

MAT 594T

# Tangible and Physical Computing - Studio

Instructor: Yon Visell [www.re-touch-lab.com](http://www.re-touch-lab.com)

Prerequisites: None

TR 1-3pm – Elings Hall 2003

Course code: 58628

This studio course addresses the design and applications of physically-embodied interfaces for interacting with multimedia computing systems. Through student-led design projects, we will engage in the conceptual development, digital design, 2D and 3D fabrication, and electronic instrumentation of novel tangible and computing interfaces, and their applications in interactive digital multimedia arts and technology, learning processes for digital design and creation. We will realize novel physical computing interfaces during the course.

A thematic focus for this year's version of the course is *Touch / Touched*. Students will be asked to submit papers based on their projects to one of the following conferences:

Augmented Human 2017 Conference [www.ah2017.com](http://www.ah2017.com) Silicon Valley, USA

IEEE World Haptics 2017 Conference [www.worldhaptics2017.org](http://www.worldhaptics2017.org) Munich, Germany

