

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 Campus

Queen Mary, University of London

Host Institution Faculty

Host Institution Degree

Host Institution Department

Electronic Engineering and Computer Science

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