



ADM
INTER
DISCIPLINARY
COURSES

DM2008 Programming For Interaction

Eligibility: Major PE(DA)/UE, open to all NTU

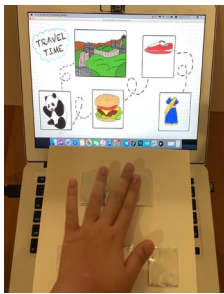
Thummanapalli Nagaraju (Faculty Associate)

G01 (DM2008): Mondays, 19:30 – 22:30 at ART 01-11A (IML-LAB)

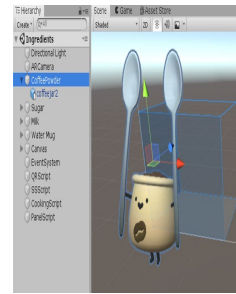
G02 (DM2008): Tuesdays, 19:30 – 22:30 at ART 01-11A (IML-LAB)



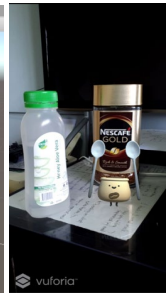
arduino



processing



unity + AR



Programming for interaction module develops skills to **program an interactive** idea by using code to systematically feed the input to generate creative output. Students learn to program interactivity using various software such as Arduino, Python, Processing, and Unity. By the end of the course, you will be able to write basic games, and create interactive environments. This will allow you to create digital systems and artwork individually or collectively in future practice.

Learning Objective

This is an introductory course that will introduce you to the fundamental concepts shared by all core programming languages. The core structure and foundations of common programming languages will be explored in a theoretical and practical manner as well as demonstrating that sometimes vastly different applications such as games, websites and installations are based on similar logical and structural principles.

Content

- Statements, Functions, Variables, and Arrays
- Objects and Libraries
- Introduction to Arduino
- 3D Graphics and Processing
- Python
- Class Assignments

To find out more, please contact:
ADM_Undergrad@ntu.edu.sg

