

BECCA
ROSE
GLOWACKI



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Specialist Knowledge

My research area is in designing education and technology production in community contexts. I carry out practice-based research to explore how tactile and embodied approaches to computing are developed with feminist and critical pedagogies. I also develop experimental research methods through embodied digital practice using tactile material processes.

Academic Positions

- 2021-present **Goldsmiths, University of London**
Programme Lead MA Designing Education and Lecturer in Design.
- 2021 **Goldsmiths, University of London**
Research Assistant with Dr Tara Page (PI) from Education Studies exploring the impact of place based community arts education, funded by Arts Council England.
- 2021 **Goldsmiths, University of London**
Research Assistant on transnational collaborative project exploring critical pedagogies with Filipino educators, funded by the British Council.
- 2020-21 **Goldsmiths, University of London**
Associate Lecturer on MA Design: Expanded Practice
- 2018 **Queen Mary's, University of London**
Research Assistant on "Embelashed" project exploring how BELA, the low-latency audio module can be more accessible for making communities. Based at MAT LAB, funded by Innovate UK
- 2016-19 **University of West England, Bristol**
Senior Lecturer, BA Creative Media Design and BSc Digital Media

Education

- 2018-present **PhD Design, Goldsmiths, University of London**
Thesis title: "Learning on the Edges: investigating socially engaged arts-based approaches to learning to code in non-formal contexts". Practice-based research into critical and creative pedagogies, funded by AHRC and part of the Design Star Centre for Doctoral Training.

- 2015-16 **MA Design Education (Distinction, 80%), Goldsmiths, University of London**
 Thesis title: "Human breadboards: exploring embodied learning in computing education". Research focus on computing and pedagogies and designing technology education.
- 2004-07 **BA English Literature and History of Art (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).

Teaching and Workshops

- 2020-present **MA Design: Expanded Practice, Goldsmiths, University of London**
 Curriculum design and teaching "Narrow Corridors" an M-level module based on applying radical pedagogies in design (my focus is on technologies for teaching).
- 2021 **Woolly Traces, Creativity Works, Bath**
 Curriculum design and teaching 3-day physical computing course for artists with disabilities.
- 2019-21 **Not Yet Invented, Bournemouth Arts University**
 Curriculum design and teaching weeklong creative computing and technology design course for BA Graphics Design students.
- 2019 **Programming with Potatoes, Processing Community Day**
 Curriculum design and teaching P5.js workshops for families and young people.
- 2018 **Girls that Geek, MAC, Birmingham**
 Curriculum design and teaching e-textiles workshops to young women interested in technology and engineering.
- 2018 **Maker Summit, Zurich**
 Design and teaching 2-day workshop for teachers on how to design creative computing curriculum.
- 2017-20 **Knowle West Media Centre, Bristol**
 Curriculum design and teaching creative computing workshops in community arts centre including:
- *Bristol Approach to Citizen Sensing*
 Series of data literacy and info-graphics workshops 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

2016-2019 **BA Creative Media Design and BSc Digital Media, University of West England, Bristol**

Curriculum design and teaching undergraduate level creative computing modules in undergraduate programme in the dept. of Computing and dept. of Art and Design including:

- *Pervasive Media (module leader)*
Designing geo-locative stories, software and narrative development.
- *Hardware Hacking (module leader)*
Physical computing 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

2016 **Make Shift Do: Crafting Frequencies, Derby Silk Mill Museum**

Curriculum design and teaching electronic textile woven radio antenna workshop for artists and designers

2015-20 **NuVu Design School, Boston**

Curriculum design and workshop delivery for young people at innovative tech-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 physical computing
- *Wearable Accessories*
Interactive wearable mechanics with e-textiles and physical computing
- *Devices for Disruption*
Interactive objects for protest and activism

2014 **Lick Wilmerding High School, San Francisco**

I was a high-school teacher in the Design-Technology department of this inner-city school. Classes included:

- *Digital and Analogue Circuits*
Design and build of circuits, 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)

Publications

Hannah Perner-Wilson, **Becca Rose Glowacki**, Laura Devendorf, Irene Posch, "E-textiles: How tooling, embodiment, community, and textile knowledges can refigure technological futures", in *Reading the Thread: Cloth and Communication*, edited by Lesley Millar and Alice Kettle, (chapter forthcoming, 2023)

Becca Rose Glowacki "Failing to Code" in *Critical Coding Cook Book*, edited by Xin Xin and Katherine Moriwaki (chapter forthcoming, 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+C2021)*, 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*, (CHI2020) 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*, (CHI2020) 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 Glowacki *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

Funding and Awards

- 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", from West of England Combined Authority
- 2020 **Arts Council Project Grant (15k)**
Funding for digital arts programming for Control Shift from Arts Council England. Other funding partners included Institute of Coding, South West Creative Technology Network, University of West England to make a total of £30k.
- 2019 **Festival of Ideas Social Innovation Fund (£2k)**
British Council / Festival of Ideas initiative to support socially engaged artist residencies overseas. Funding was for "Making Futures" experimental pedagogies residency at Haus der Statistik in Berlin
- 2019-21 **AHRC Student Development Fund (£4k)**
Additional grants for Design Star PhD field work from Arts and Humanities Research Council (AHRC)
- 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, funded by John Feeny Charitable Trust
- 2018 **AHRC PhD Studentship (approx. value £85k)**
Arts and Humanities Research Council (AHRC) part of Design Star Centre for Doctoral Training
- 2017-18 **Research Dissemination Fund (£4k)**
Awards for presenting my research publicly through film, funded by University of West of England
- 2017 **a-n Artist Travel Bursary (£1k)**
Award for travel to San Francisco to take part in a residency at the Exploratorium, funded by Artist Network (a-n)
- 2017 **Goldsmiths Student Innovation Award**
Shortlisted for MA digital design project, Goldsmiths, University of London
- 2017 **Innovate UK Art and Technology Feasibility Fund (£26k)**
Development and feasibility project for "Bear Abouts" a multisensory digital storytelling app
- 2016 **Arts Council Art and Technology R&D (£10k)**

- Research and Development on "Bear Abouts" a tactile digital storytelling app, funded by Innovate UK and Arts Council England
- 2012 **Arts Council 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 in North Bristol.

Conferences and Talks

- 2021 "Control Shift: curating digital place", MA Art and Place – Dartington College of Art
- 2020 "Learning on the Edges: methods for technofeminist literacies", Indeterminate Futures /The Future of Indeterminacy, University of Dundee
- 2020 "Collectives: Designing Beyond the Individual", Nordic Design Research (NORDES) PhD Symposium
- 2020 "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

Design and Technology Positions

- 2018 Creative Technologist, Ink Labs, Pervasive Media Studio, Bristol
- 2017-18 Creative Technologist, Knowle West Media Centre, Bristol
- 2016 Creative Technology Teacher, Code Liberation Foundation / V&A, London
- 2014-20 Design Teacher, NuVu, Boston / Glasgow / Mumbai

- 2014-15 Creative Technologist, San Francisco Center for the Book
- 2014 Creative Technologist, Children's Creativity Museum, San Francisco
- 2014 Design and Technology Teacher, Lick Wilmerding High School, San Francisco
- 2014 Creative Technology Teacher, Lighthouse Creativity Lab / Maker Ed, Oakland
- 2013-16 Maker Community Manager, Maker Education Initiative (MakerEd), Oakland, CA
- 2010-12 Art Technician, Orchard School, 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

Curatorial and Producing

- 2020 "Control Shift" Online / various locations, Bristol
- 2019 "You Make the Rules" Processing Community Day, Bristol
- 2014 "Making Possibilities" Intel/Maker-ed, Santa Clara, California
- 2013 "Storybooth" Parlour Showrooms, Bristol
- 2012-13 "The Improvised Shadow Puppetry Extravaganza" various UK festivals
- 2011-13 "Smoking Puppet Cabaret" Shambala Festival / Tobacco Factory

Residencies

- 2019 Making Futures @ Haus der Statistik, Berlin
- 2019 Automation and Me @ Leeds International Festival
- 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 (Farnham Maltings)
- 2013 Paper Cinema @ May Fest, Bristol
- 2010 The Lamentable Tragedy @ Wonder Club, Bristol

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).

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