

Media Release

Chiefs of Staff, News Directors

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HIT Lab AU shows high school students how to create their own interactive gadget

Prospect High School students will be introduced to an exciting and fast-growing world of micro-controller devices when University of Tasmania computer and electronics experts and some special Singaporean visitors hold a workshop at the school on Monday, October 27, from 9am to 3pm.

Staff and students from the Human Interface Technology Laboratory Australia (HIT Lab Au), in the School of Engineering and ICT based at the University's Newnham campus, will conduct the workshop with the aim of stirring up interest in engineering and information computer technology (ICT) disciplines.

The HIT Lab staff will be joined by Raymond Koh, a lecturer from the School of Electronics and Info-Comm Technology at the Institute for Technical Education (College Central, Singapore), who is visiting the University with four of his students from the Games Design and Development course (post-secondary).

Director of the HIT Lab Professor Henry Duh invited his Singaporean colleagues to visit the University to work on various collaboration projects such as the school workshop.

The one-month visit to Tasmania aims to foster long-term research project collaboration with the HIT Lab as well as provide first-hand industry-linked and game-based project design and development opportunities to the visiting students who are on an overseas internship program.

The workshop at Prospect High will involve mainly year 9 and 10 students and a few interested students from year 7 and 8 and they will be introduced to Arduino, an open-source electronics platform based on easy-to-use hardware and software.

The Arduino micro-controller device is popular world-wide for making interactive projects, such as a creating a motion detector for an advertisement board, so that it only lights up when someone is near.

Computing and information systems lecturer Dr Winyu Chinthammit said that the aim of the workshop is to introduce the students to the new generation of DIY devices and demonstrate their real world applications.

“The workshop will consist of four sessions: an introduction and demonstration; step-by-step hands-on activity; group student application design where they can invent their own interactive model; and then an implementation and demonstration session where they can show everyone their concept or device,” he explained.

“It’s been planned to be both fun and educational and will really stretch their imagination – there’s always the possibility that some of these students will be inspired to follow an education pathway to a career in the ICT and engineering sectors.”

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