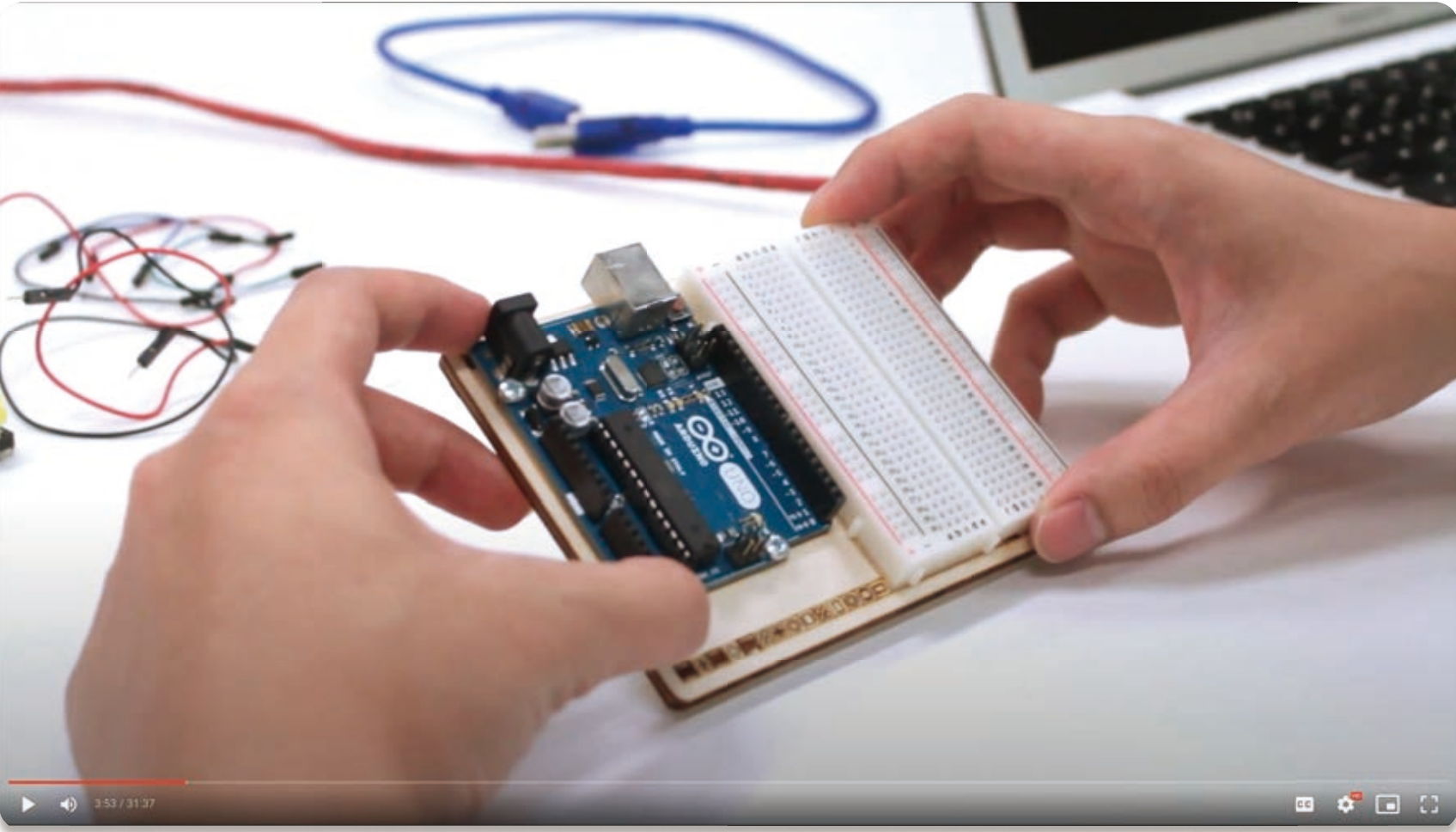
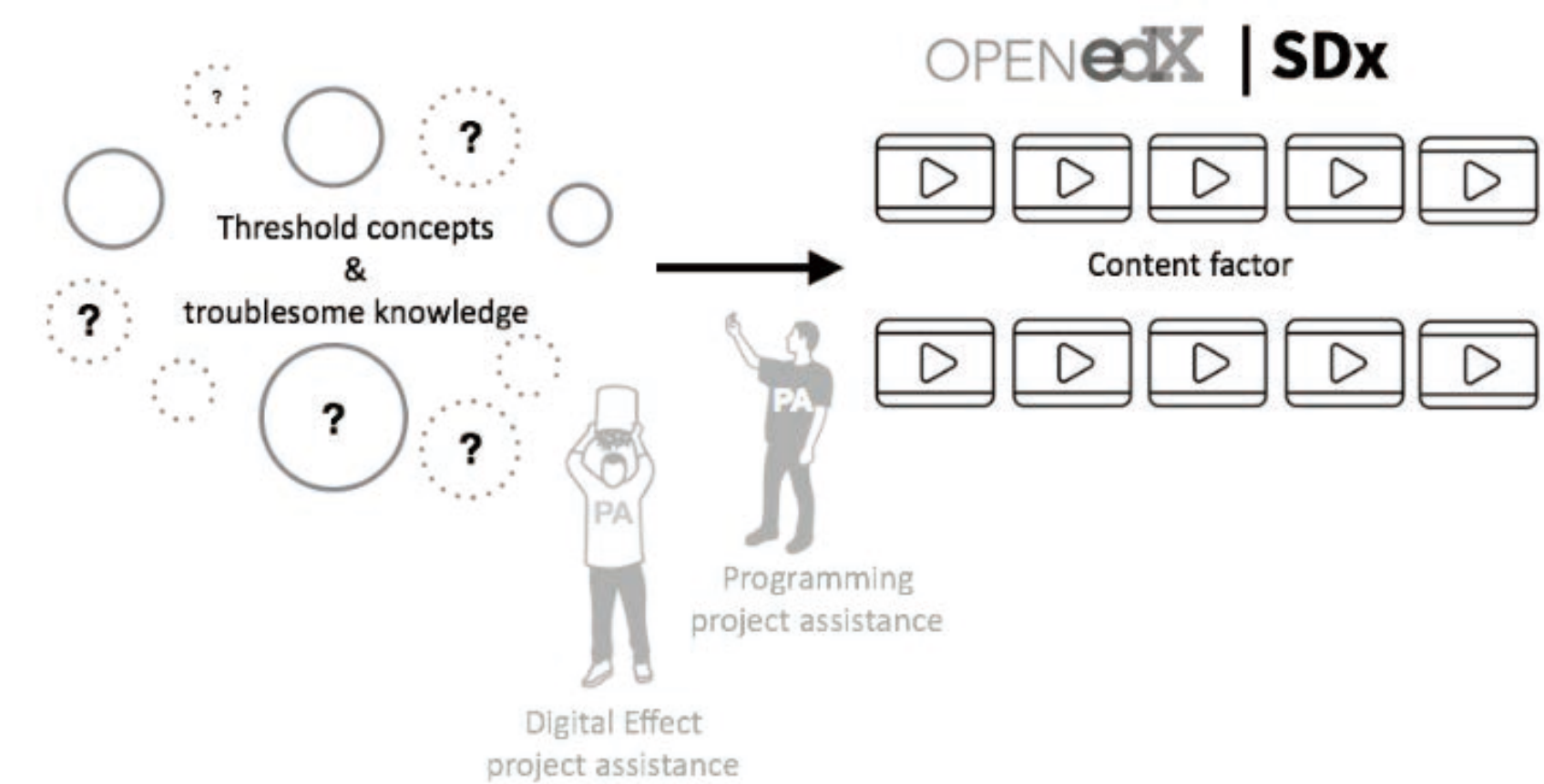
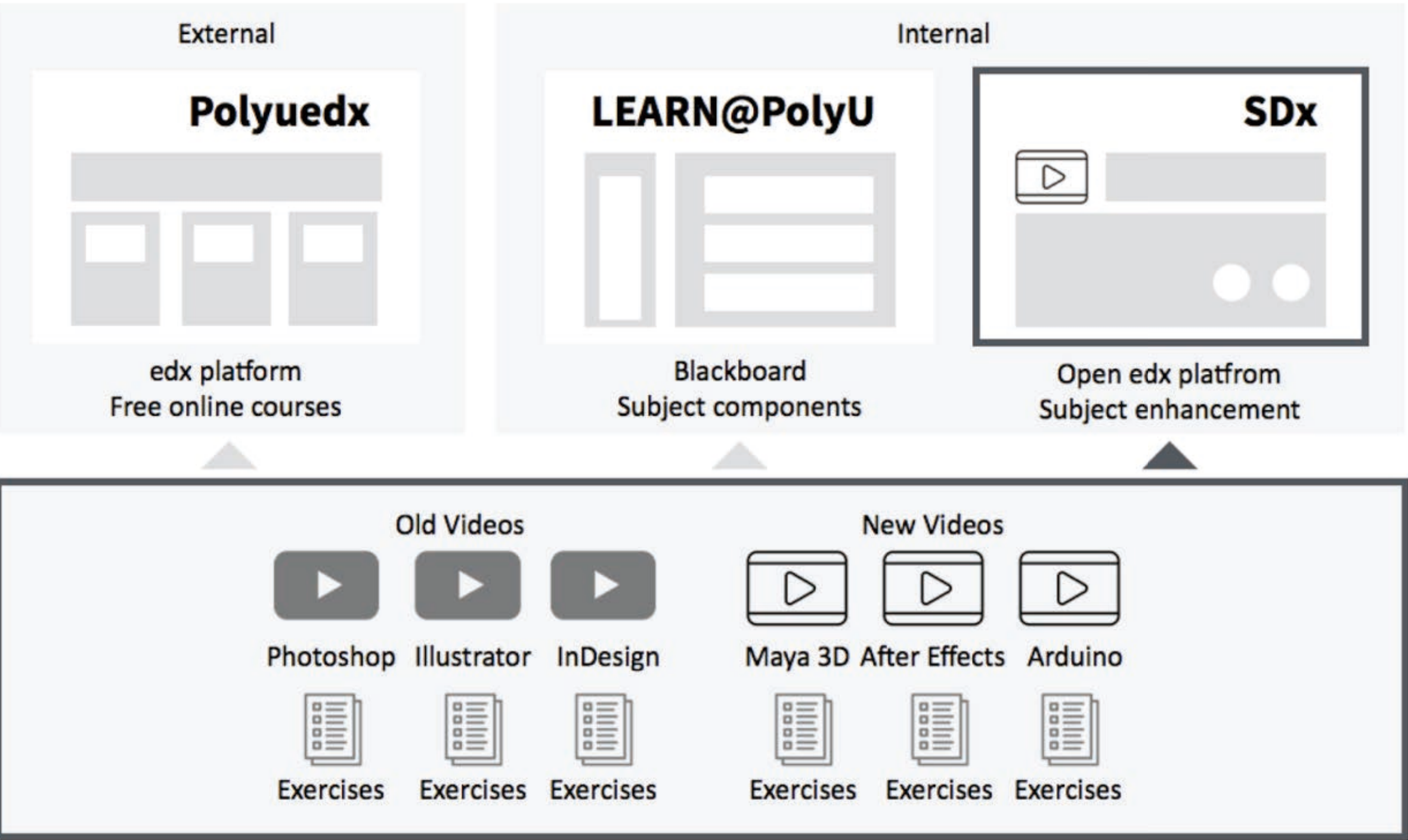


INSTRUCTIONAL VIDEO FOR LEARNING OF DESIGN SOFTWARE AND PHYSICAL COMPUTING

ELEARNING SOFTWARE FOR ELEARNING AND BLENDED LEARNING DEVELOPMENT

the development of online instructional videos to enhance communication design and interactive media courses has been achieved by this project. a group of four project assistants and four students studied complex concepts in digital visualisation and interactive programming to create relevant audio, visual, and textual materials. all students now have access to the materials on the learn@polyu and school of design's sdx platform. the project utilised blended and flipped learning principles to tailor the learning experience for hdmtd, ba design, and baim students. this project has benefitted both students and teaching staff, improving the integration of software workshops with effective learning through instructional videos. additionally, the keep platform, an openedx based platform provided by a chinese university in hong kong, hosts this project.



The video captured a demonstration of how to use Maya 3D software and Arduino.

How skilled are you with Arduino?

	未用過 NA	很容易 Very Easy	容易 Easy	一般 Neutral	較難 Difficult	很難 Very Difficult
不同電阻的分別 Resistor Types	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
資料型態 Data Type — boolean, float, int	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
輸入/輸出, 數位與模擬信號感應 I/O, Digital vs. Analog Sensors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
電路圖的理解 Understanding Schematics	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
單按狀態按鈕的分別 Push-Button vs. State Check Button	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
匯入函式庫與定義 Import Libraries and Definitions — #include <EasyTransfer.h> #define ledPIN 13;	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
插線和插位功用 Wiring and Pin Functions	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
電力負荷的計算 Electrical Circuit Load Capacity Calculation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

KEEPCourse ARHM1102: Physical Computing with Arduino

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Course > Level 1 > I/O, Digital vs. Analog Sensors > INO-1-004 P1

INO-1-004 P1

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TUTORIAL #1

Introduction
Digital and Analog I/O

Start of transcript. Skip to the end.

Hello everyone, today we're going to introduce about digital and analog I/O (Input/Output) devices. Before explaining the components, we'd go through the differences between analog and digital inputs. Let's start with digital, since it's simpler to understand. Digital signals are just 0s and 1s (binary). These signals work like an on/off switch: 1=ON; 0=OFF. And are assigned to different voltages. This would be further explained with each demonstration. Regarding analog inputs, analog signals keep

Course > Introduction > Welcome to Arduino > What is Arduino Program

What is Arduino Program

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What is Arduino program?

Arduino projects can be stand-alone, or can communicate with the software running on the computer.

The Arduino programming language is an implementation of wiring.

KEEP seamlessly integrates with Moodle and Open edX to improve accessibility and optimise the user experience.