

## May 29th, 2010 - Introduction and Project Proposal

### Background



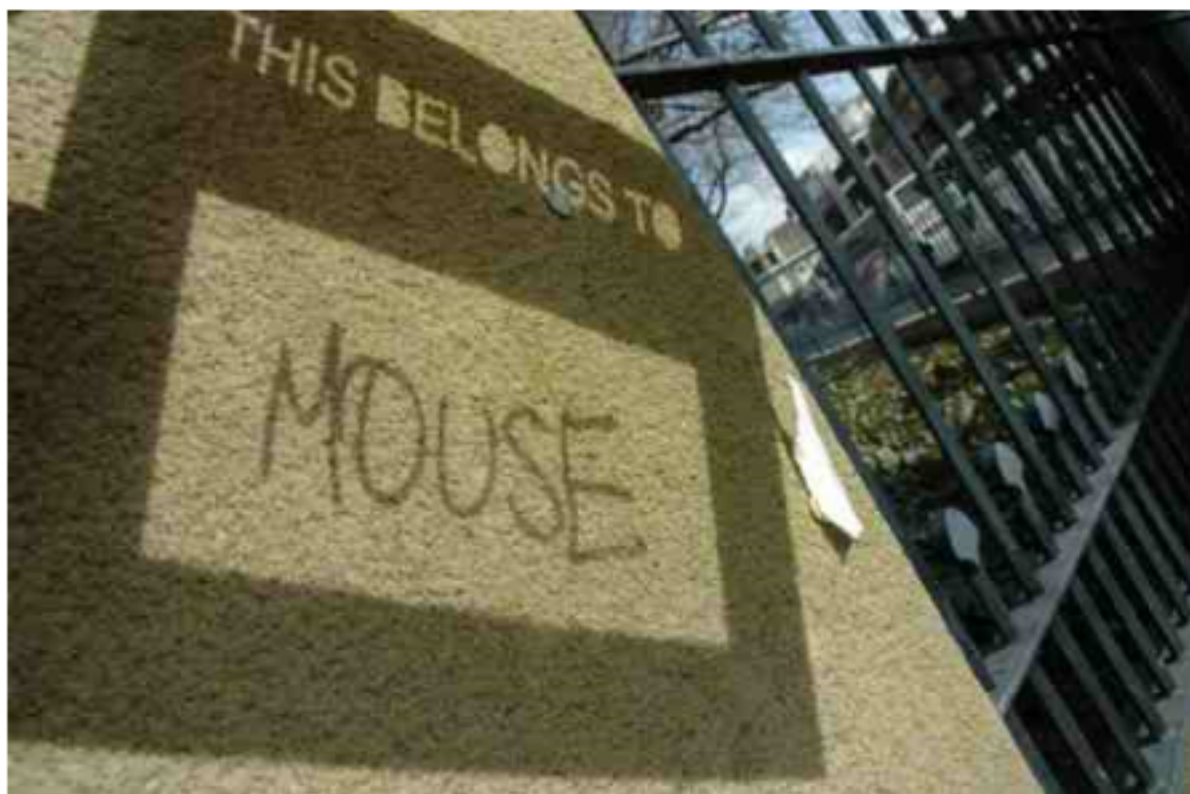
Alternative Party 2009; 2D Drawing Installation



Marking the Territory 2010; 3D Drawing Installation

Working as *Glittermouse*, I have recently developed a series of installations using multimedia to explore issues relating to the urban environment, especially those of public ownership. This has included live installations at club nights, a large scale contribution to *Alternative Party; Art and Technology Exhibition* in Helsinki in October 2009 and most recently a fully spatial solo installation titled *Marking the Territory* at The Link Gallery in Manchester during April 2010. This used multiple digital and analogue projections in creating an environmental response to issues of ownership in urban spaces and used traditional drawing techniques to interact with these projections on the surfaces of laser-etched objects. Sound also played an important role and real world samples came together with circuit bent homemade instruments by Ne7 (Andrew Lemon; *Lemon Multimedia* – featured in May Future Music Magazine) in an audio collaboration which further discussed city spaces.

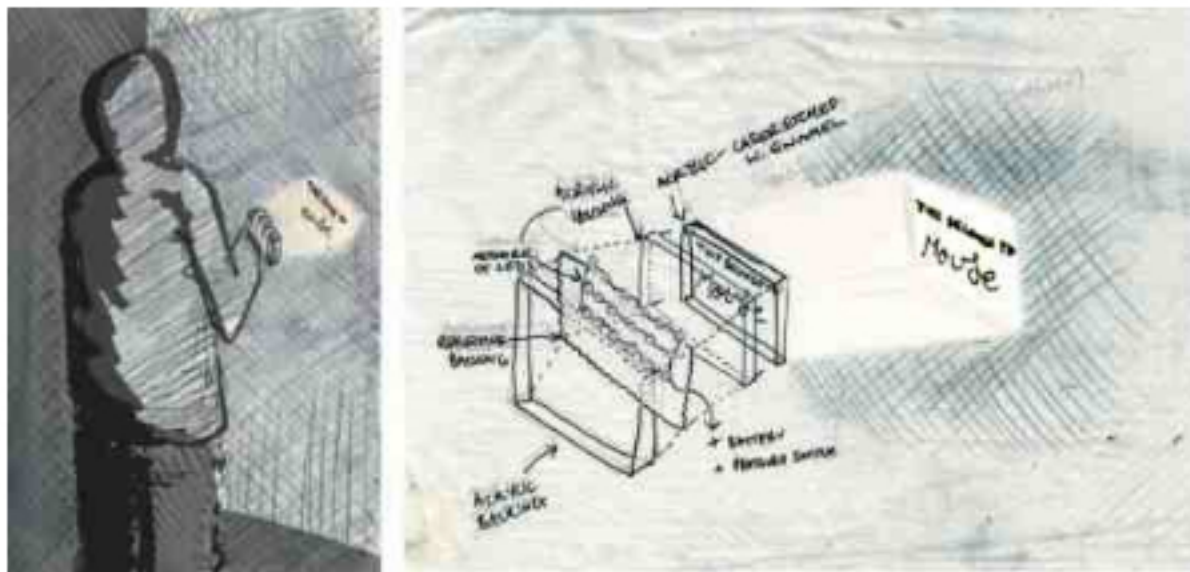
Frequently taking a live format, the moment of interaction is an important focus in this work and using a range of research strategies it has been identified that environmental interactivity is an important element that allows us to feel 'at home' in our cities. For this reason, I am now looking at ways to include audiences directly in the work and have recently launched the public participation project *This Belongs To* in which contributors use light and shadows to temporarily claim spaces.



This Belongs To; Public Participation Project

### Development

In order to develop these concepts I am now looking into including responsive technologies to produce environments or objects that move the work out of the gallery space and into the streets, allowing it to inhabit the same spaces it discusses. It is planned that these objects will allow users to interact with public spaces in a playful way while encouraging engagement with the issue of public ownership. The Project aim for the first season of the TINT Arts Lab is to research interactive technologies and produce physical test pieces to generate designs and trial objects towards a development outcome for *This Belongs To* that would be used to interact with and temporarily claim urban spaces.



Initial concept sketches for This Belongs To development

### Initial Plan/Requirements:

- Concept development phase (mind maps/sketchbook work/responses to initial feedback)
- Production of a series of laser etching trials on acrylic
- Research into interactive electronics such as movement/light/pressure sensors
- Production of test objects
- Development of design for interactive object including possible prototype

### Outcome:

Evidence of achieving the aim will be presented in the format of visual documentation of ideas generation (eg scans of mind map/sketchbook pages) and photo/video documentation of trials and test pieces followed by sketches, plans and possible prototypes for an interactive object. Ongoing written reflection/blogging will be maintained in addition to this and will focus on responding to feedback received through the lab process. I'm excited to have this opportunity of developing this work within a wider community of practitioners and look forward to responding to your thoughts!