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I am an **artist, researcher and producer** based in Hastings, UK. My practice explores feminist pedagogies, materiality, and agency of objects. I often work in community contexts with embodied approaches to technologies, and develop experimental digital work using tactile processes.

My **PhD thesis** connects radical pedagogies and feminist material perspectives of computing through objects. The research has led to development of community based computational arts festival *Control Shift* (www.control-shift.network), and experimental arts practice *Potato Computer Club* (www.potatocomputer.club).

Academic Qualifications

2018-current **PhD, Goldsmiths, University of London**

Thesis title: "Programming with Potatoes: investigating socially engaged arts-based approaches to learning to code". Practice-based research into materiality of computing pedagogies, funded by AHRC and part of the Design Star Centre for Doctoral Training.

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, currently associate member of Higher Education Academy.

2015-16 **MA Design Education (Distinction, 80%), Goldsmiths, University of London**

Thesis title: "Human breadboards: exploring embodied learning in computing education". Research focus on embodied computing and pedagogies.

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).

Academic Positions

2022-present **Associate Lecturer**

BA Fine Art (Computational Arts Pathway), Camberwell, UAL

2020-2022 **Lecturer and Programme Lead**

MA Design, Goldsmiths, University of London

- 2021-2022 **Research Assistant**
Goldsmiths, University of London
- 2018 **Research Assistant**
Queen Mary's, University of London
- 2016-19 **Senior Lecturer**
BSc Digital Media / BA Media Design, University of West England,
Bristol

Teaching Roles

- 2022-current **BA Fine Art – Computational Arts, 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, with a deep exploration into feminist approaches of computing, ending in collective exhibition.
- 2021-2022 **MA Design Education, Goldsmiths, University of London**
Curriculum development and teaching MA degree level modules based on applying radical pedagogies in design such as “Spaces and Practices of Education”. Also, supervision on practice-based MA thesis projects.
- 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.
- 2020-21 **MA Design: Expanded Practice, Goldsmiths, University of London**
Curriculum design and teaching “Narrow Corridors” an MA-level module based on applying radical pedagogies in design (my focus is on technologies for teaching).
- 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
- 2016-2019 **BA 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
- 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**
Community artist, working also on 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 **Make Shift Do: Crafting Frequencies, Derby Silk Mill Museum**
Curriculum design and teaching electronic textile woven radio antenna workshop for artists and designers
- 2014-16 **Maker Education Initiative, Oakland / Online**
Working as an online Community Manager for maker education programme. Working with art and design teachers training to bring making skills into their practice.
- 2014 **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 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)
- 2014 **Children's Creativity Museum, San Francisco**
Developing interactive light based works for young people and families.
- 2014 **Lighthouse Charter School, Oakland**
Working as a Creative Technology Teacher, with middle schoolers – developing accessible curriculum

Funding and Awards

- 2022 **Arts Council Project Grant (30k)**
Funding for Control Shift "Feeling Machines" from Arts Council England. 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", 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.

Curatorial and Producing Roles

- 2022 (in progress) Curator and producer on "Feeling Machines" Control Shift Computational Arts Festival, Online / Bristol
- 2020 Curator and producer on "Control Shift" Computational Arts Festival, Online / Bristol
- 2019 Curator and producer for "You Make the Rules" part of Processing Community Day, Bristol
- 2014 Producer and events coordinator for "Making Possibilities" maker education event at Intel HQ, Santa Clara, California
- 2013 Producer "Storybooth" Parlour Showrooms, Bristol
- 2012-13 Curator for "The Improvised Shadow Puppetry Extravaganza" various UK festivals

2011-13 Curator for "Smoking Puppet Cabaret" Shambala Festival / Tobacco Factory

Artist Residencies

2022 ePIFany @ PIF, Soča (Ljudmila, Slovenia)
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

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

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 technofeminist 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

Hannah Perner-Wilson, **Becca Rose**, 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 in forthcoming publication by Bloomsbury Press, 2023)

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+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

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.