

Hochschulcampus Tuttlingen – Powered by Industry

Infotag und Workshops am TG Rottweil

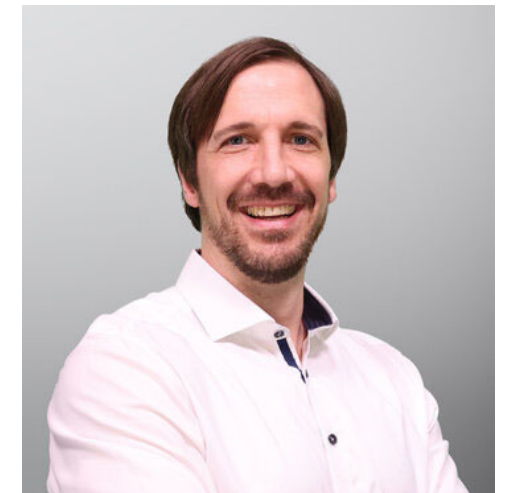
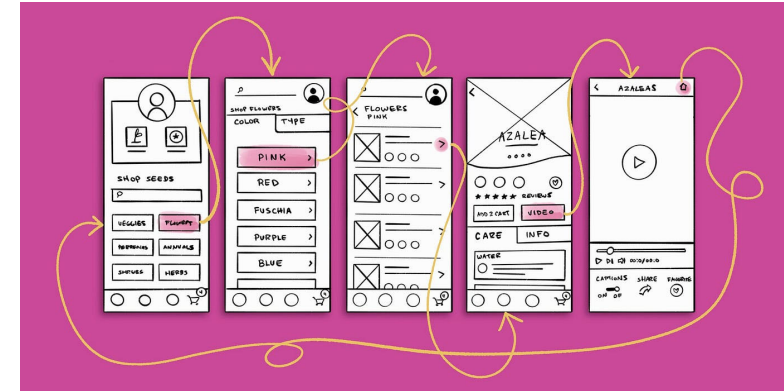
15.07.2024

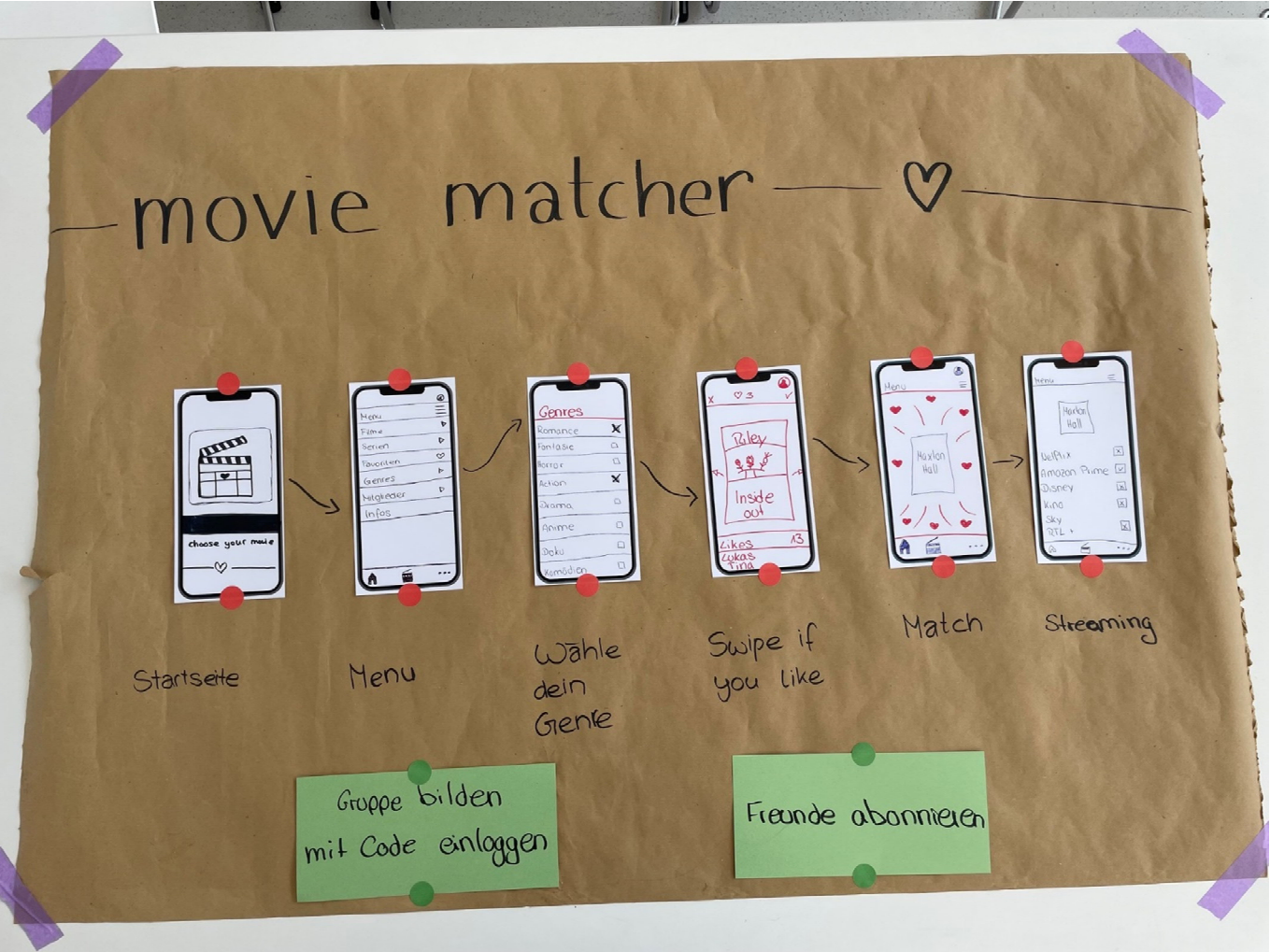
Ergebnisse

Ergebnisse aus dem Design Thinking Workshop

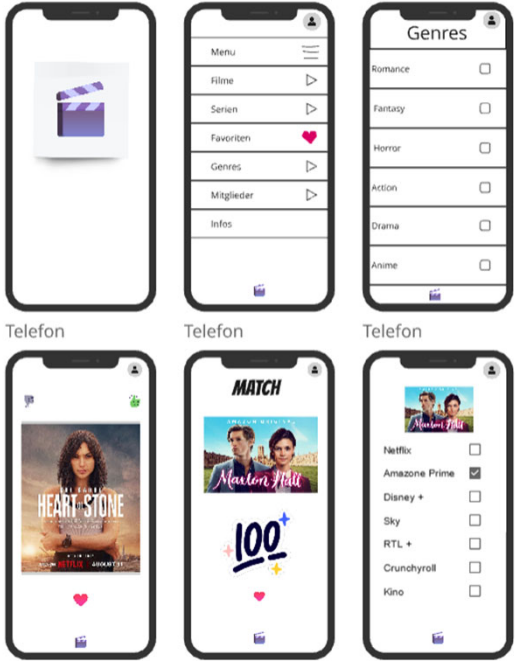
Workshop 1: Design Thinking

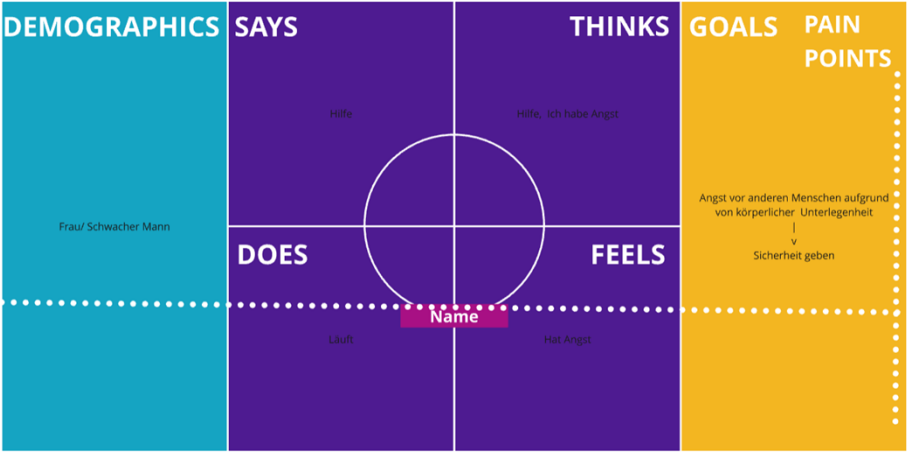
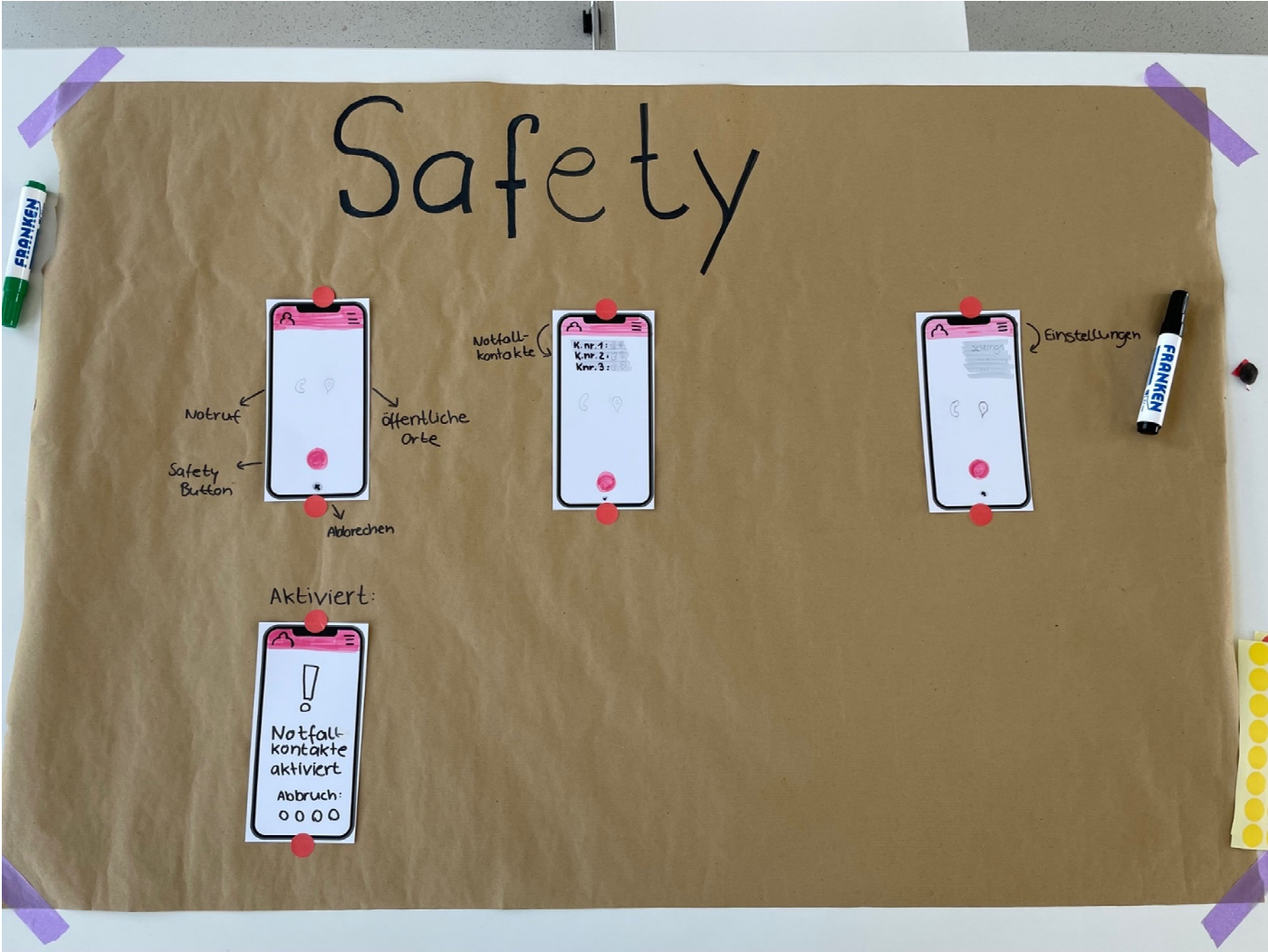
- Durchführung: Prof. Pfeffer
 - Großer Saal
 - Mitzubringen: iPad & Apple Pencil
 - Ziel: Ideen- und Kreativitätstechniken einsetzen, um einen Low fidelity Prototypen für ein innovatives App-Konzept zu erstellen
- Kreative Ideen erlebbar machen

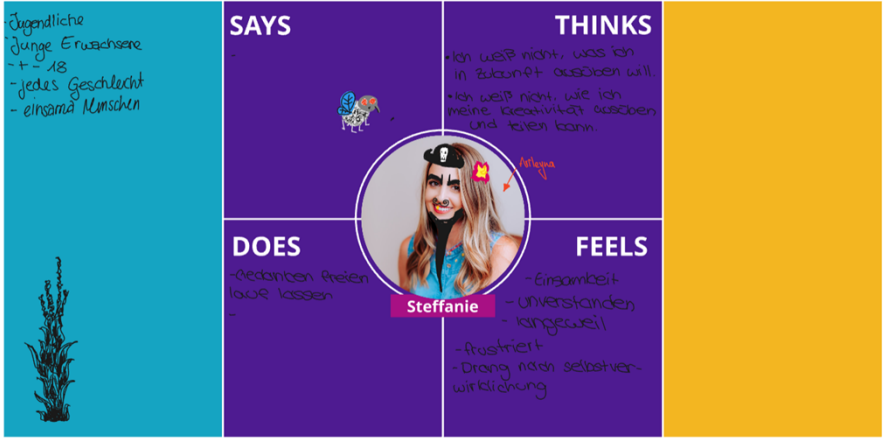
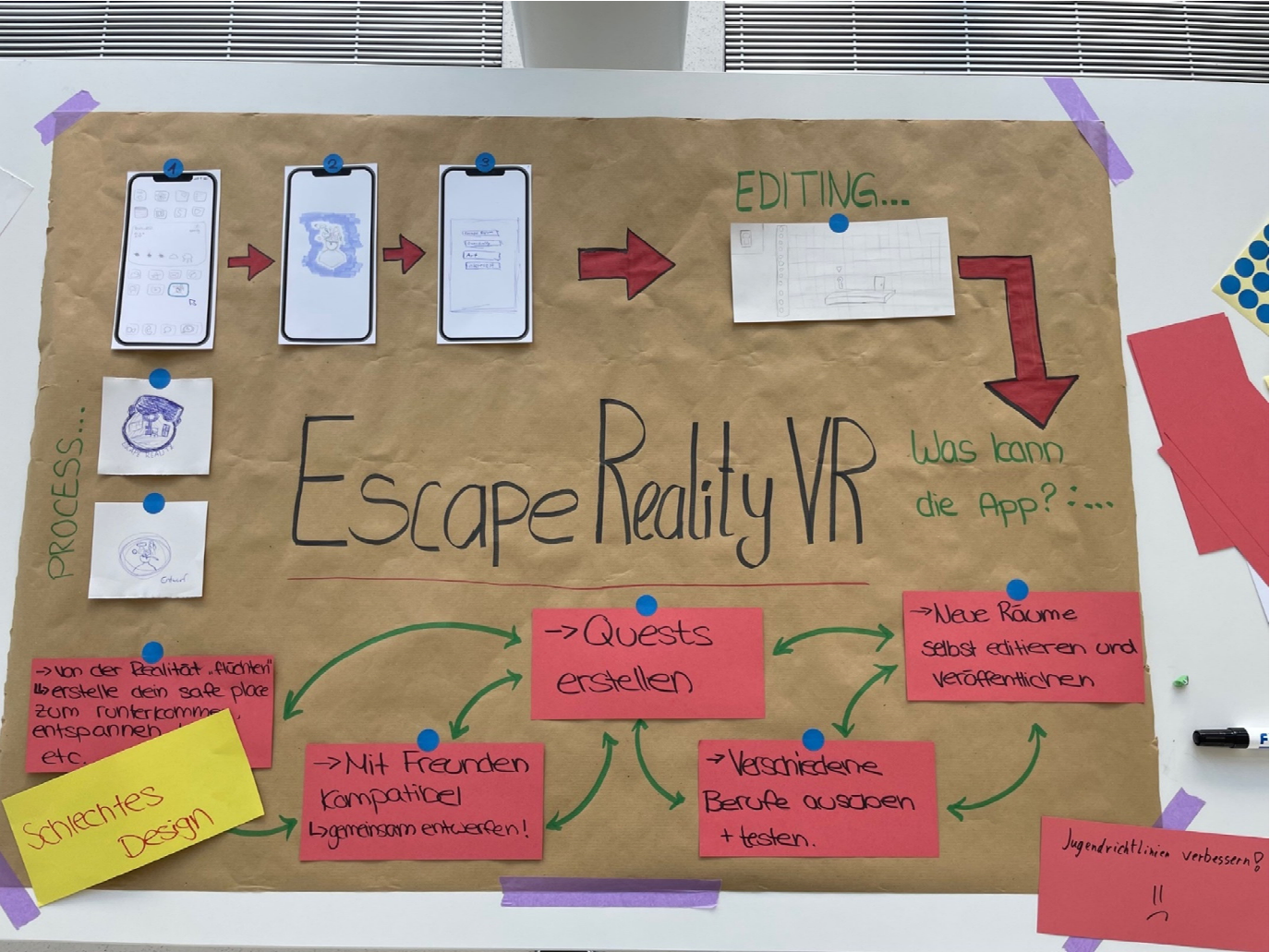


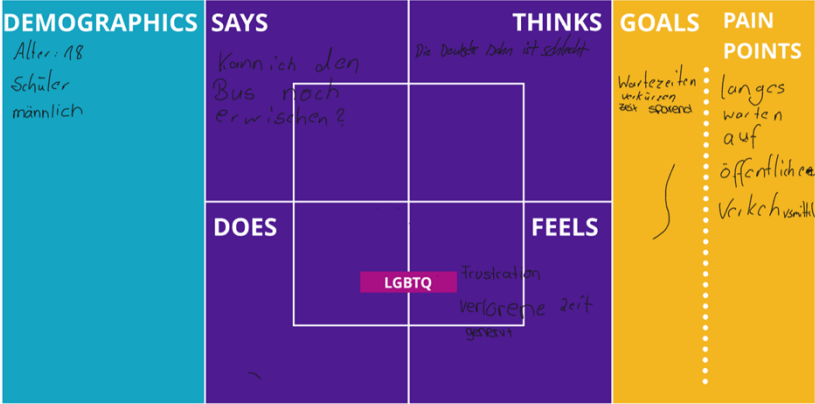
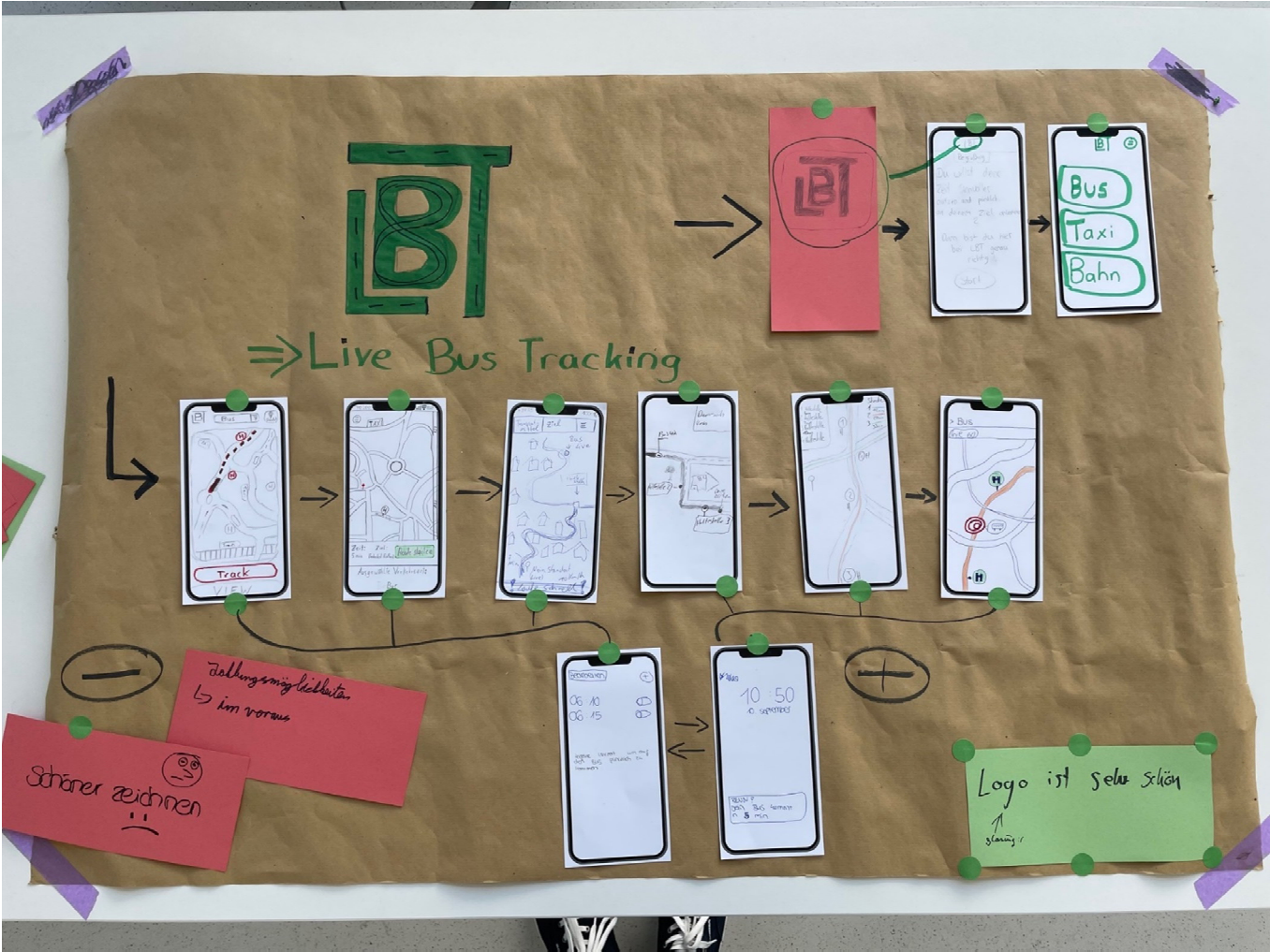


DEMOGRAPHICS	SAYS	THINKS	GOALS	PAIN POINTS
- 20 Jahre - Studentin - lebt in einer WG - schaut gerne Filme	- immer mit Freunden am diskutieren - kann sich nicht entscheiden	- schnelle Auswahl für Filme - kein Streit mehr	- schnell - einfach - große Auswahl	- Streit - diskusion - langeweile
	DOES - Zeitverschwendung mit Film aussuchen	FEELS - langeweile - Will Filme schauen		





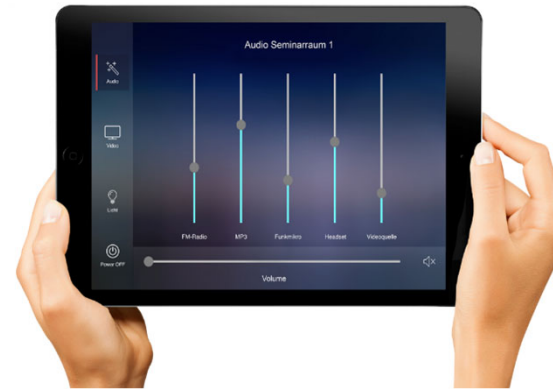




Ergebnisse aus dem Creative Coding Workshop

Workshop 2: Creative Coding

- Durchführung: Prof. Huber
- PC Räume
- Ziel: Gestaltung von multimedialen Erlebnissen mit wenig und leicht erlernbarem Code
- maximalen Nutzen mit minimalem Aufwand erreichen



p5.js



Workshop 2: Creative Coding

Alle Projekte können unter diesem Link auch selbst ausprobiert werden:

<https://edupad.ch/p/HJ3yNuKfsb>

p5*

File Edit Sketch Help

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Auto-refresh Maroon fact by FracTileZ

sketch.js

```
1 let sunRadius = 50;
2 let planets = [];
3 let numPlanets = 8;
4 let planetRadius = [5, 10, 12, 8, 15, 18, 25, 20];
5 let planetDist = [100, 150, 200, 250, 300, 350, 400, 450];
6
7
8
9 function setup() {
10   createCanvas(800, 600, WEBGL);
11
12   // Erstelle Planeten
13   for (let i = 0; i < numPlanets; i++) {
14     let planet = new Planet(planetDist[i], planetRadius[i], random(TWO_PI));
15     // Distanz, Radius, Startwinkel, Textur
16     planets.push(planet);
17   }
18 }
19 function draw() {
20   background(0);
```

Console Clear

Preview

p5*

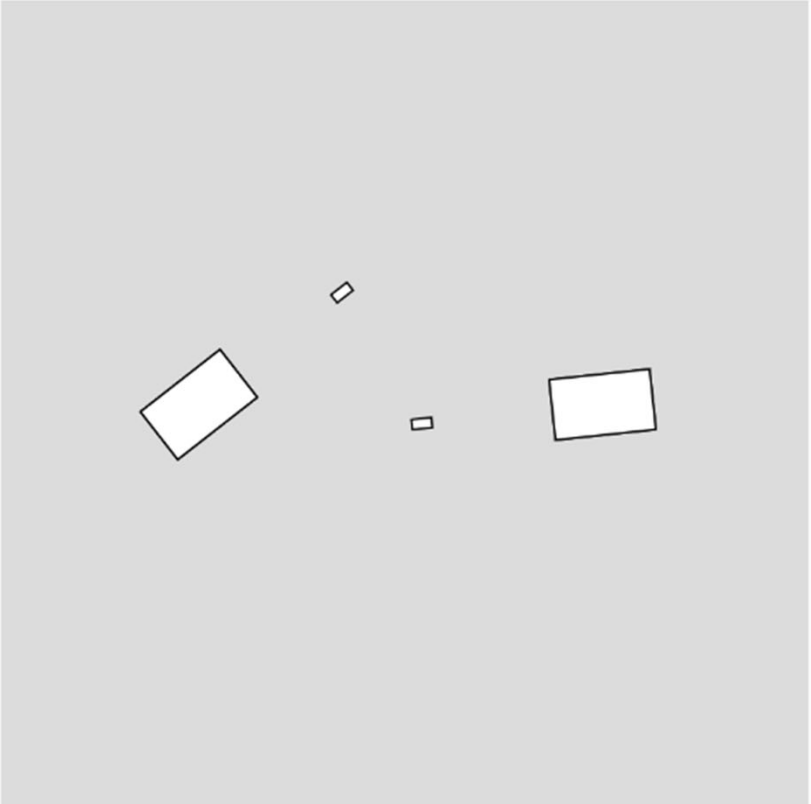
File Edit Sketch Help

  ☐ Auto-refresh Wry ship by Nelson567

> sketch.js

```
1 let tank1, tank2;
2
3 function setup() {
4   createCanvas(400, 400);
5   tank1 = new Tank(100, 200, 50, 30, UP_ARROW, DOWN_ARROW, LEFT_ARROW,
6     RIGHT_ARROW);
7   tank2 = new Tank(300, 200, 50, 30, 87, 83, 65, 68); // W, S, A, D
8 }
9 function draw() {
10  background(220);
11
12  tank1.update();
13  tank1.display();
14  tank1.updateBullets();
15  tank1.displayBullets();
16
17  tank2.update();
18  tank2.display();
19  tank2.updateBullets();
20  tank2.displayBullets();
```

Preview



p5*

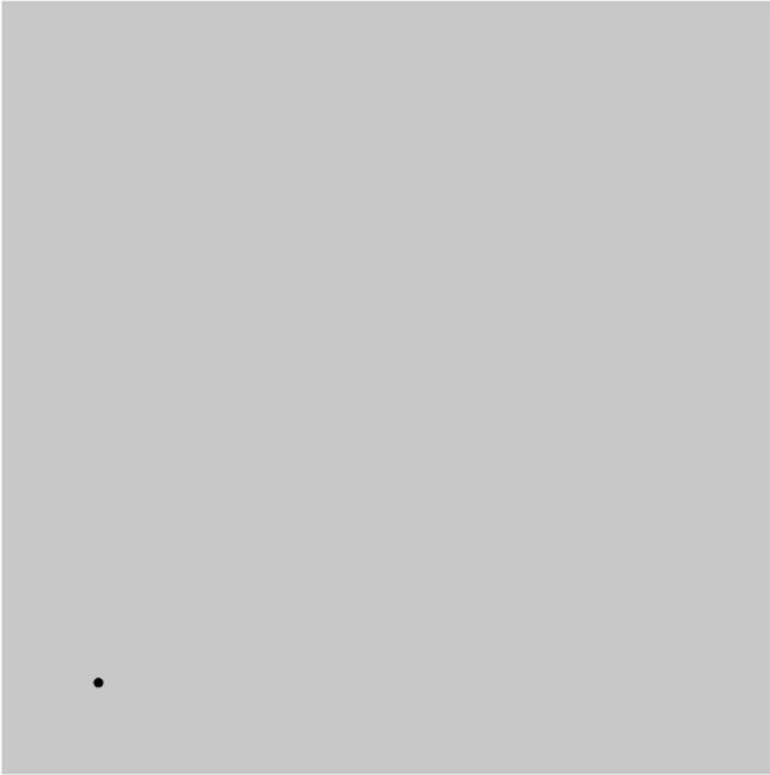
File Edit Sketch Help

▶ ■ ☒ Auto-refresh Carpal nautilus by Torbenius

> sketch.js

```
1 let pos;
2 let vel;
3
4 let height = 400;
5 let floorHeight = 50;
6
7 function setup() {
8   createCanvas(400, height);
9
10  pos = createVector(50, 100);
11  vel = createVector(0, 1);
12  grav = createVector(0, 1);
13
14 }
15
16 function draw() {
17   background(200);
18   pos.add(vel);
19
20   if (pos.y > height-floorHeight) {
21     vel = createVector(0, 0);
```

Preview



p5* File Edit Sketch Help English Log in or Sign up

Auto-refresh Tungsten earthworm by schnik

index.html Preview

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4   <meta charset="UTF-8">
5   <title>Cats Drop in p5.js</title>
6   <script src="https://cdnjs.cloudflare.com/ajax/libs/p5.js/1.4.0/p5.js"></script>
7   <style>
8     body {
9       display: flex;
10      flex-direction: column;
11      align-items: center;
12      background-color: #f0f0f0;
13      font-family: Arial, sans-serif;
14    }
15    canvas {
16      border: 1px solid #ccc;
17      box-shadow: 0 0 10px rgba(0, 0, 0, 0.1);
18      background-color: rgb(111,62,62);
19    }
20    #controls {
```

Start Score: 2 Time: 23



Console Clear

p5* File Edit Sketch Help English Log in or Sign up

Auto-refresh Magnificent switch by Laurin123468784

sketch.js

```
1
2 let points= [];
3 function setup() {
4   createCanvas(900, 700);
5   background(240);
6   wait = 101;
7
8 }
9
10 function draw() {
11   if(wait > 100) {
12     wait = 0;
13     let rot = random(200);
14     let gruen = random(200);
15     let blau = random(200);
16
17     fill(rot, gruen, blau);
18
19     let x = random(width);
20     let y = random(height);
21     append(points, new Ball(x,y));
```

Preview



Console Clear

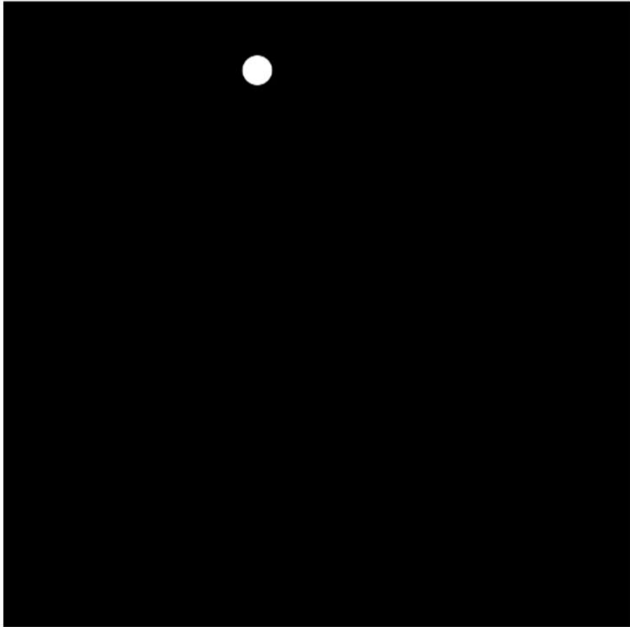
p5* File Edit Sketch Help English Log in or Sign up

Auto-refresh Glacier growth by Lord_Katze

sketch.js

```
1 function setup() {
2   createCanvas(400, 400);
3   x=10;
4   y=10;
5   let i=0;
6
7   direction='right';
8 }
9 let i=0;
10 function draw() {
11   background(0);
12   circle(x, y, 20);
13
14   input();
15
16   if (x >= 390 || x < 10 || y >= 390 || y < 10 ){
17     if(x >= 390){
18       x=x-4;
19     }
20     if(x < 10){
21       x=x+4;
```

Preview



Console Clear

p5* File Edit Sketch Help English Log in or Sign up

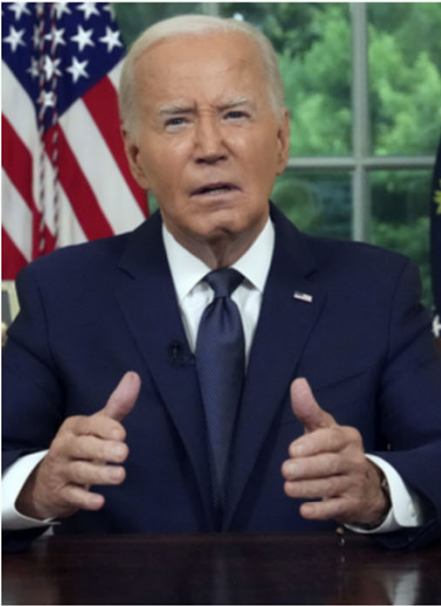
Auto-refresh Dusty accordion by Jonas5858

sketch.js Preview

```
1 let joe;
2 let yes;
3 let no;
4 let back;
5
6 function preload(){
7   joe = loadImage('/Images/JoeBiden.PNG');
8
9   freedom = loadImage('/Images/freedom.jpg');
10 }
11
12 function setup() {
13   createCanvas(800, 800);
14   imageMode(CENTER);
15   image(joe, 400, 400);
16
17   textSize(50);
18   text("DO YOU HAVE OIL?", 180, 200);
19
20
21   yes = createButton('YES');
```

Console Clear

DO YOU HAVE OIL?



NO YES

p5* File Edit Sketch Help English Log in or Sign up

Auto-refresh p5 play 3 - Physics Demo Simplest copy by thomassssss

sketch.js Preview

```
1 let ballSprite;
2 let boxSprite;
3
4 function setup() {
5   canvasw = 800;
6   canvash = 600;
7   createCanvas(canvasw, canvash);
8
9
10  world.gravity.x = random(-100, 100);
11  world.gravity.y = random(-100, 100);
12
13  border();
14  // for (let i = 0; i < 100; i++) {
15    // new Sprite(i/2, i/2, 10)
16  //}
17  c = 0;
18 }
19
20 function draw() {
21   background(220);
```

Console Clear

p5* File Edit Sketch Help

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Auto-refresh Harmonious acorn by Philipp06

sketch.js

```
1 let angle;
2
3 function setup() {
4   createCanvas(710, 400);
5   colorMode(HSB);
6   angleMode(DEGREES);
7 }
8
9 function draw() {
10  background(0);
11
12  // Calculate the angle based on the mouse position, maximum 90 degrees
13  angle = (mouseX / width) * 90;
14  angle = min(angle, 90);
15
16  // Start the tree from the bottom of the screen
17  translate(width / 2, height);
18
19  // Draw a line 120 pixels
20  stroke(0, 255, 255);
21  line(0, 0, 0, -120);
```

Console Clear

Preview

p5*

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Play sketch

Auto-refresh Honored celery copy by Arya12

sketch.js

```
1 function setup() {
2   createCanvas(400, 400);
3   y1 = 100;
4   y2 = 100;
5   y3 = 100;
6 }
7
8 function draw() {
9   background(220);
10  ellipse(100, y1, 60);
11  ellipse(200, y2, 60);
12  ellipse(300, y3, 60);
13  y1 = y1 + 3;
14  y2 = y2 + 6;
15  y3 = y3 + 3;
16
17 }
```

Console Clear

Preview

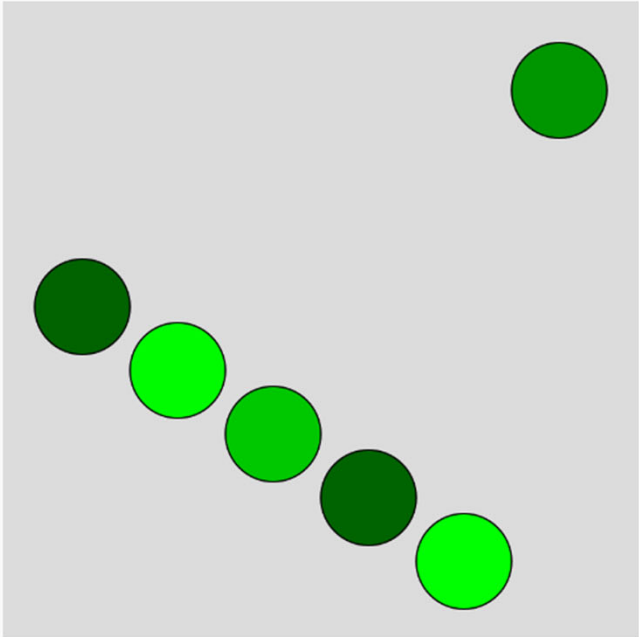
p5* File Edit Sketch Help English Log in or Sign up

Auto-refresh Golden store by lonatan01

sketch.js

```
1 function setup() {  
2   createCanvas(400, 400);  
3   y1 = 40;  
4   y2 = 80;  
5   y3 = 120;  
6   y4 = 160;  
7   y5 = 200;  
8   y6 = 240;  
9 }  
10 function draw() {  
11   background(220);  
12   ellipse(50, y1, 60);  
13   fill(0, 250, 0);  
14   ellipse(110, y2, 60);  
15   fill(0, 200, 0);  
16   ellipse(170, y3, 60);  
17   fill(0, 100, 0);  
18   ellipse(230, y4, 60);  
19   fill(0, 300, 0);  
20   ellipse(290, y5, 60);  
21   fill(0, 150, 0);
```

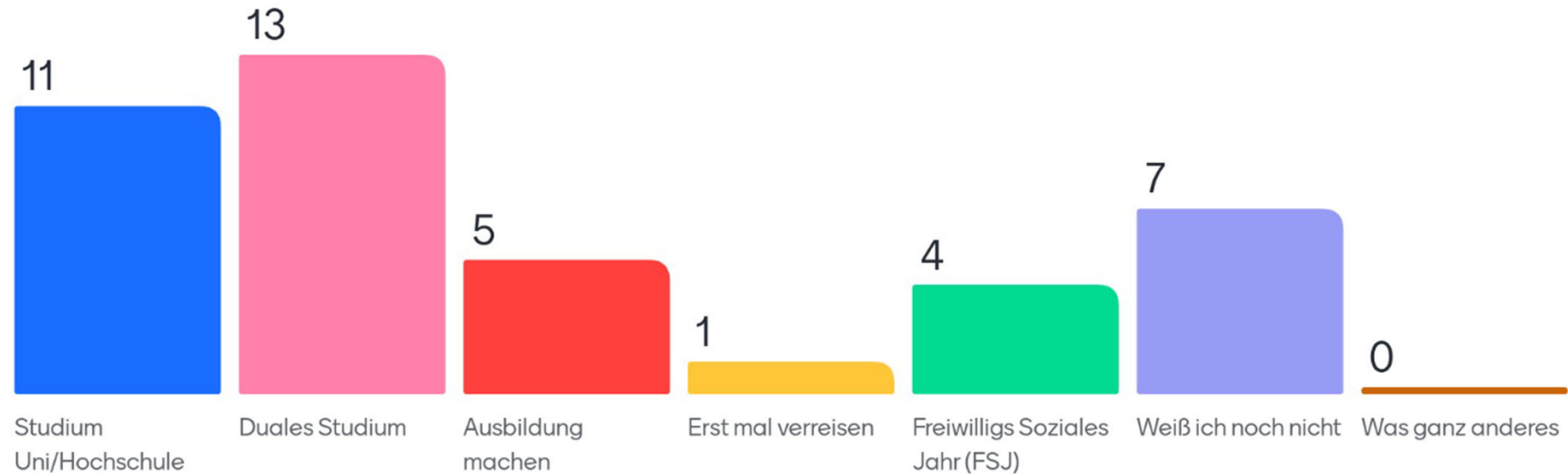
Preview



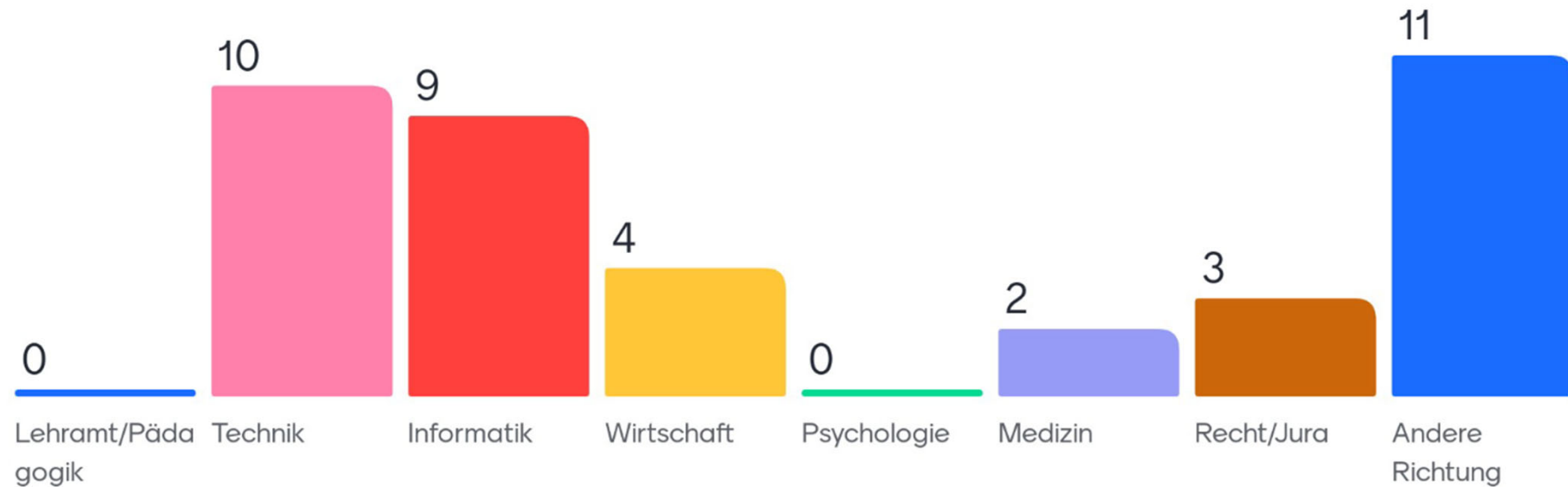
Console Clear

Ergebnisse Umfrage Infoveranstaltung

Wie soll es direkt nach dem Abi weitergehen?



In welche Richtung soll das Studium gehen?



Was verbindet Ihr mit einem Studium?

76 responses

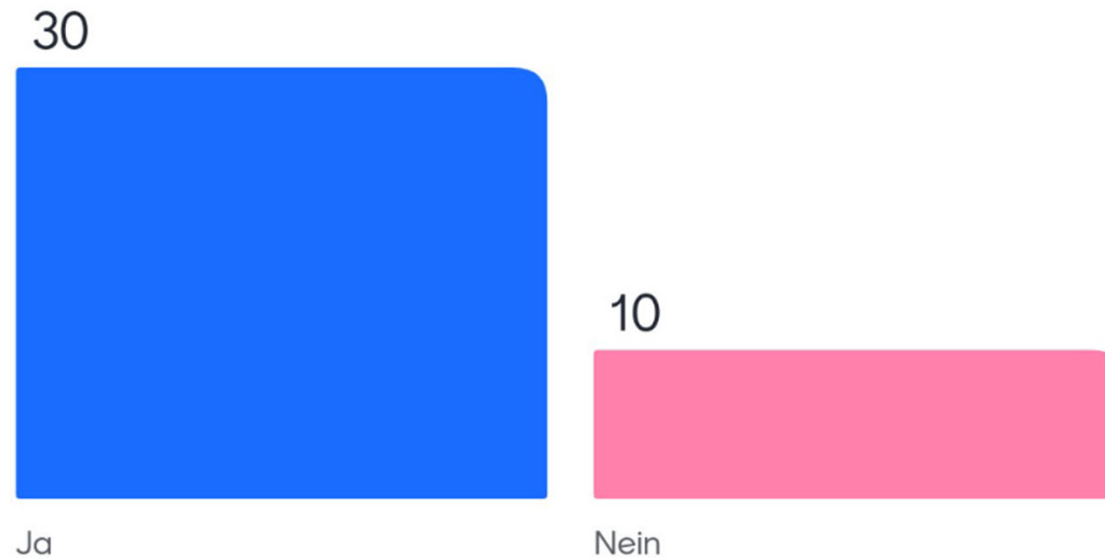


Welche Kriterien sind Euch wichtig bei der Wahl eines Studienstandorts ?

80 responses



Wusstet Ihr, dass man in Tuttlingen studieren kann?



Wo/Wie informiert Ihr Euch über Studiengänge?

