



EE 546C: Emerging Interactive Technologies

This course introduces developing cutting-edge interactive technologies, exploring the underlying engineering principles, and tracing their evolution over time. Besides lectures, You will work in a studio format, dedicating extended periods to building both software and hardware prototypes. You will be able to create your own interactive hardware/software prototypes and present them in a live demo at the end of the term.

Course topics include:

- Computational design and digital fabrication of interactive interfaces.
- AI integration for sensing and feedback interfaces.
- Sustainable technology and democratization.
- Applications in healthcare, robotic manipulation, human-machine interaction, and AR/VR.

Instructor: Dr. Yiyue Luo (yiyueluo@.uw.edu)

Time: Wednesdays, 2:30 – 3:50 PM/Thursdays 2:30 - 5:20 PM

Location: ECE 303/137B/The Mills

4 credits, SLN: 13525



Course website