Physical Computing

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

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Questions?

interaction design concepts

- visibility - how the user interacts should be apparent
- affordance - perception of how something works
- constraints - inherent limitations to work around
- mapping - the relationship between multiple things
- conceptual models - imagining how it works
- feedback - information about what has happened

affect and emotion

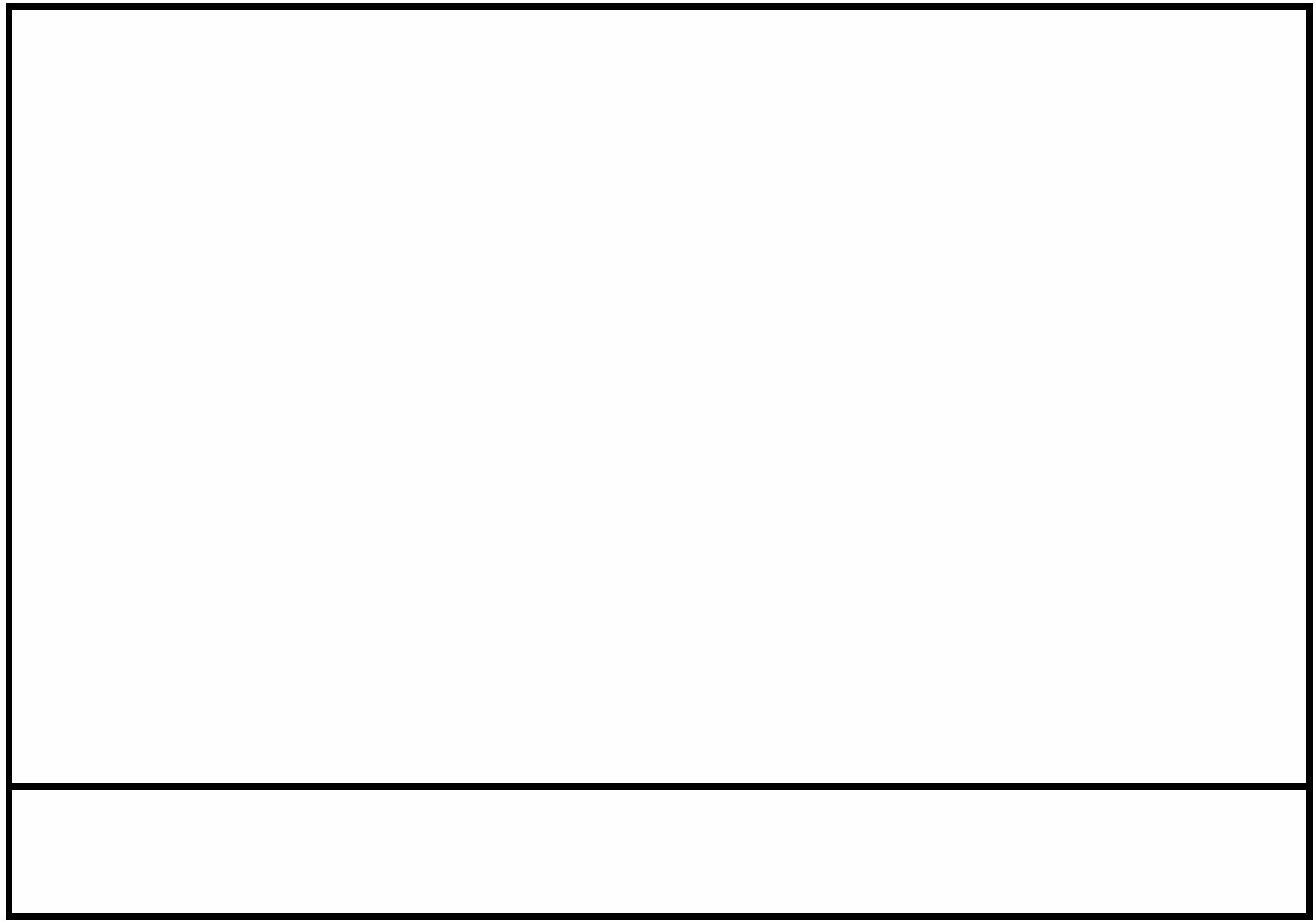
affect: the physical effects of emotion

- focus and nervousness
- inhibition and happiness
- frustration and annoyance

observation presentations

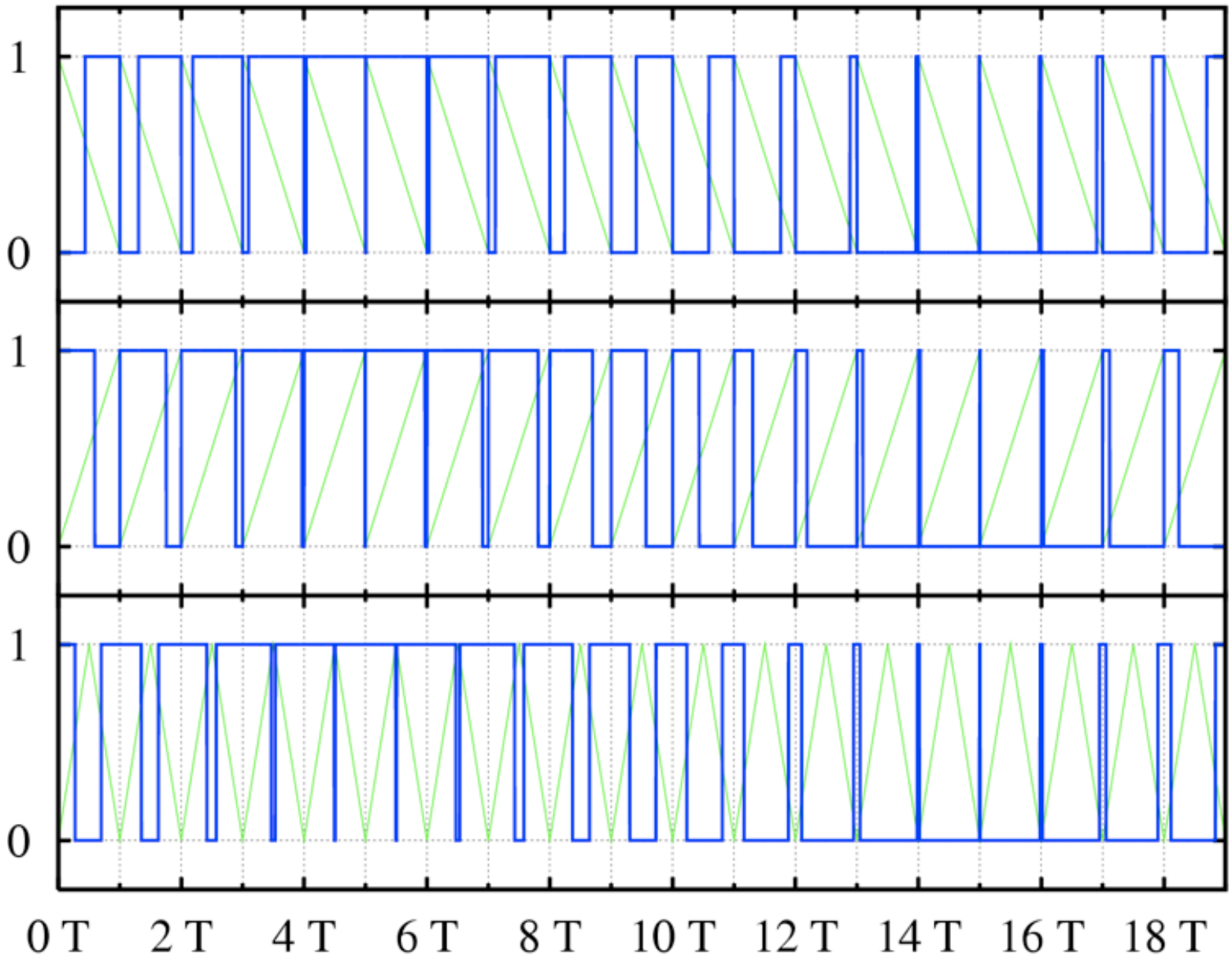
- give examples of devices that you saw
- talk about the device you choose and why
- pick one interaction and describe it

pulse width modulation



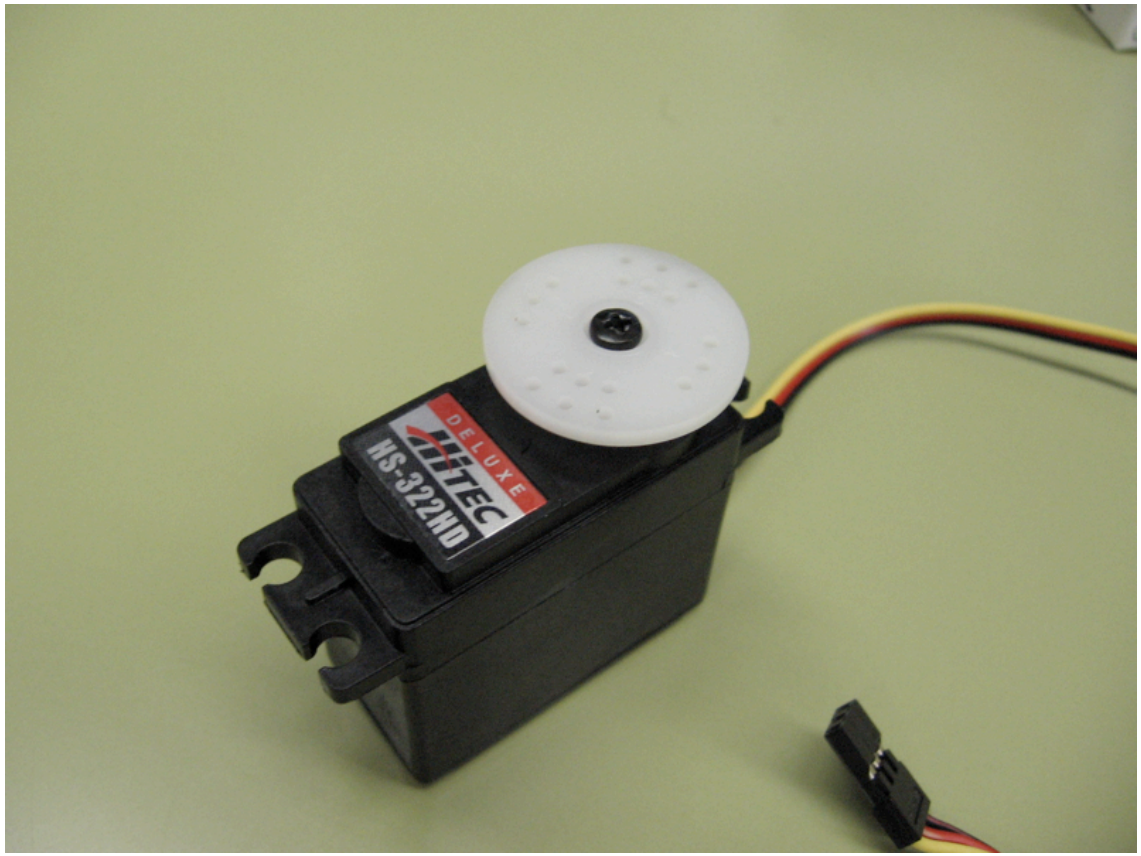
http://commons.wikimedia.org/wiki/Image:Pwm_duty_cycle.gif

pulse width modulation

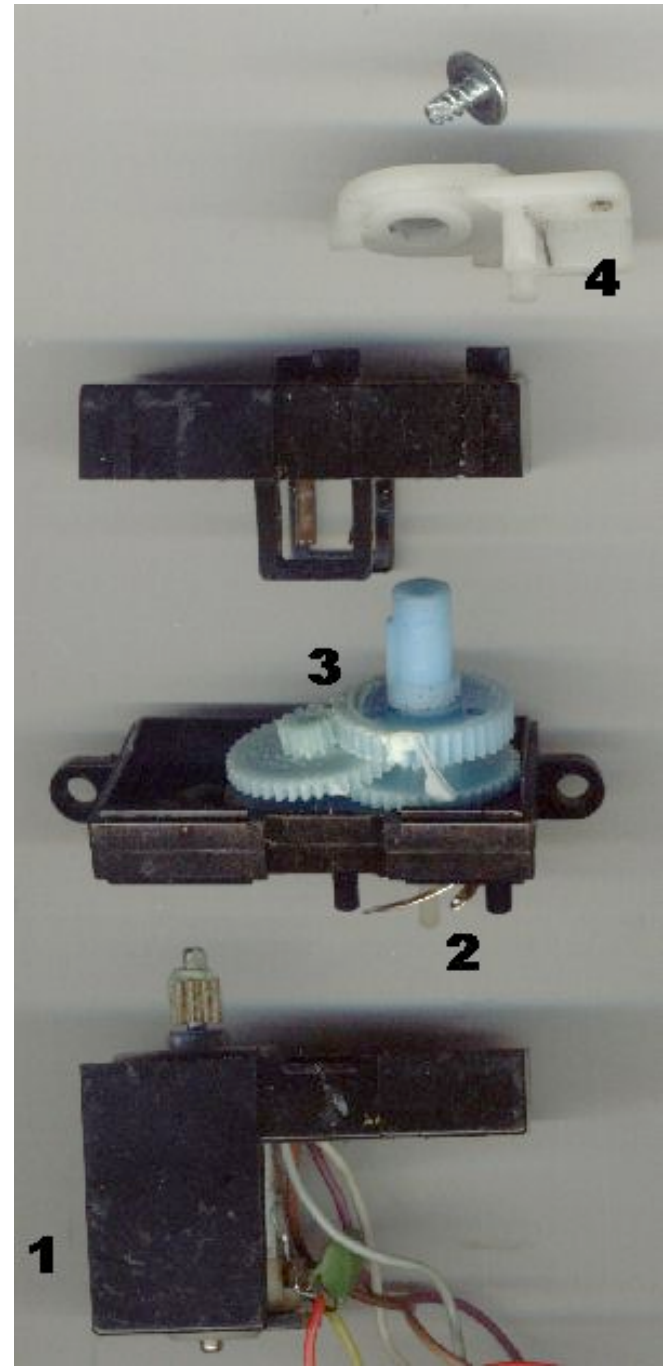


http://en.wikipedia.org/wiki/Image:Three_types.png

servo

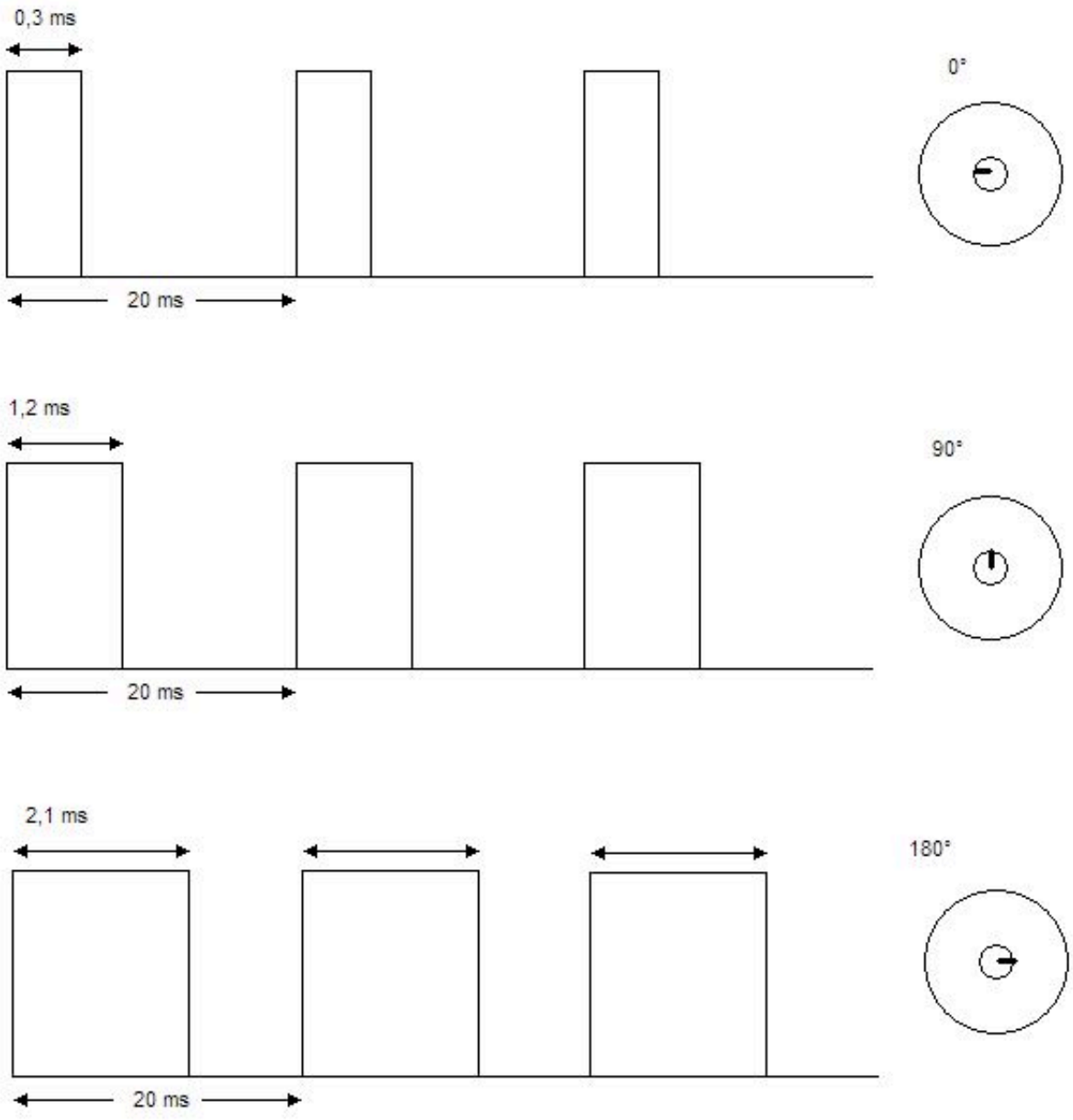


http://commons.wikimedia.org/wiki/Image:Servomotor_01.jpg



http://commons.wikimedia.org/wiki/Image:Servo.jpg

servo



http://commons.wikimedia.org/wiki/Image:Servos.JPG

midterm project

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

- pick an existing behavior or task (like you observed)
- create a tool or re-design an existing tool to do it
- document each step as you go
- present a stage each week for the next four weeks
- (observations, prototype, test on users, complete)

assignment for next week

- begin midterm project, observation section
- lab: servo/analog out
- read Physical Computing, chapter 7
- keep writing in your journals, whatever inspires you