Text for website

Projects (by order of viewing)

<div class="projects-item">

<a href="../projects/drawgramming.html">

<img src="../projects/thumbs/prrrrrt.jpg" alt="" width=100%>

<h4>PRRRRRT!</h4>

</a>

<h5>DIWO synth collective (2019)

</h5>

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PRRRRRT

[PRRRRRT](http://prrrrrt.glitch.me/) is a collaboration with sound artist Kathy Hinde and synth maker Jasmine Butt. We design low cost micro-synthesizers (noise makers), that can be built by beginners, and we offer a simple hacking workshop where participants can assemble them. Our aim is to make DIY electronic music more accessible and to have fun making.

Our baby board, the “Nom Nom Nand Nor”, is a 4xNAND gate synth using a 4093 chip. By adding sensors, and combining with e-textiles, this simple synth is designed to become a light responsive or tactile musical instrument housed inside a soft toy, customised to each person’s creative choices. We ran the first NNNN workshop at [BEEF winter school](http://www.beefbristol.org/portfolio/synth-making-e-textiles-with-prrrrrt-sunday-8th-december/).

Please [get in touch](https://www.beccarose.co.uk/contact/) if you are interested in hosting one of our workshops.

Collaborators: [Kathy Hinde](http://kathyhinde.co.uk/), [Jasmine Butt](https://cargocollective.com/jasminebutt)

<div class="projects-item">

<a href="../projects/sparse-sensors.html">

<img src="../projects/sparse-sensors/sytem\_orginal.JPG" alt="" width=100%>

<h4>Sparse Sensors</h4>

</a>

<h5>Sensors made out of rubbish (2019)

</h5>

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Sparse sensors responds to the availbilty of materal and resorces in making sensors with rubbish or scraps, or things on hand. The matter of sensors is entwined with how systems shape the way we see the world. Much of the data that these sensors prdoduce feeds into perceptions of the environmet - such as levels of particualte matter in the air, or water depth. The machines that produce these data are material instruments, collecting infomration in matterial ways.

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Make a speaker by coiling adhesive copper or sewing copper thread into soft materials. You can hear the vibration of materials like plastics when they move from the force between a magnetic field, and an oscillating electromagnetic field made by the coiled copper.

<!-- <div class="projects-item">

<a href="../projects/you-make-the-rules.html">

<img src="../projects/thumbs/programmingpotatos.jpg" alt="" width=100%>

<h4>You make the rules</h4>

</a>

<h5>Processing community day event (2019)

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*You Make the Rules* was a one day event in Bristol, part of [Processing Community Day 2019](https://day.processing.org/pcd-ww.html), with workshops, discussions, and performance celebrating software art. I worked as a producer, with a team of artists and technologists from Bristol to put on a programme of workshops and talks and an evening “Algorave” performance. I also lead a “Programming with Potatoes” workshop for families.

Collaborating team: [Martha King](https://www.marthakingproducer.com/), [Rod Dickinson](http://www.roddickinson.net/pages/index.php), [Coral Manton](https://www.coralmanton.com/), [Pete Bennett](http://www.peteinfo.com/), Ellie Foreman, [James Wood](https://jctwood.wordpress.com/), [Claire Morely](http://www.shimmerwitch.space/), Luke Sweeney, Dave Webb, Steve Battle.

Supported by: UWE, KWMC, Cube Cinema, Framework

<div class="projects-item">

<a href="../projects/drawgramming.html">

<img src="../projects/thumbs/drawgram.jpeg" alt="" width=100%>

<h4>Drawgramming</h4>

</a>

<h5>Ink and code (2018)

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I made a sketch in my notebook every on most days in October with a Pental brush pen, and then I programmed a digital sketch with the drawings using Paolo Pedercini’s p5.play library. The whole process was intentionally quick, and (including the gif creation) it usually took about an hour and a half. I wanted to explore the limitation of time (an hour of making / coding) and space (using one page of a sketchbook / using a specific library in P5) and see what emerged from this. Because of these limitations I made very different things then I had in mind at the start of each session.

You can see the whole collection on the Inktober micro site

Update: these were part of Pixel X Paper exhibition @ Babycastle

<div class="projects-item">

<a href="../projects/commons-sense.html">

<img src="../projects/thumbs/sensors.JPG" alt="" width=100%>

<h4>Commons Sense</h4>

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<h5>Citizen sensing exhibition (2018)

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Commons Sense was a citizen sensing exhibition at Knowle West Media Centre, which explored the contexts and tools for citizen led sensing. I worked in collaboration with Pete Bennett and KWMC to design the interactive space, and the exhibition ran from May until November 2018.

The show explored citizen sensing through documentiong sensors, community activisim, and data. We asked questions around how data is collected, and how data could be used as a commons.

We invited people to explore ideas of data commons through a range of interactive exhibits, artworks, and activities. People were invited take part through role-play. They found out, visualised, and collected data based on a randomly assigned roles – giving them the opportunity to explore different perspectives. We also added multiple-modes of interaction, making the data feel tangible.

<div class="projects-item">

<a href="../projects/embelashed.html">

<img src="../projects/thumbs/bela1.JPG" alt="" width=100%>

<h4>Embelashed</h4>

</a>

<h5>Tactile sensors for electronic music (2018)

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<div class="projects-item">

<a href="../projects/flatgamejam.html">

<img src="../projects/thumbs/flatgame.jpg" alt="" width=100%>

<h4>#Flatgamejam</h4>

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<h5>Collaborative videogame landscapes (2017)

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<div class="projects-item">

<a href="../projects/bristol-approach.html">

<img src="../projects/thumbs/briz-apprpach.jpg" alt="" width=100%>

<h4>Bristol Approach</h4>

</a>

<h5>Forums for air quality sensing (2017)

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<div class="projects-item">

<a href="../projects/drawgramming.html">

<img src="../projects/thumbs/granny.gif" alt="" width=100%>

<h4>Knotting Works</h4>

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<h5>Materiality of knots (2016)

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<div class="projects-item">

<a href="../projects/worn-translucent.html">

<img src="../projects/worn-translucent/wtp4.jpeg" alt="" width=100%>

<h4>Worn Translucent in Places</h4>

</a>

<h5>Darning and mending sensors (2016)

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<div class="projects-item">

<a href="../projects/bear-abouts.html">

<img src="../projects/thumbs/bearabouts.jpeg" alt="" width=100%>

<h4>Bear Abouts</h4>

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<h5>Paper sensors for digital storytelling (2016)

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<div class="projects-item">

<a href="../projects/human-breadboards.html">

<img src="../projects/thumbs/hbs.png" alt="" width=100%>

<img src="../projects/thumbs/hbb2.png" alt="" width=100%>

<h4>Human Breadboards</h4>

</a>

<h5>Prototyping wearable sensors (2016)

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<div class="projects-item">

<a href="../projects/e-textile-swatch-exchange.html">

<img src="../projects/thumbs/swatch1.jpg" alt="" width=100%>

<h4>Etextile Swatch Exchange</h4>

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<h5>Tactile knowledge sharing (2015)<br>

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<div class="projects-item">

<a href="../projects/stab-designer.html">

<img src="../projects/thumbs/v1\_5hole.gif" alt="" width=100%>

<h4>Stab binding designer</h4>

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<h5>Graph theory and book-binding (2015)<br>

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<!-- <div class="projects-item">

<a href="../projects/net-bestiary.html">

<img src="../projects/thumbs/dogezine.png" alt="" width=100%>

<h4>Net Bestiary</h4>

</a>

<h5>Animal meme zines (2015)<br>

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<div class="projects-item">

<a href="../projects/e-luminated-books.html">

<img src="../projects/thumbs/elumbooks.jpg" alt="" width=100%>

<h4>E-luminated books</h4>

</a>

<h5>Paper electronics (2014)<br>

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<!-- <div class="projects-item">

<a href="../projects/arduino-error-bingo.html">

<img src="../projects/thumbs/arduinobingo.jpg" alt="" width=100%>

<h4>Arduino Error Bingo</h4>

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<h5>Celebrating coding failures (2014)

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