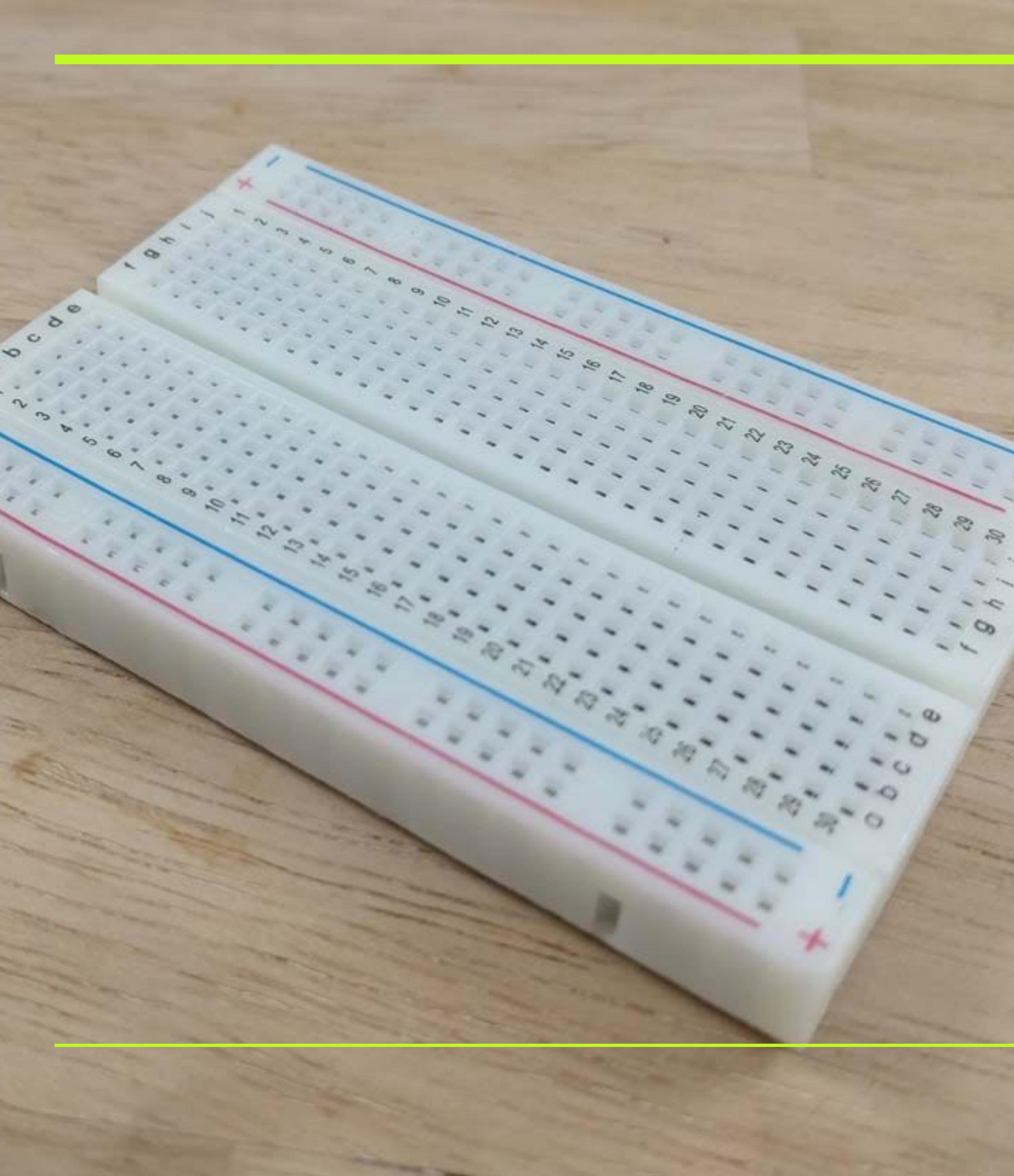
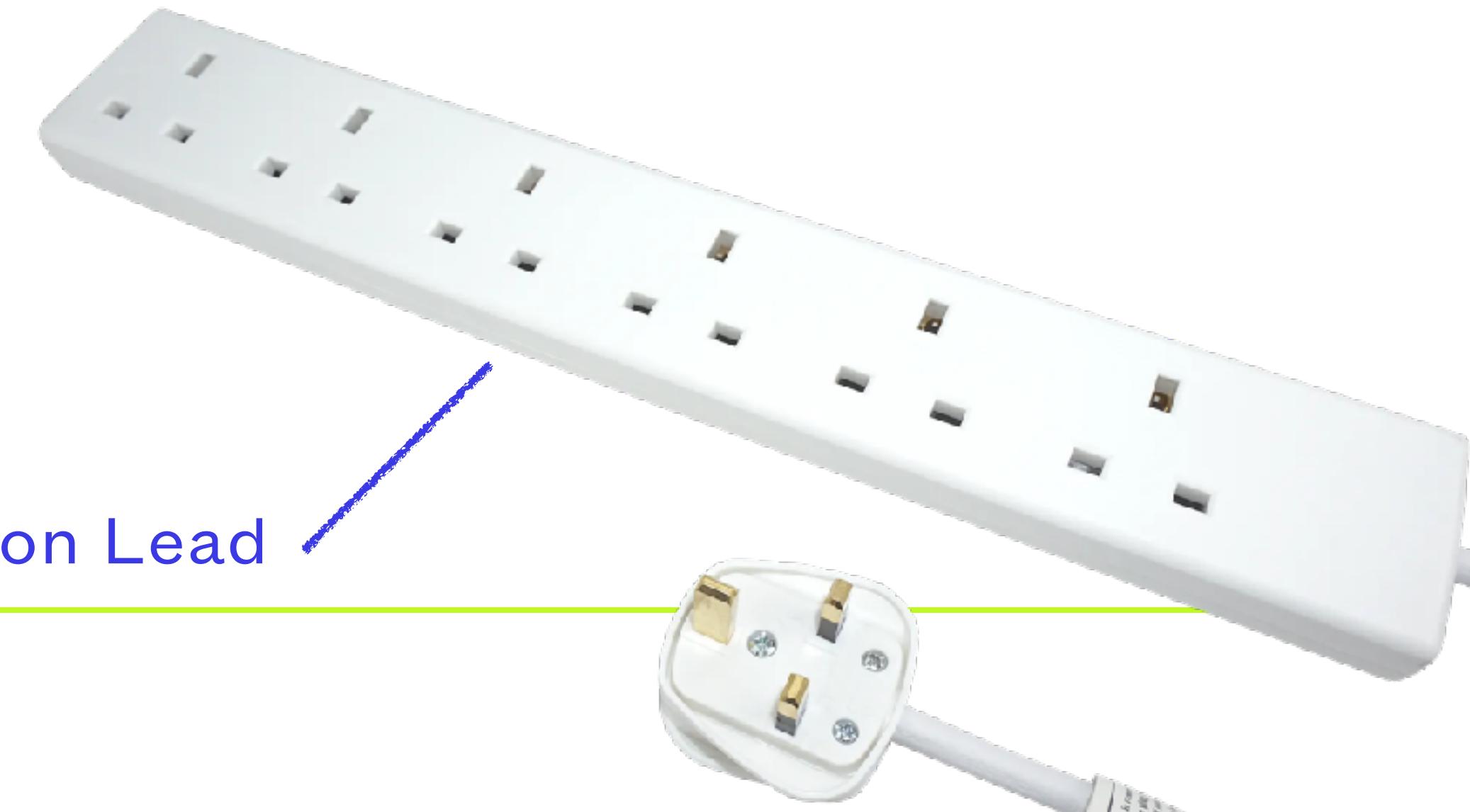
# Jumper Wires



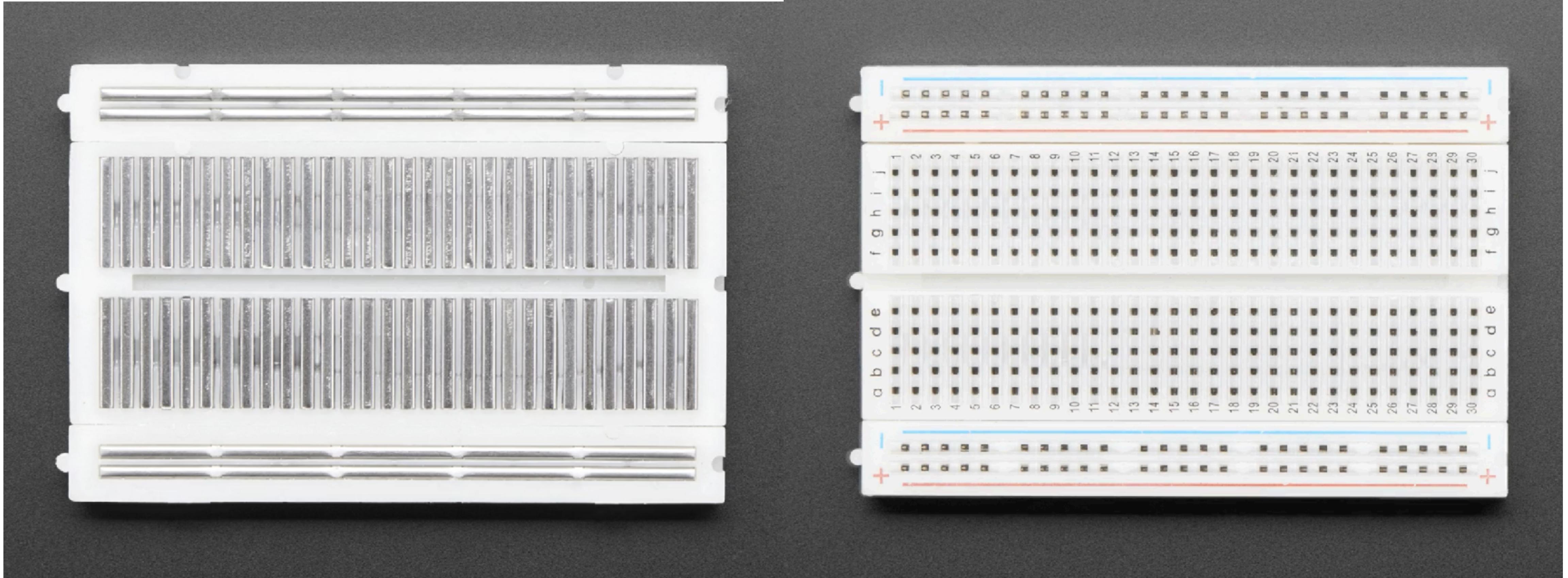
- The wires in your kit are all the same inside.
- Use colours to help us remember what we are using the wires for.
- Commonly used colours :
  - RED -> 5V
  - BLACK -> Ground
  - OTHER COLOURS -> Data/Signal

# Breadboard

- Works like an extension lead.
- Connects wires together.
- Has different zones that can be used for different things.

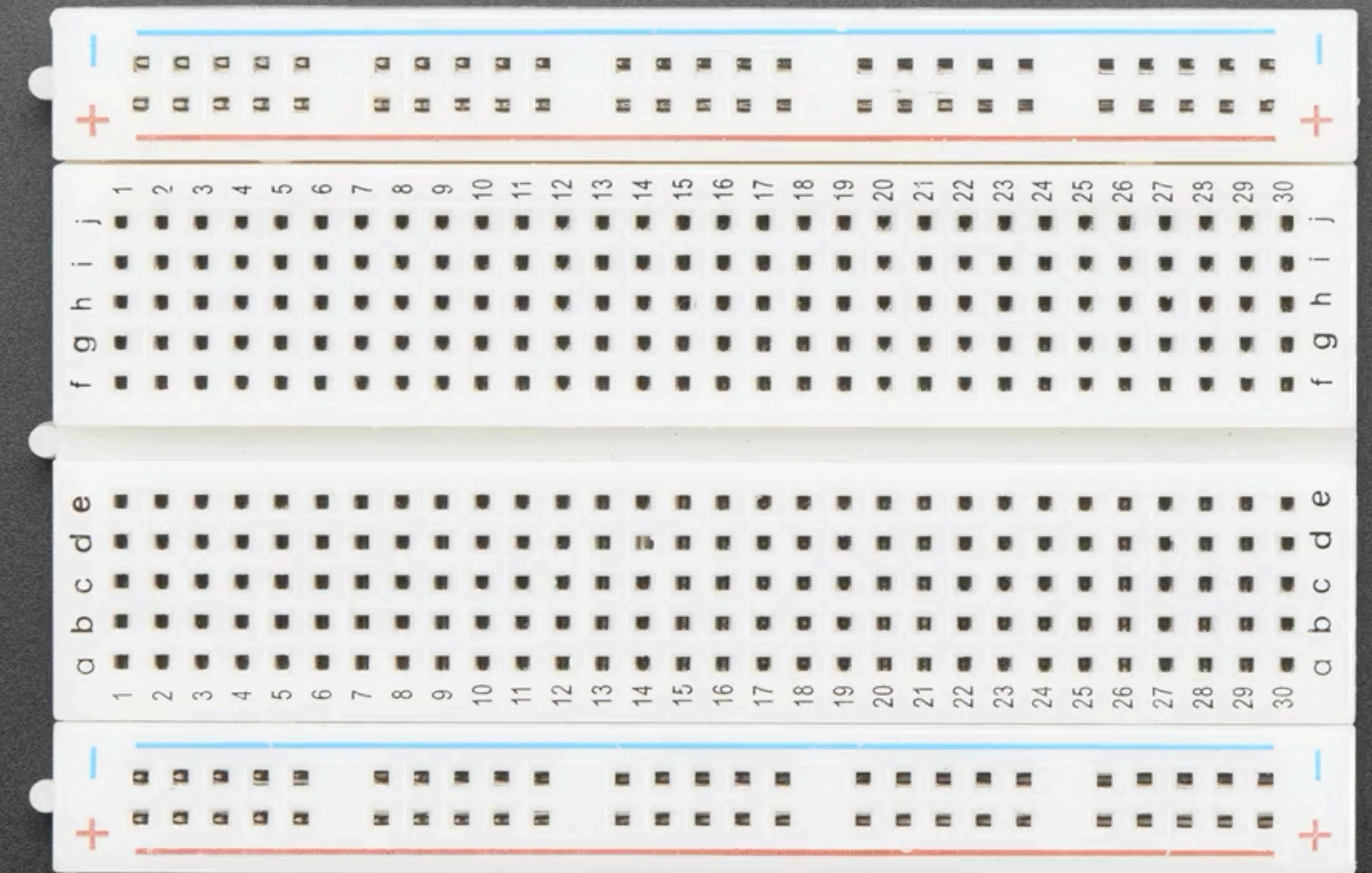


# Breadboard

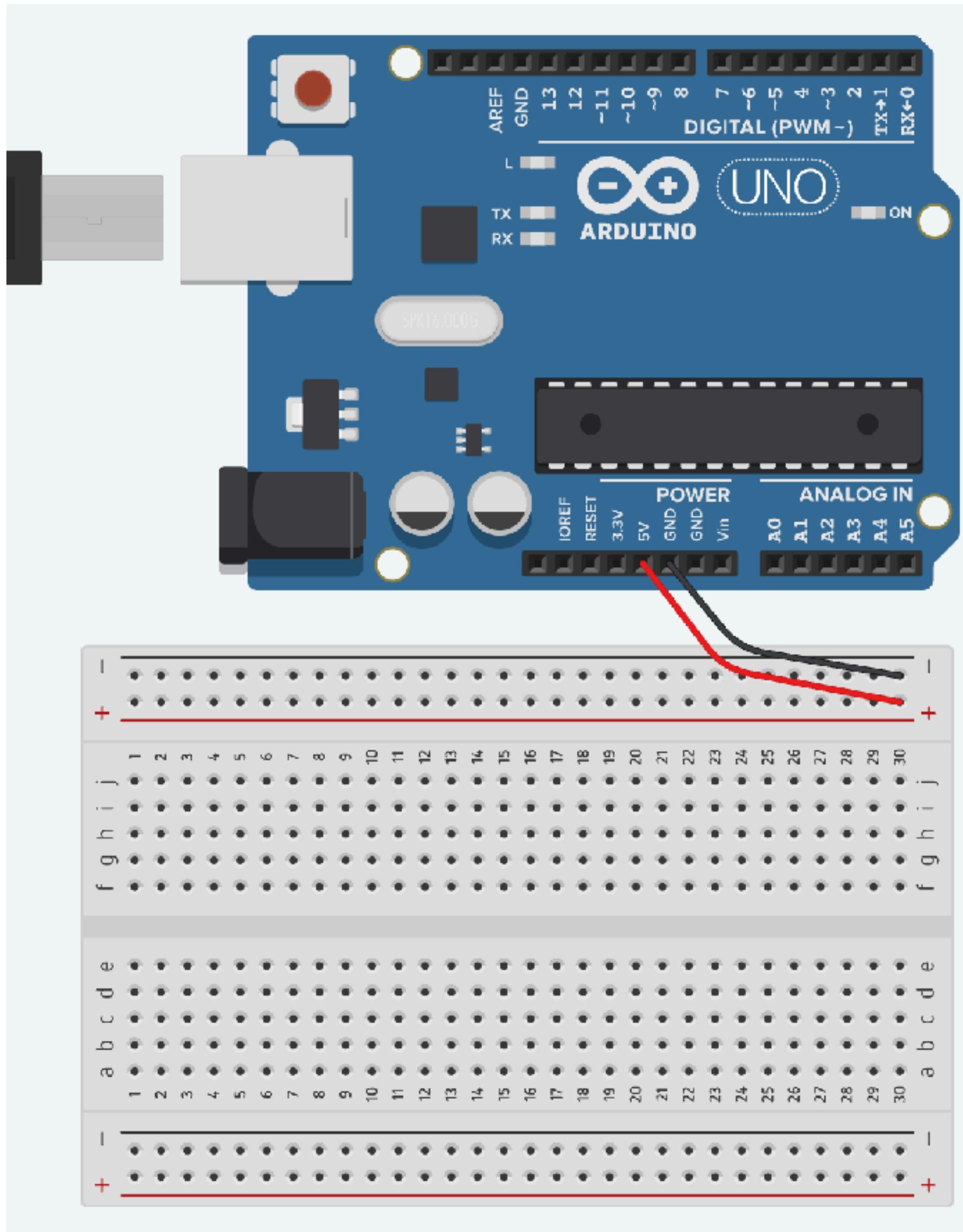


Inside

Outside

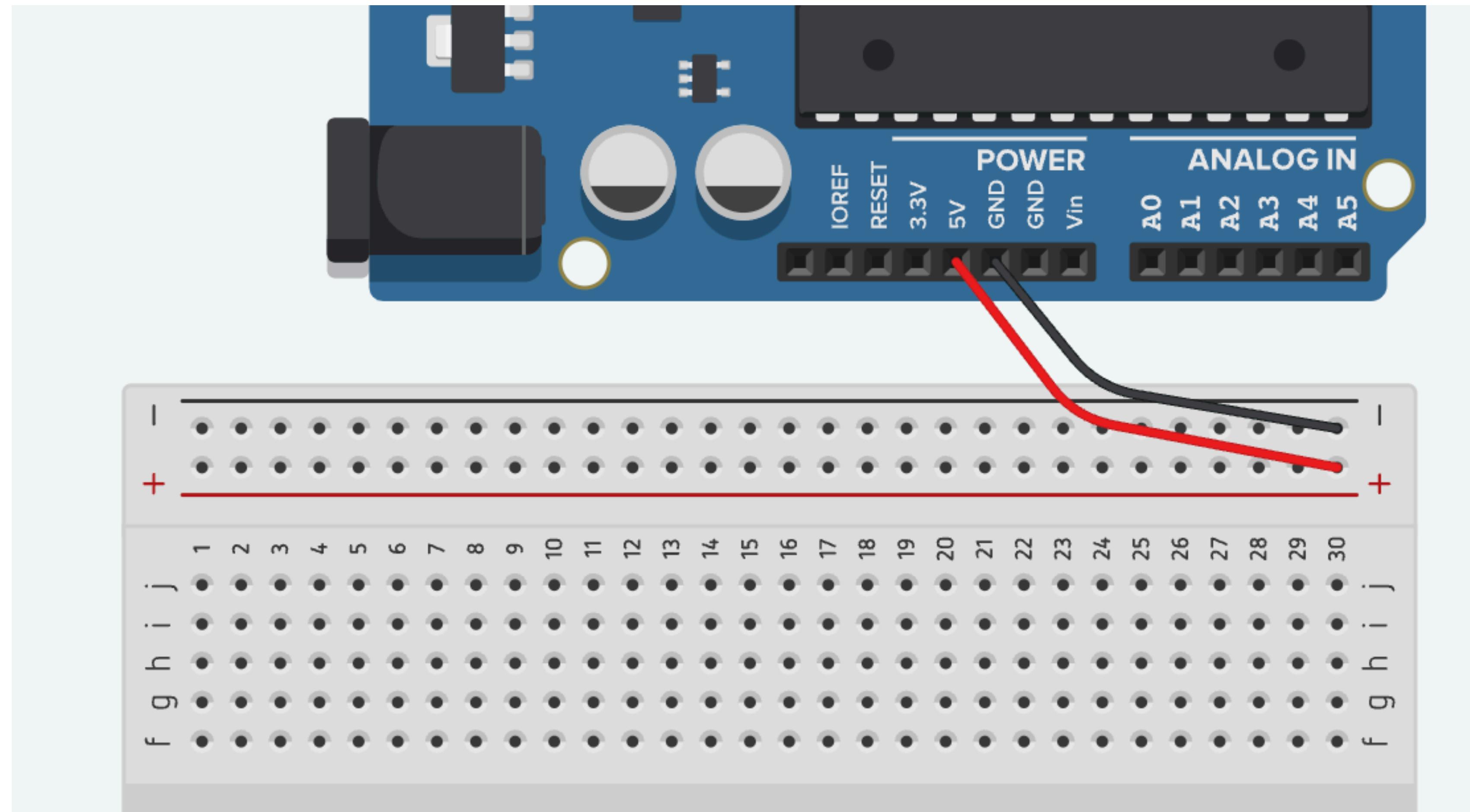


# First Circuit

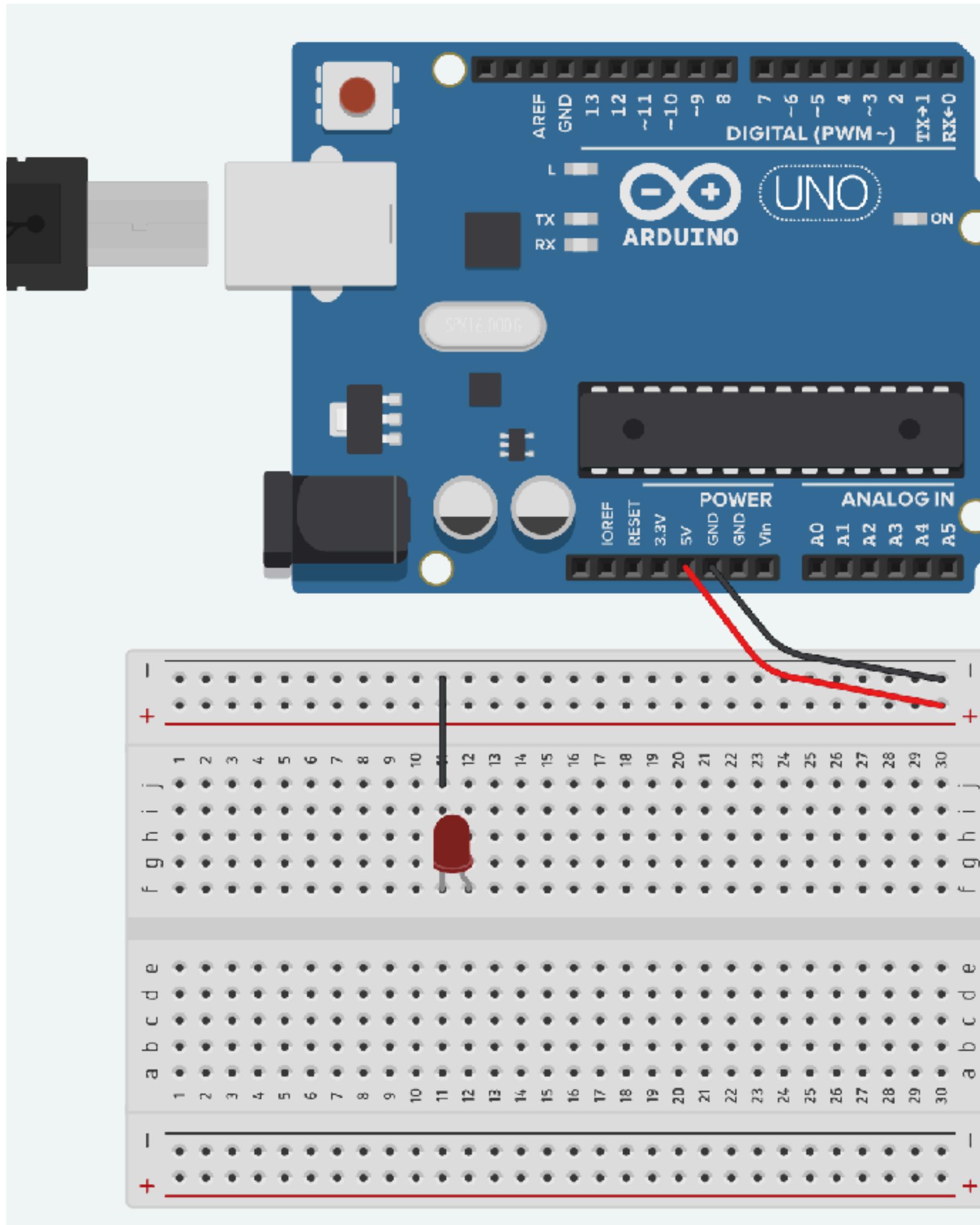


- Start by connecting the power cables to the breadboard.
- We can now access 5V and GND on any of the holes in the strips at the top.

# Closeup

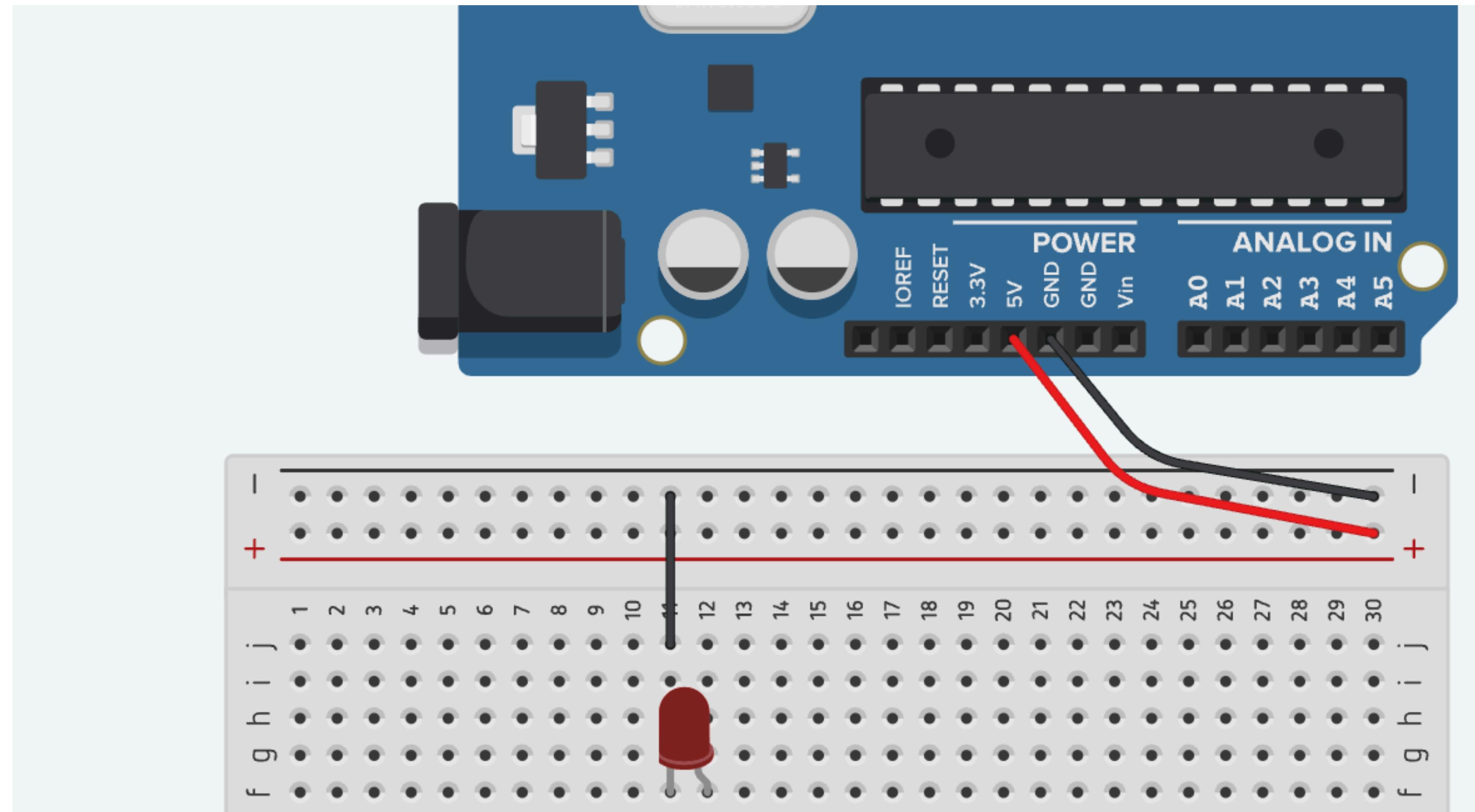


# First Circuit

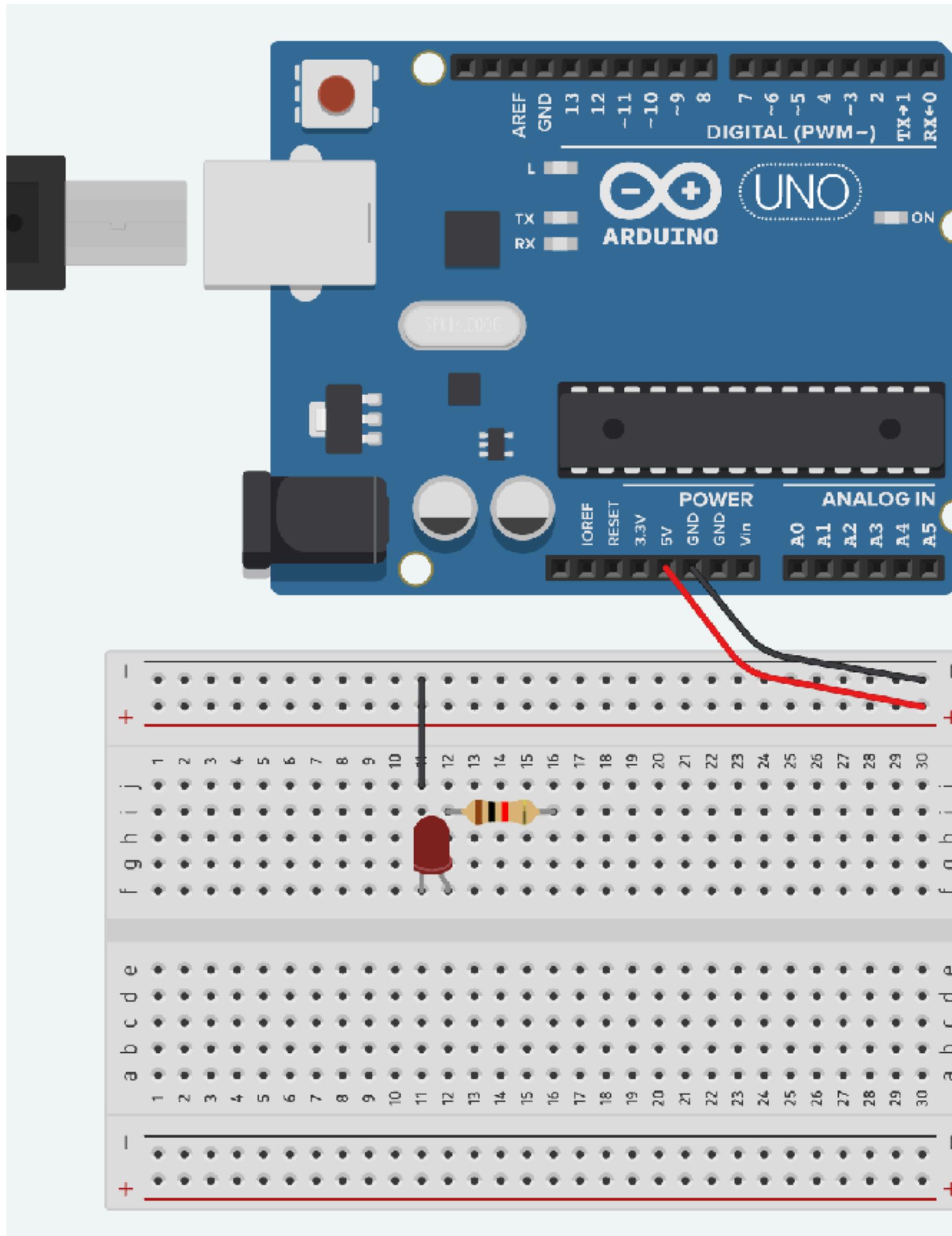


- Now we can insert our first jumper wire and LED.
- This is not enough to make our LED switch on, as we have not yet completed the circuit.
- It doesn't matter where on the breadboard you build your circuit, only that everything is aligned with each other.

# Closeup

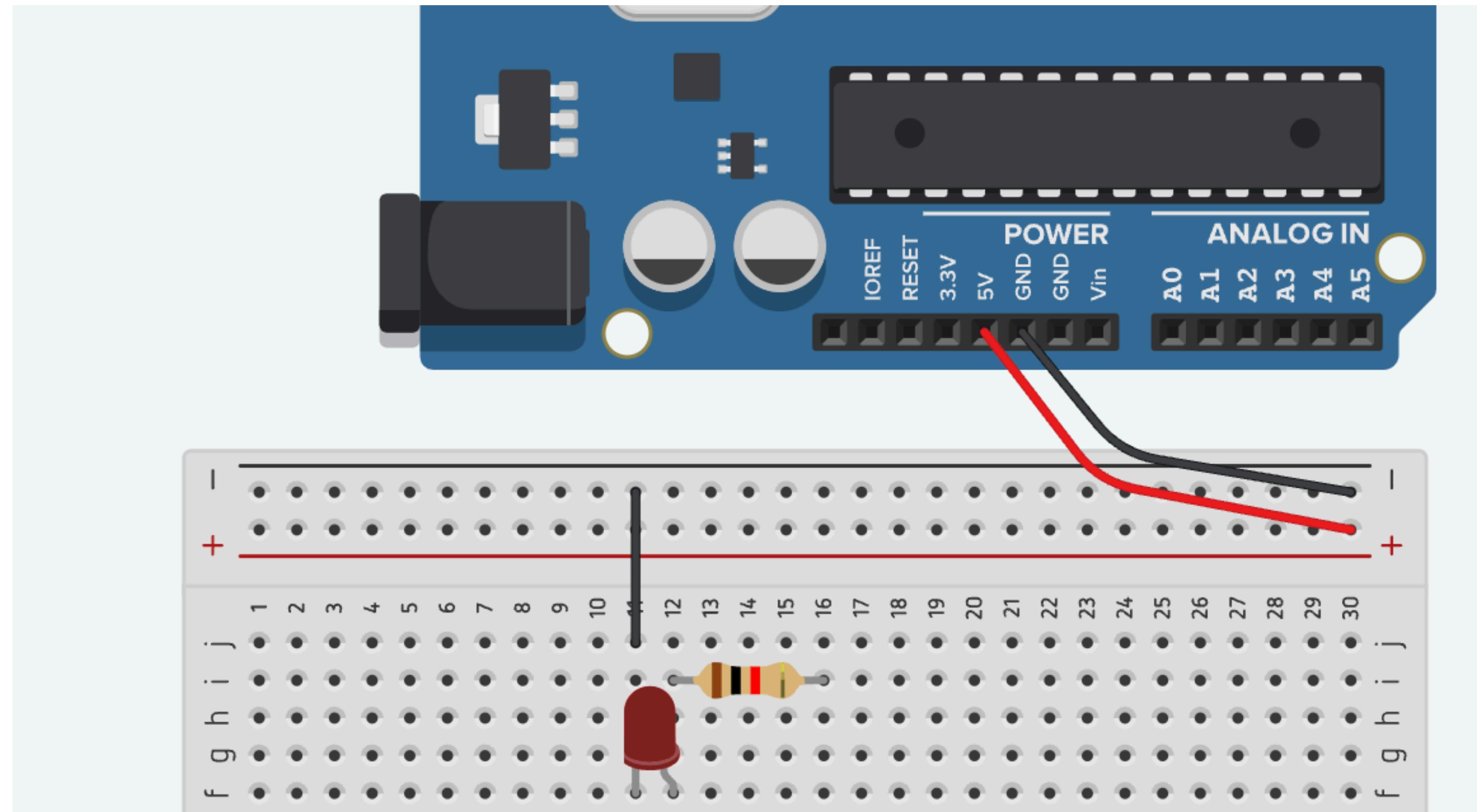


# First Circuit

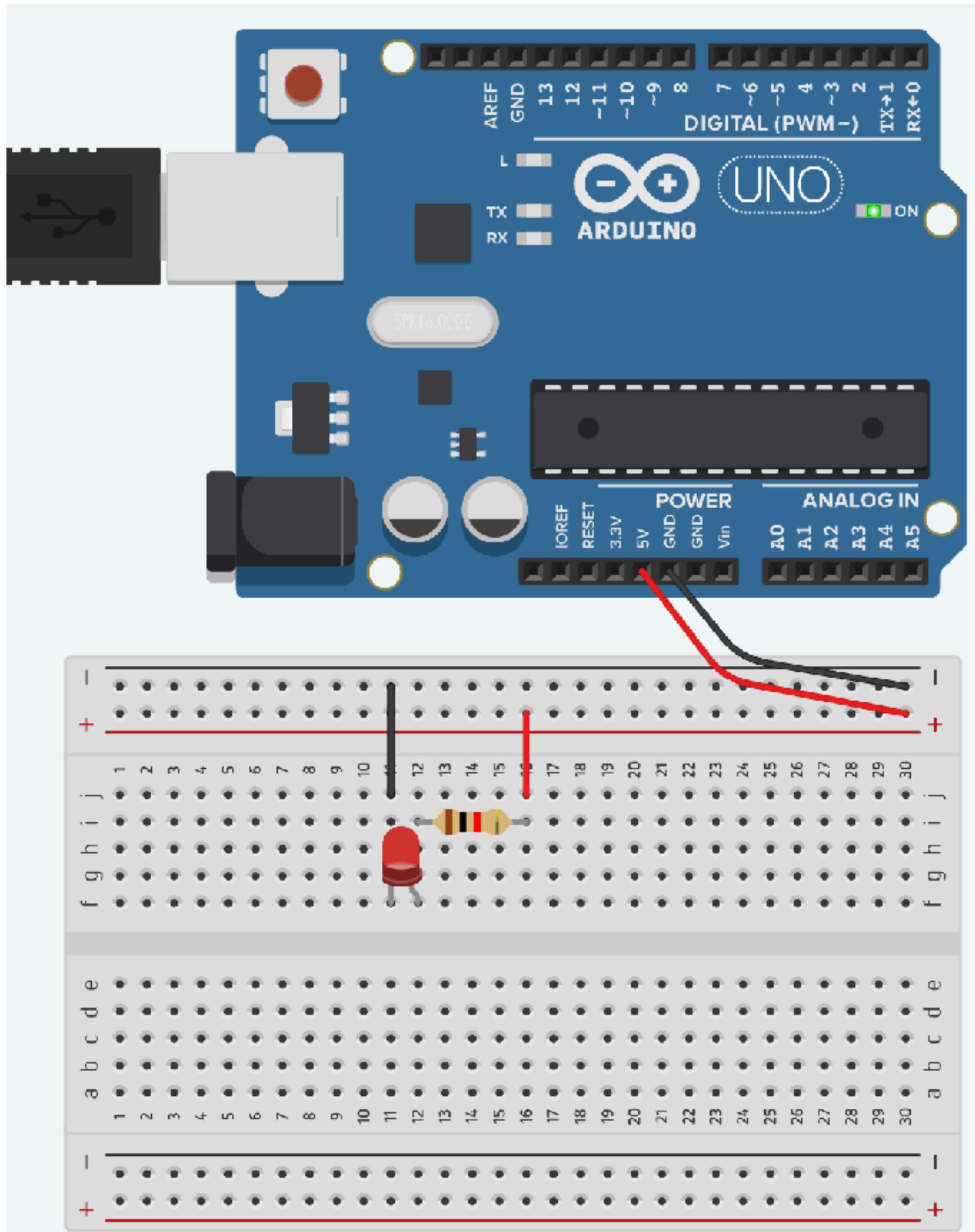


- Now we add our resistor, it doesn't matter which way round we place it.
- In your pack the resistors should be labelled with how much resistance they have.
- It doesn't matter whether it goes before or after the LED in the circuit.

# Closeup

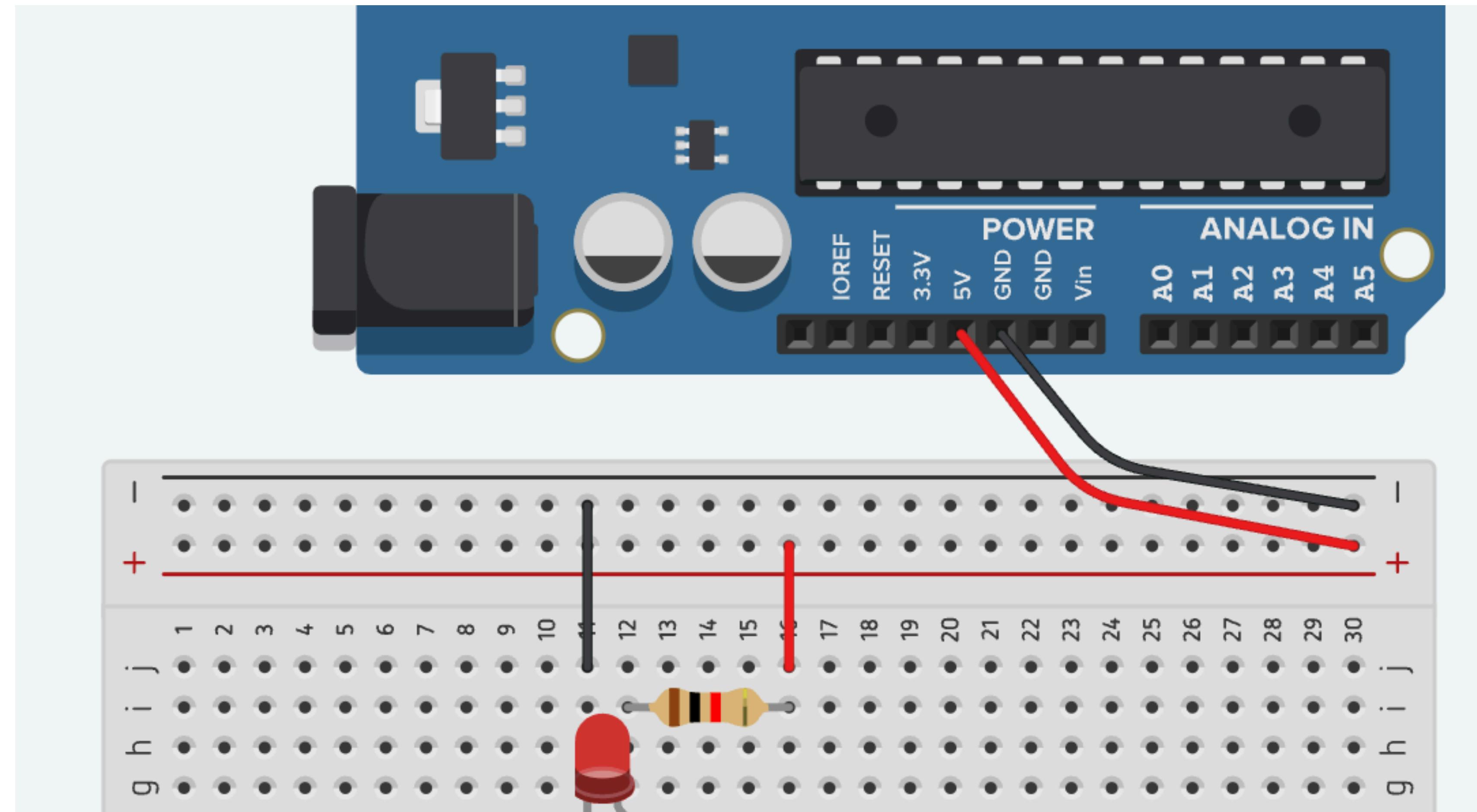


# First Circuit

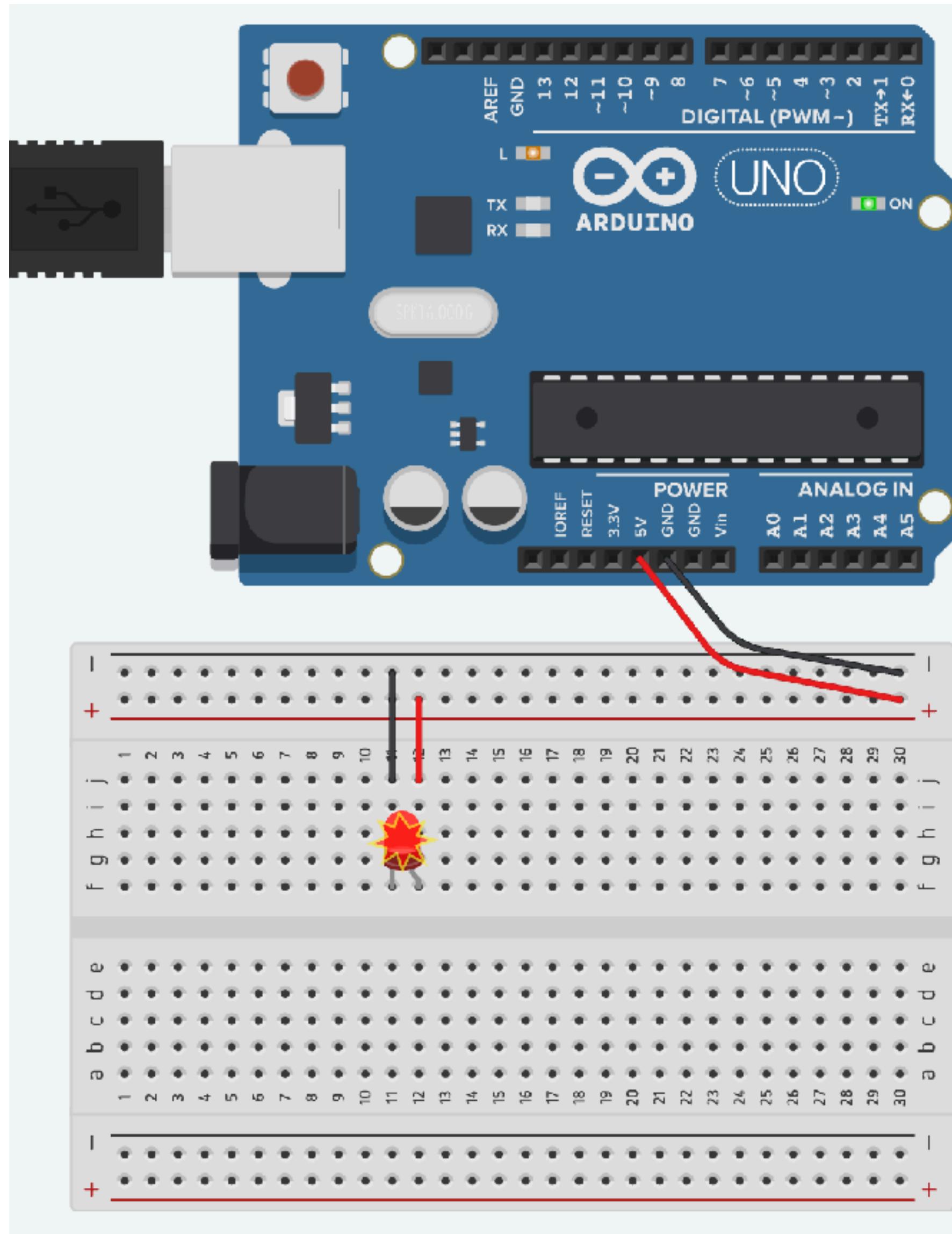


- Now we can add our final wire.
- As soon as we do this the LED should light up!
- If you like you can try out a couple of resistors and see if the brightness changes (Don't use any less than 200 Ohms)

# Closeup

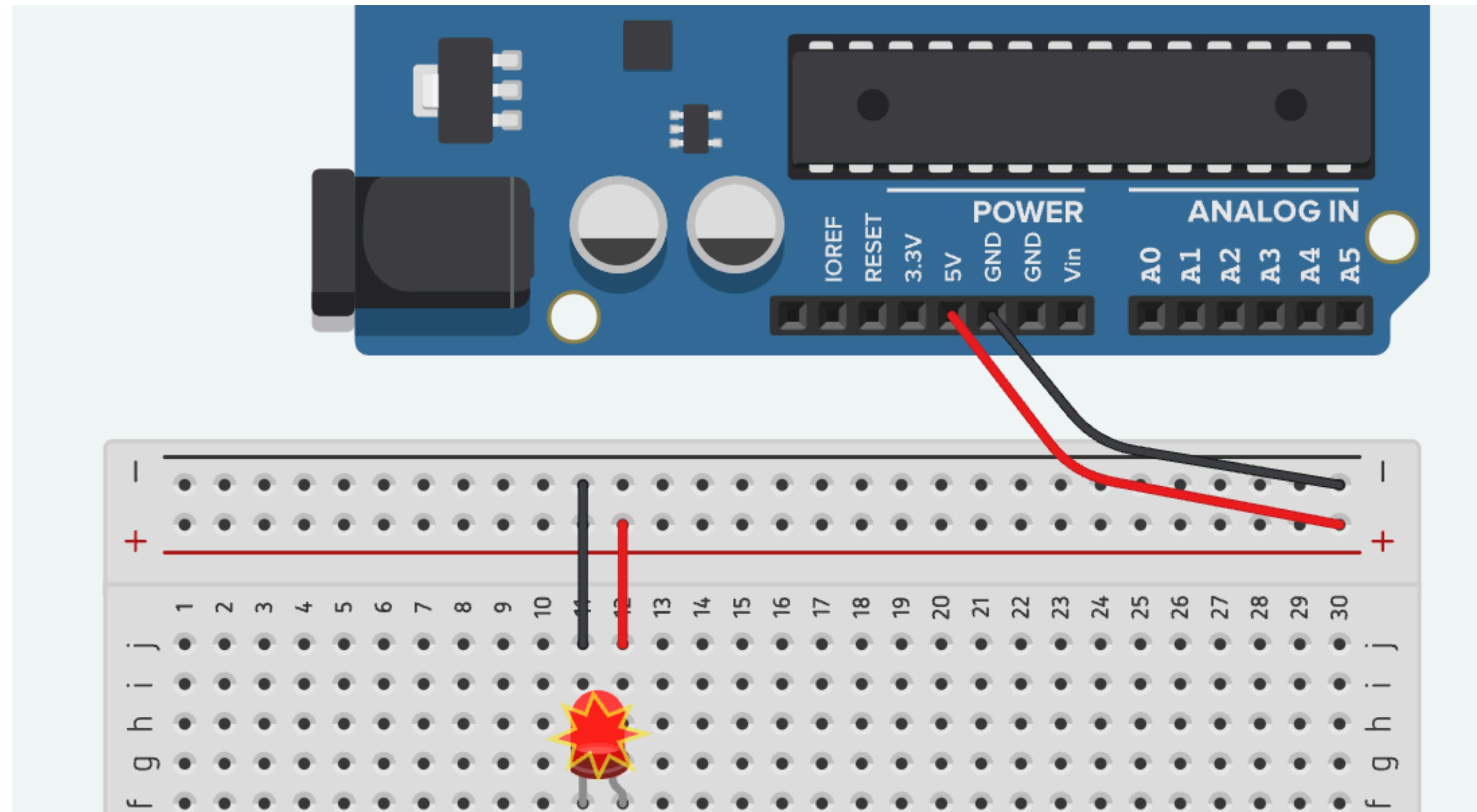


# First Circuit



- It is important that we have the resistor in place so that we don't break the LED!

# Closeup



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## **How could you add a physical computing element to something you have made in the past?**

Get into groups of 3 people

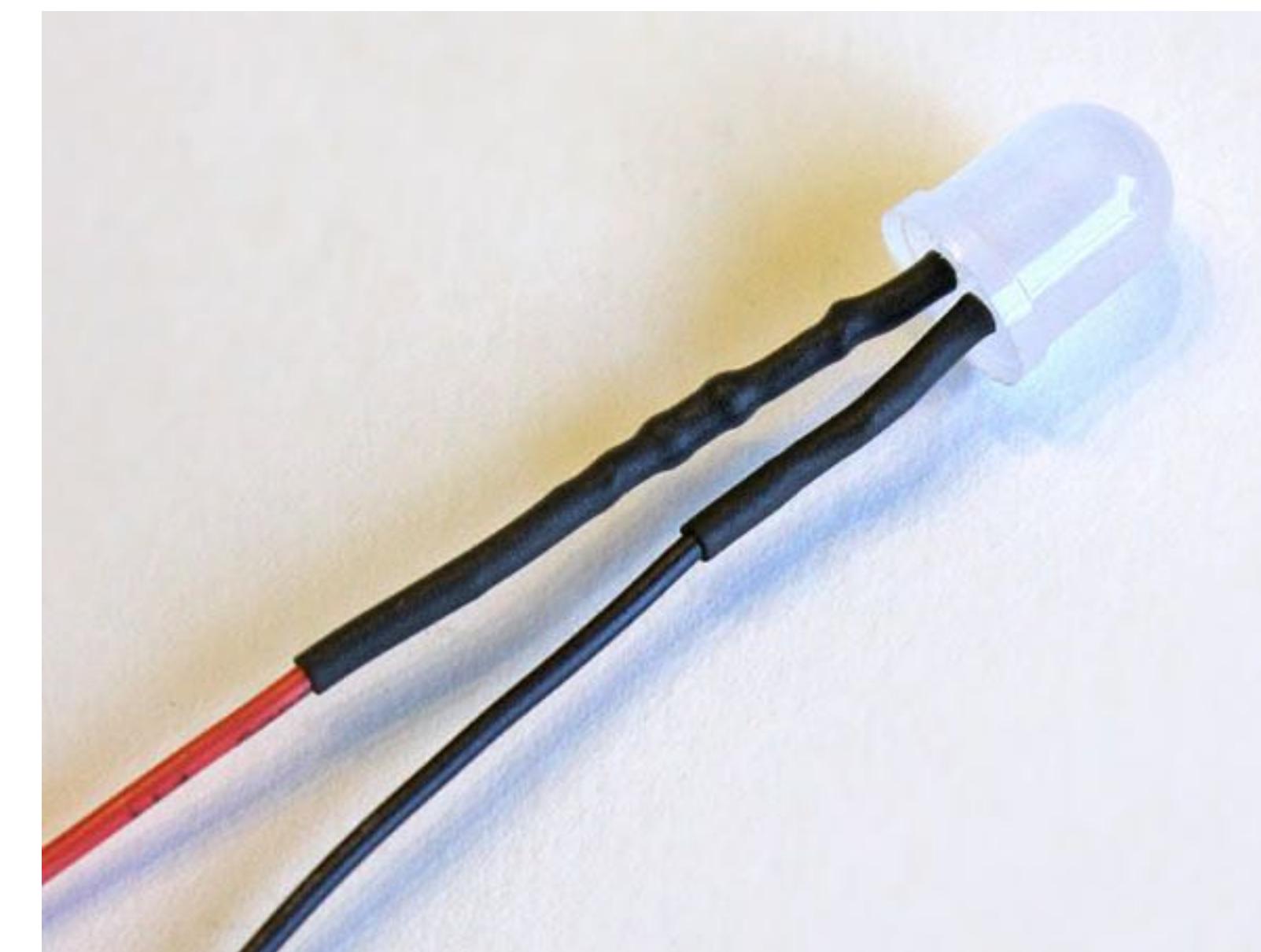
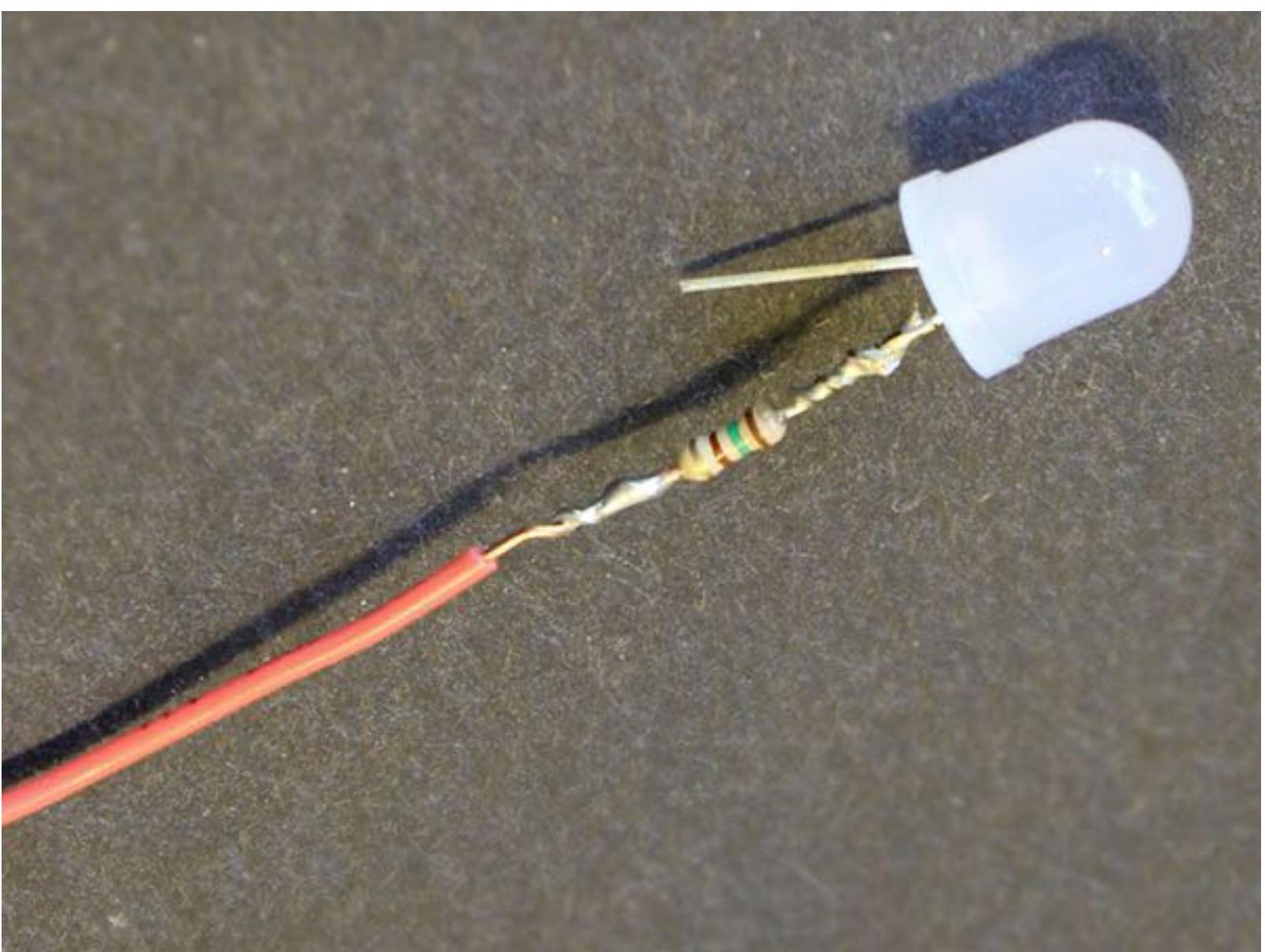
- Discuss the things you have made
  - How might you include a new digital element (sensors & actuators)?
  - Would the addition improve the piece? how? why not?
-



**That's Great!**  
**But this isn't very useful...**

- Having our LED stuck in our board isn't very useful.
- To make any sensor useful in projects, we need to add cables...

# Soldering!



# What is wrong here !?





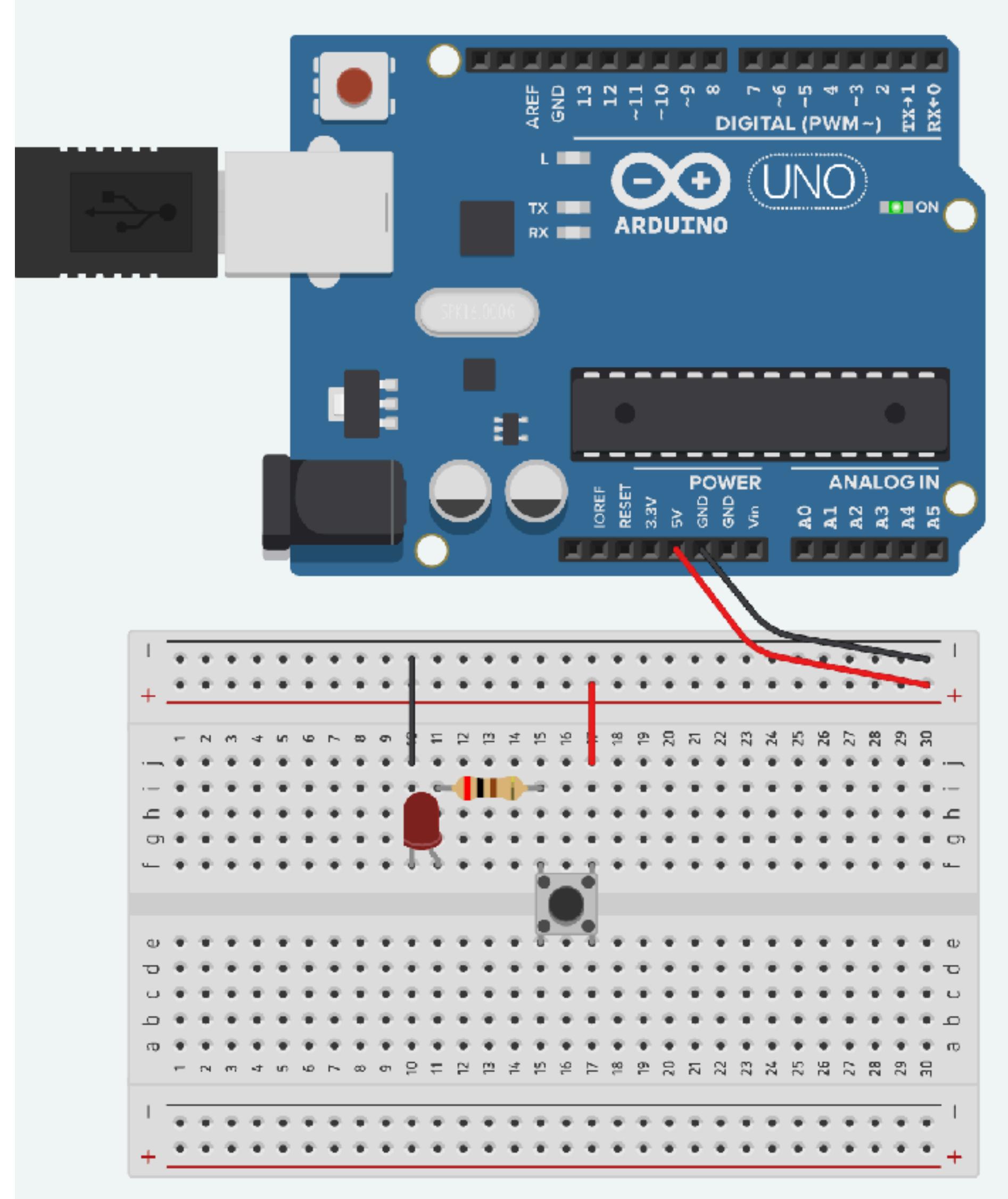
butter & socks

Devin

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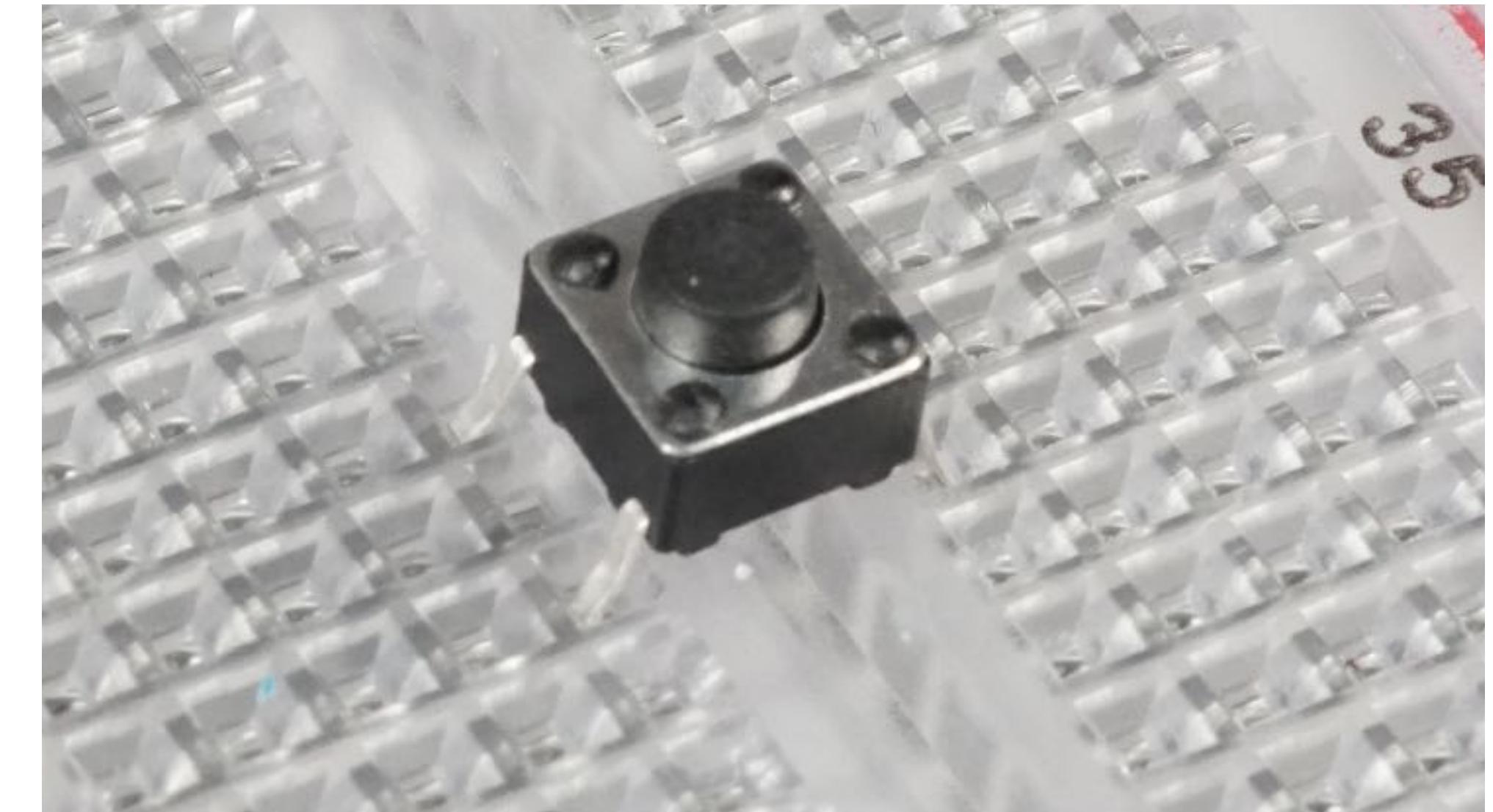
Any Questions so far?

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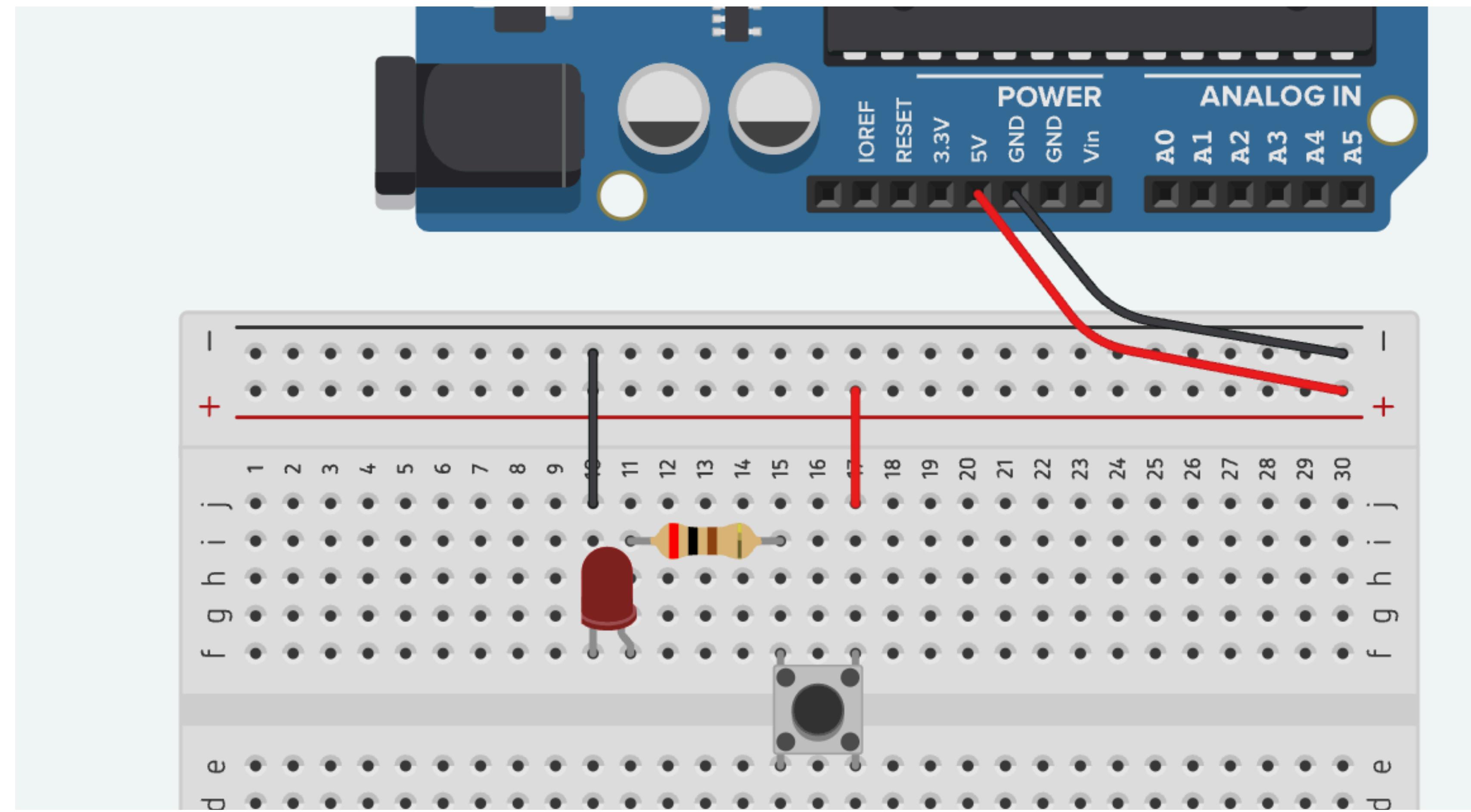


# Still not very useful... Let's add a button!

- Only when the button is pressed, will the LED light up.



# Closeup



# It's not easy...

- Hardware - electronics, circuits, sensors, actuators
- Software - programming microcontroller
- Fabrication - Using the hatch lab tools to rapidly make and iterate on prototypes

---

At the end of the day, Physical Computing is about:

THE IDEA!

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**THE IDEA!**

**THE INTERACTION DESIGN!**

**THE MEANING!**

---

## Legacy IDE (1.8.X)



### Arduino IDE 1.8.19

The open-source Arduino Software (IDE) makes it easy to write code and upload it to the board. This software can be used with any Arduino board.

Refer to the [Getting Started](#) page for Installation instructions.

#### SOURCE CODE

Active development of the Arduino software is [hosted by GitHub](#). See the instructions for [building the code](#). Latest release source code archives are available [here](#). The archives are PGP-signed so they can be verified using [this](#) gpg key.

**DOWNLOAD OPTIONS**

**Windows** Win 7 and newer  
**Windows** ZIP file

**Windows app** Win 8.1 or 10 [Get](#)

**Linux** 32 bits  
**Linux** 64 bits  
**Linux** ARM 32 bits  
**Linux** ARM 64 bits

**Mac OS X** 10.10 or newer

[Release Notes](#)  
[Checksums \(sha512\)](#)

# Before Next Week

- Download Arduino IDE
- <https://www.arduino.cc/en/software>
- Install version 1.8.19
- Solder Up 2 More LEDs

# Where can you get help?

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- Ask on the class forum first!
  - When posting questions please give as much detail as possible
  - Google it!
  - Ask on online Arduino/electronics forum
  - Check the Arduino reference guide
-



A photograph of a modern art gallery. In the foreground, there's a low brick wall and some debris on the floor. In the background, several people are looking at different exhibits. On the left, a person stands near a doorway. In the center, a group looks at a large black frame containing a red and white abstract painting. To the right, a man and a woman look at a wall covered in small circular prints. Another group of people stands further right, looking at a display with a green cloth and a white table. The ceiling has a grid of pipes and lights. A bright yellow horizontal bar runs across the middle of the image.

See you next week!