

# 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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