Fundamentals of Physical Computing

Instructor: Rob Faludi
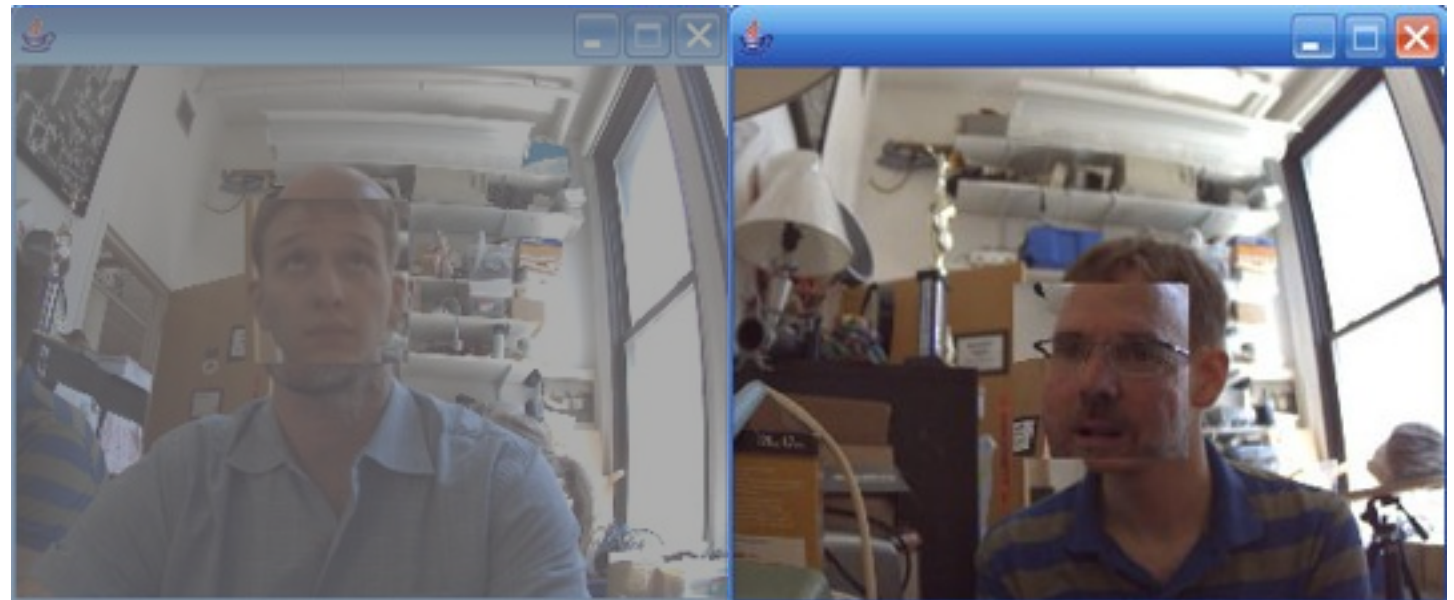
Plan for Today

- 40 Minute Final Presentations:

  - Team Chair

  - Team Beach Ball

    - *Intermission*

  - Team Pillow

  - Team Phone

Guest Critics

Dan O'Sullivan

- ITP Chair

- Physical Computing

- Telepresence

- Eyebeam, Apple, Microsoft

- Cable TV

- Protective Plastic

Liz Arum

- Physical Computing for Middle & High School

- NYC Resistor

- ITP, Fine Arts

- Conductive Knitting & Dough

Liz Danzico

- "part designer, part educator, and part editor"

- SVA IXD MFA Chair

- grew up in a small town near Scranton where her parents sent her to Catholic school and managed her chores on spreadsheets on the refrigerator

Fundamentals of Physical Computing

Physical Computing

- Physical: of or relating to the body as opposed to the mind.

- Computing: a logical system

- Humans: body and mind are one thing.
  Embodiment is fundamental to interaction

- Observation, ideation, creation and iteration

Experimentation and Discovery

Presentations!