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Cal Poly Science Café Presents Life-Size Computer Game Workshop on Feb. 10

SAN LUIS OBISPO – Cal Poly's Kennedy Library will host DIY: Physical Computing at Play, a workshop to create a large-scale, computer-based, interactive game. The workshop will run from 11 a.m. to 12:30 p.m. Feb. 10 in Kennedy Library's second-floor lounge. The event is free and open to all skill levels.

Participants will learn how to design and build a game using an Arduinos (an open-source electronics platform) and breadboards (reusable electronic test boards analogous to circuit boards). Participants will also determine the strategy and layout of the physical game board.

The event will culminate with a tennis ball target competition in the stairwell. Scoring monitors will broadcast the players' success electronically.

The hands-on event is designed to blend the virtual world with physical play and encourage participants to experiment with Arduinos. It will be led by art designers and digital media specialists Scott Hutchinson and Michael J. Newman.

The event is part of the Science Café series and co-sponsored by the Cal Poly Robotics Club. For more information about DIY: Physical Computing at Play and the Science Café series, go to http://lib.calpoly.edu/learningcommons/science_cafe/physicalcomputing/.

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