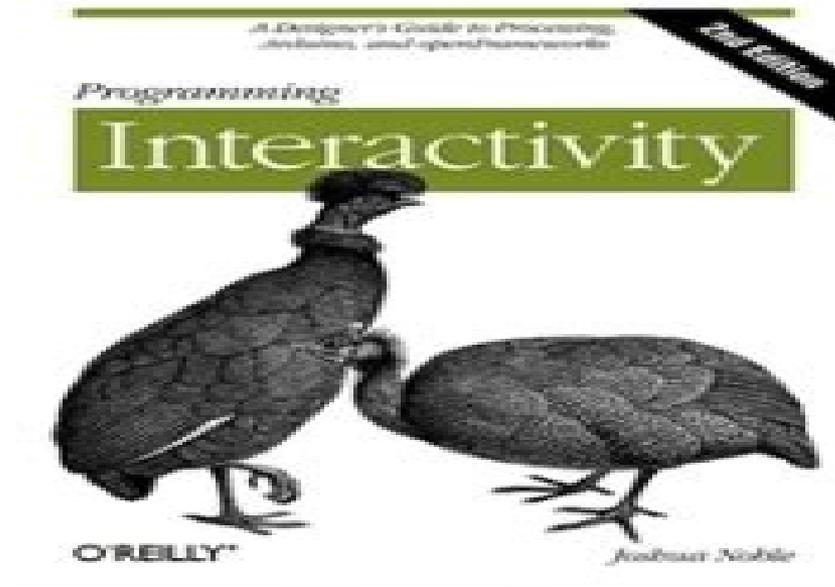


Programming Interactivity: A Designer's Guide to Processing, Arduino, and openFrameworks



Programming Interactivity A Designers Guide To Processing Arduino And Openframeworks

Mark J. P. Wolf



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Joshua Noble, 2012-01-23 Looks at the techniques of interactive design covering such topics as 2D and 3D graphics sound computer vision and geolocation

Design Games for Architecture Aaron Westre, 2013-10-08 Design Games for Architecture teaches you how to create playful software tools based on your architectural design processes whether or not you are familiar with game design technology The book combines the fun and engaging aspects of video games to ease the sometimes complex process of learning software development By working through exercises illustrated with screen shots and code you acquire knowledge about each step required to build useful tools you can use to accomplish design tasks Steps include analysing design processes to identify their logic translating that logic into a collection of objects and functions then encoding the design procedure into a working software tool Examples presented in the book are design games tools that a designer plays like video games that span a wide range of design activities These software tools are built using Unity free innovative and industry leading software for video game development Unity speeds up the process of software creation offers an interface that will be familiar to you and includes very advanced tools for creating forms effects and interactivity If you are looking to add cutting edge skills to your repertoire then Design Games will help you sharpen your design thinking and allow you to specialize in this new territory while you learn more about your own design processes

Foundations in Sound Design for Embedded Media Michael Filimowicz, 2019-06-25 This volume provides a comprehensive introduction to foundational topics in sound design for embedded media such as physical computing interaction design auditory displays and data sonification speech synthesis wearables smart objects and instruments user experience toys and playful tangible objects and the new sensibilities entailed in expanding the concept of sound design to encompass the totality of our surroundings The reader will gain a broad understanding of the key concepts and practices that define sound design for its use in

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Symbiotic Interaction Luciano Gamberini, Anna Spagnoli, Giulio Jacucci, Benjamin Blankertz, Jonathan Freeman, 2017-04-21 This book is published open access under a CC BY license This book constitutes the proceedings of the 5th International Workshop on Symbiotic Interaction Symbiotic 2016 held in Padua Italy in October 2016 The 12 full papers and 3 short papers presented in this volume were carefully reviewed and selected from 23 submissions The idea of symbiotic systems put forward in this workshop capitalizes on the computers ability to implicitly detect the users goals preferences or and psycho physiological states and thereby enhancing human computer interaction HCI The papers present an overview of the symbiotic relationships between humans and computers with emphasis on user driven research on symbiotic systems adaptive systems implicit input data physiological computing and BCI but also on understanding the nature of the interdependence and agency between computers and humans more broadly

ICT Education Salah Kabanda, Hussein Suleman, Stefan Gruner, 2018-12-31 This book constitutes the refereed proceedings of the 47th Annual Conference of the Southern African Computer Lecturers Association on ICT Education SACLA 2018 held in Gordon s Bay South Africa in June 2018 The 23 revised full papers presented together with an extended abstract of a keynote paper were carefully reviewed and selected from 79 submissions The papers are organized in topical sections playfulness media and classrooms academia and careers teaching programming adaptation and learning teamwork and projects learning systems topic teaching

Entertainment Computing - ICEC 2011 Junia Anacleto, Sidney Fels, Nicholas Graham, Bill Kapralos, Magy Seif El-Nasr, Kevin Stanley, 2011-11-17 This book constitutes the refereed proceedings of the 10th International Conference on Entertainment Computing ICEC 2011 held in Vancouver Canada in October 2011 under the auspices of IFIP The 20 revised long papers 18 short papers and 24 poster papers and demos presented were carefully reviewed and selected from 94 initial submissions The papers cover all main domains of entertainment computing from interactive music to games taking a wide range of scientific domains from aesthetic to computer science The papers are organized in topical sections on story active games player experience camera and 3D educational entertainment game development self and identity social and mobile entertainment plus the four categories demonstrations posters workshop and tutorial

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Programming Interactivity Joshua Noble,2009 Mastering openFrameworks: Creative Coding Demystified Denis Perevalov,2013-09-23 This book gives clear and effective instructions stuffed with practical examples to build your own fun stunning and highly interactive openFrameworks applications Each chapter is focused differently and has a new theme to it This book targets visual artists designers programmers and those interested in creative coding by getting started with openFrameworks This book will help you understand the capabilities of openFrameworks to help you create visually stunning and fully interactive applications You should have a basic knowledge of object oriented programming such as C Java Python ActionScript 3 etc

C Programming for Arduino Julien Bayle,2015-02-21 Building your own electronic devices is fascinating fun and this book helps you enter the world of autonomous but connected devices After an introduction to the Arduino board you ll end up learning some skills to surprise yourself Overview Use Arduino boards in your own electronic hardware software projects Sense the world by using several sensory components with your Arduino boards Create tangible and reactive interfaces with your computer Discover a world of creative wiring and coding fun In Detail Physical computing allows us to build interactive physical systems by using software hardware in order to sense and respond to the real world C Programming for Arduino will show you how to harness powerful capabilities like sensing feedbacks programming and even wiring and developing your own autonomous systems C Programming for Arduino contains everything you need to directly start wiring and coding your own electronic project You ll learn C and how to code several types of firmware for your Arduino and then move on to design small typical systems to understand how handling buttons leds LCD network modules and much more After running through C C for the Arduino you ll learn how to control your software by using real buttons and distance sensors and even discover how you can use your Arduino with the Processing framework so that they work in unison Advanced coverage includes using Wi Fi networks and batteries to make your Arduino based hardware more mobile and flexible without wires If you want to learn how to build your own electronic devices with powerful open source technology then this book is for you What you will learn from this book Understand what an Arduino board is Sense the world through a variety of digital inputs Feel the world with analog sensors Design a visual output feedback system Use Max6 and Processing with Arduino Connect your Arduino to wired and wireless networks Add GPS localisation modules to your Arduino Approach Written as a practical Packt book brimming with engaging examples C Programming for Arduino will help those new to the amazing open source electronic platform so that they can start

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