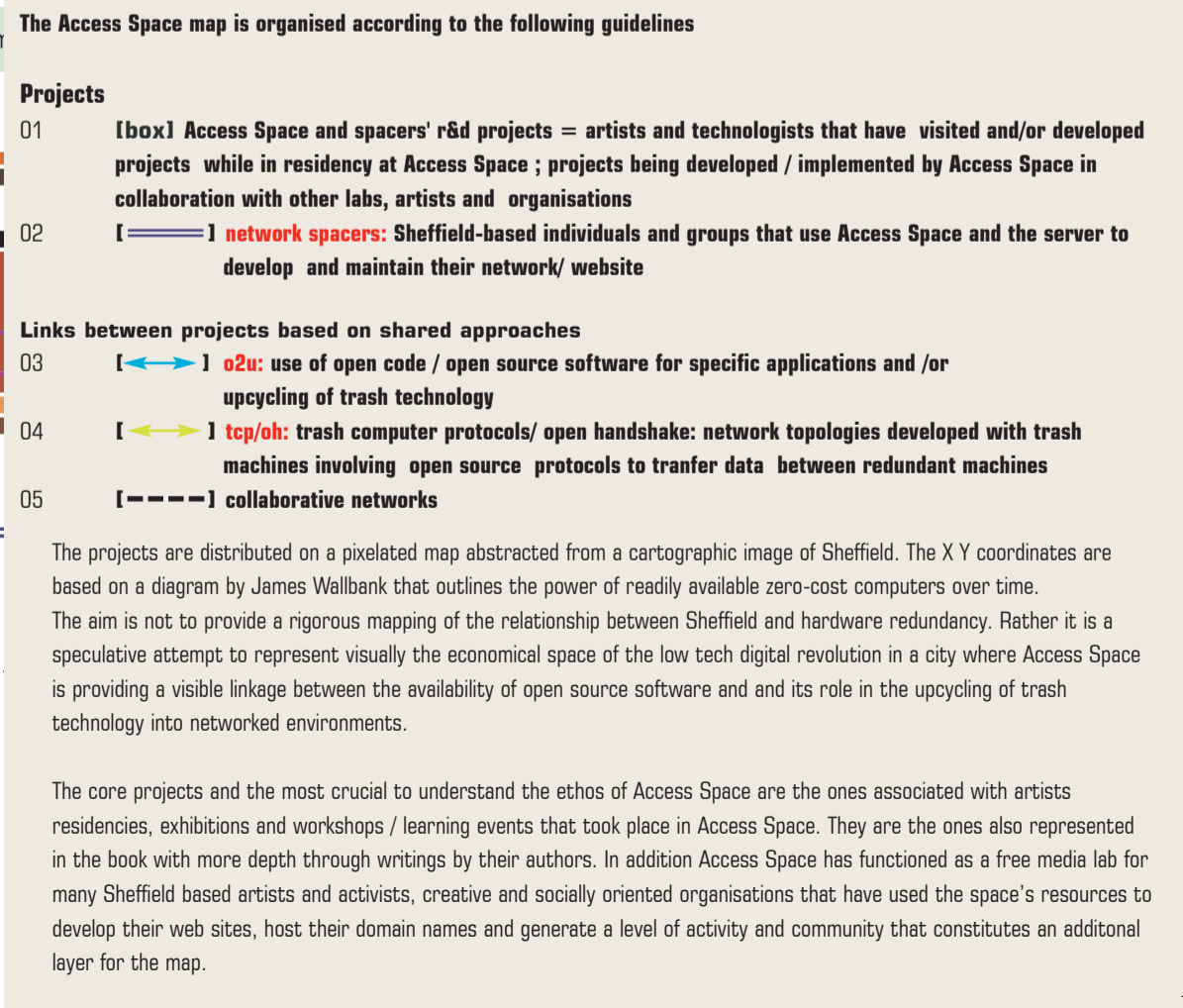


~~1997~~ 1998 1999 2000 2001 2002 2003 2004 2005





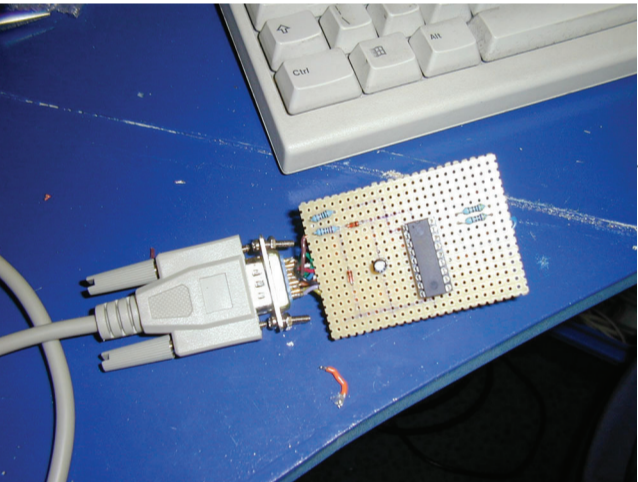
2003-05 **FreePeople** Online Campaign



04-2003 RTI **Paperless Office** Exhibition



2002-05 Access Space **Grow Your Own Media Lab!**



04-2003 Simon Blackmore **Digital Rainstick** Residency Workshop



04-2004 NullPointer **4tin04: Perform** Sound



08-2002 Access Space and A2RT**Grow Your Own Media Lab /Tech2:** © Folly!

Lowtech means technology that is cheap or free. Technology moves on so fast that right now we can recover low-end Pentiums and fast Macintoshes from the trash. Lowtech upgrades every year. But we don't have to pay for it. Lowtech includes hardware and software. We advocate freeware and low cost software. We particularly advocate the use of low cost, open source operating systems. High technology doesn't mean high creativity. In fact sometimes the restrictions of a medium lead to the most creative solutions. Independence is important. Don't lock your creativity into a box you don't control. Access is important. Don't lock your creativity into a format we can't see. High tech artworks market new PCs. Even if they aren't meant to. Artworks that make use of new, expensive technology can't avoid being, in part, sales demonstrations.



03-2004 Philip Welding **Stationary Stationary** Exhibition



2000-05 Mozaz **Image** online photo archive

Part of the message of an online video stream, whatever its content, is "Hey, isn't it time for an upgrade?". Communicators concerned with the meaning and context of what they do may want to avoid this. We're skeptical about the consumerist frenzy associated with information technology. Lowtech questions the two year upgrade cycle. A lot of people say that new media is revolutionary. They say the net is anarchic and subversive. But how subversive can you be in an exclusive club, with a \$1000 entrance fee?

Lowtech counters exclusivity. Lowtech is street level technology. Text is great for communicating. Write down what you want to say. Make it clear and simple and non-exclusive.

Email is still the "killer app". Fast, low cost global communication for the ordinary citizen is genuinely something new. HTML is good for lots more than web pages. Now you can author all sorts of graphical stuff with a plain text editor. Use the web for plain text and images. It's simple and cheap and quick and it works.



03-2002 RTI **Fax TV** Exhibition



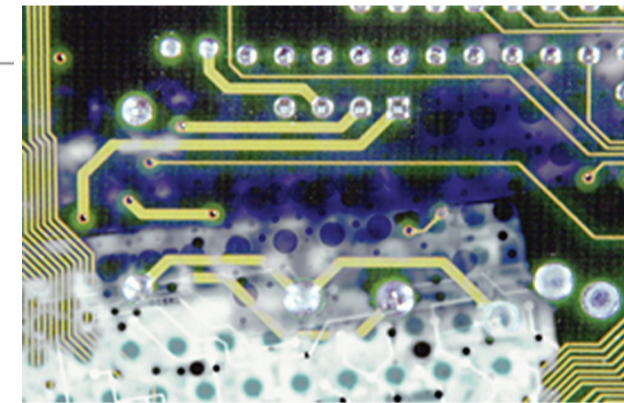
DB 15 female to female slim **genderchanger**



2004-05 Steve Withington **Disposable Urban Landscapes** Online gallery



06-2000 MAP, Irational.org, Technologies To The People and Meijor Vida Corporation **Tech_nicks Sheffield** Mobile Lab



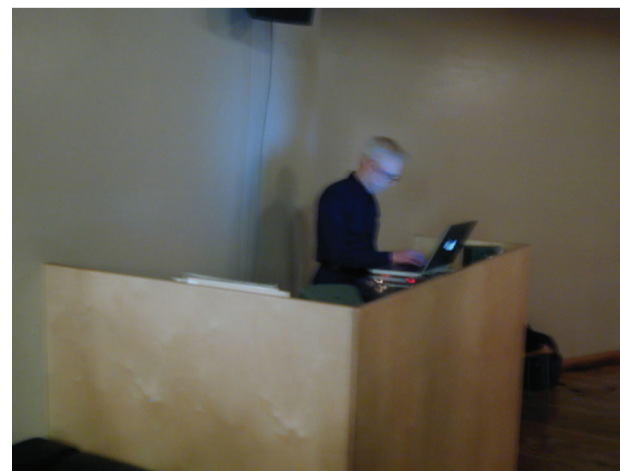
11-2001 **GenderChangers** Workshop



04-2003 Stephen Carley Epicentre Sieben **Tongue & Groove** Sound



10-2004 Xan Byatt, Mark Foster and Adam Tyson with PJ, Ross, Hannah, Jade, Sam and Hayley **Voices** Exhibition



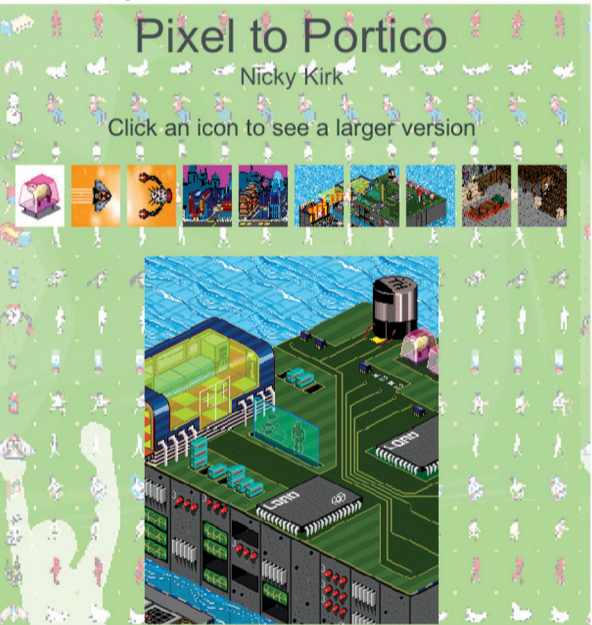
11-2002 Malte Steiner **Pure Data** Residency Workshop

Background image: 23-02-2002 **Vicky Morris Know Future** exhibition

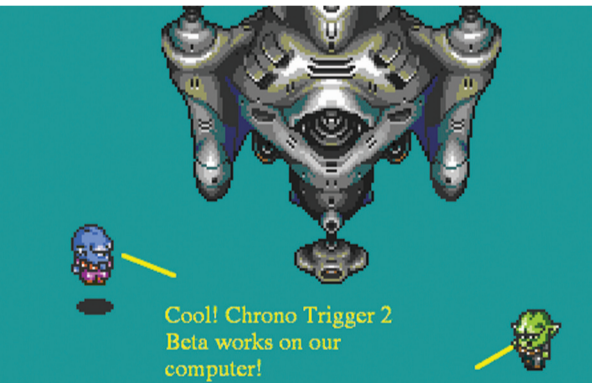
06-2002 Marcelle Campher and Sheffield skateboarders **DIY T-Shirt** Workshops



03 -1999 James Wallbank **Lowtech Manifesto** presentation N5M



12-2003 Nicky Kirk **Pixel to Portico** Exhibition



THESE WILL NOW BE A BRIEF INTERMISSION

THIS IS A PUBLIC ANNOUNCEMENT TO SAY SORRY FOR THE LACK OF UPDATES. WE HAD TROUBLE DRAGGING PAAN OUT OF UNIVERSITY AND STOPPING HIM PLAYING COMPUTER GAMES ALL DAY REMEMBER. WE WOULD WORK TO OUR LAST HP AND SACRIFICE THE UNIVERSE TO WRITE THIS WEB COMIC!

2004-05 Harriet Lowe **Doan Chrono Trigger** Web Games Hacking



2003-05 John Ashton, Ed Carter and Julius Ryan **Arts and Leisure Foundation** Sound