

The image shows a modern office space with glass partitions and yellow decorative bars. The text "Digital Media Labs" is overlaid on the right side of the image.

Digital Media Labs

Digital Media Labs artist residency and touch screen commissions funded by



The first Digital Media Lab took place as part of NHS Hull's public art programme with funding from Arts Council England.

DMLabs offered ten chosen artists a week-long residency as part of a commissioning process for three touch screen artworks for the Wilberforce Health Centre. A select number of arts agencies and organisations across the Northern Region nominated artists to be part of this exciting and experimental commissioning process. From the nominations we selected ten artists to participate in a residential Media Lab in Hull, where they explored new ways of working with touch screen technologies. Led by the DM Labs team (Benedict Phillips, Dave Lynch and Glenn Boulter), the first residential Media Lab took place in Autumn 2010 and brought together a mixed community of artists, designers and programmers in a dedicated environment. Provided with time, space and equipment, the artists were able to learn, develop

and experiment with the technology during seven days of hands-on research and development with the support of professional technologists, leading to an interim exhibition showcasing the results of the lab. The culmination of this Lab was an opportunity for the artists to present and discuss their work at a dedicated feedback session to representatives from NHS Hull and the nominating organisations, as well as being presented with the brief for the final commissions.

The idea behind the Digital Media Lab is to provide a new framework for the development and commissioning of digital artworks for public spaces.

Labs take the form of participant led research and development residencies that provide artists with a platform for experimentation, communal studio space and access to a broad range of equipment and technologies. This is underpinned by the support of experts from a variety of chosen fields ranging from technologists to business consultants, encouraging participants to work outside of their specialism or comfort zone. Designed to create an intensive working environment over several days, the residencies offer a substantial amount of self-directed time alongside a programme of discussions, lectures, practical demonstrations in programming, artists' talks and final presentations. With input from a variety of partners including new media arts organisations and festivals, healthcare

trusts and businesses, DMLabs is creating a pool of artists that can bring their newly developed skills with emergent technologies to a wide range of digital arts projects in the future, as well as feeding back into and helping shape new labs.

The 2010 residency culminated in 10 artists being invited to pitch for two commissions from NHS Hull for permanent art works within their new flagship health centre. The aim of the Media Lab and resulting commissions was to create something which generates a positive atmosphere within the centre; fills time and provides a distraction for those waiting to be seen; easy to use, playful and engaging-inclusive art that is accessible and enjoyable to use. The success of the lab and the overall high quality of ideas has also lead to the offer of a third commission, whilst networks and collaborations forged during the residency week have lead to the successful realisation of other high profile projects around the region.



Artists and Nominators:

Ross Dalziel (FACT / Folly)

Bob Levene (FACT / Hull Film)

Ellie Weir (Hull Film)

David Priestman (Hull Film)

Stuart Childs (MAAP)

Lawrence Molloy (Jam Jar Collective)

Victoria Lucas (Jam Jar Collective)

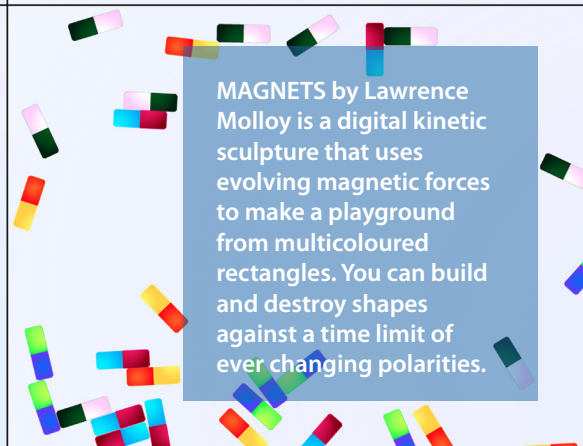
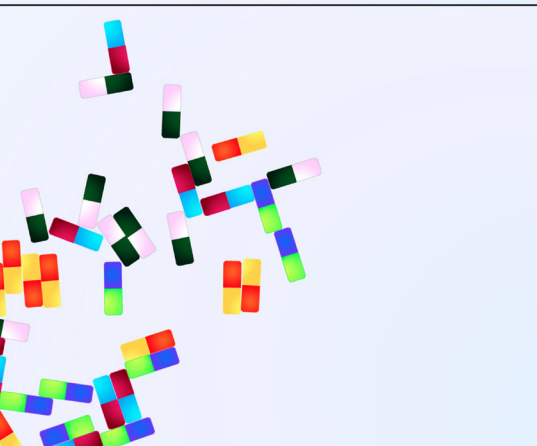
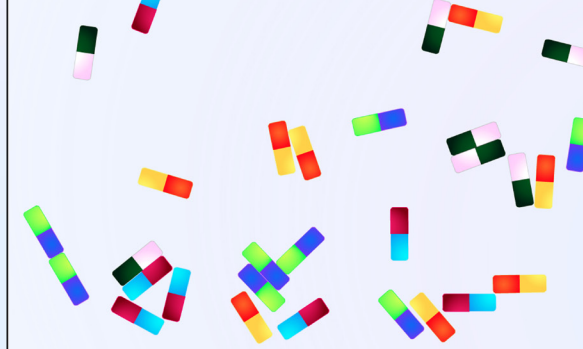
Ellie Harrison (QUAD)

Michael Day (FutureEverything)

John O' Shea (Folly)



POKE by Victoria Lucas involves two huge, differently coloured eyes on separate screens at waist and chest height that wink upon touch. It was originally developed an early experiment on the media lab, it's tactile simplicity lead to an extra commission beyond the two initial pieces.



MAGNETS by Lawrence Molloy is a digital kinetic sculpture that uses evolving magnetic forces to make a playground from multicoloured rectangles. You can build and destroy shapes against a time limit of ever changing polarities.



POKETOPIA by Ellie Weir is a view into three playful realities; a girl who follows your finger, a boy and girl who you bring together by touch but always run away and an adorable cat you can stroke, tickle and pet, but be careful to be gentle...



THE DMLABS TEAM:

BENEDICT PHILLIPS – Artist / Writer / Curator

GLENN BOULTER – Artist / Producer

DAVE LYNCH – Artist / Director

KIRSTIN PILLING - LIFT Arts Programme
Co-ordinator, NHS Hull

WITH SUPPORT FROM:

BEN DALTON – Technologist / Lecturer /
Artist

PETER EYRES – Environmental Technology
Consultant

JO CRADDOCK – Lab Photographer

HSAD STUDENTS - Exhibition Print Design

artist nominators



residency sponsors



digitalmedialabs.org

Photography by J Craddock, B Phillips & V Lucas.
Print design by B Keith

