

# **Snout – Community Art and Environmental Activism meet Pervasive Computing**

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## Overview

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- What is community art?
- How does it relate to activism?
- What does any of this has to do with the KLab?
- Participatory sensing
- What we built
- Snout performance
- Credits

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## Community art

- Is rooted in a shared sense of place, tradition or spirit
- Is as much about the process of involving people in the making of the work as the finished object itself
- Is situated in more public, accessible and resonant places, geared to a specific audience and a specific time



**The Art of  
Weaving Faiths**

*Great Leap, LA*

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## Community art and activism

- Community art often has an activist agenda
- Commonalities
  - collective, not strictly individual
  - representation
- Art can be catalyst that illuminates a political issue in a way that leads to mass mobilization and action.



**Environmental  
Justice Project**

*Sierra Club, Louisiana*

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## What's this got to do with the KLab?

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- Community art and activism are about knowledge
  - they build social capital i.e. the grassroots networks that enable people to move information and ideas to a broader audience
  - they make change happen
- Education is activism
  - if people only knew what is going on, they'd do something about it

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# Pervasive computing

- Miniaturization of electronics
- Ubiquitous wireless communication
- Sensing and actuation
- Cheap!



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## Participatory sensing

- People as a system resource
  - mobility
  - social network
  - community
  - meaning
- Urban environments
  - higher people density
  - patterns
  - ownership



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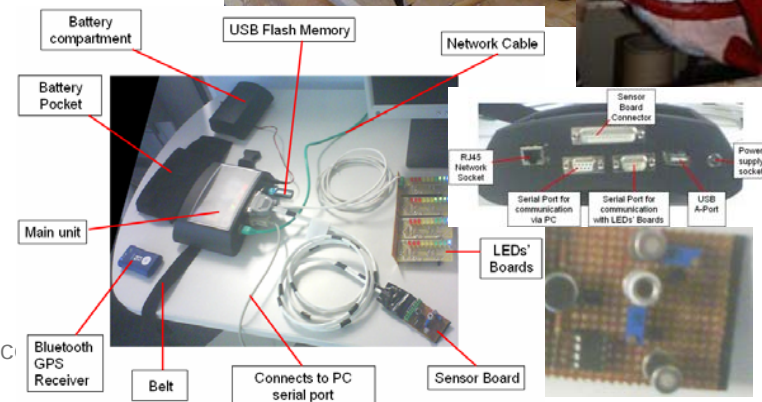
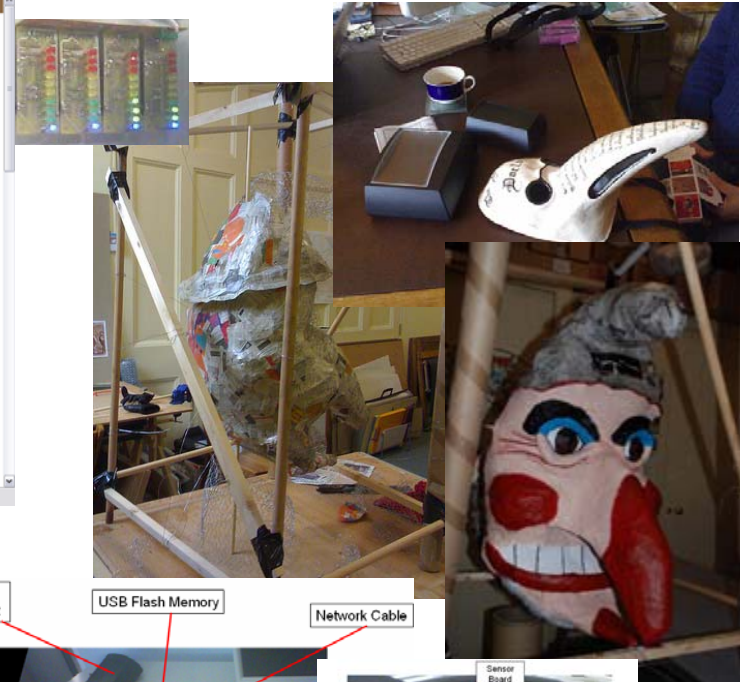
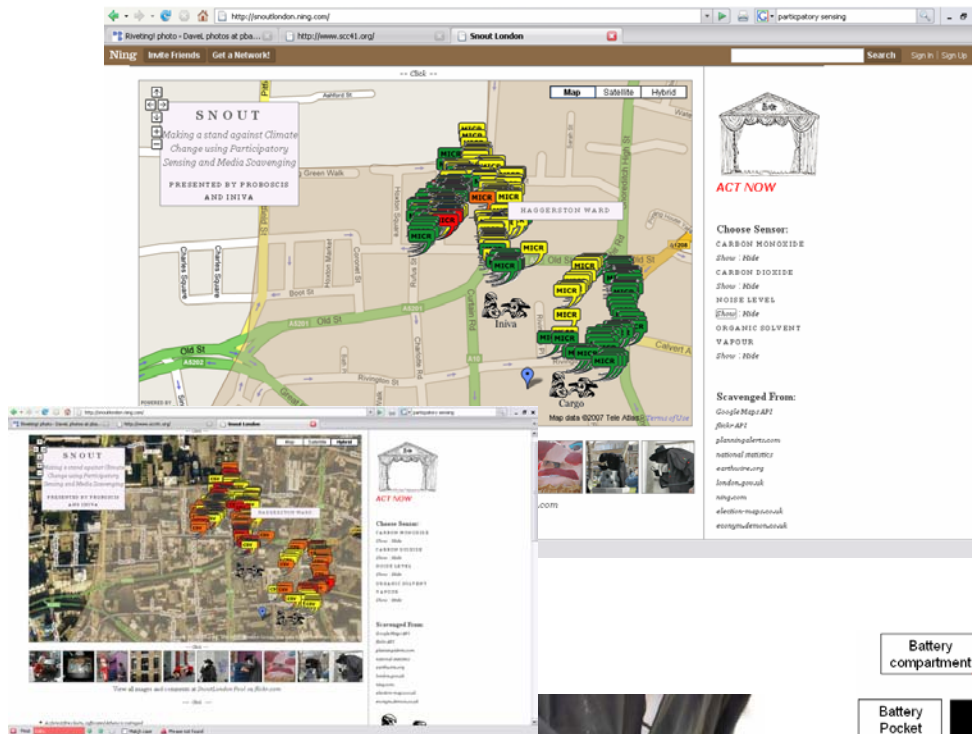
## Sensing and learning

- Feral Robots project:
  - Toy robotics + urban tapestries + wireless sensing
  - Open source designs
- Explore further:
  - explore relationships between the body, community and the environment
  - scavenge
  - performance



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# Building Snout



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Leading education  
and social research  
Institute of Education  
University of London



# Snout Performance



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## Summary

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- Technology
  - pervasive computing, participatory sensing
- Information everywhere
- Take ownership of everyday
- Involve the community

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## Credits

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Alice Angus, Giles Lane, Karen Martin,  
Sarah Thelwall & Orlagh Woods

with Jordan Mackenzie & William Aitchison



Gary Stewart & Helen Idle



Demetrios Airantzis, Jenson Taylor &  
George Roussos

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