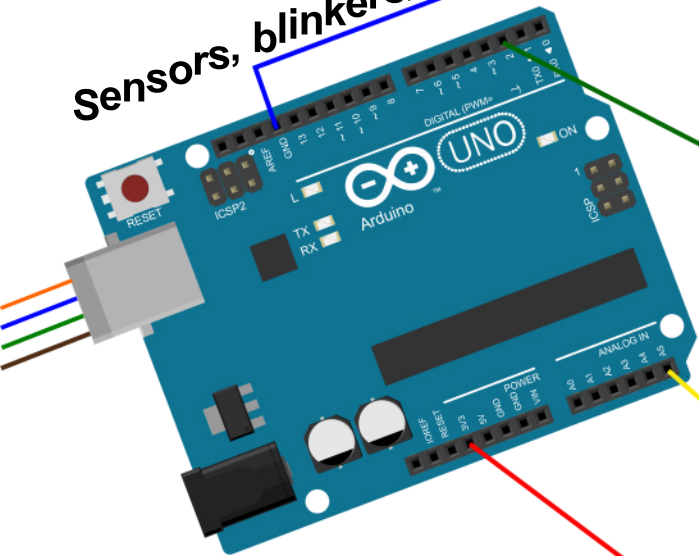


Sensors, blinkers, and bits!



**What is physical computing?
How can you get started?
Learn how to use the Arduino
and write your own code!**

Introduction to Physical Computing

for academics, utility, or fun featuring the Arduino Uno.

July 17th, 2015, 1 - 4 PM

A workshop introducing hardware prototyping. This is a 'beta' event with hands-on experimentation and instruction.

Beginners wanted!

The kits are a resource of the Digital Scholarship Center at University of Oregon Knight Library.

For more information contact Scott Austed:
austed@uoregon.edu

<http://goo.gl/forms/7vDJ5wDnCr>