

PATTERN CRAFT ●



PATTERN
CRAFT ●

[About](#)

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Coding through craft

Make your own punchcard reader and learn about binary coding through a variety of applications.

Inspired by textile and computing heritage, PatternCraft is a make-it-yourself analogue to digital punchcard reader. A tool for learning the fundamentals of computing and code and a base for developing interactive projects.



The Creators



Gemma May Latham

As a participatory artist, Gemma works with making processes and connecting them with heritage and archives. Her work explores relationships between analogue and digital and the crossovers between textile and coding. Learning code in 2012 at aged (ahem) over 30, Gemma endeavors to develop accessible methods for understanding code and computing theory.



David Whale

STEM ambassador, software developer, inventor of things and all round awesome guy David Whale has been writing computer software since he was 11.

As a direct development of a Twitter conversation along the crossovers between textiles, computing, and Minecraft, the pair developed the first ever prototype of PatternCraft together.



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