

physical computing

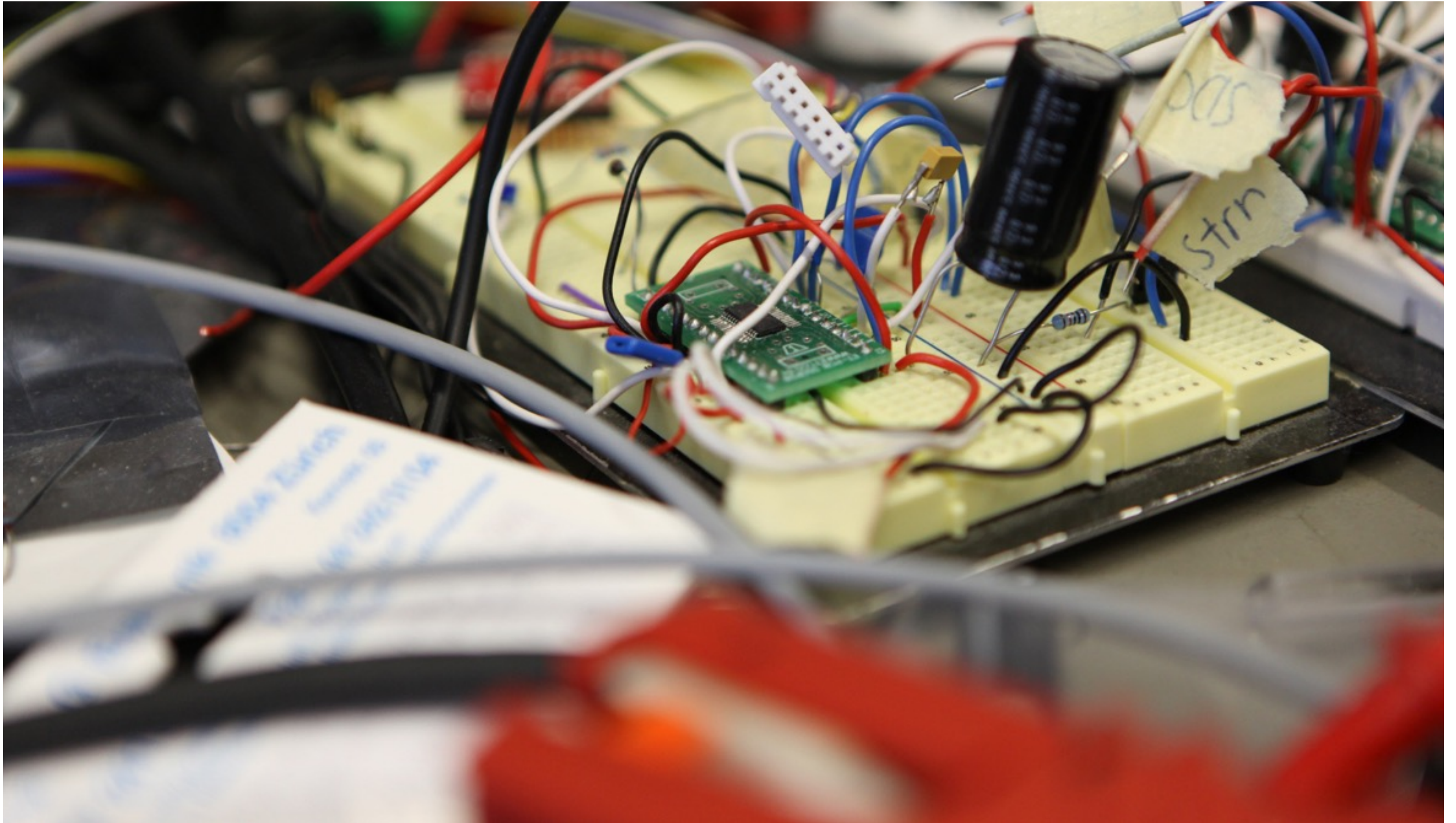
2016

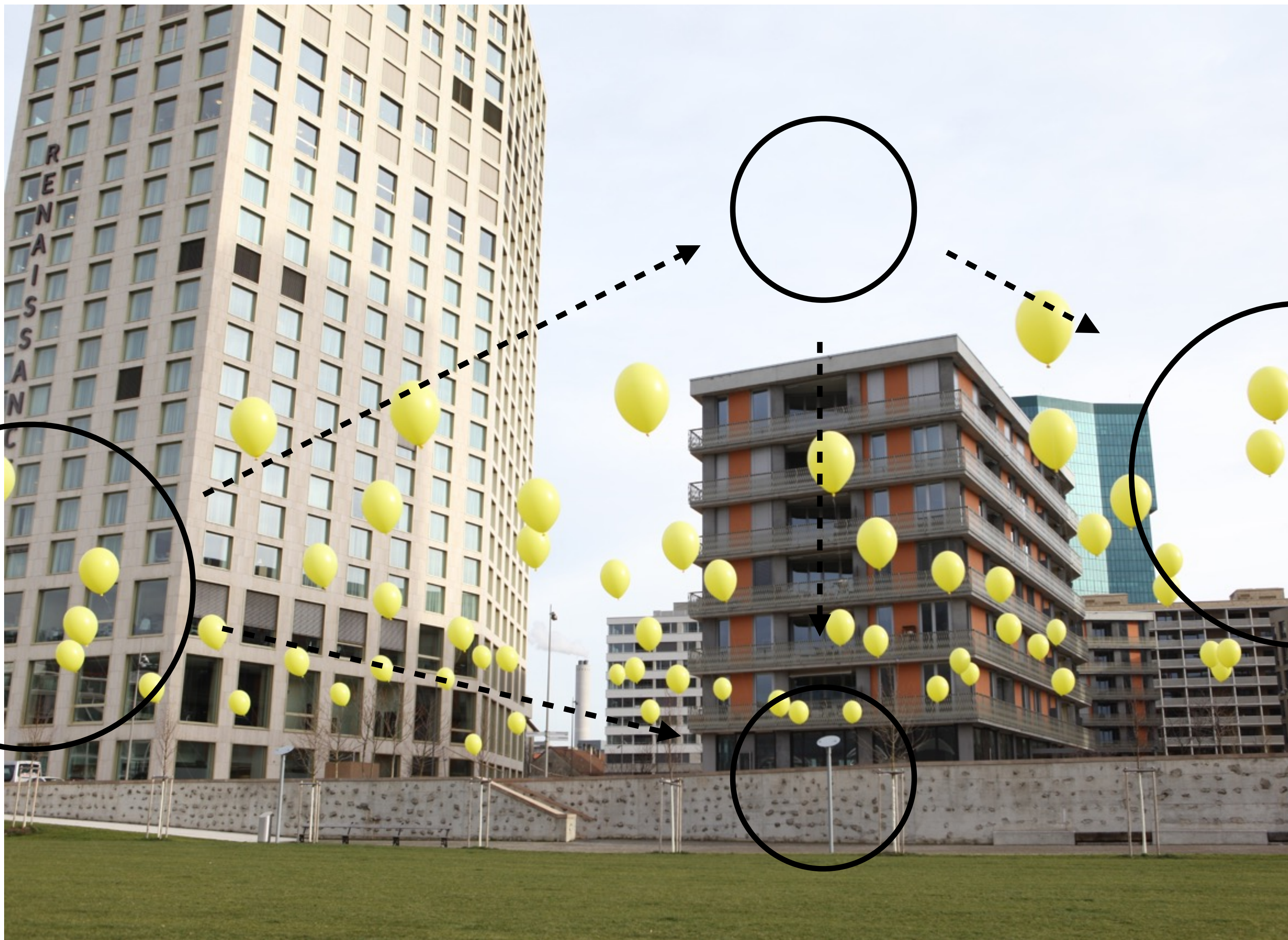
*moritz kemper
joël gähwiler*

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interaction
design

physical computing in the broadest sense, means building interactive systems by the use of hardware and software that can sense and respond to the analog world.





**the history of technology is the history
of the invention of tools and techniques
and is similar to other sides of the
history of humanity.**

wikipedia

one of the major driving forces behind the development of tools and techniques is the curiosity of people and their urge to understand (natural) phenomena.

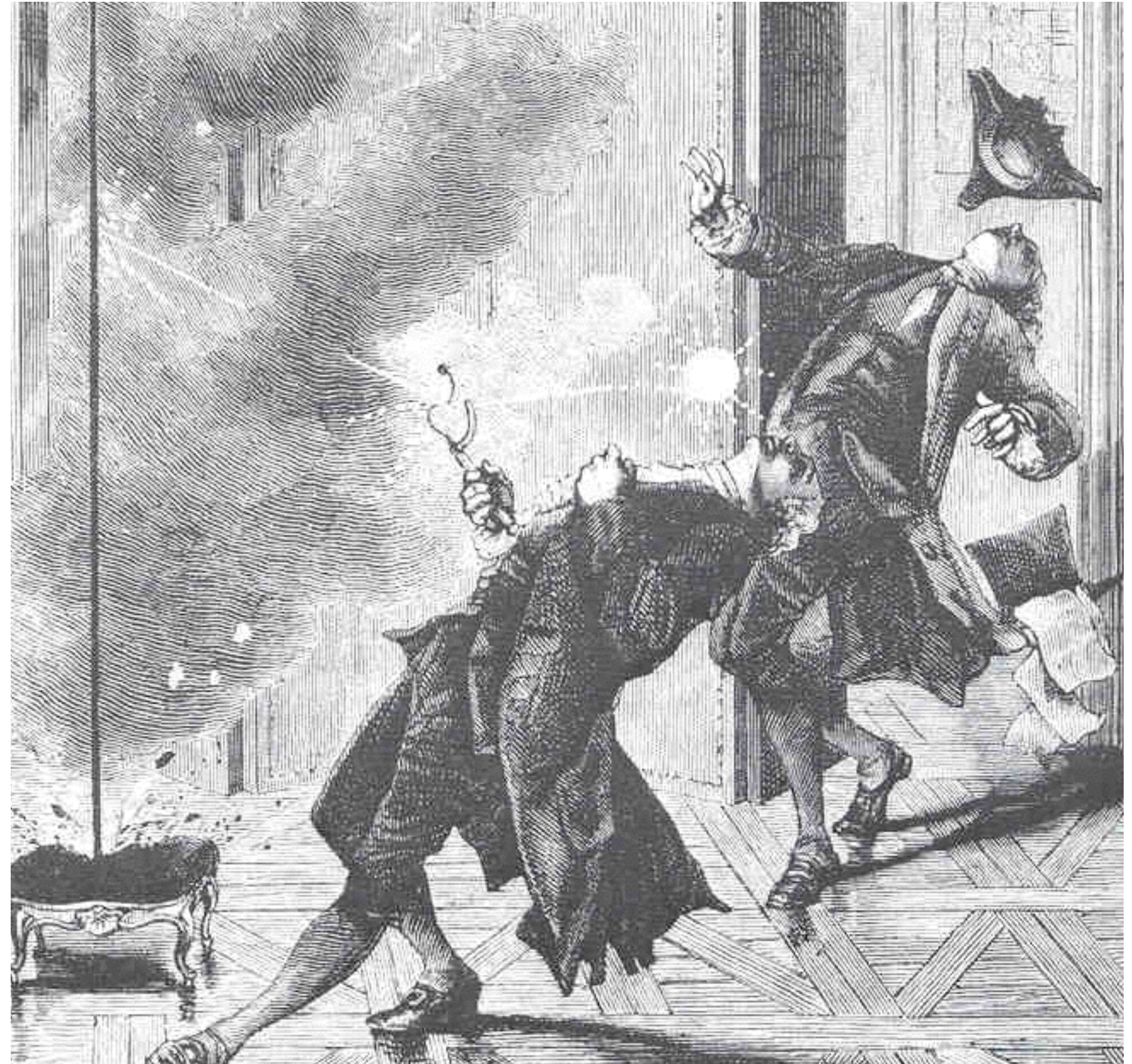


benjamin franklin has been one of the first to engage into thunderstorms and lightning. therefore he prepared experiments with simple kites, trying to trap lightnings.

1752
benjamin franklin

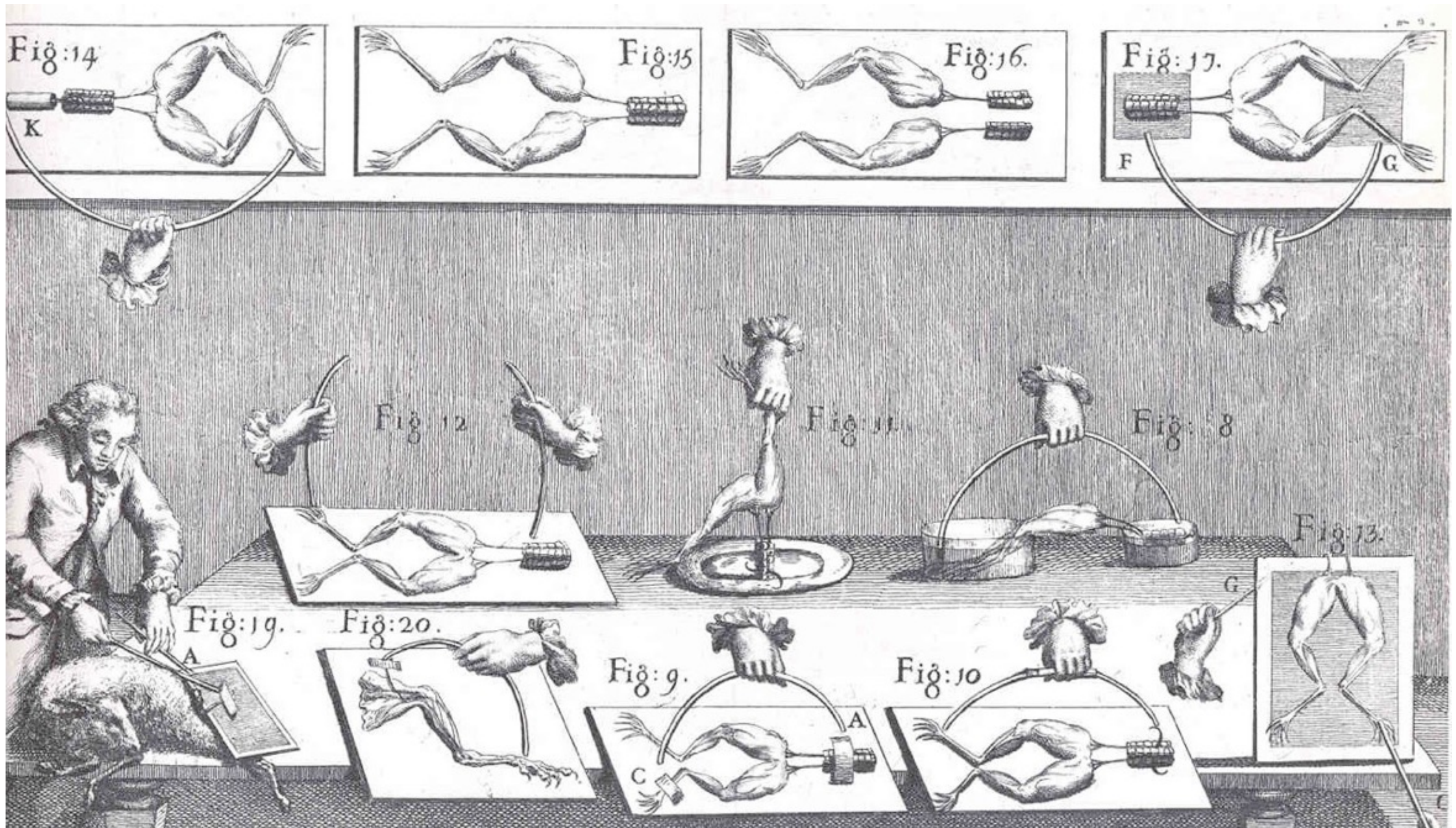


some so called 'magicians' used the invisible power of electricity to capture peoples attention. although they weren't aware of the physical rules and principles they experimented with this invisible force.



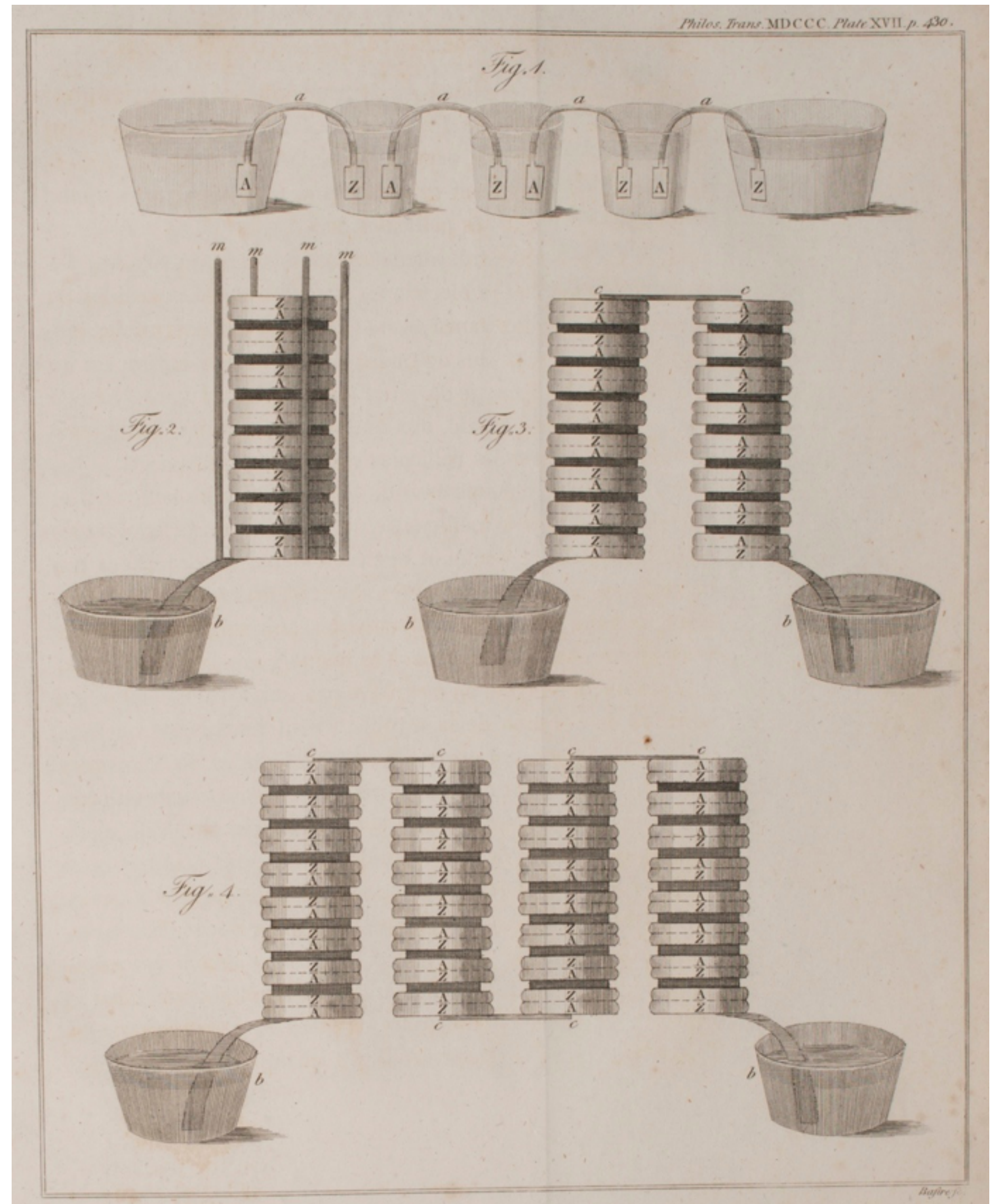
some of them even used this force to demonstrate pretty awkward things (e.g. electrifying frog legs). these experiments later revealed the fact that nerve signals in our every bodies are nothing more then small electric impulses.

1770
luigi galvani



Italy was the major country for research in the area of electricity – also because the major universities were located there. Alessandro Volta was the first who introduced a way to store electrical energy and described the concept of VOLTS as the potential of electric energy.

1775
alessandro volta



andré marie ampère found out that besides VOLT there is another force which is important when working with electricity. it's the CURRENT which describes the strength of electrical energy.

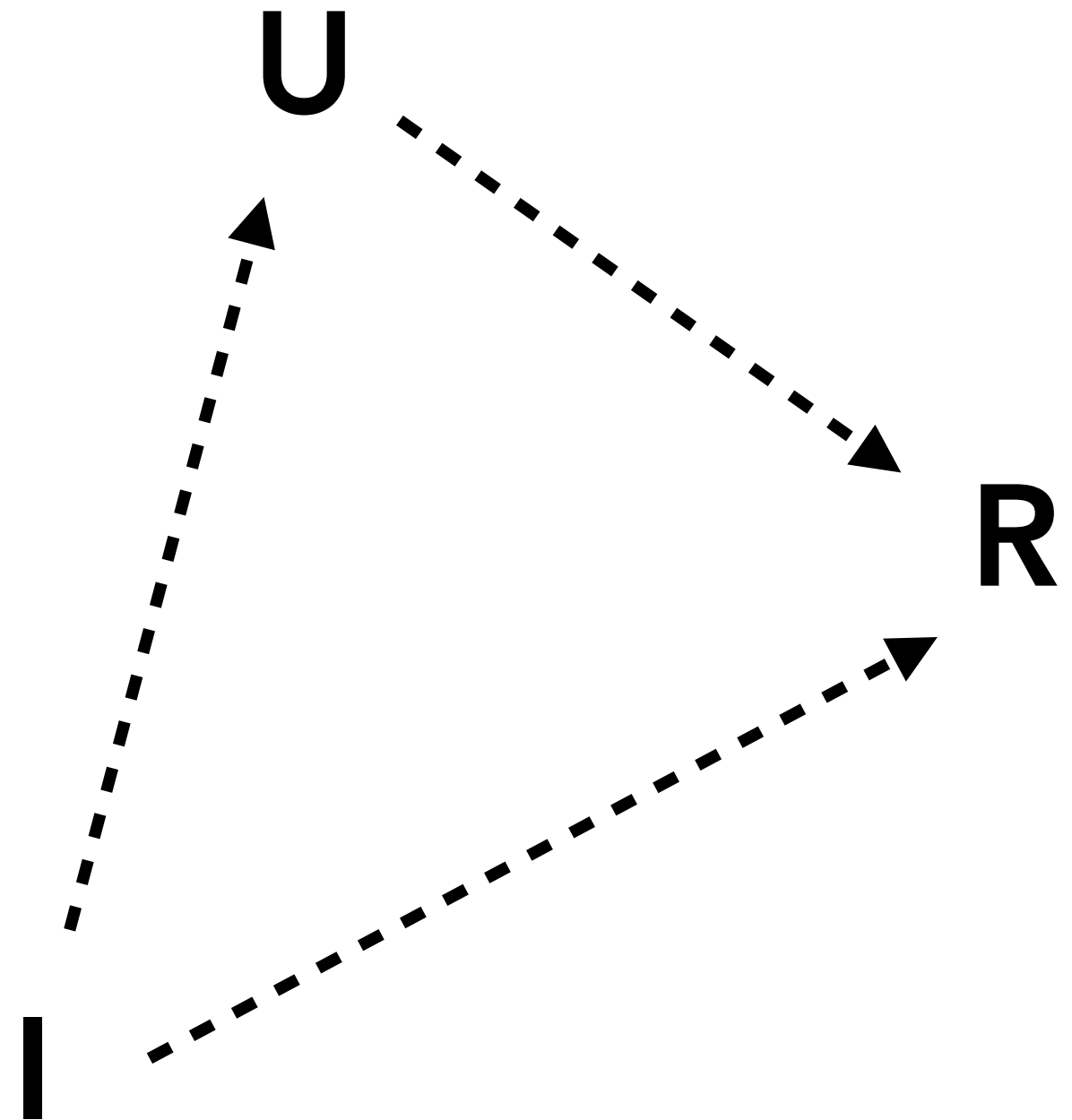
1820
andré marie ampère

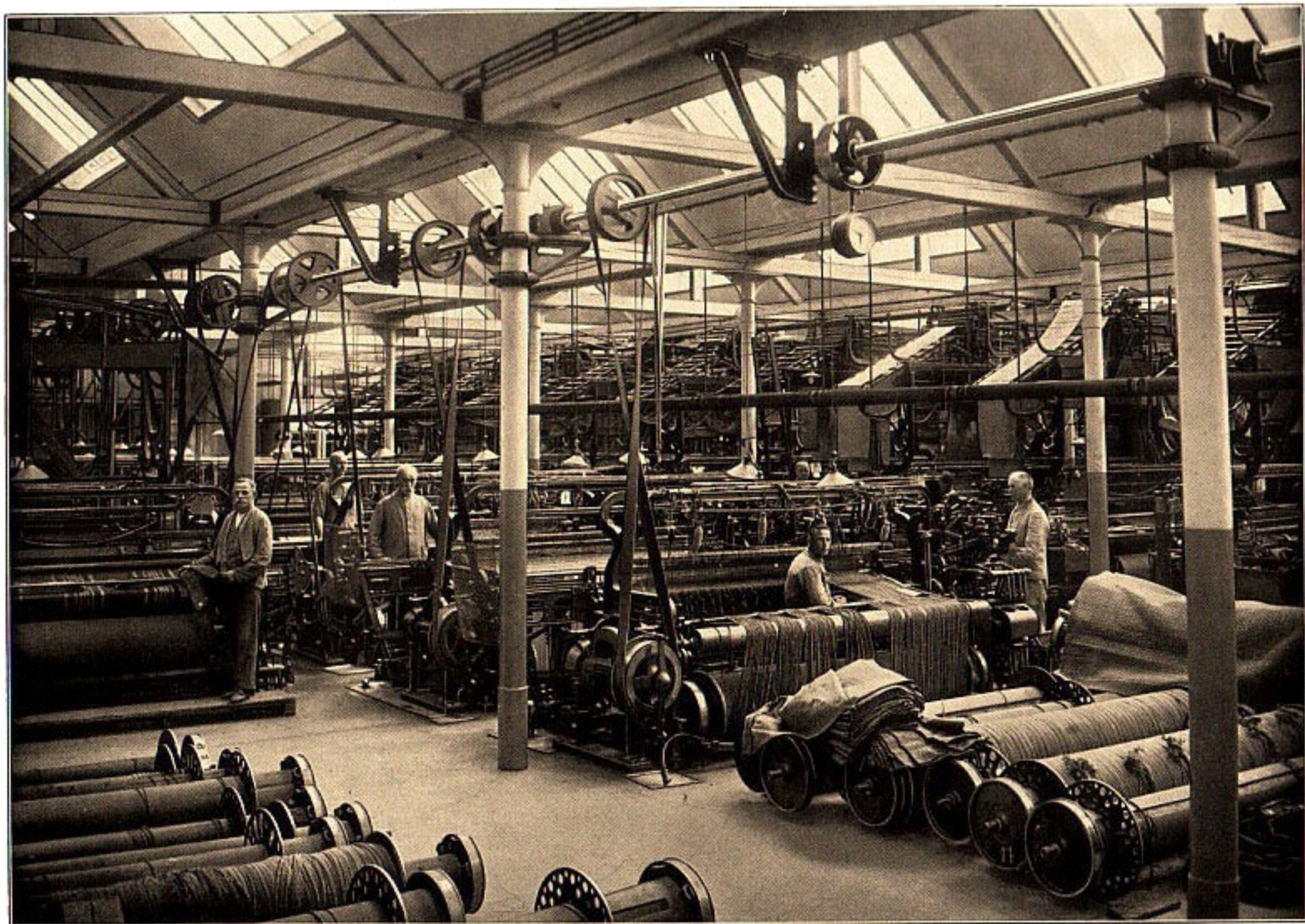


finally a nice german guy introduced the last important size for electricity
RESISTANCE. he as well described the relation between **VOLTS**, **CURRENT** and **RESISTANCE**

1825

georg friedrich ohm



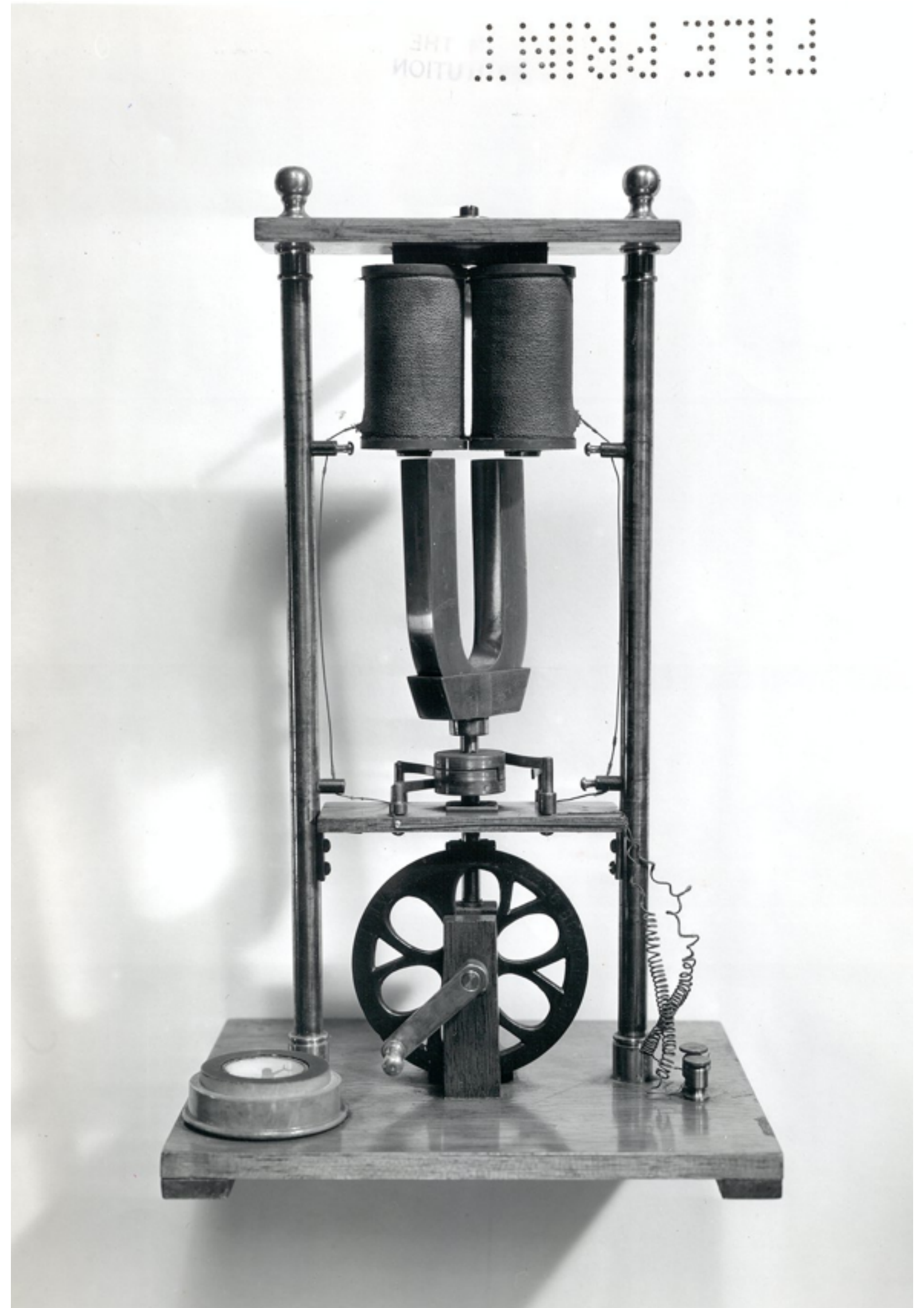


W E B E R E I

the first industrialization changed first europe and later the whole world. it started from technology and but had huge impact on economy, the culture of work and especially social live and society.

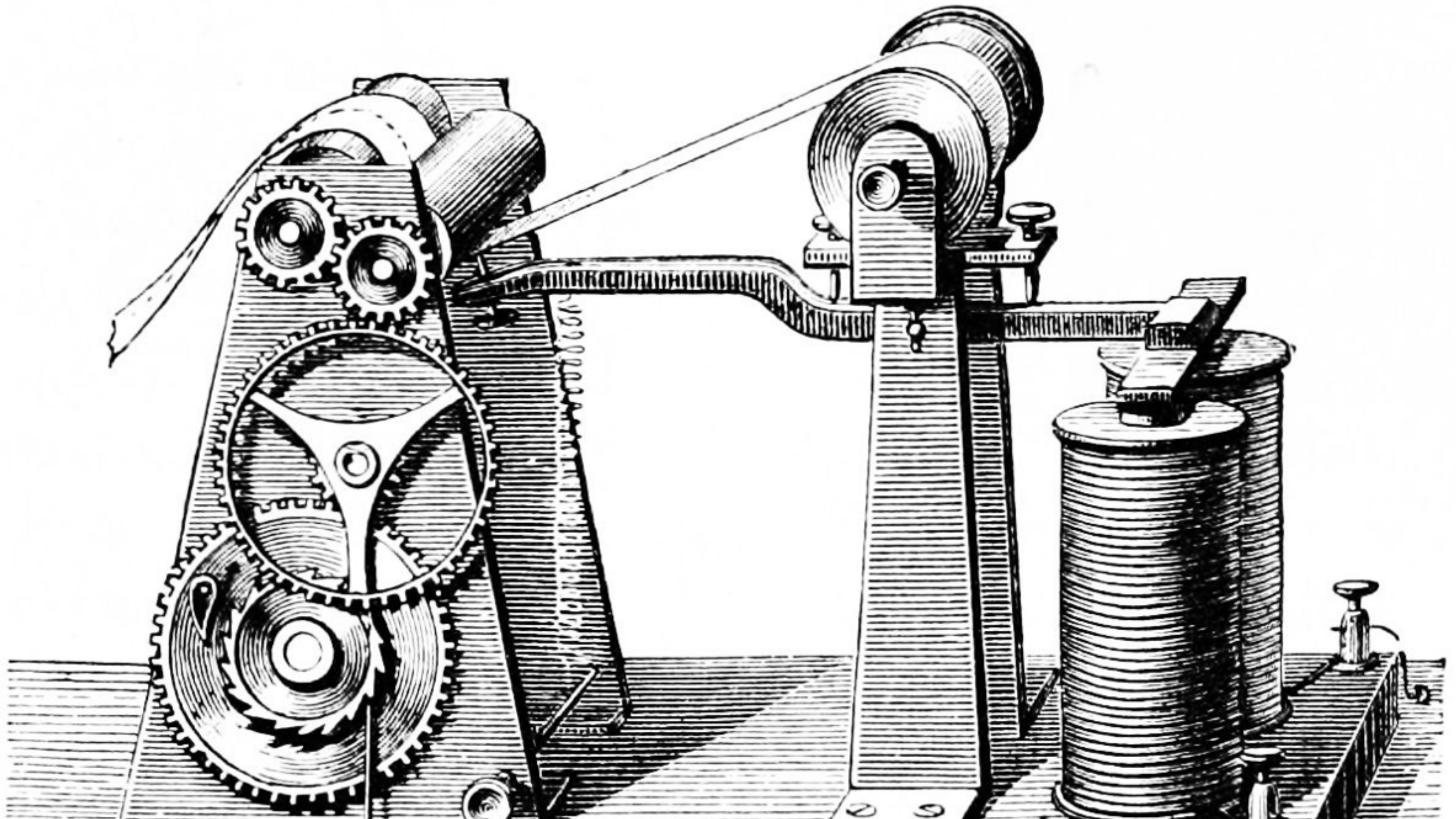
through dedicated tools and machines
people were able to finally use the
power of electricity wherever and
whenever they wanted.

1835
michael farraday
hippolyte pixii



one of the first applications for electrical energy was telecommunications in the way of abstract codes. samuel morse introduced a device which was able to detect finger presses and transmit them through an electrical line.

1833
samuel morse



only a few decades later alexander graham bell experimented with telecommunications and introduced a way how human voice could be translated into electrical charge and back to sound waves.

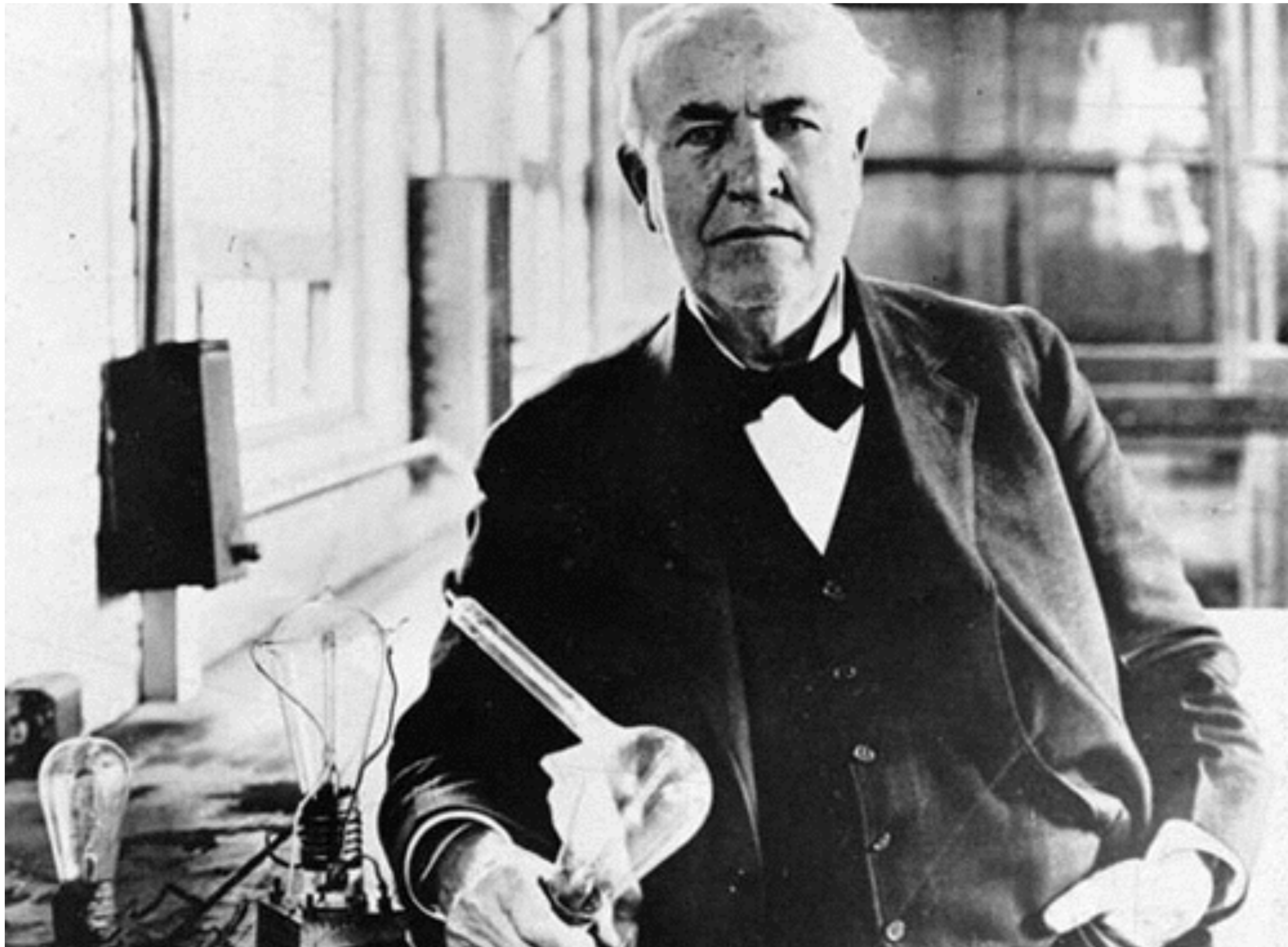
1876
alexander graham bell



the first 'consumer product' was the electrical lightbulb. it was introduced by thomas edison and solved one of the main problems of these days – massive fires because of gas lamps and candles.

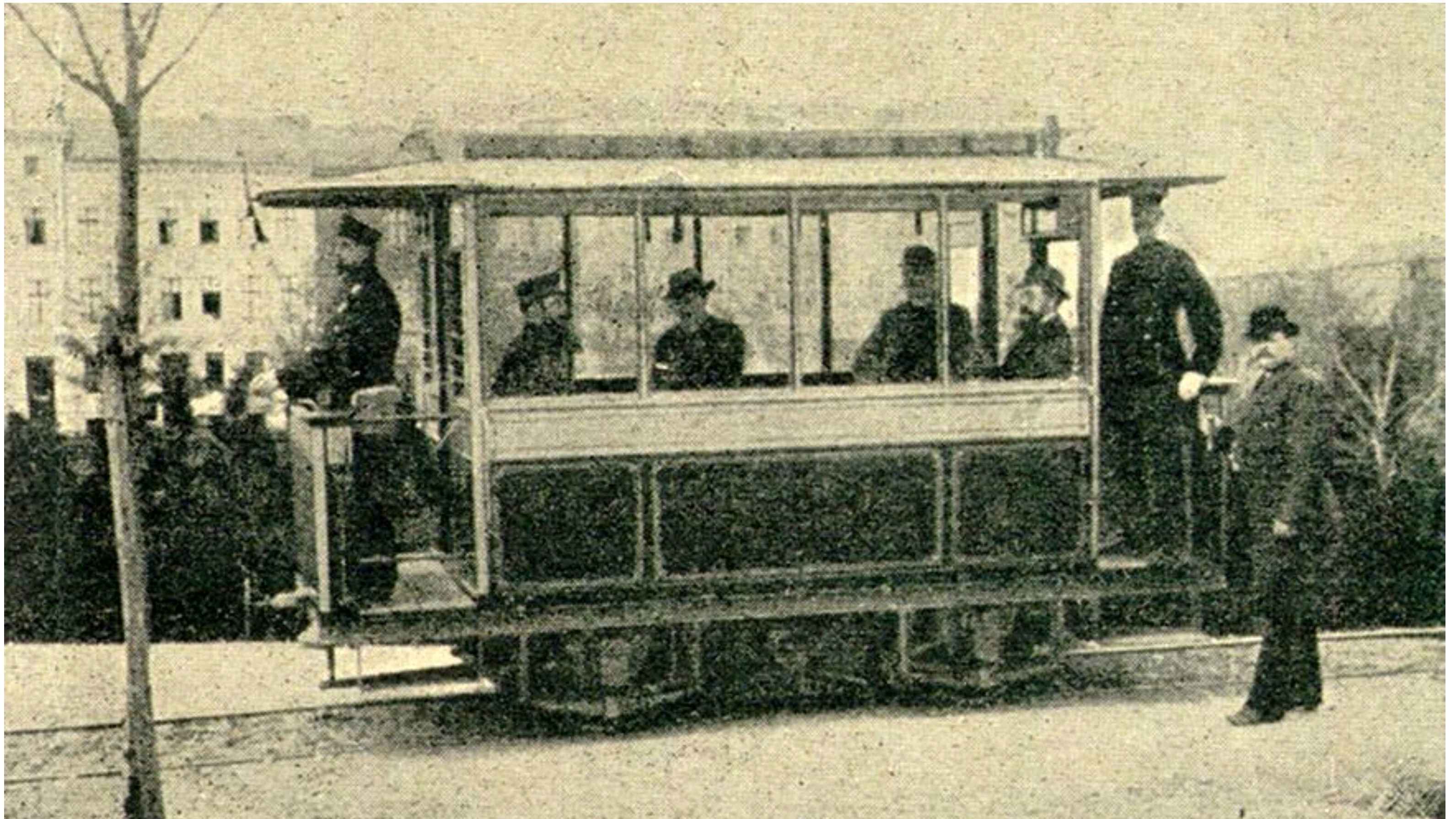
1880

thomas alva edison



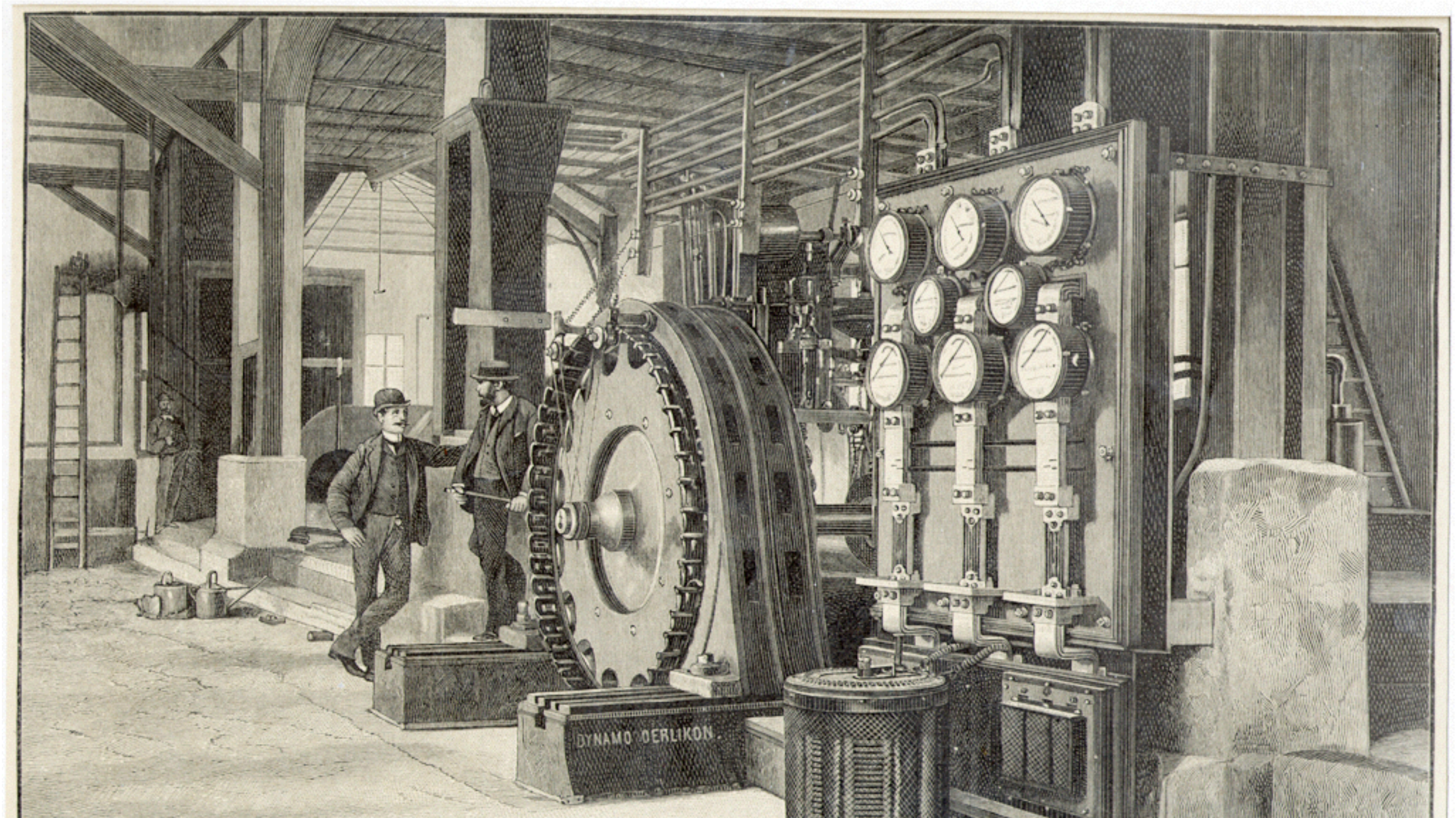
in berlin the first electrified train was introduced to the public. a fact that caused a lot of anxiety in the people of that time. they were afraid that the human body isn't meant to travel so fast.

1881



in oerlikon a company was producing very early power plants and generators which were also used for trains. later the 'maschinenfabrik oerlikon' was transformed into todays still existing abb.

1891



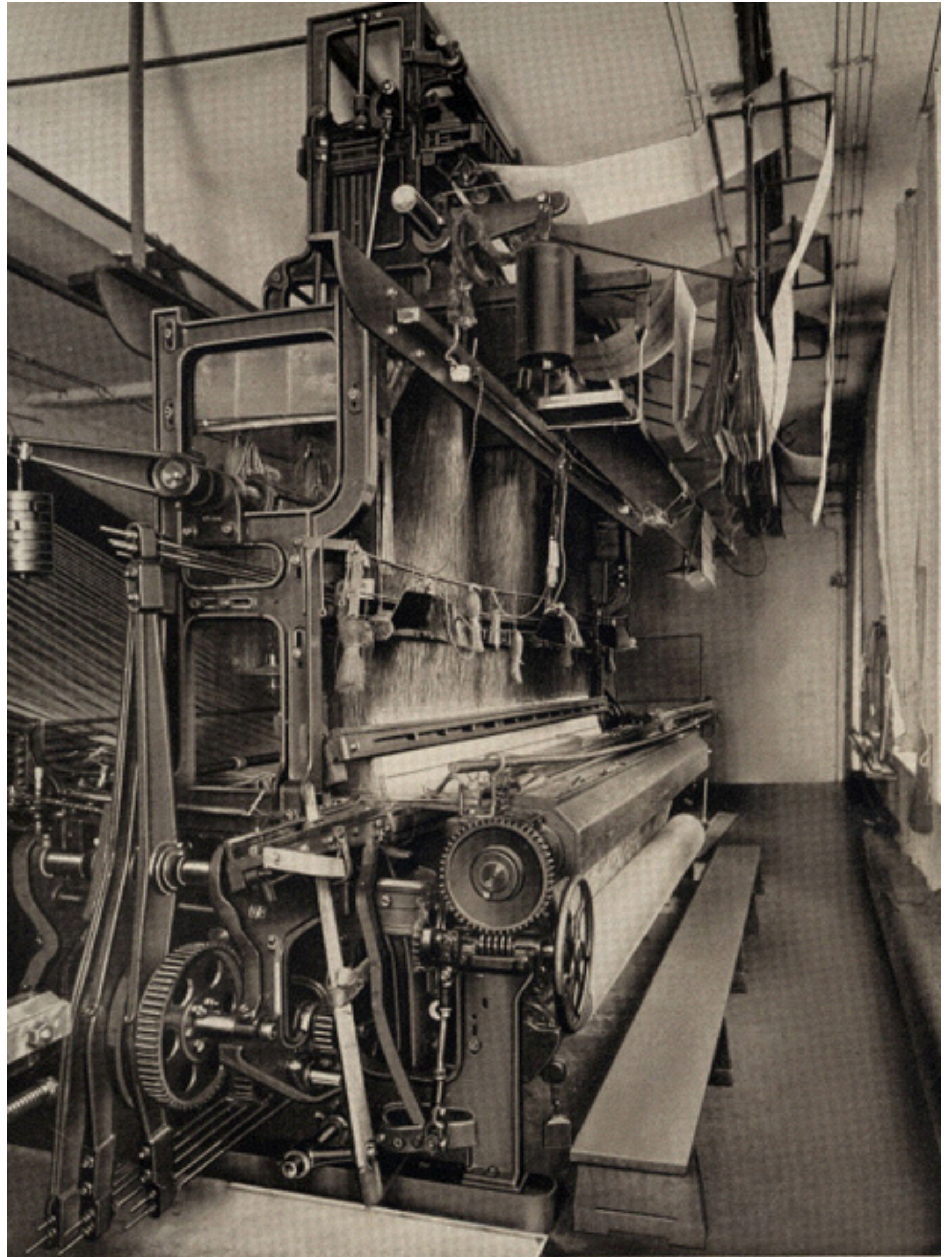
a very smart italian guy was at this time already experimenting with wireless communications. a technology which should later become very useful especially in military applications.

1895
guglielmo marconi



first electrified loom were using cards with punch holes to produce custom patterns. this is maybe one of the first applications for 'programming' – although still in the early stages.

1900



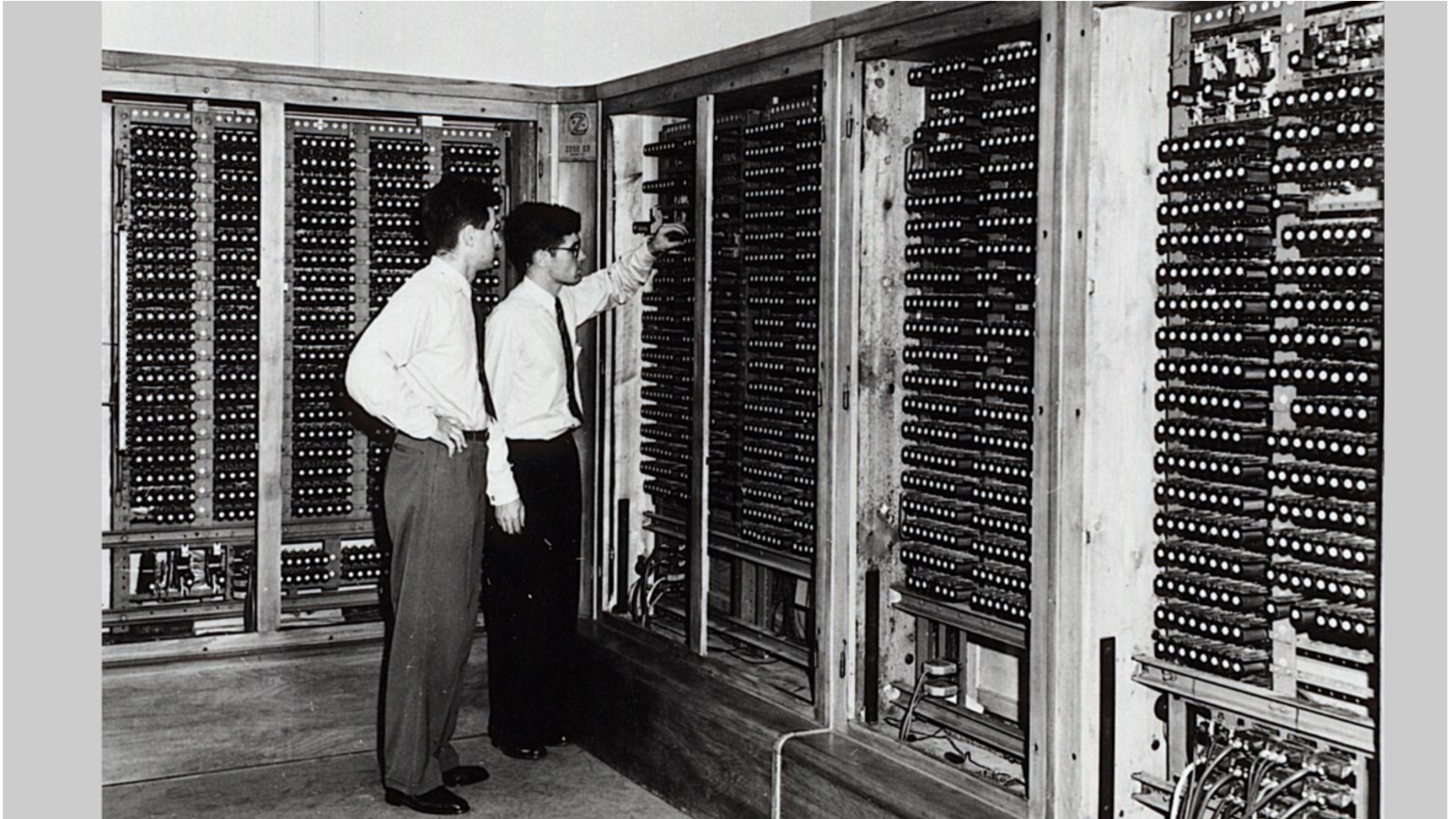
another well-known swiss company
introduced the first electrified laundry
room with tumbler and washing machine.
although still in another style these
devices demonstrated how technology
was conquering our homes.

1920
vzug



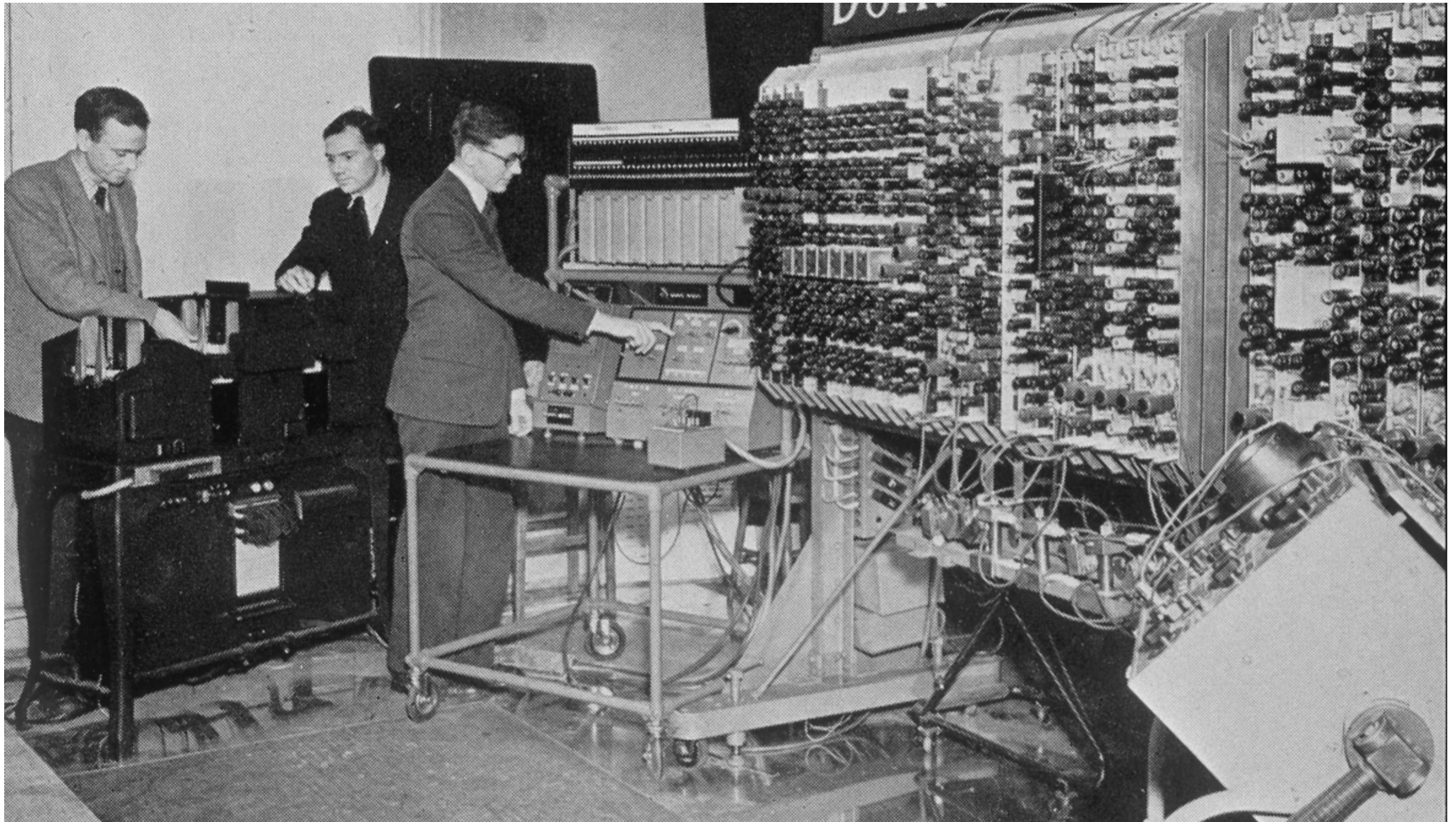
a few years later we had a shift from
pure electrified devices towards
machines that were more and more
intelligent. especially konrad zuse is to
be mentioned here.

1938
konrad zuse



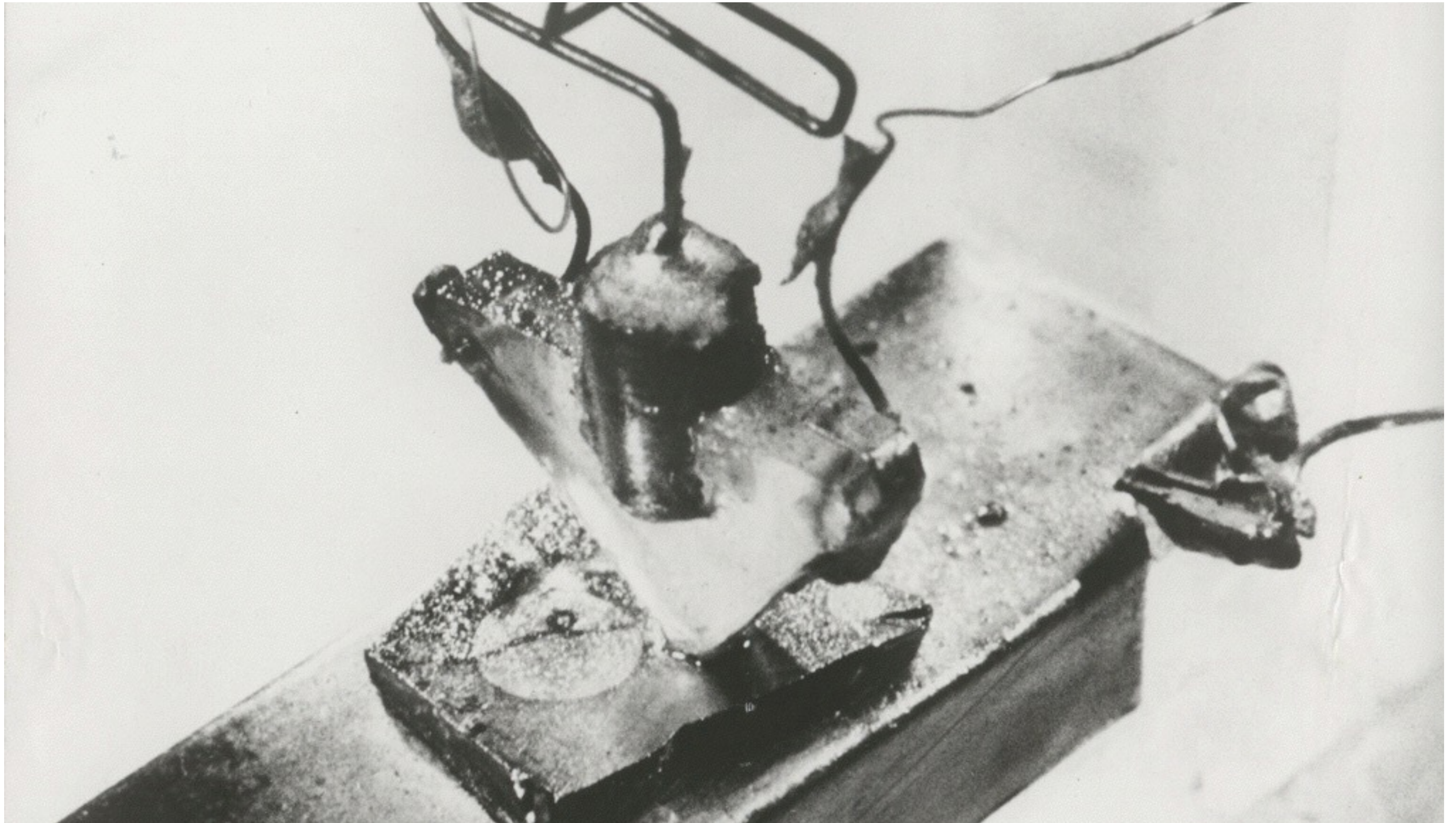
another big name in the game of the early computers is alan turing who was first employed by the military to decode german telegraphy during world war two.

1950
alan turing



it was in the late 40' that an invention from the bell labs was introduced which should change the possibilities of the computer industry.

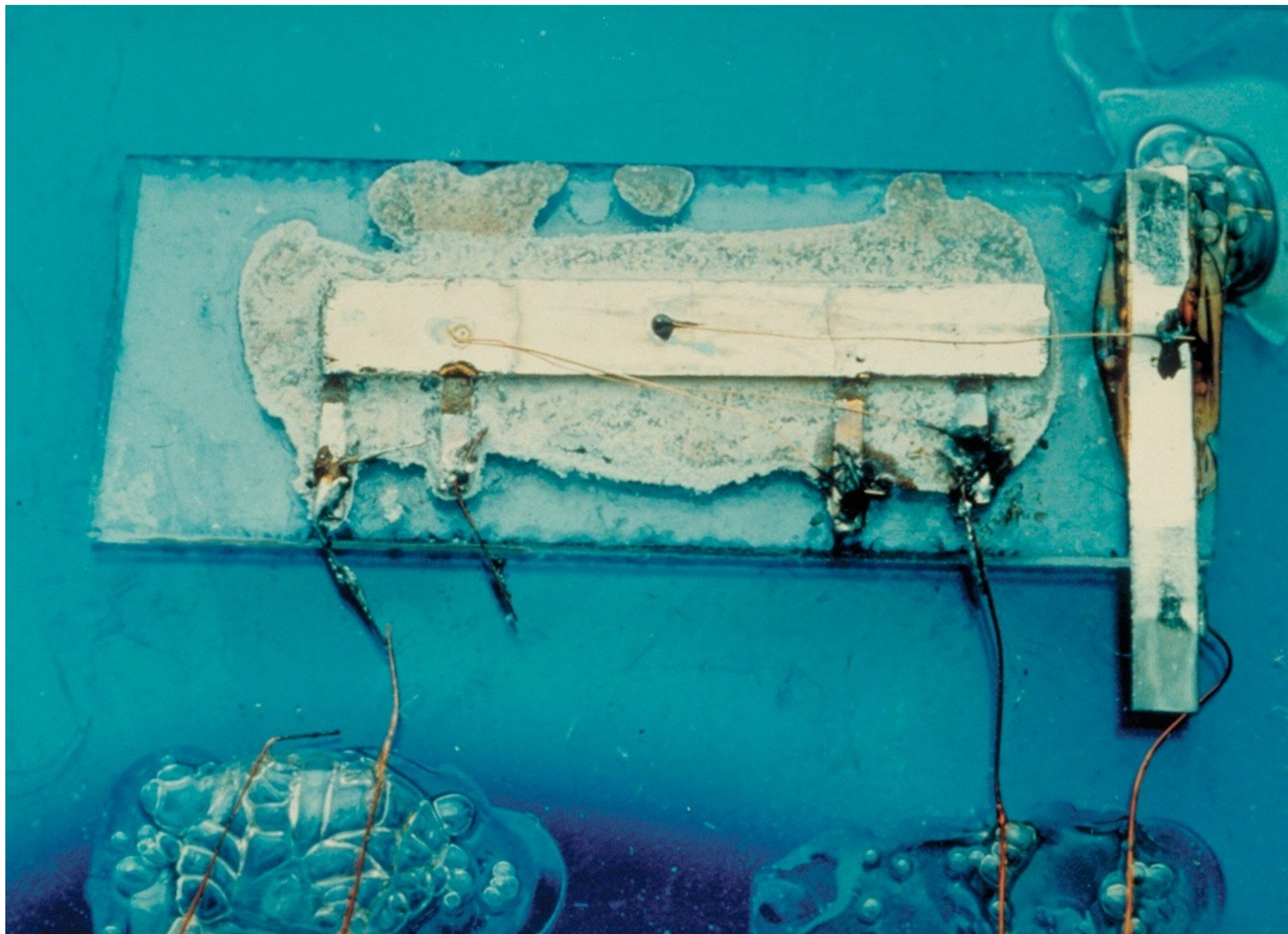
1947
bell labs



and make housewives happy ;-)
really ! it was the time where
more and more products for
everyday use were introduced.
this caused a new challenge –
focussing the users needs and
promise an easier life through
the use of technology.

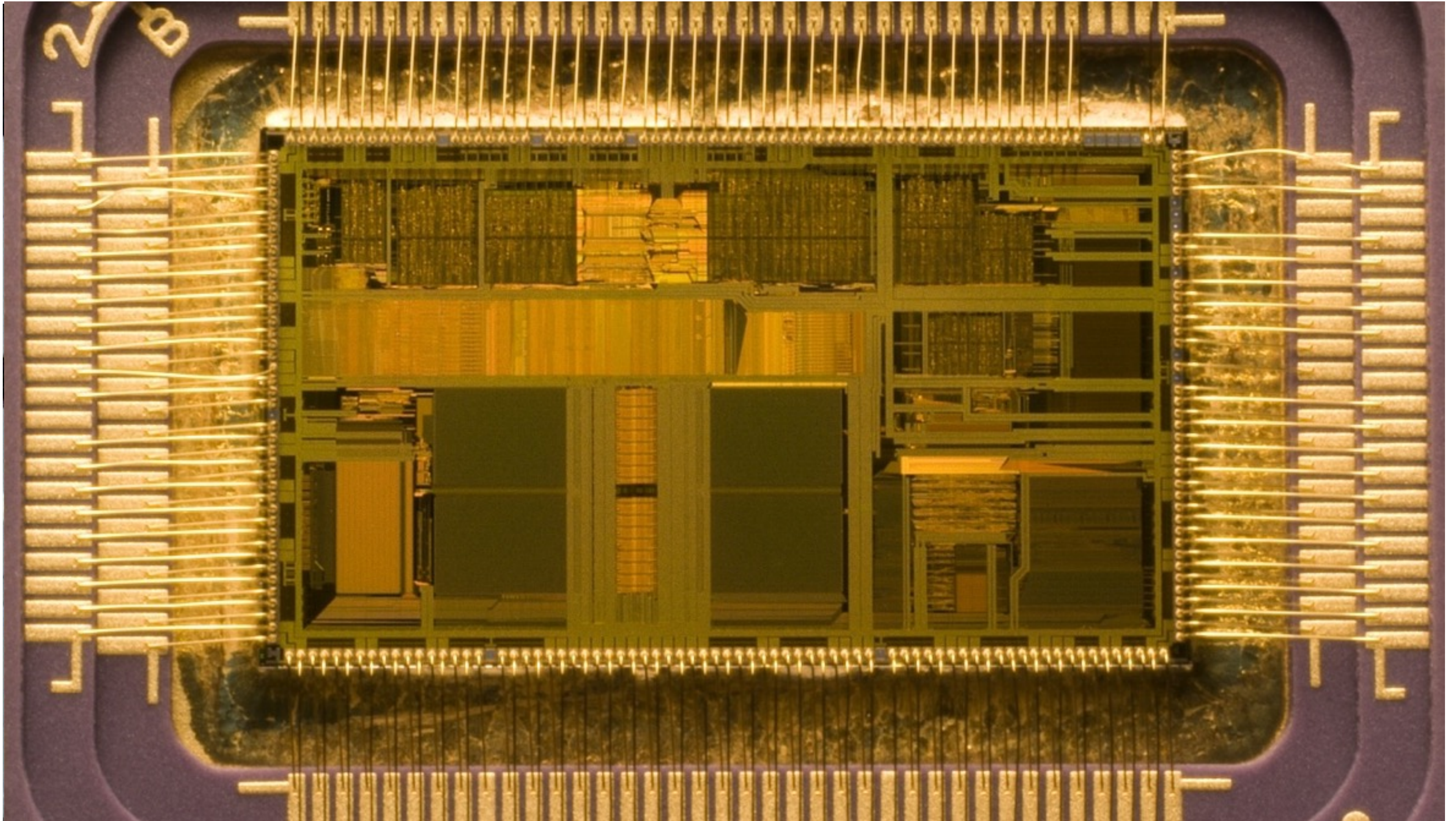
1950
vorwerk





**the integration of electricity, computers
and communication possibilities is the
base for all modern technology.**

by connecting thousands of transistors on a single integrated chip it was possible to use the associated functionality much more flexible.



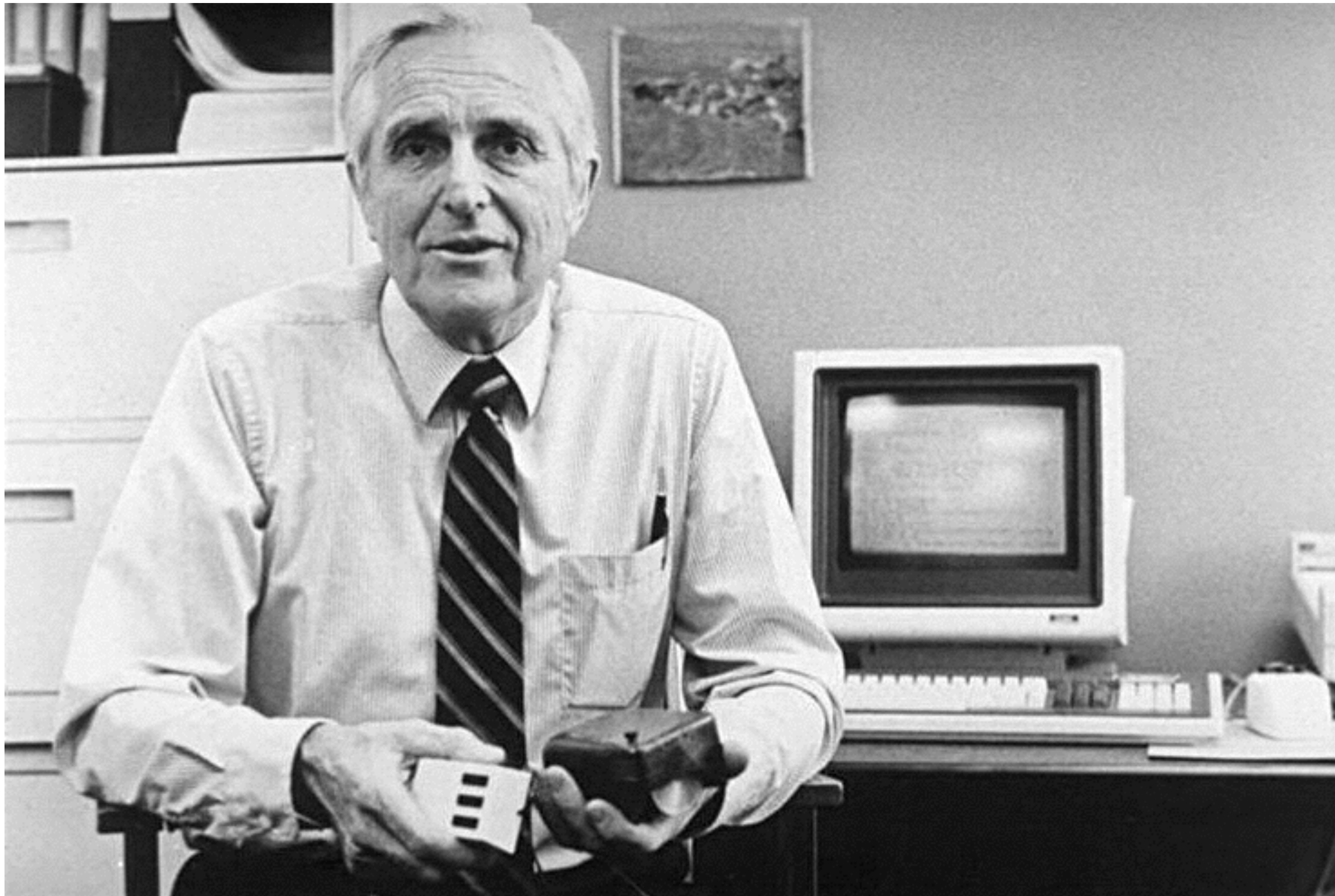
and with more functionality, more possibilities could be realized.

1960
nasa



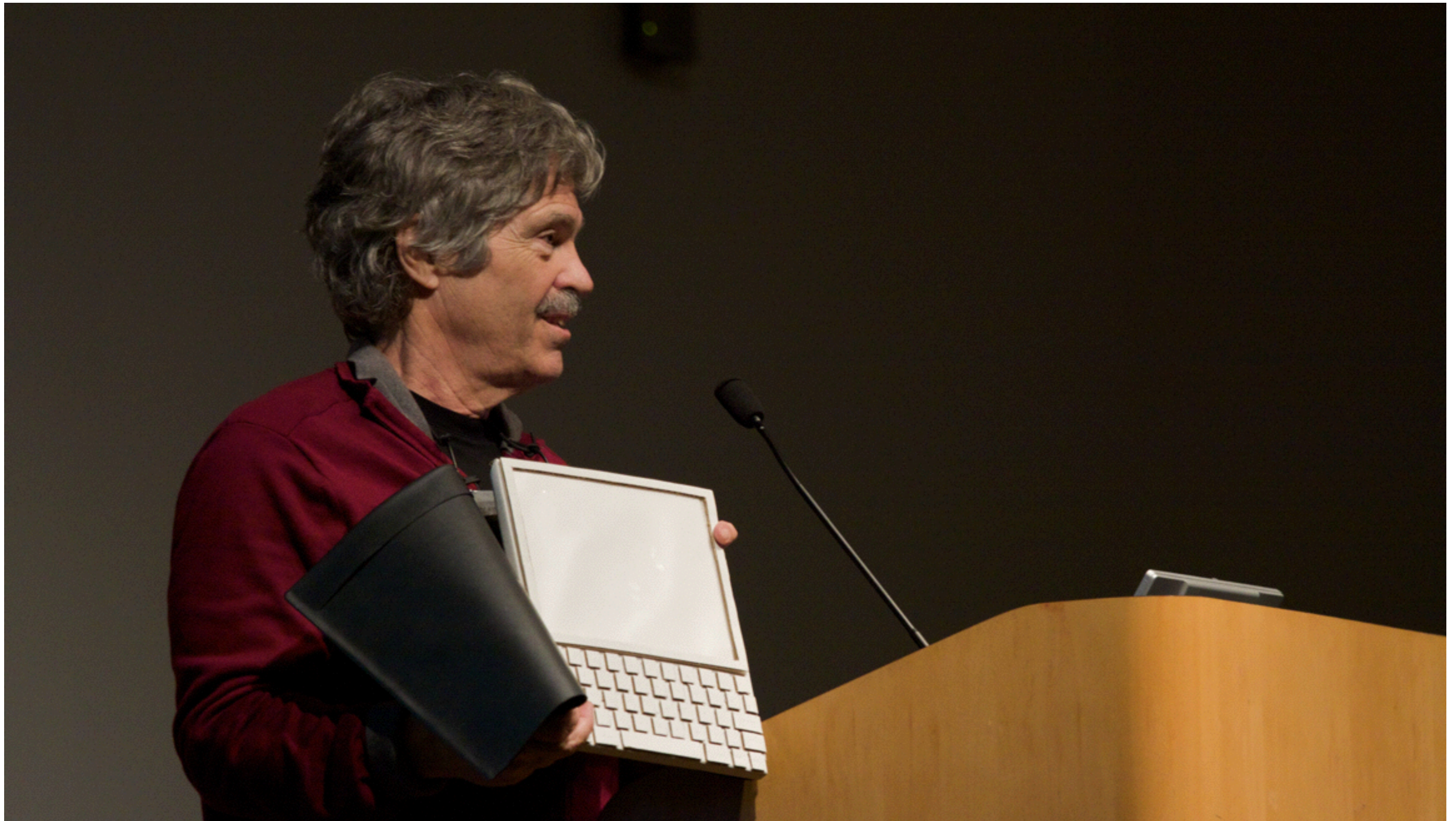
this is also the time where hardware and software engineers were experimenting with new ways to interact with our devices. especially the interaction with the computer became more and more important.

1963
doug engelbart



even concepts of how computers could transform from big machines into small, portable devices (gadgets) were introduced.

1972
alan kay



by the way... alan kay is the one who will form the phrase: DOING with IMAGES makes SYMBOLS. this phrase describes the development of computer interfaces and is fundamental for every interaction designer.



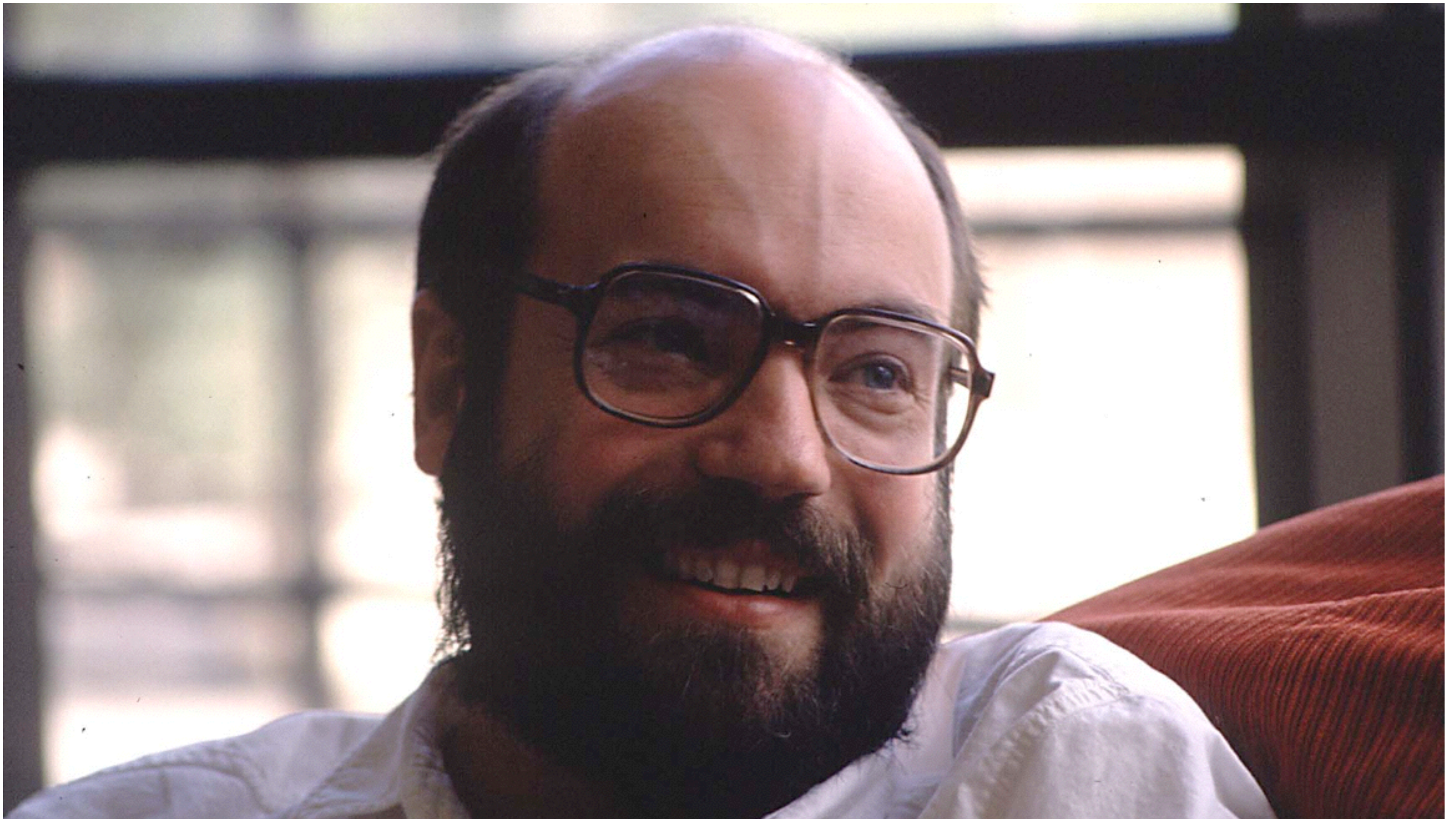
www was the basic technology – which already has been developed as a project of military universities in the us – when tim berners-lee introduced the concept of html at cern in geneva.

1990
tim berners-lee



this guy though at the same time how cool it would be to have a fridge that could be integrated in the internet.

1990
mark weiser

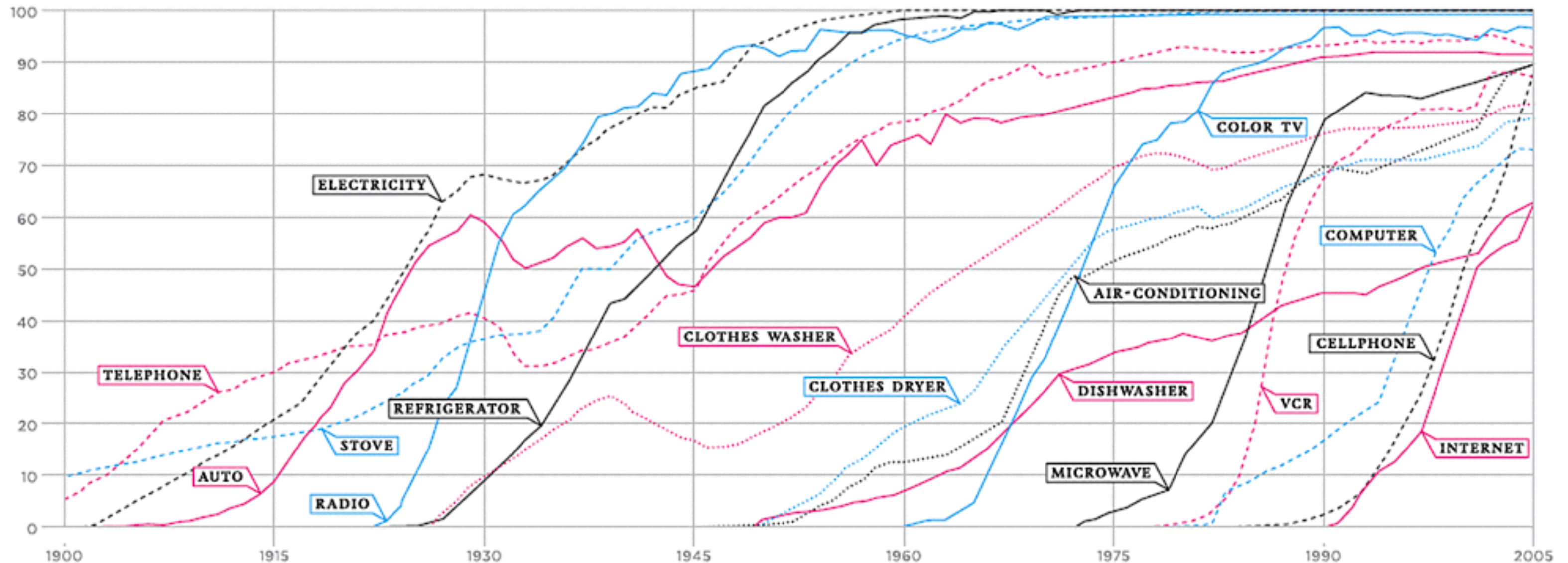


and a company in cupertino
thought how cool it might be to
do the same stuff that many
others did before – but more
consequent – and earn a hell lot
of money – until today.

2001
apple

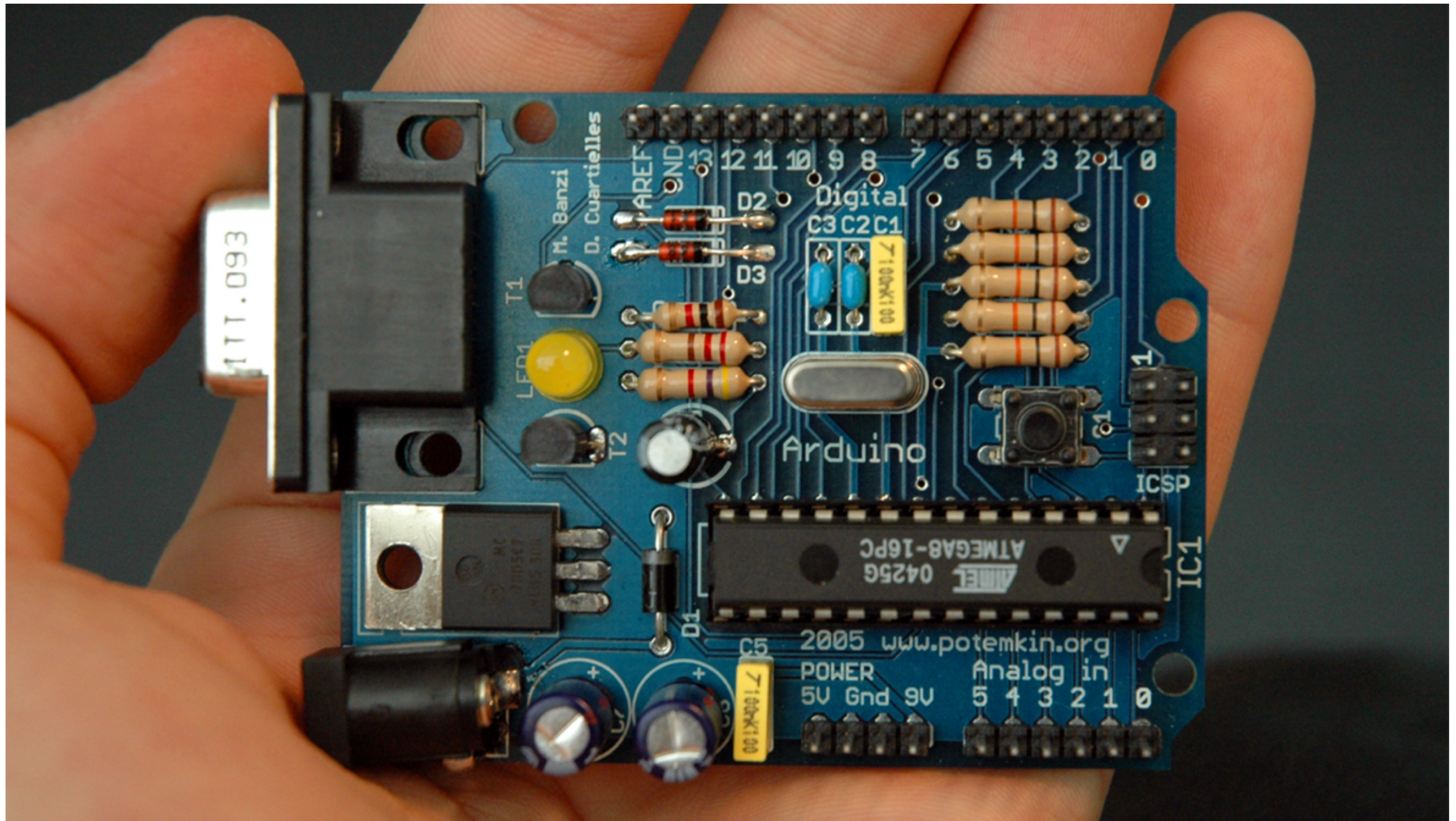


if we look at the rapid growth of technology we have to be aware that we take a big responsibility how technology is perceived and used.

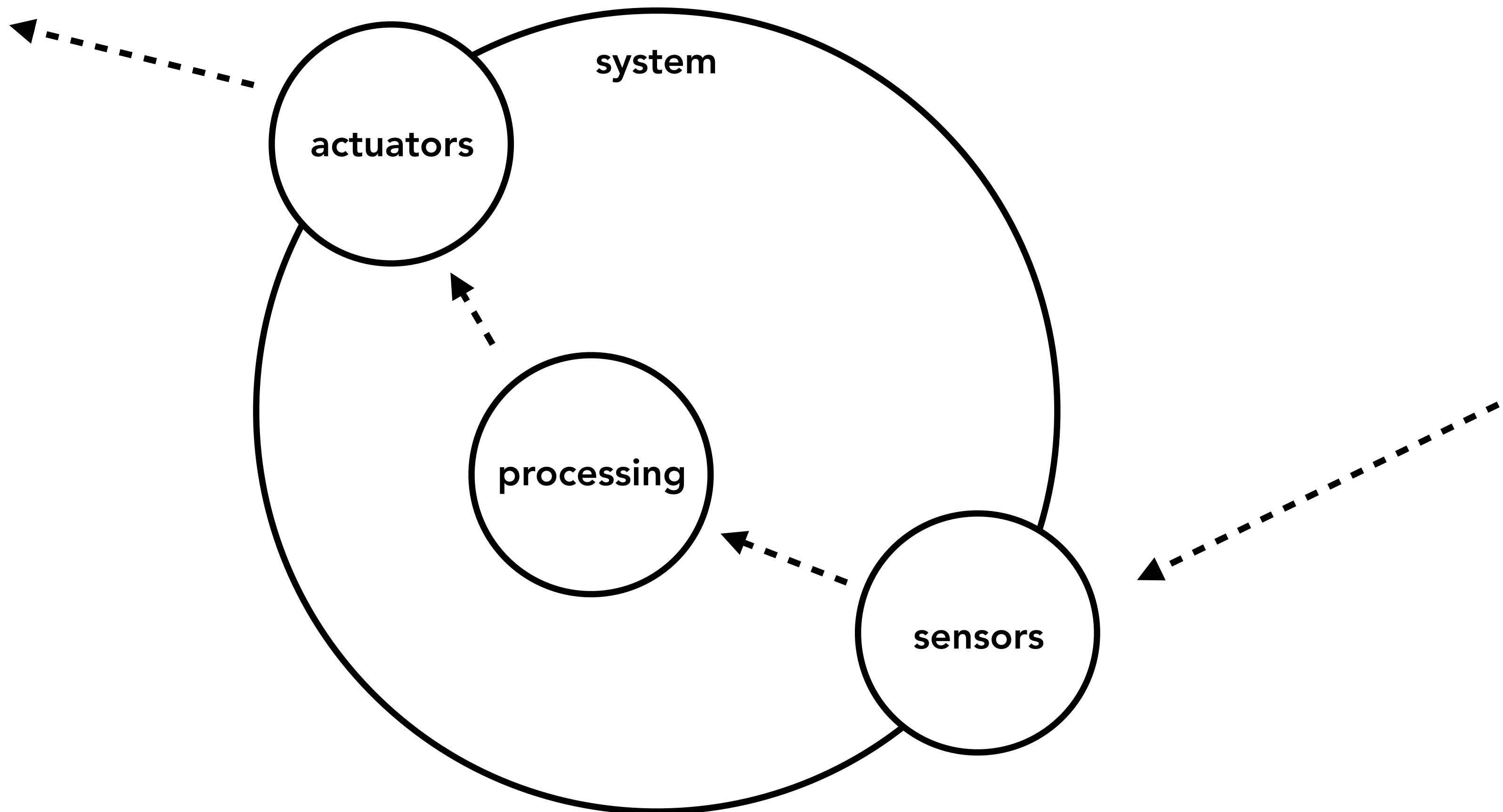


therefore we can learn what technology can do and what technology can't. the perfect starter is the arduino platform which was build for interaction designers.

2005
arduino



we use arduino to sense events in the real world through different sensors. we then process this information and react through the use of actuators.



the goal this year is to build an interactive installation where all your objects are interconnected and respond to each other. ready?



resources:

shock and awe, documentary – bbc
doing with images makes symbols – alan kay
arduino documentary – vimeo

physical computing – tom igoe
make: electronics – charles patt
getting started with arduino – massimo banzi
getting started in electronics – forrest m. mims (1983)
arduino cookbook – michael margolis
programming interactivity – joshua noble
making things talk – tom igoe (2011)