

## **Blurred Lines Pecha Kucha Session Proposal**

### **Abstract**

The Pecha Kucha presentation will explore the use of physical computing to create elements and spaces that solve problems in the built environment. It will review work completed in a graduate interior design seminar utilizing electronic hardware, Arduino, and Raspberry Pi to construct moving, changing materials. In addition, the presentation will address directions for future work and research, issues discovered in the methodology, and a brief foray into the complex world of intellectual property.

The presentation will show the method of design, based on the classic engineering process:

1. Problem Description
2. Disassembling Problem into Constituent Parts
3. Providing Solutions for the Problem's Constituent Parts
4. Construction and Implementation
5. Testing
6. Redesign as Needed

Throughout this process, an emphasis on sensory experience is conveyed, with a minor bias against the visual, in order to accentuate the other senses.