PHYSICAL COMPUTING IN THE ARTS

Fall 2024 Preview | 4 credits | Thursday evenings 6:00 – 9:30 | In Person Only
Faculty: Arlen Speights | speighta@evergreen.edu

DESCRIPTION:

Integrate light, sound, and motion programmatically into art projects. Working with Arduino starter kits, we'll learn to use electronic circuits and microcontrollers with LEDS, speakers, motors, and sensors. The class will introduce programming in the Arduino ecosystem. The focus is on learning new skills for building devices for art's sake.

LEARNING OBJECTIVES:

- To learn the fundamentals of electronics for art
- To learn basic use of microcontrollers in art projects
- To develop practical skills in making devices that use light, sound, and motion in art projects

ASSIGNMENTS AND EXPECTATIONS:

- Attendance: be in class or proactively make alternative arrangements.
- Assigned projects: complete projects as assigned, submitted on Canvas.

BOOKS AND MATERIALS:

- We'll use free online and PDF resources instead of a single book.
- You will need to buy a specific Arduino-compatible kit, which costs around $45 on Amazon. There is a $25 fee for additional components, which you get to keep.