



Intro to Creative Computing Workshop

A hands-on, interactive, creative, audio-reactive session accessible to students in a wide range of subject areas.

What is it?

This cross-disciplinary digital-making workshop takes a hands-on approach, diving in to creating live animations with shapes that spin, warp and pulse in response to music and sound. Working with a node-based programming environment, students build a network of operators to achieve their vision without writing a line of code.

Working in pairs, students take turns creating or actively observing in order to maximise focus and learning.



[Click to play video](#)

Who's teaching it?

Charlie Hooper-Williams is an award-winning composer, pianist and one of the software developers of the global top-10 app Shazam. His performances as [Larkhall](#) combine piano with live-generated reactive visuals, posing the question: **What if you could see music?** Having achieved 250k streams, radio play on BBC Radio 3, Scala, Times Radio as well as editorial support from Apple Music and Pandora, Larkhall's "vividly beautiful"¹ "music to soothe the soul"² is "unmissable... a must-see show"³.



Subjects: Computing, Software Engineering, Animation, Music Technology, IT, Video Games, Mathematics, Design & Technology

Participants: Up to 16 per session, usually working in pairs.

Ages: 13-18 or University

Length: 120 min (60 min instructor-led workshop, 60 min independent exploration with opportunity to ask questions)



Requirements: One computer for every pair of students. Pre-downloading, installing and registering the free software (instructions and link provided on registration). Software runs on MacOs and Windows. Demonstration screen/projector with HDMI input.

Prerequisites: Participants need basic computer skills (open/save a file, attach a document to an email) but do NOT need prior coding experience. Students who have learned some coding already will find this a change as we do not type any lines of code in the workshop.



[Student work \(click to play\)](#)

Outcomes: Finished audio-reactive scene (as shown, left) which can be exported and shared • Increased understanding of software engineering in a live context • Confidence in picking up new technical skills • Experience with digital storytelling • Fun!

Add-ons: Can pair with a 20-60 min concert demonstration showcasing Larkhall's unique pairing of piano music with live generated visuals. This can include student work, and there is no maximum audience size.

For questions or to make a booking please contact:
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¹ Hämeenkyrön Sanomat

² Ayanna Witter-Johnson, Scala Radio

³ Smugglers Spirits