“Design is not a profession but an attitude”
László Moholy-Nagy (1947: 42)
*Vision in Motion, Paul Theobold & Co. Chicago*
Society could benefit from adopting a more open-minded and progressive approach to design.

László Moholy-Nagy
Designer needs an attitude of resourcefulness and inventiveness.

Projects should be seen in relation not in isolation.

Redefined design as an “improvisational medium rooted in instinct, ingenuity, and resourcefulness, and open to everyone”.

*(Alice Rawsthorn, 2018: p.6-7)*
Lévi-Strauss: ‘bricoleur’ (The Savage Mind 1962)

Emphasis on the processual and improvisational aspects

The bricoleur might use objects in ways that differ from their original purpose; using what is at hand and making new things (devious ways)

Andrew Raffo Dewar (2009) understands musicians’ relationship to technology in the 1960’s as ’tinkering technoculture’

John Richards (2008), DIY or Maker culture: ’live bricolage’
Design stands in relationship with the need of the individual and the community.

László Moholy-Nagy: all problems of design merge into one great problem -

‘Design for life’!
Music, performance and improvisation are powerful mediums for expression and communication across difference.

Performance can give a voice to individuals in society who are marginalised and remain silent because their language or mode of communication cannot be heard.

If we are to achieve a humanistic society where human dignity is respected and cherished, inclusion is an important attitude and spirit to be cultivated in the hearts and minds of each person.

For this purpose, our team is committed to research activities that promote:

- Social inclusion through creative performance practice
- Accessible and enabling technologies
- Challenging dominant assumptions or exclusive identities
Cutting edge initiatives in the creation and delivery of music and audio. The Sonic Laboratory's uniqueness is vested in the degree of **flexibility** it can provide for experiments in **sound diffusion** and for ground-breaking **compositional** and **performance** work within a purpose-built, variable **acoustic space**.
Franziska Schroeder: Senior Lecturer, Queen’s University lead for the “Performance Without Barriers” Project.

Michelle McCormack: Founder and CEO of The Drake Music Project Northern Ireland, a charity that provides access to independent music making for children and adults with complex disabilities.

Miguel Ortiz: Lecturer of Design and Prototyping, composer, sound artist.

Koichi Samuels: Postdoctoral Research Fellow (AHRC Creative Economy Engagement Fellow), music researcher and electronic musician.

Alex Lucas: PhD Student (AHRC National Productivity Investment Fund) and Product Designer, specialising in designing music technology hardware interfaces.
The Drake Music Project Northern Ireland exists in order to enable people with disabilities to independently compose and perform their own music, using unique computer music technology.
Reaching musicians

Scheduled activities:

- Style Composition – permanent weekly workshops across NI
- Tunes for Teens – **integrated** ensembles 11 – 18yr olds
- Composition Challenges – residential **integrated** ensembles
- Autism Included - developing best practice & workshop provision for children and young adults with autism
- Education support packages and collaborations - developing and refining models of best practice for creative learning with evaluation methods design and implementation
- Integration Ensemble Series - ensemble rehearsals –
- .......grounded by a discussion of **whose music is it anyway?**
Who is playing anyway?

Issues with instrumental control

- Live on stage control of volume
- Live on stage control of expression
- Switches lacking in performance value for both the performer and the audience
- Better mapping required with pressure sensitive switches and interfaces
- Mapping the performer as the source of the sound for the audience
To make the source obvious we built our own interfaces....and then started to source partnerships.

Building our own...

BigKeys and the Paddle Player
Students, musicians, engineers and programmers worked with musicians with disabilities to collaboratively develop prototype accessible interfaces.

Outcome: an improvised electronic music ensemble performance.
Introductions
Quick Training for the Designers
Co-designing accessible digital musical instruments
Please see here for video excerpt we played during OHMI:

Immersion and Inclusive Technologies (IIT)
THANK YOU

http://performancewithoutbarriers.com,

SONIC ARTS RESEARCH CENTRE