

Cyber Cafe Exhibition Handout

(Large Print)

Cyber Cafe is designed by Society of Explorers in collaboration with artists Antonio Roberts and Lucy Cheesman. Society of Explorers are a collective of young people aged 14 – 19 who meet weekly at the gallery to collaborate with artists, create their own artwork, and help to develop Site Gallery's programme.

With Antonio Roberts, the group explored digital relics from the early years of the internet. SoE-Cities is inspired by the playful and fleeting nature of GeoCities* web archives. The Explorers embraced the creative tone and DIY style of these early websites, offering an alternative to the sense of permanence expressed in their current social media profiles.

For Myspace GIFs, they experimented with the personality signifiers that people used to decorate their social media pages when these spaces had more potential for customisation. Through creating a series of playful and spontaneous images with the Game Boy Camera*, the group were able to be more creative and less self-conscious about appearing in photos due to the blocky pixelated nature of the images.

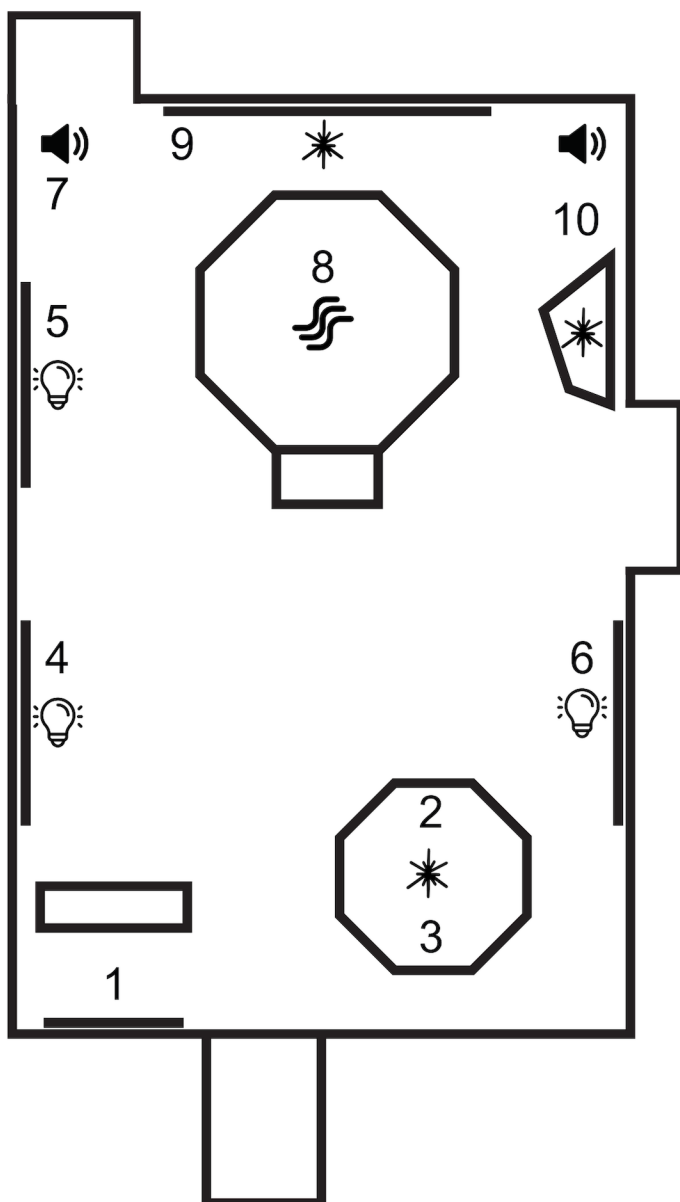
Working with Lucy Cheesman, the group collected a range of sounds and samples across the city to generate their own sample pack. Over several workshops, the Explorers experimented with making these samples into beats using open-source* software Strudel*. This workshop is represented as a web cafe within the exhibition, allowing you to engage with and make your own algorithmic music. When the computers are not in use their screens will be animated with screen savers designed by members of the group using Hydra* coding language.

is a new collaborative work by Lucy Cheesman and Antonio Roberts. The piece combines a live coding performance on TidalCycles* with a live visual score using modular synthesizers, containing audio samples and analogue footage produced by the Explorers. As well as soundtracking the space, you can also experience the audio through vibrations in the viewing platform.

If you are interested in joining Society of Explorers, please get in touch: peter.martin@sitegallery.org.





CRT monitors for this exhibition were provided by Zaron Mizmeras of Interworld Media and the National Video Game Museum. Exhibition furniture was designed by Orla Neal and built by Calum Keiller and Jack Poole. Additional session support to the Society of Explorers was provided by Caitlin Hart.

Exhibition Map



Sensory Information

The exhibition has flashing images and mid-level UV lighting throughout.

-  vibrations
-  mid-level sound (sound is discordant and repetitive)
-  flashing images
-  neon reflective images

List of works

- 1 SoE-Cities
- 2 Screensavers
- 3 Strudel Workshop
- 4,5,6 Game Boy Camera Photographs
- 7,8,9 Dial Up Dream
- 10 MySpace GIFs

Community Editing Suite

In addition to the workshop stations in our exhibition, Site Gallery also has a permanent Community Editing Suite of iMac computers that is a bookable free resource for creatives. To book an induction please email peter.martin@sitegallery.org

Summer Events Programme

New Tricks: Game Boy Camera Photography Workshops

3 and 31 August, 11 - 2

Learn how to use the Game Boy Camera (1998), take your own images and create your own prints.

Concerteenies: Loops

7, 14 and 21 August, 10.30 and 11.45

Join Concerteenies for musical mornings with your 0-7 year olds, celebrating how technology can influence and inspire music-making.

New Tricks: Live Coding and Visuals Workshop

10 August, 11 - 1

Learn how to live code and make your own visual performance on Hydra, led by exhibiting artist Antonio Roberts.

New Tricks: Live Coding for Beginners with Lucy Cheesman

24 August, 11 - 1

Learn how to make your own music through live coding on Strudel with exhibiting artist Lucy Cheesman.

Cyber Cafe Closing Party

7 September, more details TBC

Featuring a live performance from Antonio Roberts and Lucy Cheesman.

Find out more and book at: sitegallery.org/whats-on/

Or scan the QR code:



Resources

<https://hydra.ojack.xyz/>

A free to use live codable video synth.

<https://strudel.cc/workshop/getting-started/>

Make music with code in real time.

<https://mmm.page/>

Free to use website builder that looks similar to GeoCities.

Glossary

Game Boy Camera

Originally released in 1998, the Game Boy Camera is a grayscale digital camera accessory for the Nintendo Game Boy. It captures images at a resolution of 128×112 pixels.

Hydra

Hydra is a platform for live coding visuals, designed to allow users to create real-time visual effects and projections through code.

Open-Source

Open-source software is designed to be publicly accessible and free to use, modify, and distribute.

Strudel

Strudel is an open-source platform that enables users to create music through code.

GeoCities

Founded in 1994, GeoCities was a web hosting service that allowed users to create and publish their own websites for free. It was one of the first platforms to make web publishing accessible to the general public.

Myspace

MySpace is a social networking site that was launched in 2003. It allowed users to create personal profiles, connect with friends, share music, photos, and videos, and customise their page layouts.

TidalCycles

TidalCycles is a live coding environment designed for creating patterns of sound, allowing users to generate music in real-time using code.