BASICS OF ARDUINO PROGRAMMING
(A Value Added Course)
offered by
School of Computer Science & Engineering (SCOPE)

This course aims to demystify the Arduino microcontroller with hands-on experimenting for creating simple physical models embedded with codes. These models solve real world problems in all disciplines. The Arduino is a versatile resource for physical projects for students in all disciplines. This course brings the students with the basic understanding of the use, terminology, and potential of the Arduino. The skills and concepts taught in this course are presented from an interdisciplinary approach which merges practices in arts and technology. The first portion will teach the essential skills for creating a simple sensor-driven physical computing system, and the second portion will reinforce those skills by making a simple interactive project. The course has no technical prerequisites.

Course Benefits :-

✸ Students will learn the programming concepts of Arduino.

✸ Students will be able to design physical models for real life applications.

✸ Students will create their own project based on Arduino.

EVERY SUNDAY & MONDAY 3.00 PM to 4.00 PM
Commence from 27-03-2022.

Certificate after completion of course

Instructor : Dr. Anupama Namburu, Associate Professor, SCOPE