Bits and Atoms IV

Angebot für

Bisheriges Studienmodell > Design > Bachelor Design > Interaction Design > 4. Semester

Nummer und Typ	BDE-VIAD-V-4030.04.22F.001 / Moduldurchführung
Modul	Bits and Atoms IV
Veranstalter	Departement Design
Leitung	Luke Franzke Paulina Zybinska
Zeit	Mi 23. März 2022 bis Mi 27. April 2022 / 9 - 12 Uhr
ECTS	1 Credit
Voraussetzungen	Programming and Physical Computing experience.
Lehrform	Seminar with exercises and self-study.
Lernziele / Kompetenzen	This seminar introduces technical skills for designing and prototyping spatial perception in machines. Such systems push new interactions between human, machine, and the environment. Understanding and building such devices will equip students to confront many contemporary and future societal and ecological issues. In the fourth semester, the course is closely tied to Spatial Interaction.
Inhalte	- Networked Sensors - Computer Vision - Machine Learning - Robotics
Leistungsnachweis / Testatanforderung	Completion of exercise, 80% Attendance.
Termine	23.03.2022, 30.03.2022, 06.04.2022, 13.04.2022, 20.04.2022,27.04.2022 jeweils mittwochs von 09:00h - 12:00h
Dauer	3 Tage
Bewertungsform	Noten von A - F
Sprache	Deutsch