COURSE DETAIL

CREATING INTERACTIVE OBJECTS
Country United Kingdom - England
Host Institution University of London, Queen Mary
Program(s) University of London, Queen Mary
UCEAP Course Level Upper Division
UCEAP Subject Area(s) Computer Science
UCEAP Course Number 146
UCEAP Course Suffix
UCEAP Official Title CREATING INTERACTIVE OBJECTS
UCEAP Transcript Title INTERACTIVE OBJECTS
UCEAP Quarter Units 6.00
UCEAP Semester Units 4.00

Course Description

Interactive objects are physical devices controlled by microcontrollers using simple sensors and actuators. The course provides students with skills, knowledge, and experience of designing and prototyping interactive physical objects using contemporary microcontrollers. The course covers basic electronics, control circuits, sensors (analogue and digital), output (analogue and digital), microcontrollers, simple networking, and microcontroller programming using the popular Arduino open-source platform. It additionally touches on topics of interaction design and evaluation to provide a framework in which students can prototype and understand interactive objects.

Language(s) of Instruction
English

Host Institution Course Number
ECS511U

Host Institution Course Title
CREATING INTERACTIVE OBJECTS

Host Institution Course Details
http://www.qmul.ac.uk/modules/

Host Institution Campus
Queen Mary, University of London

Host Institution Faculty

Host Institution Degree

Host Institution Department
Electronic Engineering and Computer Science

Course Last Reviewed
2022-2023

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