

# Introduction

This chapter is designed for complete beginners who are new to working with physical computing and Arduino. If you haven't had a chance to attend the physical workshop at the Creative Technology Lab, don't worry—this guide will walk you through the basics.

If you visit the Creative Technology Lab (Room WG14), you can borrow a workshop kit to use in the lab and follow along with the instructions below.

In this workshop, you will learn:

- **Understanding Arduino hardware**
- **Understanding Arduino software**
- **Using built-in example code and Reading the hookup diagram**
- **Installing libraries**
- **Using Neopixel**
- **Using Ultrasonic distance sensor**
- **Combining codes & circuits**

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