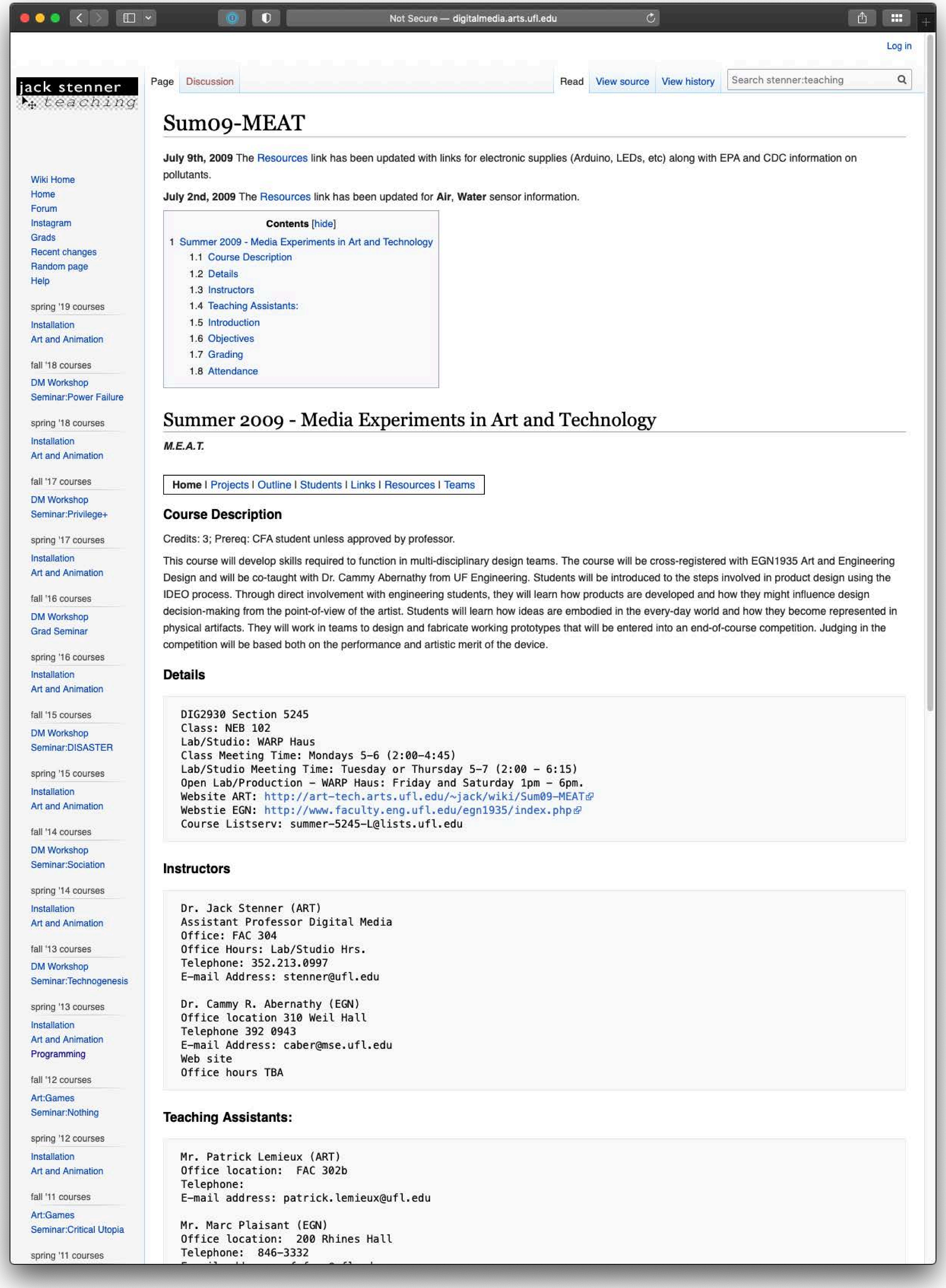

Sum09-MEAT

July 9th, 2009 The Resources link has been updated with links for electronic supplies (Arduino, LEDs, etc) along with EPA and CDC information on pollutants.

July 2nd, 2009 The Resources link has been updated for **Air**, **Water** sensor information.

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Summer 2009 - Media Experiments in Art and Technology

M.E.A.T.

Home | Projects | Outline | Students | Links | Resources | Teams

Course Description

Credits: 3; Prereq: CFA student unless approved by professor.

This course will develop skills required to function in multi-disciplinary design teams. The course will be cross-registered with EGN1935 Art and Engineering Design and will be co-taught with Dr. Cammy Abernathy from UF Engineering. Students will be introduced to the steps involved in product design using the IDEO process. Through direct involvement with engineering students, they will learn how products are developed and how they might influence design decision-making from the point-of-view of the artist. Students will learn how ideas are embodied in the every-day world and how they become represented in physical artifacts. They will work in teams to design and fabricate working prototypes that will be entered into an end-of-course competition. Judging in the competition will be based both on the performance and artistic merit of the device.

Details

```
DIG2930 Section 5245
Class: NEB 102
Lab/Studio: WARP Haus
Class Meeting Time: Mondays 5-6 (2:00-4:45)
Lab/Studio Meeting Time: Tuesday or Thursday 5-7 (2:00 - 6:15)
Open Lab/Production - WARP Haus: Friday and Saturday 1pm - 6pm.
Website ART: http://art-tech.arts.ufl.edu/~jack/wiki/Sum09-MEAT
Webstie EGN: http://www.faculty.eng.ufl.edu/egn1935/index.php
Course Listserv: summer-5245-L@lists.ufl.edu
```

Instructors

```
Dr. Jack Stenner (ART)
Assistant Professor Digital Media
Office: FAC 304
Office Hours: Lab/Studio Hrs.
Telephone: 352.213.0997
E-mail Address: stenner@ufl.edu

Dr. Cammy R. Abernathy (EGN)
Office location 310 Weil Hall
Telephone 392 0943
E-mail Address: caber@mse.ufl.edu
Web site
Office hours TBA
```

Teaching Assistants:

```
Mr. Patrick Lemieux (ART)
Office location:  FAC 302b
Telephone:
E-mail address: patrick.lemieux@ufl.edu

Mr. Marc Plaisant (EGN)
Office location:  200 Rhines Hall
Telephone:  846-3332
```

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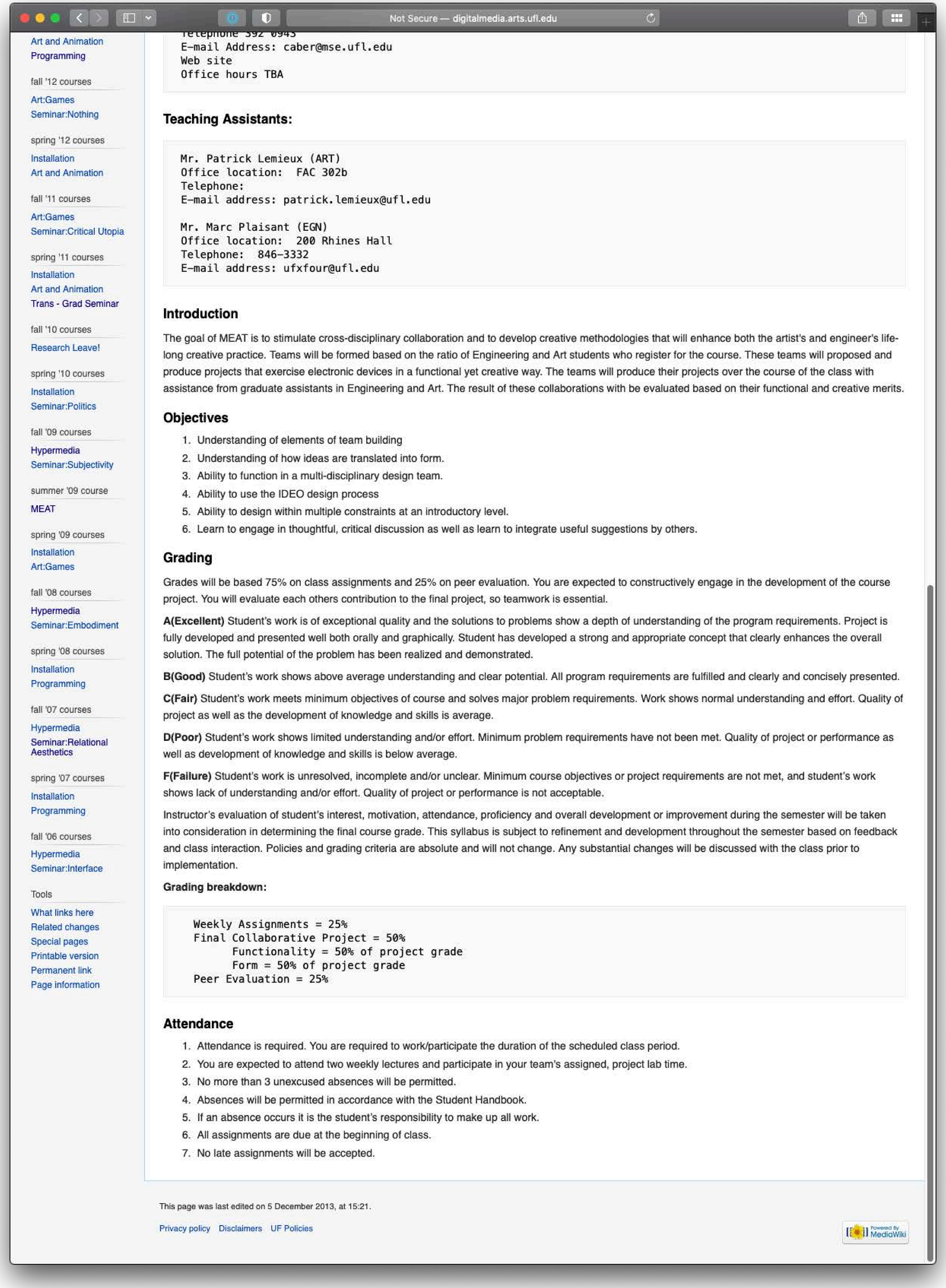
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```
Telephone 392 0943
E-mail Address: caber@mse.ufl.edu
Web site
Office hours TBA
```

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Telephone:
E-mail address: patrick.lemieux@ufl.edu

Mr. Marc Plaisant (EGN)
Office location:  200 Rhines Hall
Telephone:  846-3332
E-mail address: ufxfour@ufl.edu
```

Introduction

The goal of MEAT is to stimulate cross-disciplinary collaboration and to develop creative methodologies that will enhance both the artist's and engineer's life-long creative practice. Teams will be formed based on the ratio of Engineering and Art students who register for the course. These teams will proposed and produce projects that exercise electronic devices in a functional yet creative way. The teams will produce their projects over the course of the class with assistance from graduate assistants in Engineering and Art. The result of these collaborations with be evaluated based on their functional and creative merits.

Objectives

1. Understanding of elements of team building
2. Understanding of how ideas are translated into form.
3. Ability to function in a multi-disciplinary design team.
4. Ability to use the IDEO design process
5. Ability to design within multiple constraints at an introductory level.
6. Learn to engage in thoughtful, critical discussion as well as learn to integrate useful suggestions by others.

Grading

Grades will be based 75% on class assignments and 25% on peer evaluation. You are expected to constructively engage in the development of the course project. You will evaluate each others contribution to the final project, so teamwork is essential.

A(Excellent) Student's work is of exceptional quality and the solutions to problems show a depth of understanding of the program requirements. Project is fully developed and presented well both orally and graphically. Student has developed a strong and appropriate concept that clearly enhances the overall solution. The full potential of the problem has been realized and demonstrated.

B(Good) Student's work shows above average understanding and clear potential. All program requirements are fulfilled and clearly and concisely presented.

C(Fair) Student's work meets minimum objectives of course and solves major problem requirements. Work shows normal understanding and effort. Quality of project as well as the development of knowledge and skills is average.

D(Poor) Student's work shows limited understanding and/or effort. Minimum problem requirements have not been met. Quality of project or performance as well as development of knowledge and skills is below average.

F(Failure) Student's work is unresolved, incomplete and/or unclear. Minimum course objectives or project requirements are not met, and student's work shows lack of understanding and/or effort. Quality of project or performance is not acceptable.

Instructor's evaluation of student's interest, motivation, attendance, proficiency and overall development or improvement during the semester will be taken into consideration in determining the final course grade. This syllabus is subject to refinement and development throughout the semester based on feedback and class interaction. Policies and grading criteria are absolute and will not change. Any substantial changes will be discussed with the class prior to implementation.

Grading breakdown:

```
  Weekly Assignments = 25%
  Final Collaborative Project = 50%
        Functionality = 50% of project grade
        Form = 50% of project grade
  Peer Evaluation = 25%
```

Attendance

1. Attendance is required. You are required to work/participate the duration of the scheduled class period.
2. You are expected to attend two weekly lectures and participate in your team's assigned, project lab time.
3. No more than 3 unexcused absences will be permitted.
4. Absences will be permitted in accordance with the Student Handbook.
5. If an absence occurs it is the student's responsibility to make up all work.
6. All assignments are due at the beginning of class.
7. No late assignments will be accepted.

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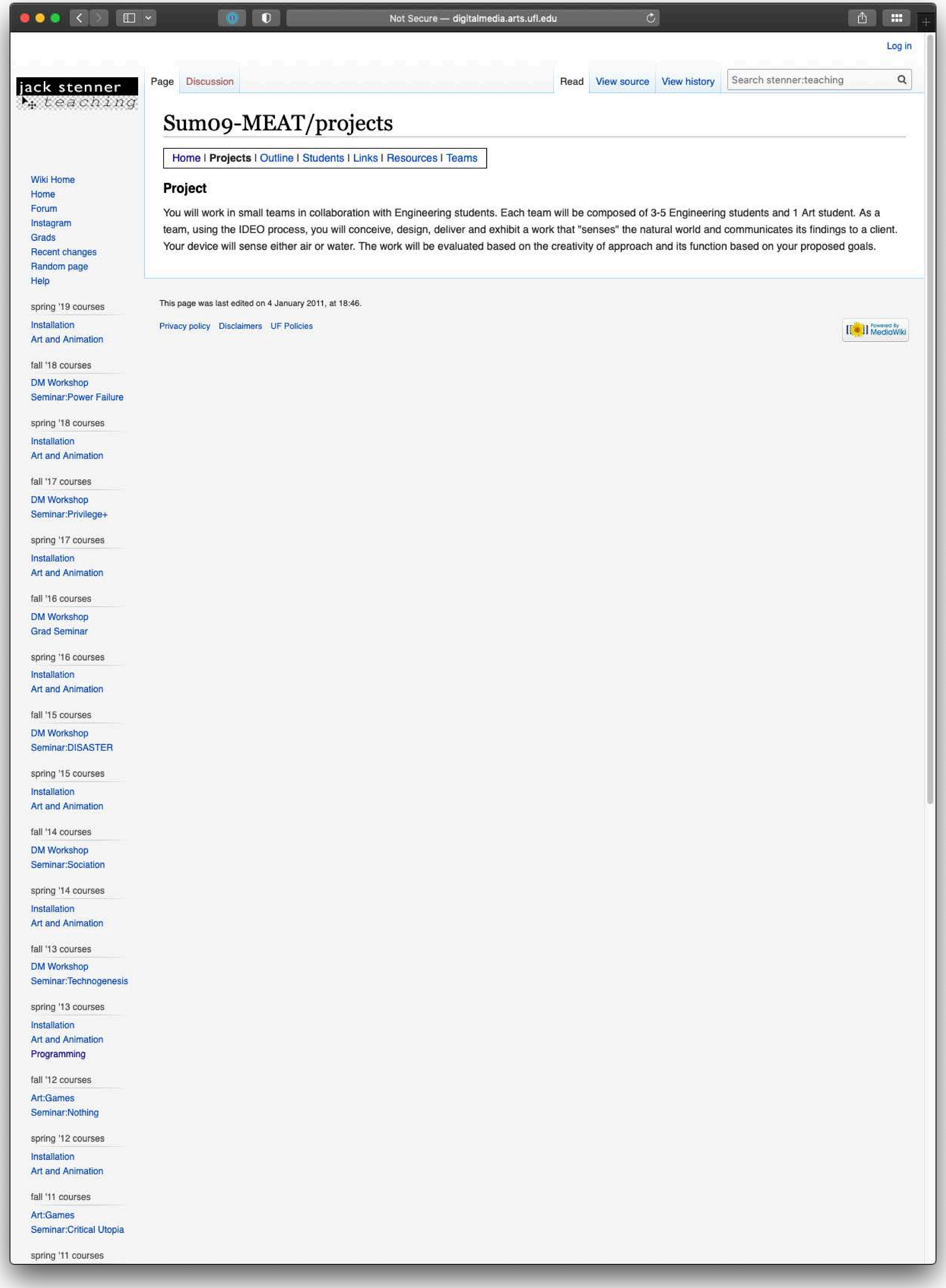
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Project

You will work in small teams in collaboration with Engineering students. Each team will be composed of 3-5 Engineering students and 1 Art student. As a team, using the IDEO process, you will conceive, design, deliver and exhibit a work that "senses" the natural world and communicates its findings to a client. Your device will sense either air or water. The work will be evaluated based on the creativity of approach and its function based on your proposed goals.

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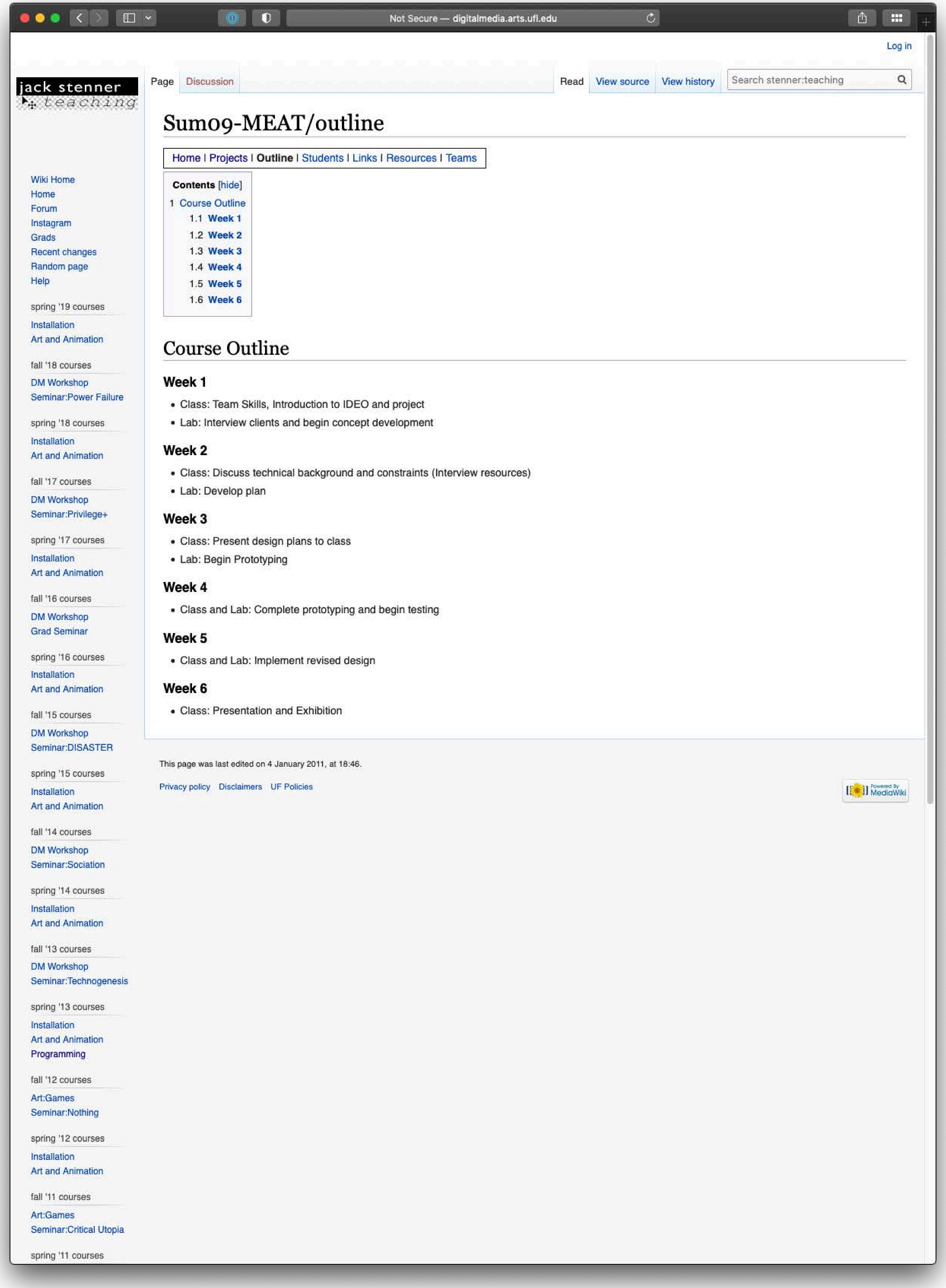
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- 1.4 Week 4
- 1.5 Week 5
- 1.6 Week 6

Course Outline

Week 1

- Class: Team Skills, Introduction to IDEO and project
- Lab: Interview clients and begin concept development

Week 2

- Class: Discuss technical background and constraints (Interview resources)
- Lab: Develop plan

Week 3

- Class: Present design plans to class
- Lab: Begin Prototyping

Week 4

- Class and Lab: Complete prototyping and begin testing

Week 5

- Class and Lab: Implement revised design

Week 6

- Class: Presentation and Exhibition

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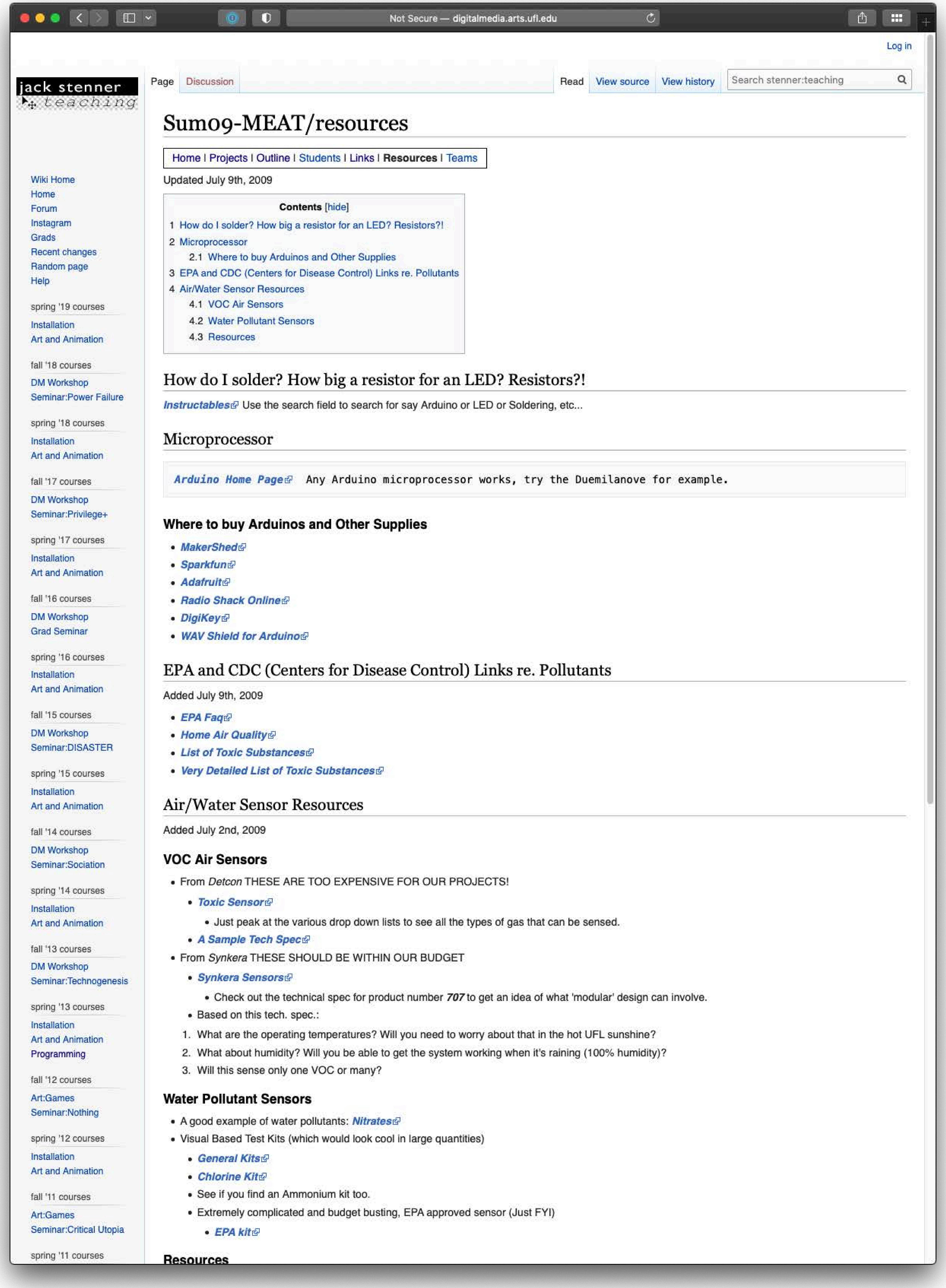

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Updated July 9th, 2009

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2 Microprocessor
  2.1 Where to buy Arduinos and Other Supplies
3 EPA and CDC (Centers for Disease Control) Links re. Pollutants
4 Air/Water Sensor Resources
  4.1 VOC Air Sensors
  4.2 Water Pollutant Sensors
  4.3 Resources

How do I solder? How big a resistor for an LED? Resistors?!

Instructables Use the search field to search for say Arduino or LED or Soldering, etc...

Microprocessor

```
Arduino Home Page  Any Arduino microprocessor works, try the Duemilanove for example.
```

Where to buy Arduinos and Other Supplies

- ***MakerShed***
- ***Sparkfun***
- ***Adafruit***
- ***Radio Shack Online***
- ***DigiKey***
- ***WAV Shield for Arduino***

EPA and CDC (Centers for Disease Control) Links re. Pollutants

Added July 9th, 2009

- ***EPA Faq***
- ***Home Air Quality***
- ***List of Toxic Substances***
- ***Very Detailed List of Toxic Substances***

Air/Water Sensor Resources

Added July 2nd, 2009

VOC Air Sensors

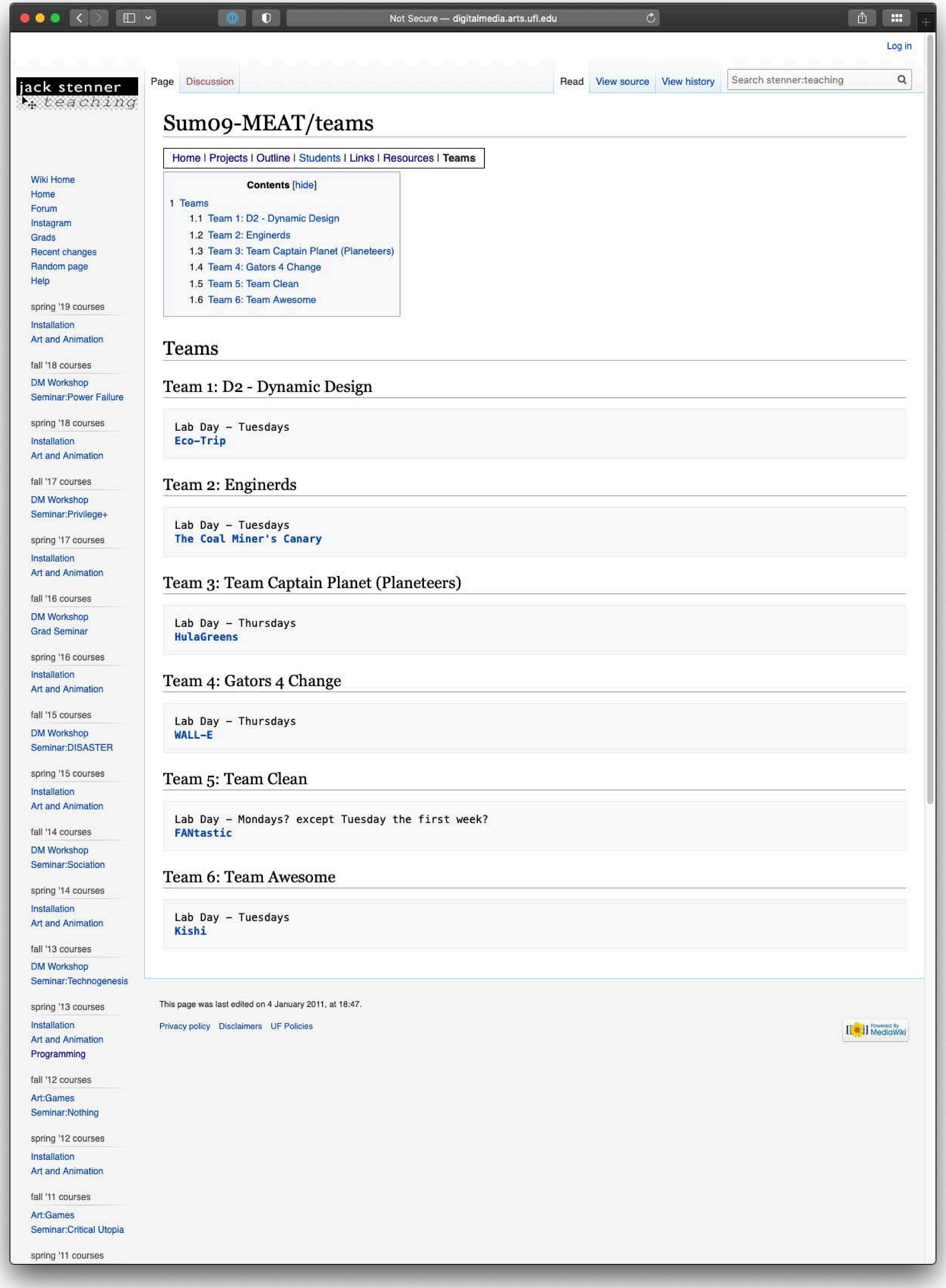
- From *Detcon* THESE ARE TOO EXPENSIVE FOR OUR PROJECTS!
  - ***Toxic Sensor***
    - Just peak at the various drop down lists to see all the types of gas that can be sensed.
  - ***A Sample Tech Spec***
- From *Synkera* THESE SHOULD BE WITHIN OUR BUDGET
  - ***Synkera Sensors***
    - Check out the technical spec for product number ***707*** to get an idea of what 'modular' design can involve.
  - Based on this tech. spec.:

1. What are the operating temperatures? Will you need to worry about that in the hot UFL sunshine?
2. What about humidity? Will you be able to get the system working when it's raining (100% humidity)?
3. Will this sense only one VOC or many?

Water Pollutant Sensors

- A good example of water pollutants: ***Nitrates***
- Visual Based Test Kits (which would look cool in large quantities)
  - ***General Kits***
  - ***Chlorine Kit***
  - See if you find an Ammonium kit too.
  - Extremely complicated and budget busting, EPA approved sensor (Just FYI)
    - ***EPA kit***

Resources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  1.3 Team 3: Team Captain Planet (Planeteers)
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  1.5 Team 5: Team Clean
  1.6 Team 6: Team Awesome

Teams

Team 1: D2 - Dynamic Design

```
Lab Day - Tuesdays
Eco-Trip
```

Team 2: Enginerds

```
Lab Day - Tuesdays
The Coal Miner's Canary
```

Team 3: Team Captain Planet (Planeteers)

```
Lab Day - Thursdays
HulaGreens
```

Team 4: Gators 4 Change

```
Lab Day - Thursdays
WALL-E
```

Team 5: Team Clean

```
Lab Day - Mondays? except Tuesday the first week?
FANtastic
```

Team 6: Team Awesome

```
Lab Day - Tuesdays
Kishi
```

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