

Responsive Mobile Environments
48-528 (Undergraduate 9 units)
48-758 (Graduate - 12 units)

This course is part of IDeATe's Intelligent Environments and Physical Computing minor and concentration offerings.

Embedded, connected and mobile computing combine to create powerful platforms for sensing human behavior and personalizing experiences in situated spaces. Creating intelligent, meaningful, and opportune feedback to provide serendipitous support for the people and activities within these spaces still remains an important problem. Students will seek creative solutions to this challenge in this hands-on introduction to real-time interactive environments. The course will introduce foundational theories, methods and techniques that range across the aesthetic, the human-centered and the technical. Students will apply this knowledge by working in teams to collaborative prototype a responsive environment which adapts in real-time to activities within it. In these teams, students will work across disciplines to integrate technical and aesthetic frameworks for sensing, analysis and feedback of human activity in intelligent and augmented spaces.