Curriculum Review: Electronic Projects for Artists II SP23

I. Introduction
   -- Electronics Overview/Review (Too much? Not enough?)

II. Arduino and C-based Programming
   -- Longer with Arduino-only before introducing Processing?

III. Processing and Introducing Analog Interactivity
   -- Analog sensors, the voltage divider
   -- Light and Distance sensors

IV. Desktop interactivity project
   -- Was this fun?
   -- It was supposed to be a template for Desktop-Arduino interactions. Was it?

V. Introducing Flow Control programming
   -- PureData (Pd) and Max
   -- Introduced too soon? Not soon enough?

VI. OSC for interactive communication

VII. Visiting Artist Ramon Castillo
   -- Minecraft interface

VIII. Intro to Data Visualization
   -- More/Less of this?

IX. Visualizing Complexity and Chaos
   -- The Logistic Equation

X. Visiting Artist Dennis Svoronos

XI. Project Descriptions
   -- Was this useful?

XII. Visiting Artist Melanie Mitchell
   -- A.I. topic. Was this too abstract?