Designing Interactions

Intensive workshop

Schedule for the course

Monday

- Programming on microcontrollers (Arduino)
- Controlling sensors and actuators

Tuesday

- Communication with PC over Bluetooth
- Communication with Desktop applications (Adobe Flash, Processing, and Puredata)

Wednesday

- Printed circuit board (PCB)

Thursday

- Individual work

Friday

- Individual work
- Presentation at 13:00

The goal of the intensive workshop

This workshop gives you tools to prototype interactions. It is NOT aiming to UNDERSTAND technical tools BUT USE THEM in research projects and design practices of your own.

It requires your CREATIVE MINDS otherwise you cannot use them.

My role in this workshop

I am an INTERACTION DESIGNER, not engineer. So I will not be able to instruct all technical details.

The workshop focuses on introducing the tools and giving instructions how to make RAPID PROTOTYPES.

Your participations in this workshop

You don't need to prototype everything from scratch. By sharing knowledge and experiences, we can prototype things even more rapidly.

You can SEARCH SNIPPETS online. But please also SHARE YOUR CODES AND SCHEMATICS online.

Assignment 2

Create a simple interaction using Arduino.

Presentations are scheduled on this Friday.

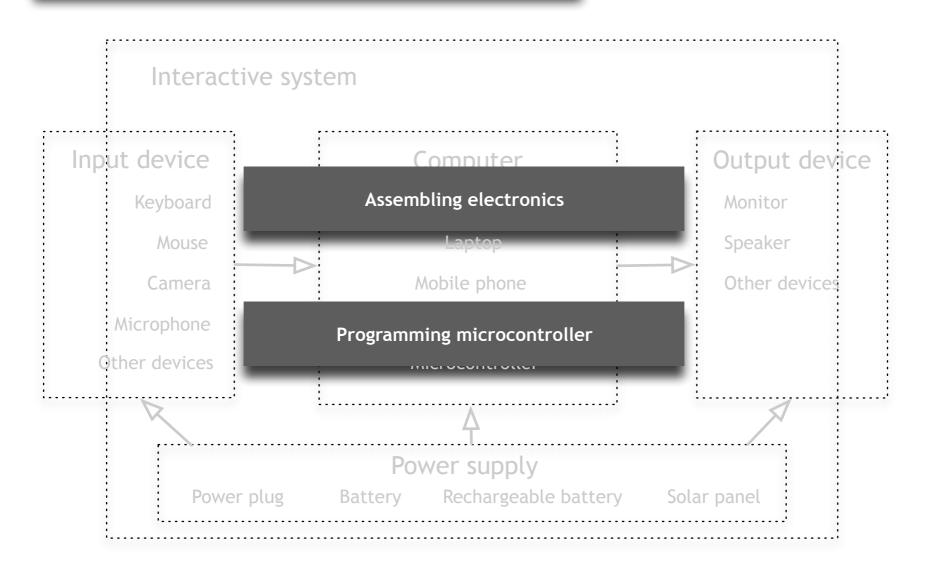
Create an account on mlab.taik.fi/paja blog

Please put your FIRST AND FAMILY NAME in your profile page otherwise I will not know who you are.

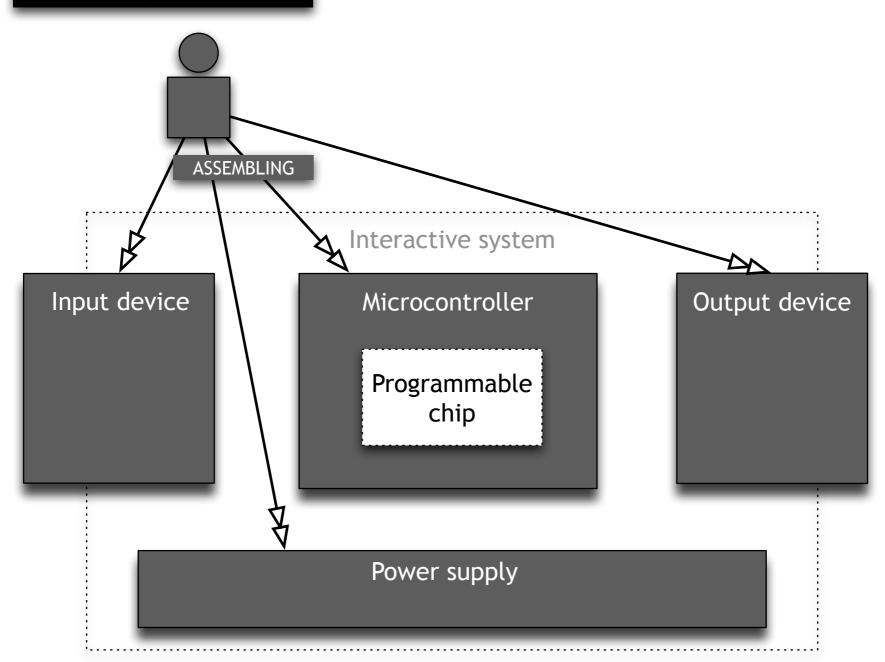
Final demos from previous workshops



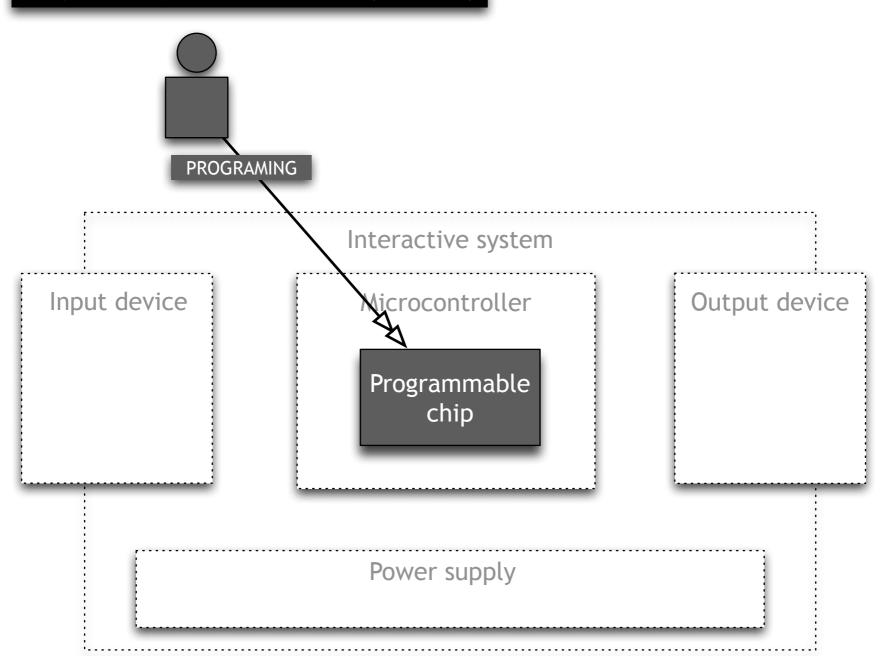
What are we going to learn in this workshop?



Assembling Electronics

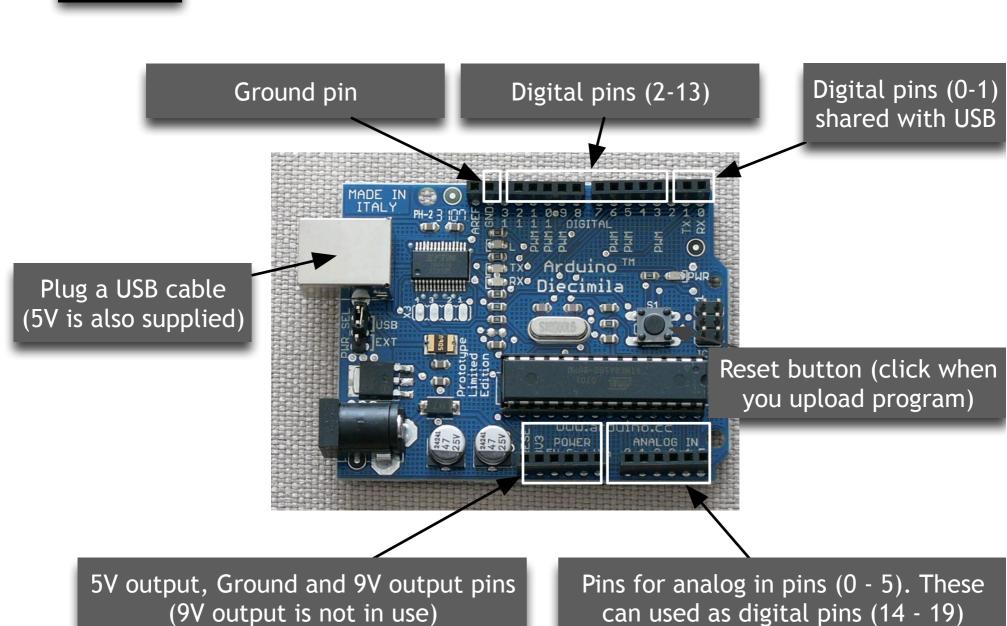


Programming Microcontroller (Arduino)



Assembling electronics

Tools and components



USB cable

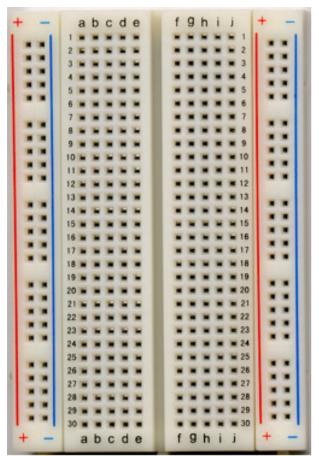


USB A-B cable

Breadboard

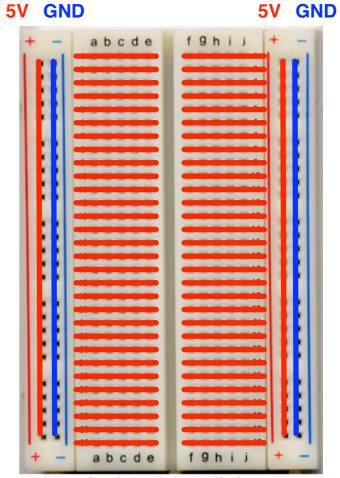


Breadboard (photo)



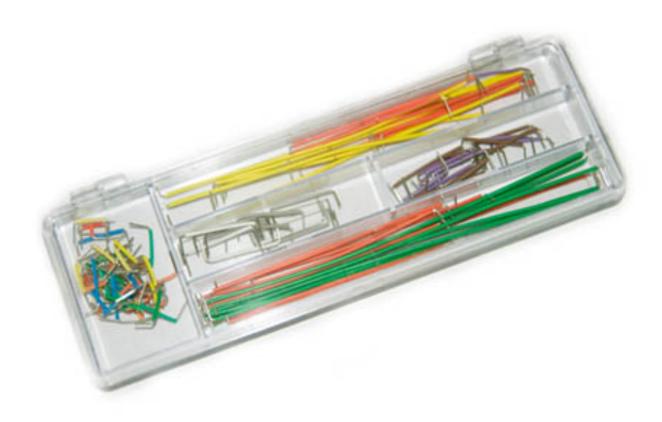
Video and Website © 2004 ClarkZapper.net

Breadboard (schematic)



Video and Website © 2004 ClarkZapper.net

Jumper wires

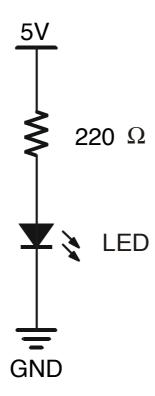


Multimeter

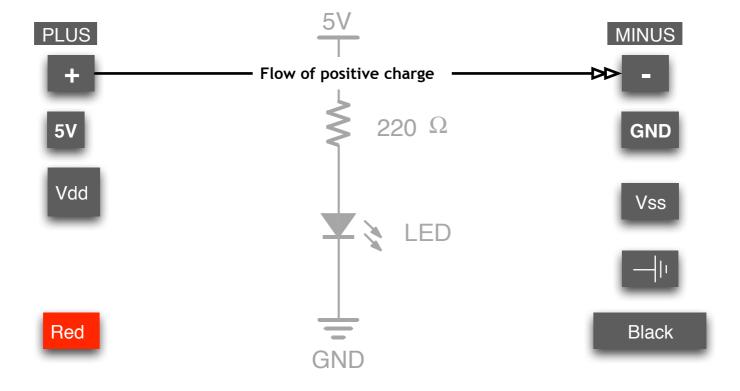


Understanding schematics

What does this mean?



Flow of positive charge

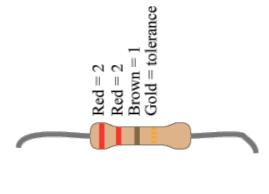


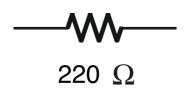
Most Popular components

LED (Light emitting diode)

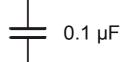
LED LED

a semiconductor device with two terminals, typically allowing the flow of current in one direction only. LED has polarity Resistor





Capacitor



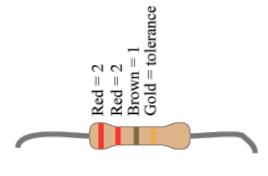


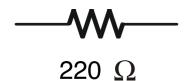
a device having a designed resistance to the passage of an electric current.

a device used to store an electric charge

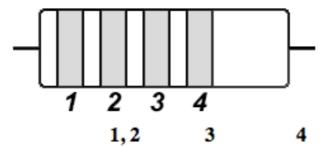
Markings for resistors

Resistor





a device having a designed resistance to the passage of an electric current.



Color Number Multiplier Tolerance

Black	0	1	-
Brown	1	10	±1%
Red	2	10^{2}	±2%
Orange	3	10 ³	±0.05%
Yellow	4	10 ⁴	-
Green	5	10 ⁵	±0.5%
Blue	6	10 ⁶	±0.25%
Purple	7	10 ⁷	±0.1%
Gray	8	108	-
White	9	10 ⁹	-
Shiver	-	10-2	±10%
Gold	-	10 ⁻¹	±5%
No color	-	-	±20%

Download a widget called "Resistulator" in your Mac

Markings for capacitors

Capacitor



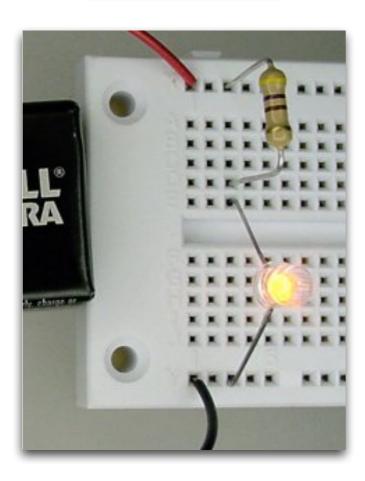
Capacitor three digit markings

CODE / Marking	$\mu \mathrm{F}$	nF	pF
	microfarads	nanofarads	picofarads
1RO	0.000001	0.001	1
100	0.00001	0.01	10
101	0.0001	0.1	100
102	0.001	1	1,000
103	0.01	10	10,000
104	0.1	100	100,000
105	1	1,000	1,000,000
106	10	10,000	10,000,000
107	100	100000	100,000,000

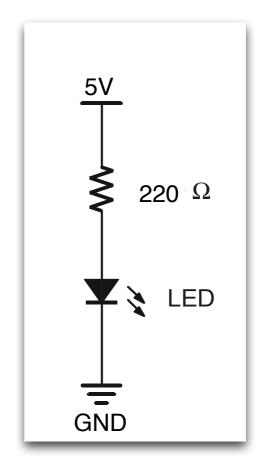
a device used to store an electric charge

Assemble electronics

Breadboard (photo)

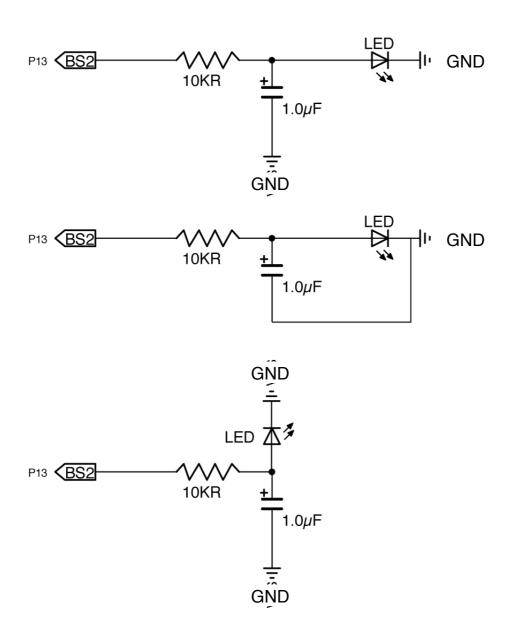


Breadboard (schematic)



Schematic plans

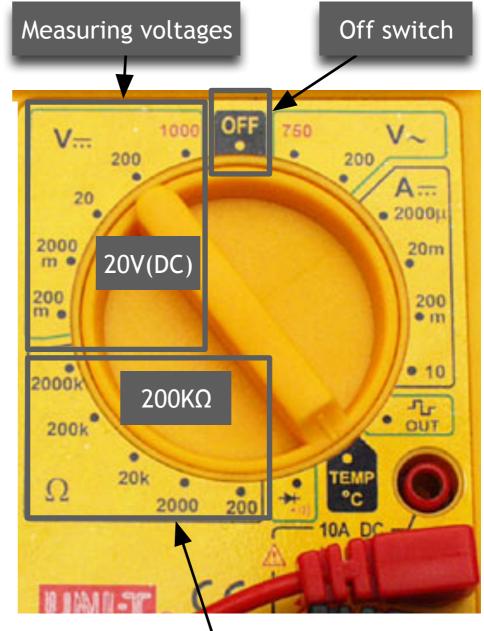
These are all same schematics.



Checking your circuit

Multimeter





Measuring conductivity and resistance

Measuring electricity with multimeter

