



# Physical Computing

Sensing and  
Controlling the  
Physical World  
with Computers

Dan O'Sullivan and Tom Igoe

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ISBN: 1-59200-346-X

Library of Congress Catalog Card Number: 2004101322

Printed in the United States of America

04 05 06 07 08 PH 10 9 8 7 6 5 4 3 2

**SVP, Thomson Course Technology PTR:**  
Andy Shafran

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**Cover Designer and**  
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**Front Cover Illustrators:**  
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and Shelley Eshkar.  
Still from *Hand-drawn Spaces* (1998)

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Thomson Course Technology PTR, a division of Thomson Course Technology

25 Thomson Place  
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# Acknowledgments

This book has been a collaborative effort, not only between the authors, but also among the many people who make up our physical computing community. The material included here is a collection of what we consider to be the most useful material that's come out of our work and that of our friends, colleagues, and students over the past ten or twelve years.

Red Burns is the godmother of physical computing and of this book. Through the Interactive Telecommunications Program at the Tisch School of the Arts at NYU, she has championed physical computing from the start, indulged us in many outlandish requests, and pushed us always to make the subject inclusive and empowering to those who would otherwise fear technology. Red has seen to it that physical computing is not a subject for technophiles only, but for everyone.

Geoff Smith is the godfather. His thoughts on everything from interaction design to microcontrollers to electronics to software have aided and inspired us over the years. We wouldn't have written this book without him.

Daniel Rozin has been a valuable collaborator and advisor to both of us. His ideas are reflected heavily in this book, and in our work, research, and teaching.

Individuals had to be brave to support some of the unscientific approaches to research sometimes seen at ITP. Among our brave funders, past and present, are Sergio Canetti at NYNEX, Joy Mountford and Mike Mills and Linda Stone at Apple Computer, Joy Mountford (again) and Bob Adams at Interval Research, Sharleen Smith at USA Networks and Oxygen, Dana Plautz at Intel, Lili Cheng and Linda Stone (again) at Microsoft Research.

The physical computing faculty and staff (past and present) at ITP has played a major role in the shaping of this book. Gary Schober, together with Rolf Levenbach, gave us much advice on electronics over the years, and bridges the gap between the worlds of physical computing and professional electronics engineering for the students at ITP. Jeff Feddersen, Todd Holoubek, Greg Shakar, and Michael Luck Schneider, as faculty and research fellows, have kept our students and us going through the writing of this book and have contributed to many of the examples herein. Jody Culkin, Cynthia Lawson, Jen Lewin, Andrew Milmoe, Camille Norment, Will Pickering, Joe Rosen, Ben Rubin, Joey Stein, Camille Utterback, and Steve Weiss have collectively taught the material to hundreds of students. Many others from the ITP community have contributed their specific expertise, including Luke Dubois, Dan Palkowski, Amit Pitaru, Eric Singer, Leo Villareal, and Jaime Villarreal. James Tu made a contribution in many of the roles mentioned above, and as our technical editor.

The faculty and staff of ITP as a whole have also made this possible. Faculty members such as Pat O'Hara, Marianne Petit, and John Thompson have supported the physical computing curriculum, offered valuable advice, and helped us make it grow. Staff members (past and

present) George Agudow, Edward Gordon, Midori Yasuda, Robert Ryan, Nancy Lewis, Marlon Evans, Ben Gonzalez, Gilles Bersier, and Michael Wright have indulged our fantasies and those of many students over the years, and helped to make those fantasies into realities.

We have also drawn from work done at sister institutions, including the MIT Media Lab, The Royal College of Art, KTH and The Swedish Interactive Institute, The IVREA Interactive Design Institute, and UCLA Design and Media Arts. In particular, Ben Fry and Casey Reas helped us include examples of their Processing programming environment in this book.

Ultimately it is the students in the physical computing classes at ITP who push the program forward. Many of them contributed (sometimes unwittingly) to the ideas in this book. We have learned from hundreds of students over the years; thank you all for making this a better book. Current and recent students Jamie Allen, Mark Argo, Jason Babcock, John Bergren, Jonah Brucker-Cohen, Eric Forman, Sasha Harris-Cronin, Daniel Hirschmann, Rania Ho, Daniel Howe, Tetsu Kondo, Takuro Lippitt, Kari Martin, Dan Mikesell, Jin-Yo Mok, Josh Nimoy, Kentaro Okuda, Billy Taylor, Michael Sharon, Ahmi Wolf, Scott Wolynski, and many others have directly contributed ideas, additions, and corrections, that appear in the chapters that follow.

Thanks also to our editors at Thomson: Stacy Hiquet, Dan Foster, Danielle Foster, Kim Benbow, Michael Tanamachi, and our agent, Laura Lewin, at Studio B. We are especially thankful for the insight and provocative feedback of our technical editor, James Tu, who had to check examples of an absurd variety of technologies across many platforms.

Of course, this book would not have been possible were it not for the support, patience, and inspiration of our families and partners. Thanks and love to Kate, Lily, Terri, and our parents, brother, and sisters.

To those we've overlooked, we apologize, and thank for their unsung support.

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