**Welcome to Creative Physical Computing.**

Over the next 12 Weeks we will be looking at and trying out various creative and artistic ways to use technology.

A bit about the course.

Its for Creative use of technology.

We are not aiming to create products but if you are interested in that this may help.

We are not going to focus on teaching coding or computer Science theory but what we are doing is a great introduction if you haven’t coded before.

I will try to keep the theory element to a minimum and will always try to show how the theory is applied.

**Physical - The construction of the devices**

Boldport - <https://boldport.com/shop>

<https://www.bhoite.com/sculptures/>

<https://hackaday.com/2019/01/15/twelve-circuit-sculptures-we-cant-stop-looking-at/>

**How we interact with them.**

Beck Stern Wearables at Adafruit <https://beckystern.com/about/>

Phoenix Perry Bot Party <http://playbotparty.com/2018/01/24/WhatIsBotPartyl-prep/>

Atl Ctrl at GDC

<https://www.gdconf.com/alt.ctrl.gdc>

The course is roughly split into 2 halves.

1st half is the small half. We will focus on using the Arduino boards and how they allow us to connect to the real world using small electronics Sensors and actuators.

The second half is the bigger half where we will explore the world . Internet of Things and the web, Projection Mapping. Machine Learning, Connecting to the web,