We will explore embedded computing by building gates and interacting with them. Much of computing is moving “off the desktop” into the world. Some of it we carry with us, for example mobile phones. Some of it is embedded in the products and environments we build.

Gates are ubiquitous but they all share the following characteristic – they allow passage of people or things. They are interactive when they respond to people approaching and passing.

ASSIGNMENT:
Build a simple working gate in the Center for Design Research’s “I-Loft” and instrument it with laptop PC and Phidgets.

If your “gate” or door is for people, make sure that it is big enough for people to pass through. If it is for things, make sure it fits those things.

Set your own goals for the gate. It can restrict, facilitate, enhance, automate, measure, communicate, hide, reveal, frame or make passage more meaningful.

15 Feb assignment, start thinking!
17 Feb bring individual sketches, teams.
22 Feb present group plan
24 Feb working sessions (in CDR, etc)
1 March review functioning prototypes (CDR)
3 March working sessions (in CDR, etc)
8 March present GATE in CDR iLoft
10 March turn in IDEA LOG, class review.

Hint: The project involves designing, building and refining something that works. Keep it simple. Match the scale and complexity to what you can do with the space, equipment and skills of your team. Focus on crafting the experience. Iteration is essential.

We now have card-key access to CDR for all hours; check schedules for availability.