

Course Syllabus

Arduino for Arts 301

This second, and more advanced course, is a coaching course where participants will come u with their own projects based on what they have already learned and their own creativity. This course will unleash your potential allowing you to create “machines” dedicated entirely to art.

Objectives

The purpose of this course is to provide the participants with the opportunity to develop their own projects side by side with a coach in order to guide and to troubleshoot along the process. It is an intense course that will also cover both theory and practice of the “hows” and “whys”. Participants will have to deliver a working “art machine” by the end of the course.

This course is divided in two parts:

- 1- Theory: understanding how to create your own “Art Machine” from square one, (Software and hardware)
- 2- Practice: creating your own project and presenting it by the end of the course.

Learning Outcomes

At the end of the course the student will be able to:

1. **Develop** thinking skills for Arduino.
2. **Understand** process of conception.
3. **Explore** different approaches to coding and hardware
4. **Explore** problem solving for software and hardware.
5. **Produce** “machine” dedicated to art.

Course Literature:

- Programing Arduino: Getting started with sketches, *Simon Monk*.
- Exploring Arduino, *Jeremy Blum*

Course PROJECTS:

Notes	Class Content	Session
LOCs 1 & 2	Conceptualizing	1 - 6
LOCs 2, 3 & 4	Building	7 - 14
LOCs 5 & 6	Finalizing and presenting	15 - 18

Course CONTENT:

Notes	Class Content	Session
Part I	Conceptualizing the projects and laying it out on a simulator.	1 - 4
	Gathering parts and start building the project.	5 - 6
Part II	Coding for the project.	7 - 11
	Trouble shooting software and hardware.	12-14
Part III	Final assembly, case and structures.	15-16
	Presentation of the final "machine".	17-18