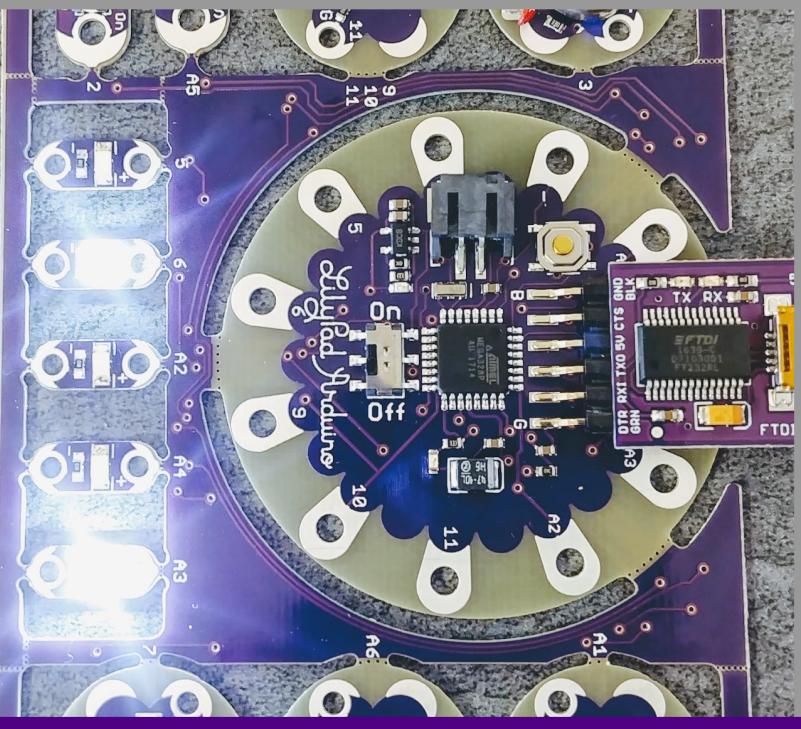
COMPUTER SCIENCE CSCI103

ELECTRONIC TEXTILES

CLASS MEETS TWICE PER WEEK

Digital data is infused throughout the entire world, escaping the computer monitor and spreading to other contexts, including the human body. eTextiles is the next step toward making everything interactive and this course introduces learners to developing their own wearable interactive technology. After completing a series of introductory projects, students propose and design their own eTextiles projects. These projects include everything from a sweatshirt with light-up turn signals for bicycling, to a wall banner that displays the current air quality of the room, to a stuffed animal that plays a tune when the lights go on, to whatever project you can conceivably accomplish with sewable Arduino inputs, outputs, and development board. This class introduces students to introductory computer programming, circuitry, and sewing with the goal of creating novel wearable artifacts that interact with the world.



Topics include:

- EMBROIDERY, SEWING
- MODULAR ARITHMETIC
- ELECTRONIC CIRCUITS
- PAPER PROTOTYPING
- INPUTS & OUTPUTS
- ARDUINO PROGRAMMING
- PERSONAL PROJECTS

QUESTIONS

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