

Innovate UK

Results of Competition: Arts & Technology Pilot Programme

Competition Code: 1604_FS_DIG_ARTS

Total available funding for this competition was £250K from Innovate UK

Note: These proposals have succeeded in the assessment stage of this competition. All are subject to grant offer and conditions being met.

Participant organisation names	Project title	Proposed project costs	Proposed project grant
BaDoom Ltd	BaDoom Electronic Toolkit Testing and Usability Study: Modifying Object Behaviour to Increase Interaction)	£32,810	£22,967
Project description - provided by applicants			
This project explores ways of bringing the benefits of the growing maker-movement to a previouslyuntapped market of teachers, therapists, carers and families of those with complex and severe neuro-disabilities.An 'electronic toolkit' will be created to allow a variety of objects to be customised to play music andvibrate on touch, allowing staff, families and carers to utilise their creative problem solving skills to createthe most suitable customised access to music and vibration for those they work with.			

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OurOwnsKIN Ltd Manolis Papastavrou Rhian Solomon	OurOwnsKIN	£35,240	£24,669
Project description - provided by applicants			
At the core of our business is the materiality of the human body and how it can inspire design. What is innovative is we work with the human body as a reference point to inform and inspire future manufactured fashion and consumer products. How we achieve this is by applying design principles in nature used in leading medical implant design to manufactured fashion/product goods. 3D print processes and parametric design facilitate our approach. We can offer design research, concept and development with leading knowledge in 3D print and manufacturing. With Funding support we are setting up a design consultancy studio called OurOwnsKIN. With the consultancy we aim to find ways we can invigorate UK manufactured footwear and apparel using 3D print and design systems. Innovate UK funding is helping up to develop business models and showcase our collaborative design services.			

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Point Line Plane Ltd	PlayClay as Tool that Empowers Creativity and Making	£21,000	£14,700
Project description - provided by applicants			
POINT LINE PLANE believes that developing new tools is an important means of inspiration, allowing new forms of expression to take shape within UK creative sector. We are fascinated with how an object is perceived or experienced. At the moment the industrial processes and machines stand between the designers and users. There is an imaginary border dividing craft and design, and our idea is to change that by designing and proposing our tool for making extraordinary everyday use objects - PlayClay extruding machine. Point Line Plane aims to expand the PlayClay into a platform for creative exploration. Pushing deep into the design process, we hope to break the chain standing between machine and user with an innovative solution that are really tools which empower making within UK creative industry. We have been tinkering with digital technologies in order to construct methods and means of production that meld together seemingly divergent worlds. This output is an intersection of the digital and analogue, as well as design and tools.			

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Flipology Ltd	Feasibility Study for Bear Abouts: A Multi-Sensory Digital Storybook	£35,696	£24,950
Project description - provided by applicants			
Bear Abouts explores new ways of storytelling in mobile devices, mixing physical and digital components, highlighting opportunities for the future of digital narratives and publishing. Intended to recapture the magic of physical interaction that the proliferation of smartphones threatens to deaden, Bear Abouts is a digital/paper hybrid book that gives kids the power to create and influence stories. During this project I will focus on product development (storytelling, user testing, and interaction and engagement) and explore market potential (distribution, financial research). By the end of this study I will be in a position to seek further investment, either through private or public sectors, or through a crowdfunding campaign.			

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One Five West Limited	What sensors, materials and interface can we develop in order to establish an efficient and robust sensor, that can be used readily and reliably in outdoor settings?	£35,430	£24,300
Project description - provided by applicants			
One Five West will be developing plug-in-and -play proximity sensor kits that have waterproof and wireless capabilities, allowing instant production abilities outside. Through their development at on the Arts+Tech accelerator programme at MadLab, they are focusing their research on creating robust sensor modules that will improve the workflow of creatives who want an all-in-one solution in order to quickly prototype their ideas. They will be researching waterproof materials and sensors in order to prototype a reliable proximity measure to effect audio outputs. They will be working directly with individual artists to develop interactive works across performance and interactive storytelling. With the development of this project, they intend to increase opportunities for artists by empowering them to have affordable access to creative and innovative applications of technology.			

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Noise Orchestra Limited	Noise Machines: How Can Light - Noise Synthesizers Expand the Creative Possibilities of Music Making and Performance using Gesture and Light	£34,980	£24,486
Project description - provided by applicants			
Noise Orchestra: Translating Light into Sound.Noise Orchestra are sound artists Vicky Clarke and David Birchall. They are developing a series of light -noise synthesizer modules that are patchable, playable and portable. The light- noise synthesizers will expand how musicians and artists use gesture and light in music making and live performance - a new interface for audiovisual work and interdisciplinary collaboration. The Noise Machines will work with live instruments and respond to light, gesture and environment.			

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Angela Davies Ltd	Light Choreographies	£20,000	£14,000
Project description - provided by applicants			
Light Choreographies aims at enhancing user's spatial perception within the urban environment by allowing visitors to interact with a space; to provide deep public engagement through interactive systems with reflection upon natural processes. A hybrid of handmade and digital combined with new technologies is a unique exploration, demonstrating an innovative synthesis of Arts, technology and creative practices.			

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Liam Donovan Queen Mary, University Of London	High Performance Embedded Computing for Makers and Artists	£31,629	£24,987
Project description - provided by applicants			
<p>With the advent of platforms such as the Raspberry Pi and the BeagleBone Black, it is possible to embed tiny, inexpensive computers with enormous amounts of processing power into a wide variety of projects, opening up many new possibilities for interactive systems. The aim of this study is to build upon the success of Bela, an embedded platform for building interactive audio systems, to increase the accessibility of high-performance embedded computing to people within the maker and artistic communities. By lowering the technical barriers to programming Bela through community-focussed development of a new graphical programming environment, the power of high-performance embedded computing will be made available to a large audience of creative people, without the need for advanced programming knowledge. This technical development will be accompanied and strongly informed by research into the process by which user communities coalesce around a set of tools, and the building of a lively community around Bela.</p>			

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Mayku Ltd	Mayku Library Design Phase	£35,000	£24,500
Project description - provided by applicants			
The Mayku library is an online platform dedicated to making. It helps independent creators to share their work by giving them tools to develop parametric design templates for others to use. This project is the design phase for the development of the Mayku library.			

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Common Works Ltd	Digital Ceramics	£26,620	£18,600
Project description - provided by applicants			
Digital Ceramics allows users to create and order beautiful custom ceramic pieces through playful and engaging interactions, entirely in your web browser. Using online visual editors that utilise unconventional inputs, such as sound recordings, location data or social media feeds, users can produce unique three dimensional models. These models are then produced as moulds and cast using traditional methods, creating bespoke ceramics formed from intriguing digital experiences.			

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