# Physical Computing

http://itp.nyu.edu/physcomp/

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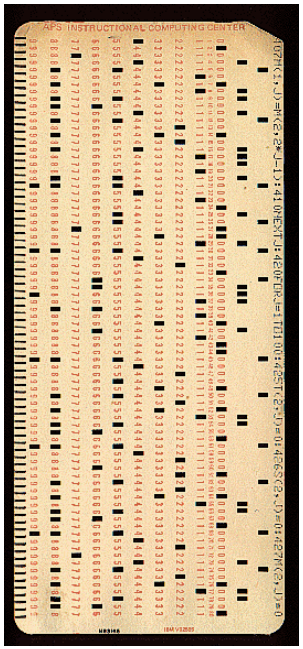
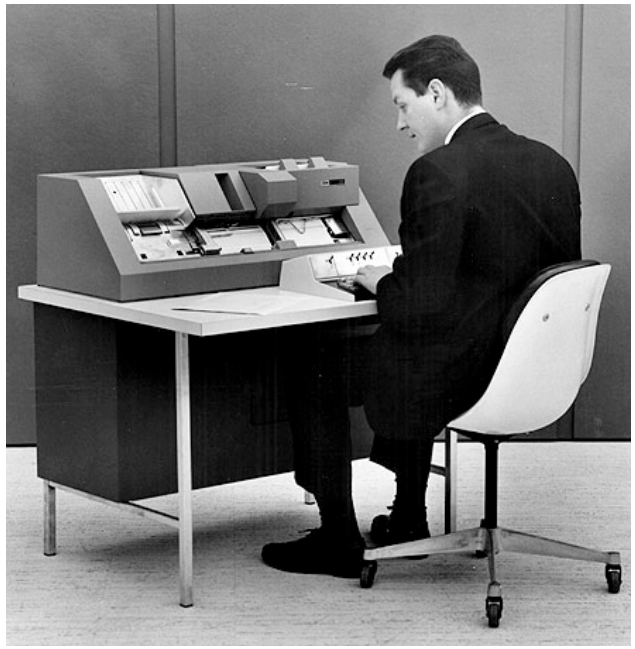
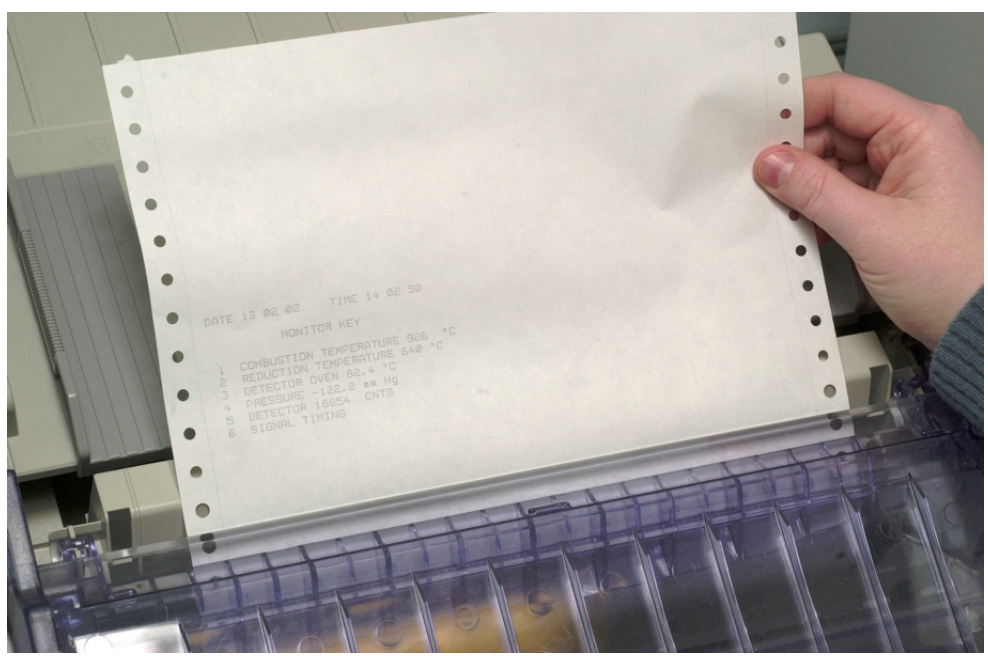
# Questions?

# interactive?









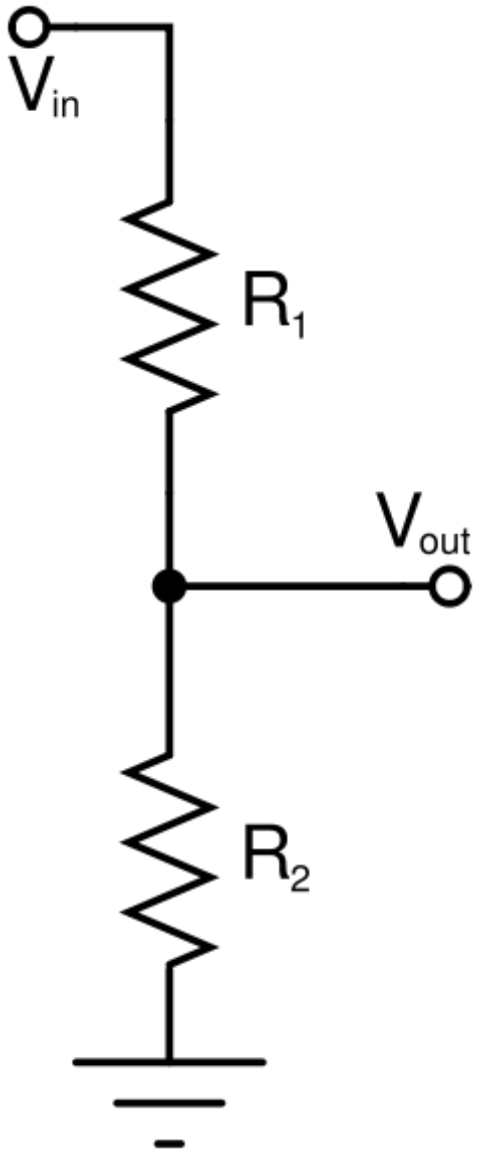
# Context and Perception

more examples!

# observation presentations

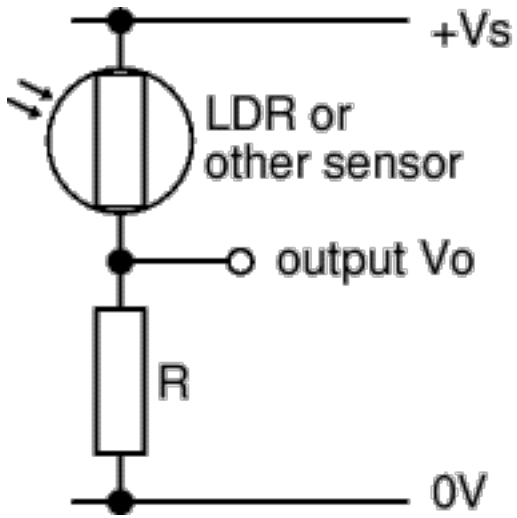
- http://itp.nyu.edu/physcomp/Intro/ObservationAssignment
- for one day, take note of every digital device you see
- pick one interaction and describe it in-depth

# voltage dividers




$$V_{\text{out}} = \frac{R_2}{R_1 + R_2} \cdot V_{\text{in}}$$

# resistor to go with a sensor




$$R = \sqrt{Rmin * Rmax}$$

http://www.kpsec.freeuk.com/vdivider.htm

# analog input

- get a resistive sensor (photocell, FSR, thermistor, etc.)
- measure Rmin and Rmax with multimeter
- calculate resistor value
- measure voltage range

$$R = \sqrt{Rmin + Rmax}$$

# assignment for next week

- reading: more on how humans perceive interaction!!
- lab: analog in
- finish Observation Presentations
- keep writing in your journals, whatever inspires you