THE Prototyping TOOLBOX

INTERACTION DESIGN INSTITUTE IVREA

(a history)

Ogni progettista ha il proprio medium: per un product designer può essere la plastica, per un architetto il mattone o il cemento, per un grafico la tipolitografia. Software ed elettronica sono il medium dell'interaction designer.

Fino a un tempo relativamente recente, questi strumenti erano accessibili solo agli ingegneri: i designer non erano in grado di lavorare direttamente sulla programmazione e l'elettronica per sviluppare e verificare le loro idee.

Questa mappa vuole illustrare il lavoro che professori e studenti dell'Interaction-Ivrea hanno svolto negli ultimi quattro anni, insieme ad un ampio numero di collaboratori provenienti da ogni parte del mondo. I componenti software e hardware sviluppati, utilizzati in molti dei progetti realizzati all'interno dell'Istituto, danno modo ai designer di essere veramente creativi in questo nuovo medium.

All designers have their medium: for a product designer it may be plastics, for an architect brick or concrete, for a graphic designer litho printing. The medium of the interaction designer is computation: software and electronics.

Until recently, this medium was only accessible to engineers: designers weren't able to work directly with programming and electronics to develop and test their ideas.

This map shows the work of professors and students over the past four years at Interaction-Ivrea, together with many collaborators all over the world. The software and hardware they have built, used in many of the Institute's projects, allows designers to be truly creative in this new medium.

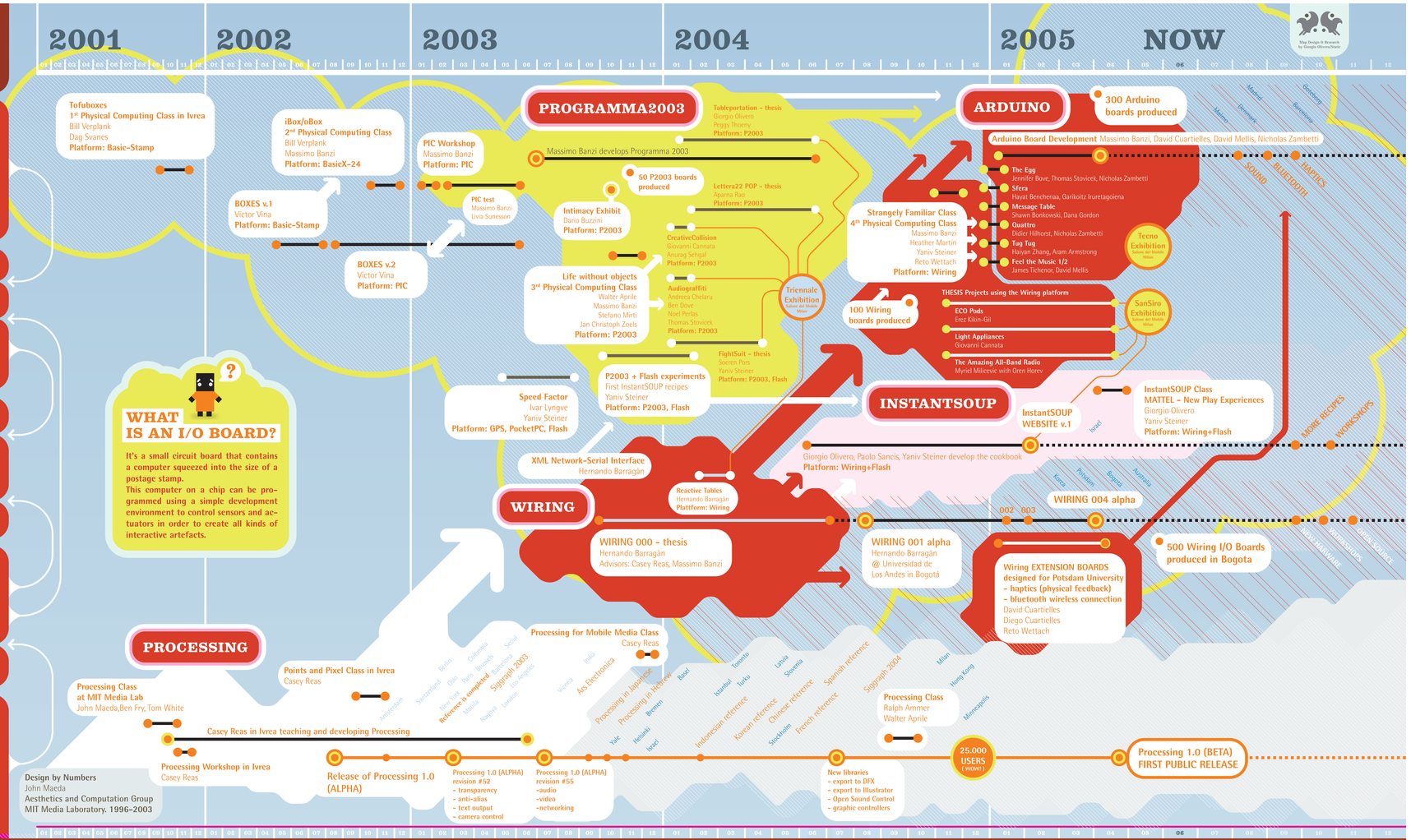
Gillian Crampton Smith

TOOLS MADE in IDII

PROGRAMMA2003 (2003 - 2004!)
Massimo Banzi
The first physical computing I/O board produced in IDII.
Named after the glorious Olivetti 101 "the first ever desktop computer" the platform was designed to be low-cost, robust, easy to build, cross-plattform and open-source.

ARDUINO (2005 - NOW)
Massimo Banzi, David Cuartielles, David Mellis, Nicholas Zambetti
Small, inexpensive, open-source I/O board based on the Wiring IDE. It is used to deploy designs developed with Wiring. It's useful when you want to make multiple objects and don't want to give away your precious Wiring board.
arduino.berlios.de

INSTANTSOUP (2004 - NOW)
Giorgio Olivero, Paolo Sancis, Yaniv Steiner
Educational website and electronics cookbook. Easy step-by-step recipes to connect Flash™ to the physical world. The lessons are an introduction, that anyone can follow, to the marvels of physical computing.
www.instantsoup.org

WIRING (2003 - NOW)
Hernando Barragan
Wiring is a programming environment and a powerful electronics I/O board for exploring the electronic arts, tangible media, teaching and learning computer programming and prototyping with electronics.
wiring.org.co

PROCESSING (2001 - NOW)
Ben Fry & Casey Reas
Processing is a programming language for people who want to program images, animation, and sound. It is used by students, artists, designers for learning, prototyping, and production. Processing is developed as an open-source alternative to commercial software tools.
www.processing.org