

Computing (min 9 units)

15-104: Introduction to Computing for Creative Practice

15-110: Principles of Computing

15-112: Fundamentals of Programming and Computer Science

60-210: Electronic Media Studio: Introduction to Interactivity

60-212: Electronic Media Studio: Interactivity and Computation for Creative Practice

Portal (min 9 units)

16-223: IDeATe Portal: Creative Kinetic Systems (recommended)

60-223: IDeATe: Introduction to Physical Computing (recommended)

18-090: Twisted Signals: Multimedia Processing for the Arts

60-218: IDeATe Portal: Real-Time Animation

62-150A: IDeATe Portal: Introduction to Media Synthesis and Analysis: Intro to Textile Media

62-150B: IDeATe Portal: Introduction to Media Synthesis and Analysis (Nina Barbuto)

62-150C: IDeATe Portal: Introduction to Media Synthesis and Analysis (Brad King)

99-361A: IDeATe Portal: Inflatables and Soft Sculpture

99-361B: IDeATe Portal: Intelligent Environments

99-361D: IDeATe Portal: Learning About Learning

Physical Computing Courses (min 27 units)

Fall

05-333 Gadgets, Sensors, and Activity Recognition in HCI

16-375/54-375: Robotics for Creative Practice

48-339: Making Things Interactive

Fall and Spring

15-294 (mini): Rapid Prototyping Technologies

15-394 (mini): Intermediate Rapid Prototyping

62-478 (mini): digiTOOL

24-672: Special Topics in DIY Design and Fabrication

Spring

05-540/18-540: Rapid Prototyping of Computer Systems

16-455/48-530: Human-Machine Virtuosity

39-245: Rapid Prototype Design

48-528: Responsive Mobile Environments

16-376: Kinetic Fabrics

62-362: Activating the Body: Physical Computing and Technology in Performance