



ARTBOTICS EXPLORATION

For the Design of a Three Hour Educator Workshop Session

The purpose of this project was to design a three-hour session for educators on art and robotics. The intent of the theme and project-based session is to give educators a sense of what a student experiences during an Artbotics course. The session follows a similar, albeit compressed, workflow that is implemented in the Artbotics courses: introduction to the hardware and software tools, interactive character theme for wire sculpture activity, and a final exhibition.



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