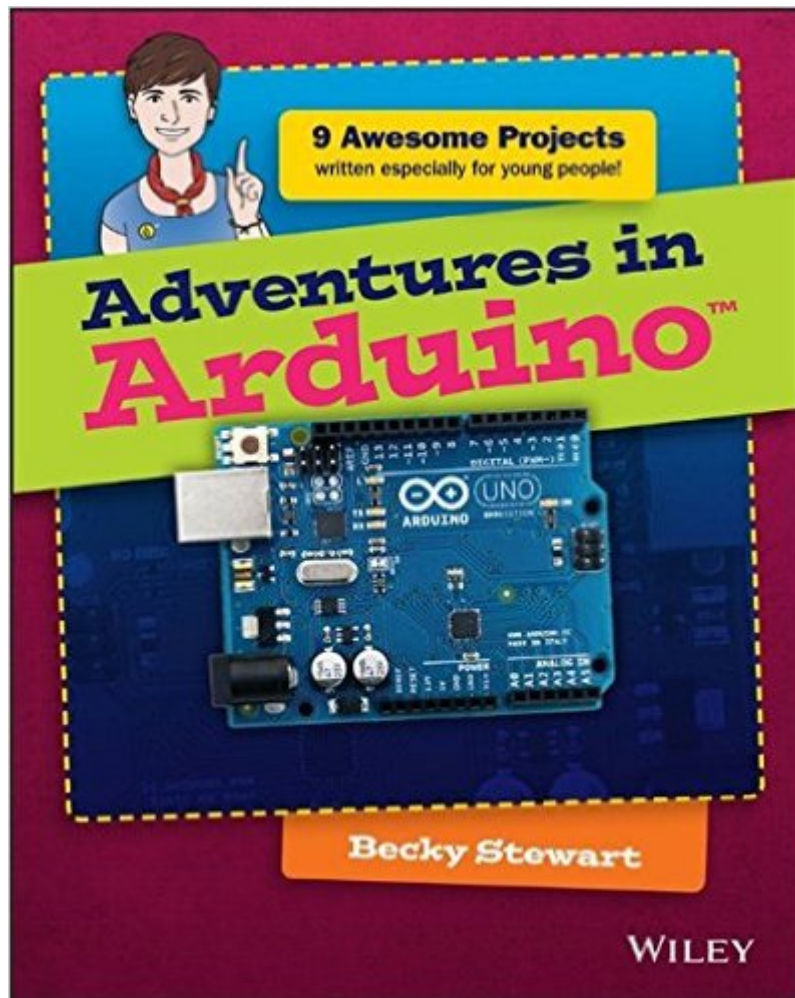The book was found

Adventures In Arduino

Synopsis

Arduino programming for the absolute beginner, with project-based learning Adventures in Arduino is the beginner's guide to Arduino programming, designed specifically for 11-to 15-year olds who want to learn about Arduino, but don't know where to begin. Starting with the most basic concepts, this book coaches you through nine great projects that gradually build your skills as you experiment with electronics. The easy-to-follow design and clear, plain-English instructions make this book the ideal guide for the absolute beginner, geared toward those with no computing experience. Each chapter includes a video illuminating the material, giving you plenty of support on your journey to electronics programming. Arduino is a cheap, readily available hardware development platform based around an open source, programmable circuit board. Combining these chips with sensors and servos allows you to gain experience with prototyping as you build interactive electronic crafts to bring together data and even eTextiles. Adventures in Arduino gets you started on the path of scientists, programmers, and engineers, showing you the fun way to learn electronic programming and interaction design. Discover how and where to begin Arduino programming Develop the skills and confidence to tackle other projects Make the most of Arduino with basic programming concepts Work with hardware and software to create interactive electronic devices There's nothing like watching your design come to life and interact with the real world, and Arduino gives you the capability to do that time and again. The right knowledge combined with the right tools can create an unstoppable force of innovation, and your curiosity is the spark that ignites the flame. Adventures in Arduino gets you started on the right foot, but the path is totally up to you.

Book Information

Series: Adventures In ...

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Age Range: 11 - 15 years

Grade Level: 4 - 8

Customer Reviews

Go from beginner to Arduinoâ„¢ developer with 9 amazing adventures Have a blast building and programming interactive electronic crafts with Arduino. Author Becky Stewart walks you step by step through 9 exciting projects geared toward the beginner. You will learn how to download and install Arduino for multiple operating systems (Windows, Mac or Linux), how to make the most of Arduino with basic programming concepts and much more, so you can start having fun right away watching your designs come to life. You'll start with simple creations and move toward more complex crafts as you master each new set of skills. Every chapter is a project, and before you're finished, you'll build a crystal ball that reacts to touch and a computer game controller! You'll learn to: Build an LED circuit Prototype on a breadboard and use servos, shift registers and sounds Create an electronic status message sign Work with motors Make an augmented wind chime Sew a secret message in lights onto a hoodie Construct a marble maze game that keeps track of your score Develop the skills and confidence to tackle other projects

Becky Stewart founded Codasign, a London education company that teaches Arduino and other technology skills to young people. She documents her engineering work at http://blog.theleadingzero.com/.

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