

Spring 2012 Phidgets

At the end of spring semester, computer science programming students presented their class projects to the public in Atkinson's student lounge. The projects used topics such as Object Oriented Design and Graphical User Interfaces and created software that interacted with "Phidgets" that measured quantities such as light, vibration and motion and controlled different motors. This semester's projects included a xylophone, a trivia game and a magnet velocity measurer. Visitors got to vote on their top three favorites.

Computer Science programming student, Jesse Pena, with his crane phidget

