Making Things Talk: Using Sensors, Networks, and Arduino to see, hear, and feel your world

By Tom Igoe

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Make microcontrollers, PCs, servers, and smartphones talk to each other.

Building electronic projects that interact with the physical world is good fun. But when the devices you've built start to talk to each other, things really get interesting. With 33 easy-to-build projects, *Making Things Talk* shows you how to get your gadgets to communicate with you and your environment. It's perfect for people with little technical training but a lot of interest.

Maybe you're a science teacher who wants to show students how to monitor the weather in several locations at once. Or a sculptor looking to stage a room of choreographed mechanical sculptures. In this expanded edition, you'll learn how to form networks of smart devices that share data and respond to commands.

- Call your home thermostat with a smartphone and change the temperature.
- Create your own game controllers that communicate over a network.
- Use ZigBee, Bluetooth, Infrared, and plain old radio to transmit sensor data wirelessly.
- Work with Arduino 1.0, Processing, and PHP—three easy-to-use, open source environments.
- Write programs to send data across the Internet, based on physical activity in your home, office, or backyard.

Whether you want to connect simple home sensors to the Internet, or create a device that can interact wirelessly with other gadgets, this book explains exactly what you need.

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Editorial Review

About the Author

Tom Igoe teaches courses in physical computing and networking, exploring ways to allow digital technologies to sense and respond to a wider range of human physical expression. He has a background in theatre, and his work centers on physical interaction related to live performance and public space. He is a co-author of the book Physical Computing: Sensing and Controlling the Physical World with Computers, which has been adopted by numerous digital art and design programs around the world. Projects include a series of networked banquet table centerpieces and musical instruments; an email clock; and a series of interactive dioramas, created in collaboration with M.R. Petit. He has consulted for The American Museum of the Moving Image, EAR Studio, Diller + Scofidio Architects, Eos Orchestra, and others.

Users Review

From reader reviews:

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Sharonda Adair:

Making Things Talk: Using Sensors, Networks, and Arduino to see, hear, and feel your world can be one of your basic books that are good idea. We all recommend that straight away because this book has good vocabulary that could increase your knowledge in words, easy to understand, bit entertaining but still

delivering the information. The article author giving his/her effort to place every word into enjoyment arrangement in writing Making Things Talk: Using Sensors, Networks, and Arduino to see, hear, and feel your world nevertheless doesn't forget the main place, giving the reader the hottest and based confirm resource details that maybe you can be among it. This great information may drawn you into fresh stage of crucial pondering.

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