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// CENTRO DE ARTES DIGITAIS . DIGITAL ARTS CENTER

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Atmosferas, Digital Arts Center presents

## Mobile Processing Workshop

**INTERACTIVE APPLICATIONS FOR MOBILE PHONES WITH FRANCIS LI (USA)**

**Place:** Lisbon

**Dates:** 15 – 19 May 06

**Where:** Espaço Atmosferas, Rua da Boavista, 67 (continuation of Rua de São Paulo) in Lisbon, Portugal

**Atmosferas, Digital Arts Center**, with the sponsorship from **Movensis**, is organizing the first **Mobile Processing Workshop** in Portugal. This is a programming language for the development of mobile applications that brings a new dynamic in the way we see graphic activity in mobiles as well as opens up new possibilities for interactivity.

More info and inscriptions  
[www.atmosferas.net/mobileprocessing](http://www.atmosferas.net/mobileprocessing)

### **About Processing** ([www.processing.org](http://www.processing.org))

Processing is a tool developed for designers and artists to learn about and experiment with computational forms in a visual context. A simplified but powerful programming language built on top of Java allows easy sketching with software processes, while the simple user interface hides the complexities of setting up and compiling code.

Initiated by **Benjamin Fry** ([acg.media.mit.edu/people/fry](http://acg.media.mit.edu/people/fry)) and **Casey Reas** (<http://reas.com>), Processing is an open project that evolved from ideas explored in the **Aesthetics and Computation Group at the MIT Media Lab** (<http://www.media.mit.edu>).

Examples in <http://www.processing.org/exhibition/index.html>

### **About Mobile Processing** (<http://mobile.processing.org/>)

Mobile Processing was created in September 2005 and is an open source programming language for the development of mobile applications. These apps run on handsets with Java.

Examples in <http://mobile.processing.org/>

We believe this language brings a new dynamic in the way we see graphic activity in mobiles as well as opens up new paths for interactivity.

### **About the Workshop**

The mobile phone has reached a level of adoption that far exceeds that of the personal computer. As a result, they are an emerging platform for new services and applications that have the potential to change the way we live and communicate. Mobile Processing is an open source project that aims to drive this innovation by increasing the audience of potential designers and developers through a free, open source prototyping tool based on Processing and the open sharing of ideas and information. This workshop will introduce the Mobile Processing project and prototyping tool and provide hands-on instruction and experience with programming custom applications for the mobile phone.

### **Contents:**

- Introduction to Mobile Processing, phone hardware and development platforms.
- Survey of projects with the phone as both the platform and subject for new forms of interactive applications and electronic art.
- Basic programming and prototyping concepts with 2D graphics and animation.
- Phone input/output handling including keyboard, camera, sound and vibration.
- Internet networking. Parsing and generating XML-formatted data.
- Text messaging and Bluetooth networking.

The workshop will be practical and at the end every participant will develop a personal exercise.

### **Equipment**

Windows highly recommended, but Mac OS X is acceptable, with built-in or USB Bluetooth adapters recommended.

Mobile phones with support for Java and Bluetooth recommended.

Participants are encouraged to bring their laptops.

### **Schedule**

20 hours: 5 sessions X 4 h  
15 to 19 of May 06 – 18h-22h

### **Target**

Basic programming skills, familiarity with Processing recommended but not required.

### **About Francis Li**

San Francisco, USA, Author of Mobile Processing.

He is an interaction designer and software engineer with a passion for working with emerging technologies.

In both academia and industry, for both research and production, has

participated in the design, development, and evaluation of interactive systems with a focus on user interface design and human-computer interaction.

Has a Masters in Interaction Design from the Interaction Design Institute Ivrea and a B.A. and M.S. in Computer Science from the University of California, Berkeley.

<http://www.francisli.com>

### **Price and Inscriptions**

250 euros - 12,5/hour

Inscriptions: please send an email to [sofiaoliveira@atmosferas.net](mailto:sofiaoliveira@atmosferas.net) with a phone number or visit [www.atmosferas.net/mobileprocessing](http://www.atmosferas.net/mobileprocessing).

### **Sponsor:**



[www.movensis.com](http://www.movensis.com)

### **Support**

etic\_

[www.etic.pt](http://www.etic.pt)

### **About Atmosferas, Digital Arts Center**

Atmosferas is a digital arts center involved in the production of experimental new media projects. Atmosferas commissions experimental projects, organizes workshops and conferences about current themes on the front line of the creative uses of the new media, created a TV show about electronic arts and promotes an yearly ideas competition.

[www.atmosferas.net](http://www.atmosferas.net)

### **Credits**

#### **Directors**

Rui Trindade – cultural producer

Sofia Oliveira – new media producer

#### **Producer**

Ana Maurício

#### **Designer**

Ana Carvalho

#### **Press**

Ana Maurício; [ana@atmosferas.net](mailto:ana@atmosferas.net); tel. +351 213213040

#### **Adress**

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