

introduction to physical computing

Winter special workshop

ARTD 4o8 Department of Art, University of Oregon
Monday Friday 9am 5pm The Fusion Laboratory
Associate Professor Mary Flanagan
mary@maryflanagan.com ; <http://www.maryflanagan.com/courses/2003/physical>

This quickly paced, intensive winter workshop/laboratory explores the design and of physical interfaces. We will explore how artists use physical interfaces in a variety of artistic projects, and the course will culminate in group projects which utilize physical interfaces. Most of these works will take installation form.

We will focus on "what works" in what kinds of projects as well as "how it works," for the projects present both technological and aesthetic conundrums. Special attention in this course is given to the conceptual systems of interactivity how the interactivity and technology relate to the conceptual themes in the work.

course texts

The Construction of Experience: Interface as Content David Rokeby
<http://www.interlog.com/~drokeby/experience.html>

evaluation criteria

20% report on artist/artwork
80% collaboration, conception, effort, experimentation, installation

Day 1.

AM Basics of Electronics. Midi Basics.
PM Reviews of projects, team research and reports

Day 2.

AM Using Director and the Icube
PM Experiments

Day 3.

AM Project development
PM Project development

Day 4.

AM Project development
PM Testing

Day 5.

AM Installation
PM Reception