I'm a YO!

Prototyping the world. The software and hardware they have built, used in many of years at Interaction-Ivrea, together with many collaborators all over the world. This map shows the work of professors and students over the past four years at Interaction-Ivrea. Until recently, this medium was only accessible to engineers: designers have their medium: for a product designer it may be plastic, for a graphic designer font. A computer scientist understands code, but a designer understands constraints. Until recently, this medium was only accessible to engineers: designers have their medium: for a product designer it may be plastic, for a graphic designer font. A computer scientist understands code, but a designer understands constraints.

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WHAT IS AN ‘I’ BOARD?

It’s a small board that embodies a computer-operated art the size of a small PCB lasercut. 

A designer can make multiple objects and don’t have to give away your precious Wiring board. You can use the Processing to deploy designs developed with Wiring IDE. It is robust, easy to build, cross-platform.

## PROCESSING

### Wireframe

- Processing: a programming language, environment, and mindset. 
- It’s “good” in the sense that it’s simple, direct, and free.
- It’s good for graphics, sound, prototyping, and interactive art. 
- It’s good for designers to use code in a non-threatening way.

### PROCESSING ENVIRONMENT

- Processing, project site.
- Processing, workshop, in Ivrea.
- Processing, conference, in Barcelona.
- Processing, workshop, in Pori.
- Processing, workshop, in Hamburg.
- Processing, workshop, in Berlin.
- Processing, workshop, in Chengdu.
- Processing, workshop, in Taipei.
- Processing, workshop, in Malmo.
- Processing, workshop, in Paris.
- Processing, workshop, in Guangzhou.
- Processing, workshop, in Seoul.
- Processing, workshop, in Jerusalem.
- Processing, workshop, in Cape Town.
- Processing, workshop, in Hong Kong.
- Processing, workshop, in Nagoya.
- Processing, workshop, in Los Angeles.
- Processing, workshop, in Vienna.
- Processing, workshop, in Istanbul.
- Processing, workshop, in Singapore.
- Processing, workshop, in Helsinki.
- Processing, workshop, in York.
- Processing, workshop, in Yale.

### PROCESSING IDE

- Processing, IDE.
- Processing, IDE, Alpha.
- Processing, IDE, Beta.
- Processing, IDE, Final.
- Processing, IDE, v.1.
- Processing, IDE, v.2.
- Processing, IDE, v.3.
- Processing, IDE, v.4.
- Processing, IDE, v.5.
- Processing, IDE, v.6.
- Processing, IDE, v.7.
- Processing, IDE, v.8.
- Processing, IDE, v.9.
- Processing, IDE, v.10.
- Processing, IDE, v.11.
- Processing, IDE, v.12.

### PROCESSING PLATFORMS

- Processing, platform, Arduino.
- Processing, platform, Wiring.
- Processing, platform, P2003.
- Processing, platform, PIC.
- Processing, platform, Basic-Stamp.
- Processing, platform, ATmega328.
- Processing, platform, ATmega128.
- Processing, platform, ATmega1280.
- Processing, platform, ATmega2560.
- Processing, platform, ATmega32.
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