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I am an **educator, researcher and creative producer** based in the UK. I work at the intersection of learning and technology, and I take a lead role in developing curriculum and designing learning experiences with technology.

Academic Qualifications

- 2018-2026 **PhD, Design/Education, Goldsmiths, University of London**
Research on computing and technology pedagogies, funded by AHRC. Thesis title: "Potato computer club: enlivening computing pedagogies with more-than-human feminist practice".
- 2016-17 **PG Cert in Higher Education, HEA / University of West England, Bristol**
Higher education training and qualification while working as Senior Lecturer at UWE
- 2015-16 **MA Design Education (Distinction, 80%), Goldsmiths, University of London**
Research focus on learning computing and arts pedagogies with technology. Thesis title: "Human breadboards: exploring embodied learning in computing education".
- 2004-07 **BA History of Art and Literature (2:1, 69%), University of Leeds**
Final project focus on a feminist, Butlerian reading of medieval media. Third year spent at the Universidad de Murcia, Spain on the Erasmus programme (yearlong EU funded overseas study exchange).

Work Experience

- 2025 (current) **Learning Manager, Raspberry Pi Foundation**
Designing and making Code Club projects.
- 2023-2025 **Creative Producer, Hastings Commons**
Working at "OBX" creative technology hub. My roles is to develop and deliver community based digital technology projects with young people.
- 2022-2023 **Community Co-Designer, University of Bristol**
Working on "Connecting Through Culture as we Age" a research project in the department of education exploring co-designing technology with older people. My role was to co-design and deliver workshops for older people to learn to use digital tools.
- 2021 **Artist-Teacher, Woolly Traces, Creativity Works, Bath**
Curriculum design and teaching 3-day physical computing course for neurodiverse artists, and artists living with disabilities.
- 2015-20 **Design Coach, NuVu High School, Boston MA**
Curriculum design and workshop delivery for young people at innovative design and technology high schools in Boston, Mumbai, and Glasgow including:
- *AR Games*
Augmented reality games using Unity3d
 - *Bio Fashion Technology*
Fashion that mimics natural mechanics with e-textiles and physical computing
 - *Interactive Design*
Place-based interactive design intervention in the city with data and physical computing
 - *Wearable Accessories*
Interactive wearable mechanics with e-textiles and physical computing
 - *Devices for Disruption*
Interactive objects for protest and activism
- 2018 **Artist-Maker, Girls that Geek, MAC, Birmingham**

- Curriculum design, exhibition, and teaching e-textiles workshops for girls and young women interested in technology and engineering.
- 2018 **Making Teacher, Maker Summit, Zurich**
Design and teaching on 2-day professional training conference for teachers on design and creative computing curriculum.
- 2017-20 **Community Designer, Knowle West Media Centre, Bristol**
Design and teaching creative computing and technology projects in community arts centre, based including:
- *Making it!*
Coding and electronics workshop for women in South Bristol exploring making wearables with Arduino and laser cut designs
 - *Bristol Approach to Citizen Sensing*
Data literacy for taxi drivers and children in East Bristol
 - *Jump Studio*
Series of P5.js and AR filter app building workshops for young people in south Bristol
 - *Commons Sense*
E-textiles workshops for artists working in textiles, developing sensors from scratch and introduction into data
- 2016 **Artist-Maker, Make Shift Do: Crafting Frequencies, Derby Silk Mill Museum**
Curriculum design and teaching electronic textile woven radio antenna workshop for artists and designers.
- 2015 **Online Community Manager, Maker Ed, Online**
Working with teachers to train / upskill with adding “making” into their teaching practice.
- 2014 **Design Technology Teacher, Lick Wilmerding High School, San Francisco**
High-school teacher in the Design-Technology department of this inner-city school. Classes included:
- *Digital and Analogue Circuits*
Design and build of audio circuits, CAD build, and device construction for sophomore and junior students (year 11 and 12)
 - *Design and Technology*
Fundamentals of drawing (CAD / isometric / ideation sketching) and construction (laser-cutting / electronics) for freshman students (year 10)
- 2014 **Making Teacher, Lighthouse Charter School, Oakland**
Working with middle schoolers (years 8 and 9), and developing accessible curriculum for “hard to reach” young people in digital technology.
- 2014 **Events Producer, Intel / Maker Ed, Oakland**
Working on education training for computing teachers at Intel HQ, Santa Clara, California
- 2010-13 **Art Technician, Orchard School Bristol**
Working with art teachers to prepare classes, as well as organising and running holiday workshops and afterschool clubs.

Academic Positions

- 2023 **Post-Doctoral Research Fellow, Centre for Circular Design, Chelsea Collage of Art, UAL**
Designing workshops and gathering / analysing data on sustainable design.
- 2022-2023 **Associate Lecturer, BA Fine Art (Computational Arts Pathway), Camberwell, UAL**
Curriculum development and teaching at BA level on physical computing modules, applying theoretical contexts and arts based pedagogies to physical computational practices.
- 2022 **Visiting Lecturer, FHNW, Basel, Switzerland**

- Curriculum development and teaching across BA level arts degrees at FHNW Academy of Art and Design. Working on weeklong “Co-Create” programme, exploration into feminist approaches of computing, ending in a collective exhibition.
- 2020-2022 **Lecturer and Programme Lead, MA Design Education, Goldsmiths, University of London**
Leading on M-level programme based on applying pedagogies in design, including curriculum design, strategy, and teaching modules. Also, supervision on MA thesis projects. The course was a partnership with teaching college in the Philippines and taught both online and in-person.
- 2021-2022 **Research Assistant, Education Studies, Goldsmiths, University of London**
Two research projects (1) mapping, literature review, and data analysis of UK community orgs working in arts education for project funded by Arts Council England, and (2) gathering data for transnational education study for project funded by British Council.
- 2019-21 **Visiting Lecturer, Bournemouth Arts University**
Curriculum design and teaching weeklong creative computing and technology design course for BA Graphics Design students.
- 2018 **Research Assistant, Media, Art, and Technology Lab, Queen Mary’s, University of London**
Designing interfaces and workshops for making “Bela” musical hardware more accessible to more diverse makers. The project included data gathering through workshops, analysing data and evaluation, funded by Innovate UK.
- 2016-19 **Senior Lecturer, BA Media Design, University of West England, Bristol**
Curriculum lead, module design and teaching undergraduate level in creative computing modules in both Computing and Art and Design including:
- *Pervasive Media (module leader)*
Designing geo-locative stories with data, software and narrative development.
 - *Hardware Hacking (module leader)*
Physical computing and sensory data for arts students
 - *Interaction Design*
Physical and interactive design for computing students
 - *Introduction to electronic textiles*
Introductory electronic textiles course for art and design students

Funding and Awards

- 2023 **Ada Lovelace Fellow – OSHWA (£600)**
Yearlong fellowship for people working in hardware, awarded for research on “Potato Computer Club”. Fellowship includes mentoring and a grant to travel to the US for the conference
- 2023 **UKRI Innovate UK - Creative Catalyst (£50k)**
Funding for Control Shift business development
- 2023 **Arts Council England - DYCP (£12k)**
Funding for developing creative practice in electronic arts
- 2022 **Arts Council England - Project Grant (£30k)**
Funding for Control Shift “Feeling Machines”. Other funding partners included UWE, Bath Spa Uni, Watershed to make a total of £50k
- 2021 **Pervasive Media Studio Development Fund (£1k)**
Funding for Control Shift inclusion development
- 2021 **WECA Creative Grant (£3k)**
Funding for coding education archive project “Failing to CODE”
- 2020 **Arts Council England - Project Grant (15k)**
Funding for digital arts programming for Control Shift. Other funding partners included Institute of Coding, South West Creative Technology Network, University of West England to make a total of £30k.
- 2019 **British Council / Festival of Ideas Social Innovation Fund (£2k)**

- Socially engaged artist residency in experimental pedagogies at design school “Making Futures” at Haus der Statistik in Berlin
- 2019-21 **AHRC Student Development Fund (£4k)**
Additional grants for PhD field work in France, Germany and Slovenia
- 2018 **Feeny Commission Award (£5k)**
Award for artists to develop public work. I developed called “Meshwork Orchestra”, a sound based collaborative piece using touch responsive fabric
- 2018 **AHRC PhD Studentship (approx. value £85k)**
Funding for PhD at Goldsmiths, University of London, part of Design Star Centre for Doctoral Training
- 2017-18 **UWE - Research Dissemination Fund (£4k)**
Support for presenting research publicly through events and film
- 2017 **a-n Artist Travel Bursary (£1k)**
Award for travel to San Francisco to take part in a residency at Exploratorium, science and technology museum
- 2017 **Goldsmiths Student Innovation Award**
Shortlisted for final MA digital design project – multi-sensory storytelling app
- 2017 **UKRI Innovate UK - Art and Technology Feasibility Fund (£26k)**
Development and feasibility project for a multi-sensory digital storytelling app
- 2016 **Arts Council England - Art and Technology R&D (£10k)**
Research and development for a tactile digital storytelling app
- 2012 **Arts Council England - Artist International Development Fund (£5k)**
Award for research into traditional crafts in India, funded by Arts Council England
- 2011 **Quartet Community Engagement Award (£1k)**
Award to develop summer schools with young people at Orchard School Bristol

Residencies

- 2022 **ePIFany @ PIF**, Soča, Slovenia with [Ljudmila](#)
- 2019 **Making Futures @** Haus der Statistik, Berlin with [Raumlabor](#)
- 2019 **Automation and Me @** Leeds International Festival with University of Leeds and [Northern Sound Collective](#)
- 2017 **Tinkering Studio @ Exploratorium**, San Francisco
- 2016 **Playable City @ Wired Lab**, Tokyo (British Council / Watershed)
- 2016 **MV Works @ Makerversity**, Somerset House, London
- 2015 **Fortnight @ Ideo**, London
- 2015-19 **E-textile Summer Camp @ Les Moulins de Paillard**, France
- 2013 **Craft Connects @ Farnborough Library**, London with [Farnham Maltings](#)
- 2013 **Paper Cinema @ May Fest**, Bristol
- 2010 **The Lamentable Tragedy @ Wonder Club**, Bristol

Curatorial and Programming

- 2022 “Feeling Machines” Control Shift Computational Arts Festival, Online / Bristol
- 2020 “Control Shift” Computational Arts Festival, Online / Bristol
- 2019 “You Make the Rules” part of Processing Community Day, Bristol
- 2013 “Storybooth” Parlour Showrooms, Bristol
- 2012-13 “The Improvised Shadow Puppetry Extravaganza” various UK festivals
- 2011-13 “Smoking Puppet Cabaret” Shambala Festival / Tobacco Factory, Bristol

Exhibitions

- 2021 “KIOSK” An Lanntair, Stornoway
- 2019 “NØ SCHOOL” Ravisius Textor, Nevers, France
- 2018 “Meshwork Orchestra” MAC, Birmingham
- 2018 “PIXELS X PAPER” Baby Castles, NYC

- 2018 “Commons Sense” Knowle West Media Centre, Bristol
- 2018 “#FlatGameJam” Now Play This, Somerset House, London
- 2017 “eTextile Cuveé”, Les Moulins de Paillard, France
- 2017 “Experimental Controllers” Now Play This, Somerset House, London
- 2016 “Into the Wild” Somerset House, London
- 2016 “Strange Controllers” Now Play This, Somerset House, London
- 2015 “Paper Curiosities” MIT Media Lab, Boston
- 2015 “International Festival of Art” Thimphu, Bhutan
- 2014 “Endangered Languages in the Information Age” Root Division, San Francisco

Conferences and Talks

- 2023 “A Short Introduction to Electronic Textiles”, OBX Connects, Hastings
- 2023 “Materiality Talk”, Glasgow School of Art
- 2023 “Potato Computer Club”, CTM, Berlin
- 2022 “Computational Tinkering”, Exploratorium (online)
- 2021 “Computational Contraptions”, Wonderful Ideas Co (online)
- 2021 “Control Shift: curating digital place”, MA Art and Place – Dartington College of Art
- 2020 “Learning on the Edges: methods for techno-feminist literacies”, Indeterminate Futures /The Future of Indeterminacy, University of Dundee
- 2020 “Collectives: Designing Beyond the Individual”, Nordic Design Research (NORDES) PhD Symposium
- 2020 “Control Shift: Rethinking our Relationships with Technology”, Pervasive Media Studio, Watershed, Bristol
- 2020 “Programming with Potatoes”, Processing Community Hangout
- 2020 “E-textiles 101: software hacking”, Innovation Co-Lab, Duke University
- 2020 “Mapping Feminist Research Methods”, Open University PhD symposium
- 2019 “Situated Learning in Computing”, Knowle West Media Centre Inspire Talks, Bristol
- 2018 “Commons Sense: Situated Citizen Sensing”, Digital Culture Research Centre, UWE, Bristol
- 2017 “Kaleidoscopes and Periscopes: Making Tactile Technologies for Kids”, Pervasive Media Studio, Watershed, Bristol
- 2016 “Sharing stories across the physical and digital”, No Bindings, Arnolfini, Bristol
- 2016 “Paper Electronics – the ancient meets the old meets the new”, Pervasive Media Studio, Watershed, Bristol
- 2016 “Strange Tales: Multi-Sensory Storytelling”, Lost My Name (now Wonderbly), London
- 2016 “Making Multi-Sensory Stories”, Convergence, London

Publications

Becca Rose “Potato Computer Taxonomy”, in *Die Datenschleuder*, chaos computer club, 2026 (in German)

Hannah Perner-Wilson, **Becca Rose**, Laura Devendorf, Irene Posch, “E-textiles: How tooling, embodiment, community, and textile knowledges can refigure technological futures”, chapter in *Reading the Thread: Cloth and Communication*, edited by Lesley Millar and Alice Kettle, (Bloomsbury Press, 2025)

Becca Rose “Failing to Code” in *Critical Coding Cookbook*, edited by Xin Xin and Katherine Moriwaki (<https://criticalcode.recipes>, 2022)

Becca Rose Glowacki, Book Review of Data Feminism by Catherine D'Ignazio and Lauren F. Klein, in *Catalyst: Feminism, Theory, and Technoscience*, Vol 7 No 1, 2021

Jie Qi, Natalie Freed, Tiffany Tseng, Fay Shaw, Barbara Liedahl, **Becca Rose Glowacki**, Yoshihiro Kawahara, "Exquisite Circuits: Collaborative Electronics Design through Drawing Games" in *Proceedings of the ACM conference on Creativity and Cognition (C+C 2021)*, ACM, 2021

R. Roebuck-Williams, X. Varcoe, **B. R. Glowacki**, E. M. Gale, A. Jamieson-Binnie, D. R. Glowacki, "Subtle Sensing: Detecting Differences in the Flexibility of Virtually Simulated Molecular Objects", in *Proceedings of the ACM Conference on Human Factors in Computing Systems*, (CHI 2020) ACM, 2020

D. R. Glowacki, M. D. Wonnacott, R. Freire, **B. R. Glowacki**, E. M. Gale, J. E. Pike, T. de Haan, M. Chatziapostolou, O. Metatla, "Isness: Using Multi-Person VR to Design Peak Mystical-Type Experiences Comparable to Psychedelics", in *Proceedings of the ACM Conference on Human Factors in Computing Systems*, (CHI 2020) ACM, 2020 **Best Paper Award!**

M. O Connor, H. M. Deeks, E. Dawn, O. Metatla, A. Roudaut, M. Sutton, **B. R. Glowacki**, L. M. Thomas, R. Sage, P. Tew, M. Wonnacott, P. Bates, A. J. Mulholland, D. R. Glowacki, "Sampling molecular conformations and dynamics in a multi-user virtual reality framework", *Science Advances*, Volume 4 (Issue 6), 2018

Becca Rose Glowacki "Mixed play spaces: Augmenting digital storytelling with tactile objects" in *ACM Interactions*, Volume 25, Issue 2. March-April 2018, pp. 58-63. 2018

Becca Rose Glowacki "Bear Abouts: Sharing stories across the physical and digital" in *Proceedings of the ACM conference on Interaction Design for Children (IDC 2017)*, ACM, Stanford University, 2017

Becca Rose *Hack's selbst! Digitales Do it yourself für Mädchen* (en: Hack yourself! Digital DIY for girls). Edited by Chris Köver, Sonja Eismann, Daniela Burger. Beltz Press, 2015

Becca Rose Cover *Illustration* for *Nature Chemistry*, Volume 3 Issue 11, November 2011

Professional Associations

- Artist Resident at the Pervasive Media Studio, Watershed, Bristol
- Associate Artist, Knowle West Media Centre
- Member of the Higher Education Academy (HEA)
- Member of Association for Computing Machinery (ACM)
- Reviewer for TEI and FabLearn
- Processing Foundation Advisor
- Instructables Editor
- Double Union, Feminist Hack Space key member 2013-15

Notable Collaborations

Wicked Fabrics: active part of the e-textiles network. This includes ongoing collaborative working relationships with Hannah Perner Wilson (Kobakant / Performance Arts University, Berlin), Rachel Freire (MiMu gloves), Irene Posch (University of Vienna), Becky Stewart (Bela / Imperial College London).

E-Stitches: I organise Bristol's chapter of "e-stitches" network, with Annie Lywood (Bonnie Binary), Camille Baker (University for the Creative Arts), Emilie Giles (Arts University Bournemouth).

Bristol Interaction Group (BIG): I have ongoing working collaborative relationship with Peter Bennet from the BIG lab at Bristol University.

Paper Circuits: I have worked on number of software projects based on paper circuits and e-books with Natalie Freed (University of Texas) and Jie Qi (Chibitronics / University of Tokyo).

PRRRRT!: Part of electronic music collective, making hardware accessible, with artists Kathy Hinde and Jasmine Butt.

Languages

English - native speaker

Spanish - very good

French - good