AD 32600 Physical Computing: Arduino and Processing
CRN: TBD
Fall 2016, MW 2:30-5:20pm, FPRD204
instructor: Prof. Fabian Winkler (fwinkler@purdue.edu)
prerequisites: none

This course fulfills one class requirement in the ETB minor

AD 32600 Physical Computing offers students the opportunity to learn software (Processing) and hardware (Arduino) technologies to create interactive artworks that sense and control parts of physical world around them - no prior programming/electronic skills required. Workshops introduce simple electronic circuits and how to interface them to an Arduino board, as well as real-time control of images and sound in Processing. Through hands-on work as well as historical and cultural research students learn about the expressive and critical potential of technology. This course is an invitation to experiment, invent and tinker and to explore the many connections between art, culture and technology.

One of the most persistent ideas in twentieth-century art is that of absorbing new technology into art: the Futurists' blind devotion to technology; the Russian Constructivists' attempts to merge art and life into new imaginative forms, the more rigorous design approaches at the Bauhaus, continued by Gyorgy Kepes at MIT, and the work of individual artists such as Marcel Duchamp and John Cage. This involvement with technology has represented artists' positive desire to be engaged in the physical and social environment around them.

Billy Klüver, Experiments in Art and Technology (E.A.T.)

For more information go to: http://www.cla.purdue.edu/vpa/etb/