

Bibliography

- Dornan, A. (2001). The wireless world. In *The essential guide to wireless communications applications: From cellular systems to WAP and M-Commerce* (pp. 1-12). Upper Saddle River, NJ: Prentice Hall.
- Dornan, A. (2001). Radio spectrum. In *The essential guide to wireless communications applications: From cellular systems to WAP and M-Commerce* (pp. 13-41). Upper Saddle River, NJ: Prentice Hall.
- Dornan, A. (2001). Cellular networks. In *The essential guide to wireless communications applications: From cellular systems to WAP and M-Commerce* (pp. 43-63). Upper Saddle River, NJ: Prentice Hall.
- Dornan, A. (2001). PCS standards. In *The essential guide to wireless communications applications: From cellular systems to WAP and M-Commerce* (pp. 65-110). Upper Saddle River, NJ: Prentice Hall.
- Dornan, A. (2001). Mobile data services. In *The essential guide to wireless communications applications: From cellular systems to WAP and M-Commerce* (pp. 128-149). Upper Saddle River, NJ: Prentice Hall.
- Dornan, A. (2001). M-Commerce. In *The essential guide to wireless communications applications: From cellular systems to WAP and M-Commerce* (pp. 168-173). Upper Saddle River, NJ: Prentice Hall.
- Dornan, A. (2001). Inside a mobile network: data Infrastructure. In *The essential guide to wireless communications applications: From cellular systems to WAP and M-Commerce* (pp. 183-196). Upper Saddle River, NJ: Prentice

Hall.

Dornan, A. (2001). Short range wireless networks,. In *The essential guide to wireless communications applications: From cellular systems to WAP and M-Commerce* (pp. 201-223). Upper Saddle River, NJ: Prentice Hall.

Dornan, A. (2001). Phones or computers. In *The essential guide to wireless communications applications: From cellular systems to WAP and M-Commerce* (pp. 226-243). Upper Saddle River, NJ: Prentice Hall.

Dornan, A. (2001). Fixed wireless technology. In *The essential guide to wireless communications applications: From cellular systems to WAP and M-Commerce* (pp. 251-259, 267-270). Upper Saddle River, NJ: Prentice Hall.

Dornan, A. (2001). Internet in space. In *The essential guide to wireless communications applications: From cellular systems to WAP and M-Commerce* (pp. 271-290). Upper Saddle River, NJ: Prentice Hall.

Dornan, A. (2001). *The essential guide to wireless communications applications: From cellular systems to WAP and M-Commerce*. Upper Saddle River, NJ: Prentice Hall.

Hayes, S., McCloughlin, J., & FairClough, D. (2012). The designers role within product development and manufacture. In *Cooklin's garment technology for fashion designers* (pp. 3-7). West Sussex, UK: Wiley

Hayes, S., McCloughlin, J., & FairClough, D. (2012). The designer and garment cost: the commercial designer. In *Cooklin's garment technology for fashion designers* (pp.7-15). West Sussex, UK: Wiley

- Hayes, S., McCloughlin, J., & FairClough, D. (2012). Communication. In *Cooklin's garment technology for fashion designers* (p. 173). West Sussex, UK: Wiley
- Hayes, S., McCloughlin, J., & FairClough, D. (2012). Management: Leadership and organisation. In *Cooklin's garment technology for fashion designers* (p.193). West Sussex, UK: Wiley
- Hayes, S., McCloughlin, J., & FairClough, D. (2012). *Cooklin's garment technology for fashion designers* (2nd ed.). West Sussex, UK: Wiley
- Fifield, G., & Ketner II, J. D. (2008). *Act/React: Interactive installation art.* (1st ed.). Boston, MA: ASPECT.
- Jones, A. (2006). The body is not obsolete (robotics). In *Self/ Image; Technology, representation and the contemporary subject* (pp. 168 -202). Abingdon, NY: Routledge.
- Caronia, L., & Caron, A. H. (2011). The panoscope 360: An ethnography of the appropriation of an interactive and immersive technology in a science center. In *Creativity and Technology; social media, mobiles and museums* (pp. 162-204). Edinburgh, United Kingdom: MuseumEtc Ltd.
- Kahr-Hojland, A. (2011). EGO-TRAP: The design and implementation of a digital narrative. In *Creativity and Technology; social media, mobiles and museums* (pp. 226-264). Edinburgh, United Kingdom: MuseumEtc Ltd.
- Alaoui, S. F., Caramiaux, B., & Serrano, M. (2011). *From dance to touch: Movement qualities for interaction design.* Vancouver, BC, Canada.

Chauffournier, B. (1994). Data processing. In *Practical aspects of industrial automation technology* (pp. 98-116). Cergy-Pontoise (Seine-Saint-Denis: Groupe Schneider.

Clay, A., Couture, N., Nigay, L., De La Rivi'ere, J. B., Martin, J. C., & Et al. (2012). *Interactions and systems for augmenting a live dance performance*. Atlanta, GA: IEEE Computer Society.

Watson, A. (2013). *NASA internship final report; Wearable technology*. TX: Drury University. Retrieved from <https://ntrs.nasa.gov/archive/nasa/casi.ntrs.nasa.gov/20140000961.pdf>

Christopher, K., He, J. Y., Kapur, R. S., & Kapur, A. (2013). *Kontrol: Hand gesture recognition for music and dance interaction*. Valencia, CA: California Institute of the Arts.

Maxuino info: Getting started [PDF]. (n.d.). Retrieved from <http://www.maxuino.org/getting-started>

Mundhada, R. S. (2015). Wireless data acquisition and transmission: System design using arduino for military jawan alive detection networks. *International Journal of Engineering Science and Advanced Technology*, 5(4), 1-5. Retrieved from http://ijesat.org/Volumes/2015_Vol_05_Iss_04/IJESAT_2015_05_04_04.pdf

Murphy, J. (n.d.). *Getting started with chuck: An introduction to writing programs with the Chuck programming language* [PDF].

- Halvorsen, H. P. (n.d.). *XBee: Wireless communication* [PDF]. Retrieved from <http://home.hit.no/~hansha/documents/lab/Lab%20Equipment/XBee/XBee.pdf>
- Kapur, A., Cook, P., Salazar, S., & Wang, G. (2014). Introduction: ChucK programming for artists. In Meap (10th ed.), *Programming for Musicians and digital artists: Creating music with ChucK* (pp. 1-28). Manning Publications.
- Kapur, A., Cook, P., Salazar, S., & Wang, G. (2014). Basics: Sound, waves and ChucK programming. In Meap (10th ed.), *Programming for musicians and digital artists: Creating music with ChucK* (pp. 1-28). Manning Publications.
- Murano, F. (2014). *Light works: Experimental projection mapping*. Rome, EU: Aracne Editrice S.r.l.
- Technical presentation: Creating a simple Zigbee communication network using XBee* [PDF]. (n.d.). Retrieved from <http://www.egr.msu.edu/classes/ece480/capstone/spring13/group02/documents/Technical%20Presentation.pdf>
- Buechley, L., & Eisenberg, M. (2008, April). *The lilypad arduino: Toward wearable engineering for everyone* [PDF]. Retrieved from http://highlowtech.org/publications/buechley_Pervasive_08.pdf
- XBee S2 quick reference guide* [PDF]. (2012, September). Retrieved from <http://www.tunnelsup.com>
- Green, D. C. (1999). Digital signals and systems. In *Digital electronics* (pp.1-16). Essex, England: Addison Wesley

Longman Limited.

Green, D. C. (1999). Binary and hexadecimal arithmetic. In *Digital electronics* (pp.18-39). Essex, England: Addison Wesley Longman Limited.

Green, D. C. (1999). Logic gates . In *Digital electronics* (pp. 44-79). Essex, England: Addison Wesley Longman Limited.

Green, D. C. (1999). Memories. In *Digital electronics* (pp. 267-289). Essex, England: Addison Wesley Longman Limited.

Green, D. C. (1999). Programmable logic devices. In *Digital electronics* (pp. 292-308). Essex, England: Addison Wesley Longman Limited.

Green, D. C. (1999). Analogue-to-digital and digital-to-analogue converters . In *Digital electronics* (pp. 328-343). Essex, England: Addison Wesley Longman Limited.

Green, D. C. (1999). *Digital electronics* (5th ed.). Essex, England: Addison Wesley Longman Limited.

Kernighan, B. W., & Ritchie, D. M. (1988). A tutorial introduction. In *The c programming language* (pp. 5-31). New Jersey: Prentice Hall.

Kernighan, B. W., & Ritchie, D. M. (1988). Types, operators and expressions. In *The c programming language* (pp. 35-52). New Jersey: Prentice Hall.

Kernighan, B. W., & Ritchie, D. M. (1988). Control flow. In *The c*

programming language (pp. 55-65). New Jersey: Prentice Hall.

Kernighan, B. W., & Ritchie, D. M. (1988). *The c programming language* (2nd ed.). New Jersey: Prentice Hall.

Monk, S. (2010). Quickstart. In *30 Arduino projects for the evil genius* (pp. 1-13). USA: McGraw Hill.

Monk, S. (2010). A tour of arduino. In *30 Arduino projects for the evil genius* (pp. 15-25). USA: McGraw Hill.

Monk, S. (2010). LED projects. In *30 Arduino projects for the evil genius* (pp. 27-40). USA: McGraw Hill.

Monk, S. (2010). Sound projects. In *30 Arduino projects for the evil genius* (pp. 107-124). USA: McGraw Hill.

Monk, S. (2010). Your projects. In *30 Arduino projects for the evil genius* (pp. 169-179). USA: McGraw Hill.

Monk, S. (2010). *30 Arduino projects for the evil genius*. USA: McGraw Hill.

Sinclair, I. (2001). Fundamentals. In *Passive components for circuit design* (pp. 1-32). Oxford, England: Newnes.

Sinclair, I. (2001). Fixed resistors. In *Passive components for circuit design* (pp. 32-63). Oxford, England: Newnes.

Sinclair, I. (2001). Variable resistors, potentiometers and diodes. In *Passive components for circuit design* (pp. 64-88). Oxford, England: Newnes.

Sinclair, I. (2001). Hardware. In *Passive components for Circuit Design* (pp. 241-265). Oxford, England: Newnes.

Sinclair, I. (2001). *Passive components for circuit design*. Oxford, England: Newnes.

Digi International Inc. (2015, December 11). Introduction to XCTU 6.3. Retrieved from https://www.youtube.com/watch?v=X_fHDvV_q98

Ndung'u, T. (2014, November 19). XCTU - getting started. Retrieved from <https://www.youtube.com/watch?v=YAwuubSJAqc>

Ndung'u, T. (2014, November 19). XBee - Broadcast and Unicast addressing modes. Retrieved from <https://www.youtube.com/watch?v=BqaZp97xTvA>

Saravanan, A. (2017, January 25). ZIGBEE XBEE-S2C -How to configure. Retrieved from <https://www.youtube.com/watch?v=cf3RLBg4t5s>

Toulson, R., & Wilmshurst, T. (2016). *Fast and effective embedded systems design: Applying the ARM mbed* (2nd ed.). Retrieved from http://www.embedded-knowhow.co.uk/Book%203_files/LN_PDFs/mbed_bk_Ed2_Ch_11.pdf

Trossenrobotics. (2016, July 15). Advanced Coordinator/Endpoint XBee Configuration. Retrieved from https://www.youtube.com/watch?v=8aXZ26N_giM

Arduino. (2017). Arduino wireless shield with XBee series 2 radios. Retrieved from <https://www.arduino.cc/en/Guide/ArduinoWirelessShieldS2>

Blum, J. (2011, February 27). Tutorial 9 for arduino: Wireless communication. Retrieved from <http://www.jeremyblum.com/2011/02/27/arduino-tutorial-9-wireless-communication/comment-page-2/>

Cannedmushrooms. (2011, October 22). Arduino and Xbee wireless setup (Video 1). Retrieved from <https://www.youtube.com/watch?v=WTnC1bHoaDM>

Dude837. (2010, December 4). Delicious Max/MSP Tutorial 2: Step Sequencer. Retrieved from <http://www.youtube.com/watch?v=hYc2a1ONTck>

Dude837. (2011, March 13). Delicious Max/MSP Tutorial 7: Pitch Shifting (Part 1-3). Retrieved from <https://www.youtube.com/watch?v=zEJ309kY-q0&t=1>

Dude837. (2011, April 26). Delicious Max/MSP Tutorial 10: Dubstep Wobble Bass! Retrieved from https://www.youtube.com/watch?v=E_qrk2hE__s

Dude837. (2011, January 27). Delicious Max/MSP Tutorial 6: Let's build a TB-303! (Part 1-5). Retrieved from <https://www.youtube.com/watch?v=UQh0-niMnt4>

Electrical Engineering. (2013, April). How do I interface an XBee wireless module with the Uno? Retrieved from <https://electronics.stackexchange.com/questions/67168/how-do-i-interface-an-xbee-wireless-module-with-the-uno>

Instructables, & Ehsmaes. (2017). Arduino wireless serial communication: 6 Steps. Retrieved from <http://www.instructables.com/id/Arduino-Wireless-Serial-Communication/>

Instructables, & Thebadfrank. (2017). Configuring Xbees: 5 Steps. Retrieved from <http://www.instructables.com/id/Changing-Xbee-Baud-Rates/>

Sparkfun. (2003). XBee buying guide. Retrieved from https://www.sparkfun.com/pages/xbee_guide

Sparkfun, & Jimbo. (2017). XBee shield hookup guide. Retrieved from <https://learn.sparkfun.com/tutorials/xbee-shield-hookup-guide>

Sparkfun, & Jimbo. (2017). Serial communication. Retrieved from <https://learn.sparkfun.com/tutorials/serial-communication>

Sparkfun, & Toni_K. (2017). Accelerometer basics. Retrieved from <https://learn.sparkfun.com/tutorials/accelerometer-basics>

Tunnelsup. (2013, January 1). XBee basics - Lesson 1-5. Retrieved from <https://www.youtube.com/watch?v=odekkumB3WQ>

Klaus Obermaier. (2017). Retrieved from <http://www.exile.at/ko/>

Leone, A. (2014). Motion editing, Live visuals. Retrieved from <http://www.alessandraleone.com/>

Lindsay, E. (2011, November 12). LilyPad arduino wireless dance costume performance. Retrieved from <https://www.youtube.com/watch?v=msqol0w9NVs>

M:A:D Interaction! – Exploring the intersection between art, science and design [Web log post]. (2017). Retrieved from <http://madinteraction.com/>

StratoFyzika - IIaikiaII. (2017). Retrieved October 10, 2017, from
<http://cargocollective.com/IIaikiaII/StratoFyzika>

Ted Talks. (2011, March). Kate Hartman: The art of wearable communication. Retrieved from https://www.ted.com/talks/kate_hartman_the_art_of_wearable_communication

Vimeo. (2016). StratoFyzika - THÆTA. Retrieved from <https://vimeo.com/195961322>

Erickson, C. (2012, November 12). The touching history of touchscreen tech. Retrieved from http://mashable.com/2012/11/09/touchscreen-history/#zN0_pmMclsq3

MaxMSP 6.1.10. (2017, September). Max Tutorials: Basics 1-22. Cycling '74.com

MaxMSP 6.1.10. (2017, September). Max Tutorials: MIDI 1-5. Cycling '74.com

MaxMSP 6.1.10. (2017, October). MSP Topics: 1-4. Cycling '74.com

MaxMSP 6.1.10. (2017, October). MSP Tutorials: 1-12. Cycling '74.com