

Reflection 2

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Learning Process

After finishing the first challenge, I started to learn Arduino by playing around with my Starterkit and watching videos on Youtube before the "Arduino and Teensy" course. It was a very basic yet appealing introduction lecture. Afterwards I read the "Getting Started with Arduino" and finished my very first circuit. Then I started to browse the website of Arduino, Teensy and Adafruit to get grasp of various electronics components they provide. It is a good way to prepare for the second challenge project. I also looked at a lot of creative projects based on the single-board microcontrollers to obtain inspirations. It was excited for me that I can already make interactive electronic objects, only knowing basic knowledge and working principles. However, the references and examples on Processing.org are still essential for me at this stage. I kept learning commonly used codes by searching, using and remembering. For example, I need to create a flying plane in my second challenge project. So, I searched and learnt the PVector code, which is convenient and easy by grouping the x and y coordinate positions.

What I have learnt?

1. About "Arduino and Teensy": basic structure of code using in Arduino platform.
2. Basic electronics and circuits: electronic components, such as LEDs, resistors, capacitors, buttons and various sensors
3. Communicating between Arduino and Processing: makes it possible to create more complicated interactive projects. For example, I was able to build a LoFi prototypes for the semester project.
4. GUI: let me think about why a small Teensy is a mini version of "computer". It provides more possibilities to interact.

Vision and Learning Goal

After finishing my very first interactive project using Arduino and Processing, I deeply feel the power of these design tools. It prepared me with new methods to express the creativity as a designer. For next quarter, I have registered for "Designing Intelligence in Interaction". Thus, I use my basic knowledge I gained in this lecture and have a better command. Learning by doing, also as I said in the first reflection, I will gain my proficiency by using it during the coming semesters. Since I am extremely interested in new materials, I believe this provides me an opportunity to combine the physical materials with digital world. I would like to dig deeper into this theme. For example, it fascinated that applying conductive textile with wearable products, which realize interesting and unique functions on our daily clothes.

Furthermore, I learnt how to use the powerful library and source code. It is always open-source, which I am grateful to. Stand on the shoulders of giants enable me to develop more meaningful concepts.