



# Physical Computing: Sensing and Controlling the Physical World with Computers

By Dan O'Sullivan, Tom Igoe

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Physical computing is all around us—from interactive displays at museums to "puff sensors" that aid the physically challenged. With a multiple book buying audience, this book doesn't require a specific background or technical experience. It is designed to help make a more interesting connection between the physical world and the computer world. The audience size is comparable to that of the Robot builder market. In addition to this audience, physical computing is also taught at several universities across the US. This book is a great source of information and knowledge for anyone interested in bridging the gap between the physical and the virtual.

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**Physical Computing: Sensing and Controlling the Physical World with Computers** By Dan O'Sullivan, Tom Igoe **Bibliography**

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