# COURSE DETAIL

| ARDUINO FOR INTERACTIVE MEDIA |
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| **Country**<br>Germany |
| **Host Institution**<br>Technical University Berlin |
| **Program(s)**<br>Technical University Summer |
| **UCEAP Course Level**<br>Upper Division |
| **UCEAP Subject Area(s)**<br>Computer Science Art Studio Architecture |
| **UCEAP Course Number**<br>112 |
| **UCEAP Course Suffix** |
| **UCEAP Official Title**<br>ARDUINO FOR INTERACTIVE MEDIA |
| **UCEAP Transcript Title**<br>ARDUINO FOR MEDIA |
| **UCEAP Quarter Units**<br>4.00 |
| **UCEAP Semester Units**<br>2.70 |

**Course Description**
The course focuses on understanding and programming Arduino microcontroller, and designing interactive, responsive devices that express media contents. The course is suitable for students of media, design, and architecture who are interested in design processes, techniques using multimedia digital tools and coding, and moreover, for academics and professionals of media, design, and architecture who are interested in experimental interactive design tools, techniques, and processes using Arduino. The course addresses the following topics: introduction to Arduino microcontroller and what it can do; understanding Arduino programming environment; how to program Arduino; how to incorporate input sensors and output components into Arduino-driven devices.

**Language(s) of Instruction**
English

**Host Institution Course Number**

**Host Institution Course Title**
ARDUINO FOR INTERACTIVE MEDIA

**Host Institution Course Details**

**Host Institution Campus**
TUBS

**Host Institution Faculty**

**Host Institution Degree**

**Host Institution Department**

**Course Last Reviewed**

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