ARTBOTICS
After School High School Programs

(r)evolving museum
Aspects of computer science, art, robotics, and engineering are covered at an introductory level.

Students are responsible for every aspect of their project: computer programming, fabrication, sculpting, painting, electronics, engineering, soldering, installation.
Process

* Programming Cricket Cars to draw
Process

- Brainstorming the concept, theme, and individual projects
- Soldering light bulbs, motors, and extending wires
Process

* Building and programming paper prototypes
Process

- Constructing the final pieces
- Installing the show
Exhibitions

Other Side by Spring 2011 class
The Presence of Absence by Spring 2010 class
Primal Spirit by Fall 2009 class
Most Recent Exhibition
Exo-Apparti by Spring 2012 class
Exo-Apparti by Spring 2012 class
Student Mentors

* Students have come back for multiple classes, some serving as mentors for other students.
Links

artbotics.org

(re)volving museum

revolvingmuseum.org
What has worked for you to attract students from underrepresented groups?

What hasn’t worked?

What questions do you have for Jeff, Holly and the group?