

**ACCESS**

[access-space.org](http://access-space.org)

**Grow Your Own  
Media Lab**





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**Grow Your Own Media Lab**

## ***Introduction***

In the year 2000 a Sheffield arts organisation opened an experimental internet lab. It provided a free opportunity for local people to pursue their own creative projects.

That lab, Access Space, is now the longest running open access internet learning centre in the UK. It's helped its participants publish thousands of web pages on hundreds of servers and produce scores of exhibitions, workshops and events.

Access Space breaks some basic rules of received wisdom about how a community computer project should work.

- To help people learn more, teach them less.
- To use the newest technology, don't buy new technology.
- To develop work skills, invite people to play.
- To get professional support, fix it yourself.

These ideas are counter-intuitive - and Access Space has faced an uphill battle to convince strategic agencies that its model works better. Meanwhile Access Space's community has grown and thrived while commercial cybercafes and supposedly strategic "digital inclusion" networks have run out of money, energy or interest.

Access Space moves beyond the digital inclusion agenda, proposing that networked technologies only truly empower when they enable people to create. To do this without boundaries people may need to repair, re-engineer and re-imagine technology, so Access Space helps its participants to see *how it works* not just *how to work it*.

In 2005 the Arts Council (a key long-term supporter) funded a project to work with other community organisations across the UK to investigate how they might adopt some of Access Space's successful tactics. That project was called "Grow Your Own Media Lab".

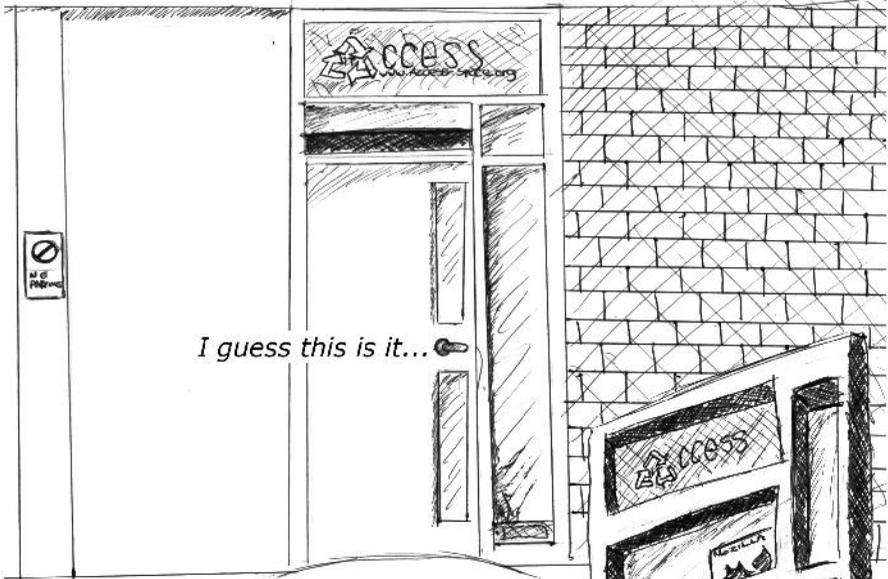
This publication is the final action of that project. It aims to help communities to understand and adopt some of Access Space's approaches. It also aims to inform strategic agencies, and challenges them to re-evaluate their ideas. Is the enduring value of "investment in technology" about hardware and software, or about people and skills? We hope that this publication will encourage funding bodies and grant-givers to value this kind of community action and support similar activities in future.

There's also one more key audience for this publication - people who are thinking about starting an open access community technology project. People like us. To you, artists, community activists, educators, hackers, regeneration workers, we say, "Do it!". We can't guarantee success, but whatever happens, the tough process of doing I.T. yourself will make you, and your community, stronger. But beware of the quick and easy path: pay with cash and you end up poorer; pay with time and effort and you end up smarter.

Originally, this publication was going to have the character of a "How To" or instruction manual. But "How To" documents quickly become obsolete as new technologies become available. With Google and Wikipedia you can work out "How To" on your own. (You'll note there isn't a glossary with this book.)

The key here is not *How*, but *What* and, most importantly, *Why*.

## The Ten Second Rule (1/3)



*I guess this is it...*

*Never been to a  
"media lab" before...*

*...I'm not even sure what one is!*

*Wonder what it'll be like...  
Oh, well. Here goes!*



## The Ten Second Rule (2/3)

Computers... Loads of computers!



People's backs...

They look like they're busy...

Maybe I'd better leave them to it...



## The Ten Second Rule (3/3)



Hi! Are you new here?

I just wondered what this is all about.



I'm Kate, let me tell you about it!

Cup of tea?

Yeah, great! I'm Mike, by the way.

*Phew! I am in the right place.*

How Come? (1/2)

How come people give Access Space all these computers?

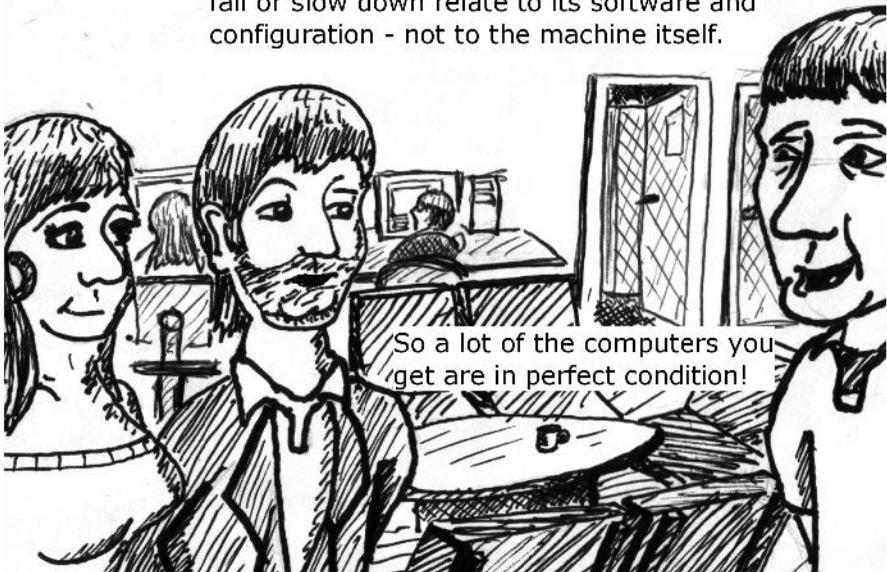


Surely if they were any good, they'd still have a second-hand value...

It doesn't make sense that people are giving away powerful tools.

You're right. It doesn't make sense!

Many problems that make an old computer fail or slow down relate to its software and configuration - not to the machine itself.



So a lot of the computers you get are in perfect condition!

How Come? (2/2)



So how about machines that have hardware trouble? Do you give up on them?



Not at all. Often we can fix hardware faults very quickly just by replacing a part with one from another machine.



But surely most people give up on a PC because it won't run the latest programs. So I guess you have to use old software?

Not if we use software that's more efficient.

In fact we use the very latest software! By using Linux instead of Windows we can get a four or five year old machine to run this year's releases.

Wow! so why isn't everyone doing this?

Maybe because many people would rather spend money than invest time.



Skip Raider (1/2)

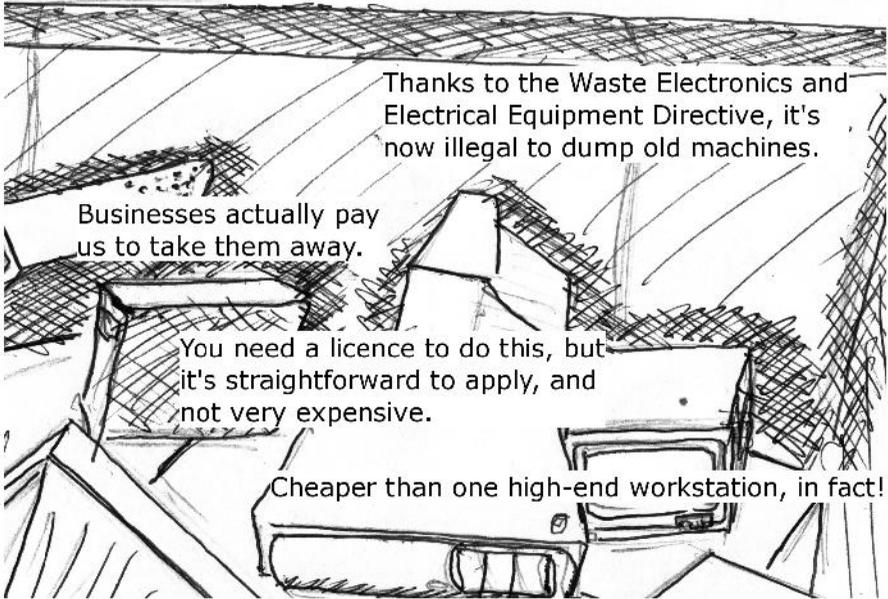
Aha! Another resource discovered!



When Access Space first started, we found many computers in skips.

A second-hand van is cheaper than one high-end workstation, and unlocks an infinite supply of trash technology.

Now the situation is even more favourable.



Thanks to the Waste Electronics and Electrical Equipment Directive, it's now illegal to dump old machines.

Businesses actually pay us to take them away.

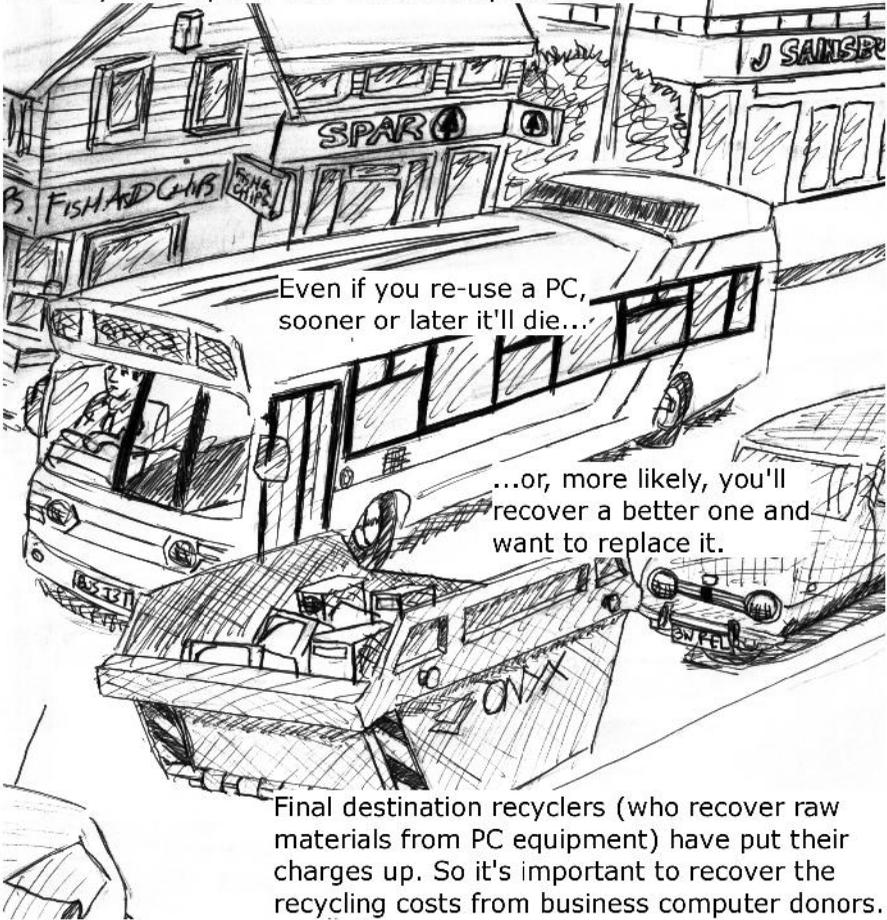
You need a licence to do this, but it's straightforward to apply, and not very expensive.

Cheaper than one high-end workstation, in fact!

Skip Raider (2/2)

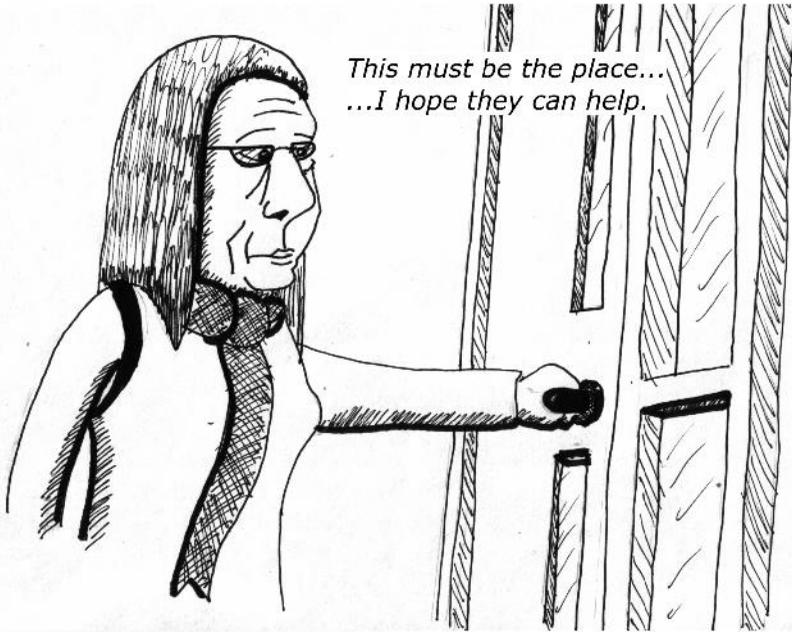


The only minus point with WEEE is disposal costs.



Final destination recyclers (who recover raw materials from PC equipment) have put their charges up. So it's important to recover the recycling costs from business computer donors.

Do It Yourself (1/4)



*This must be the place...  
...I hope they can help.*



Hello? Are you the free  
computer people?

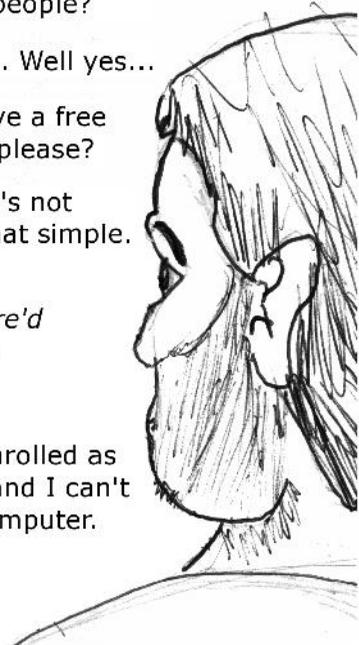
Erm... Well yes...

Could I have a free  
computer, please?

...but it's not  
quite that simple.

*I knew there'd  
be a catch!*

I've just enrolled as  
a student and I can't  
afford a computer.



Do It Yourself (2/4)



We have loads of donated machines, mostly in parts.

Most of them work.  
Some of them don't.

All you'll need to do is rebuild one, test it and install the software.

Then you can take it!

Oh dear! This all sounds a bit beyond me. Can't you just give me a computer? I'm a deserving cause!



Stealing?

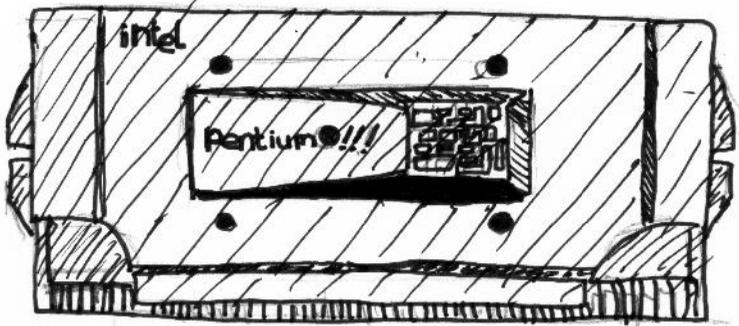
We could rebuild a computer for you... but that would be stealing.

We'd be robbing you of the skills to repair and configure your own computer!

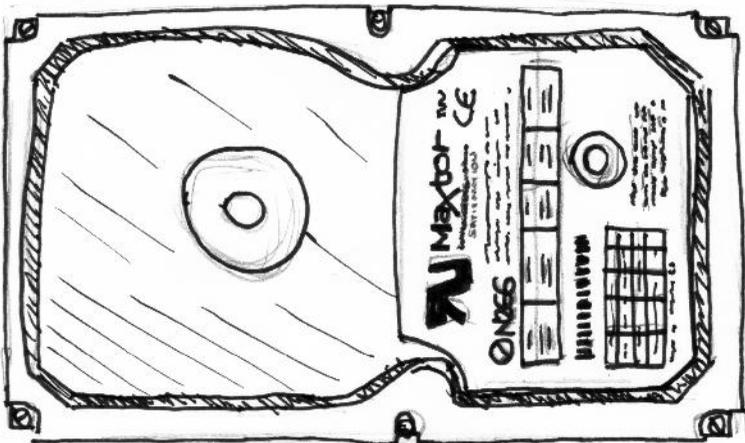
Don't worry. We'll give you all the help you need.



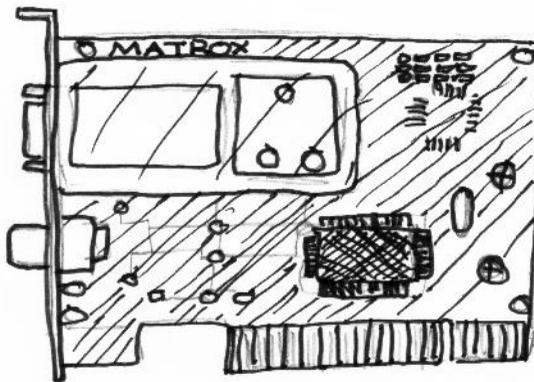
Do It Yourself (3/4)



Pentium 3 Central Processing Unit...



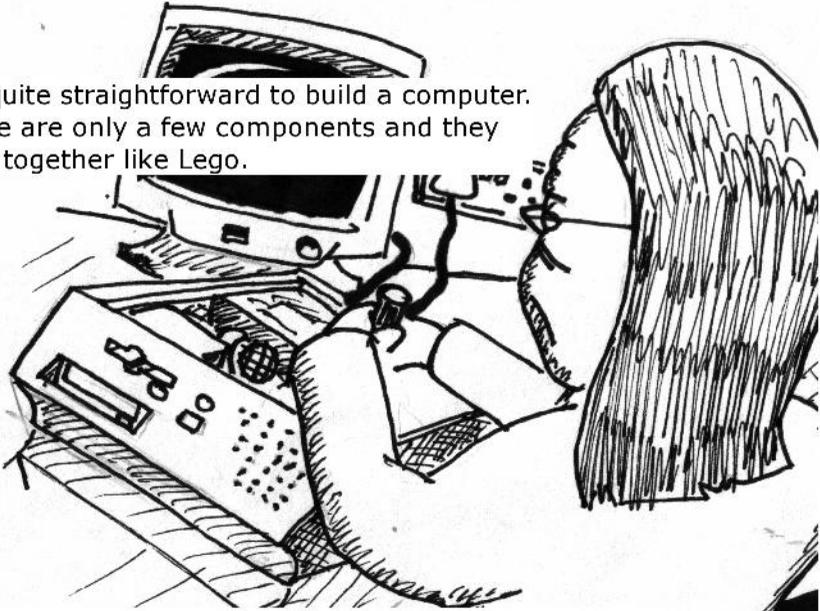
IDE Hard Disk...



PCI Graphics Card...

Do It Yourself (4/4)

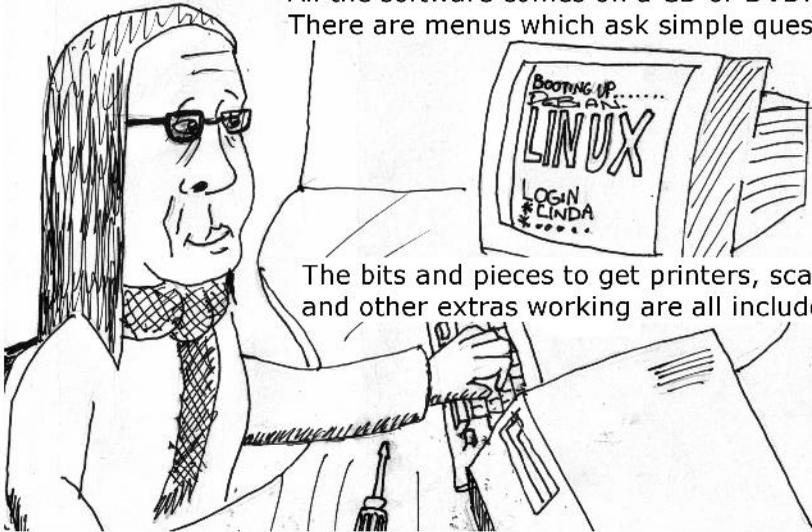
It's quite straightforward to build a computer. There are only a few components and they click together like Lego.



Even a complete beginner will usually be able to rebuild, test, install and configure one in just three sessions.

It's easy to install a free operating system and all the programs you're likely to need.

All the software comes on a CD or DVD. There are menus which ask simple questions.

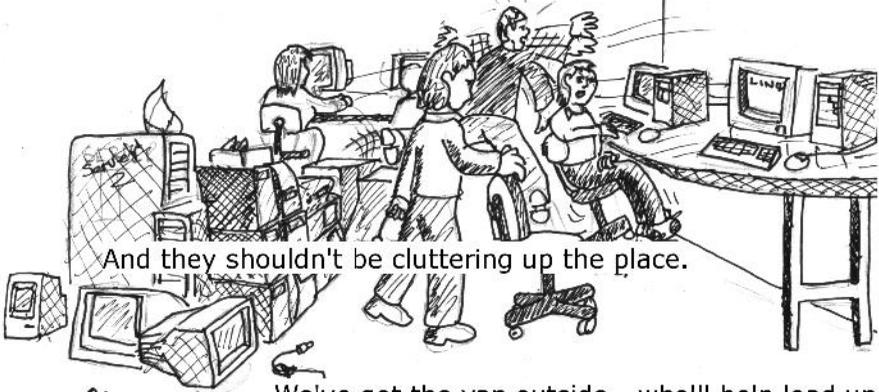


The bits and pieces to get printers, scanners and other extras working are all included.

Happy to Help (1/2)

Whoops! Steady on there!

This is ridiculous! We've got too many computers!



And they shouldn't be cluttering up the place.

We've got the van outside - who'll help load up the machines for recycling?



Count us in!



I'll help.



And me!

Thanks everyone! Let's form a chain and load these stripped-out units into the van. Then we'll take them for recycling.



Anyone able-bodied can help, and working together is fun!

Happy To Help (2/2)



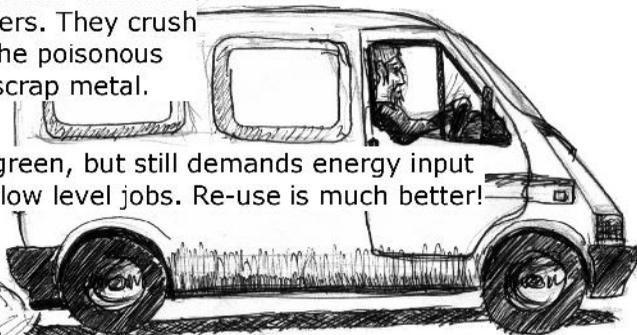
So you say we take the computers for recycling? Aren't we recyclers?

Technically, we're re-users, not recyclers. Re-use is greener and helps us develop and apply high level skills.

And have fun doing it!

We take dead units and obsolete parts to the recyclers. They crush them, dispose of the poisonous stuff and recover scrap metal.

Recycling sounds green, but still demands energy input and provides only low level jobs. Re-use is much better!



Where they see "a few kilos of metal", we see "global communications centre".



Thanks for helping out everyone!



No problem.



Anyone else fancy another cup of tea?

Video Wall (1/4)

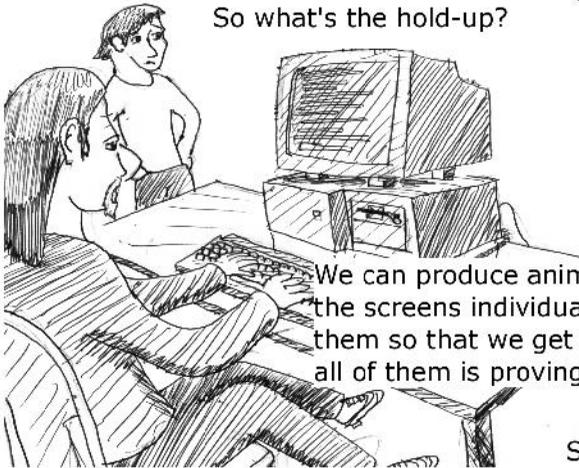
We're well behind schedule...



Yes, we were meant to have this packed up in the van by now.

Looks cool, though!

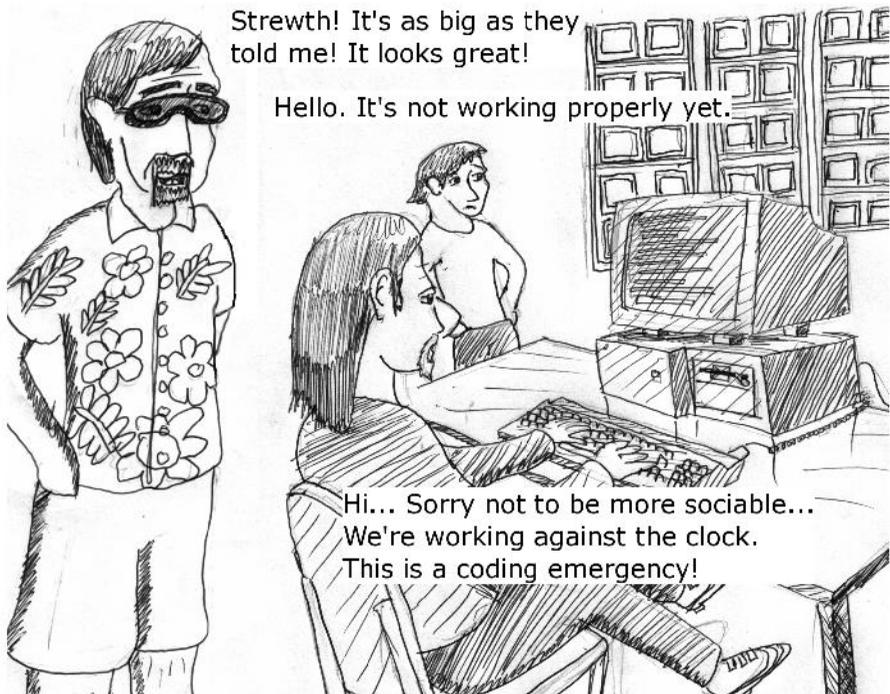
So what's the hold-up?



We can produce animated output on each of the screens individually, but synchronising them so that we get one video image across all of them is proving trickier than I thought.

Sorry, I really can't help!

Video Wall (2/4)



Strewth! It's as big as they told me! It looks great!

Hello. It's not working properly yet.

Hi... Sorry not to be more sociable... We're working against the clock. This is a coding emergency!

Well that's why I'm here. I heard about your video wall project at the local Linux User Group. Can I help?

Do you have any knowhow with C-programming? We're struggling to send and receive network packets.

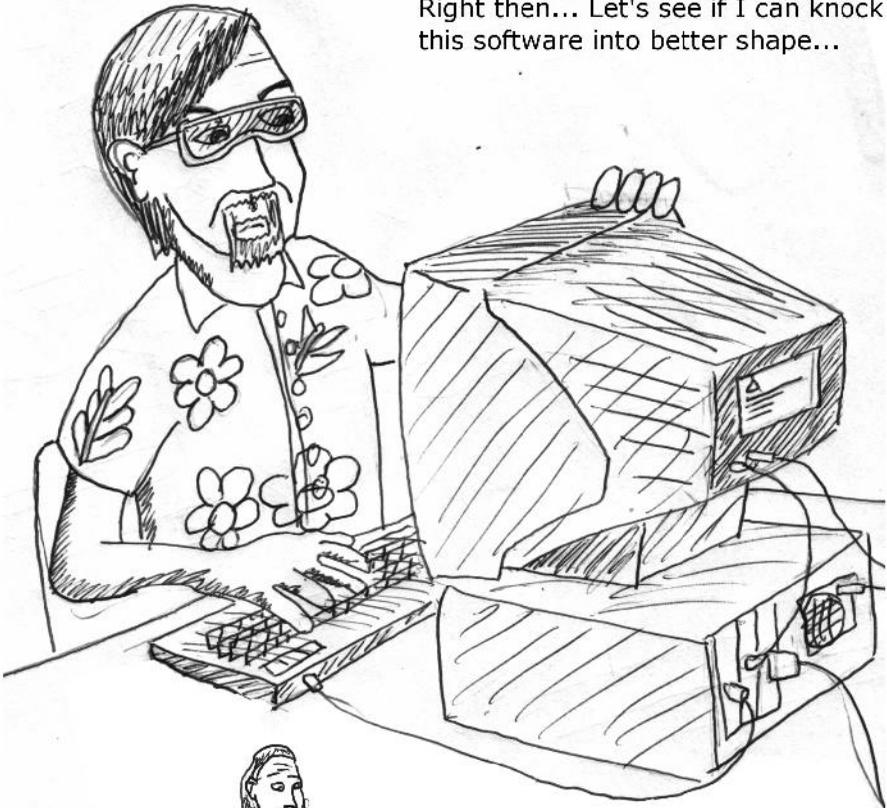
I handed in my PhD thesis about network programming yesterday.

Fantastic! Have you got any spare time over the next 48 hours?

Certainly have, now I've completed my thesis. When I heard about your project it sounded so cool! I'd have come here before... but I was way too busy.

Video Wall (3/4)

Right then... Let's see if I can knock  
this software into better shape...



Thanks, Matt! Meanwhile the rest  
of us will sort out the hardware.



And the video content.

And the network.

And the  
OS config.



Video Wall (4/4)

Several pizzas and many coffees later...



Guys! I think I've cracked it!

Is it working?

Yeeeah! Realtime streaming ASCIIart!

Thanks a lot for helping out.

No worries, mate! It's fun to get to use my skills for something cool. I've never helped to make art before. If you'd have been working on something sensible and boring, maybe I wouldn't have bothered.

Someone could have made a video wall like this in '95, when all this technology was new. They didn't bother, because they couldn't see the point!

But the point is, it's a lot of fun!

And we learned loads of new skills!

And it shows that trash can be a resource when we get creative with it.



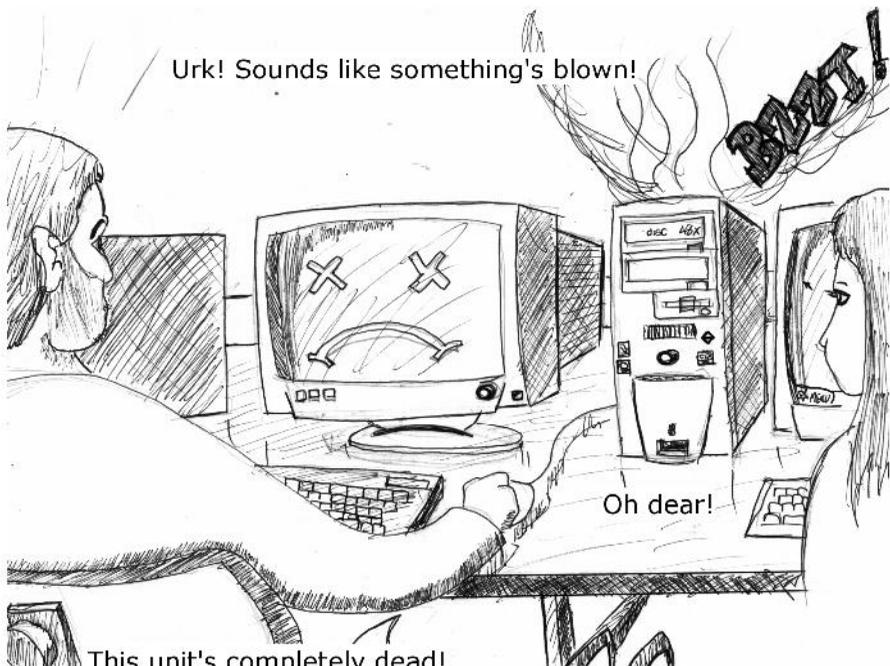
Nice exhibition, Jim. It looks great!



I couldn't have done it without Matt, Tony, Ian, the other Matt and a whole bunch of others!

You Can Fix It (1/3)

Urk! Sounds like something's blown!



Oh dear!

This unit's completely dead!  
What's wrong with it?



Hang on a moment,  
I'll give you a hand.

Can you fix it?

You Can Fix It (2/3)

Rather than me fixing it,  
why don't you?

Most problems only take  
a few minutes to fix.

I've never seen inside  
a computer before.

Okay, here goes!

It smells to me like  
the PSU's blown.



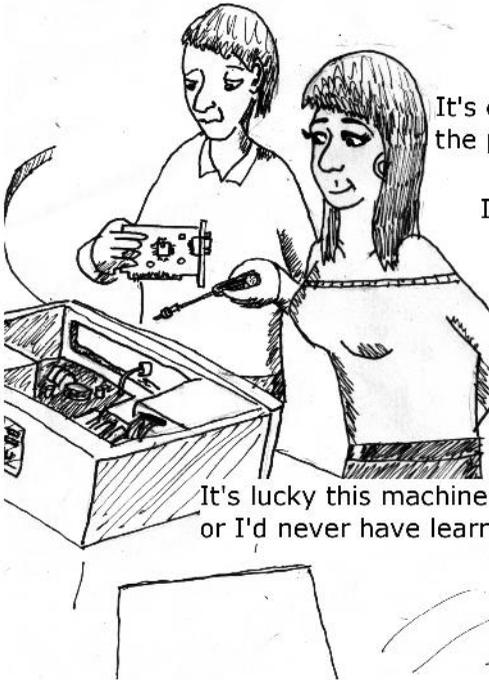
And while we're at it,  
let's upgrade that old  
graphics card.

What's a PSU?

Sorry! Power Supply Unit. It converts  
mains power into 12, 5 and 3.3 volt  
electricity that the computer uses.

So almost every part in  
a computer is replaceable?

Yes, and parts for desktops  
are mostly interchangeable,  
even across different brands.



It's easy to see how  
the parts fit together.

Is it safe?

Absolutely! Once mains power  
is converted to 12 volt it can't  
hurt you. We don't take the  
transformers apart, though.

It's lucky this machine went wrong -  
or I'd never have learned all this!

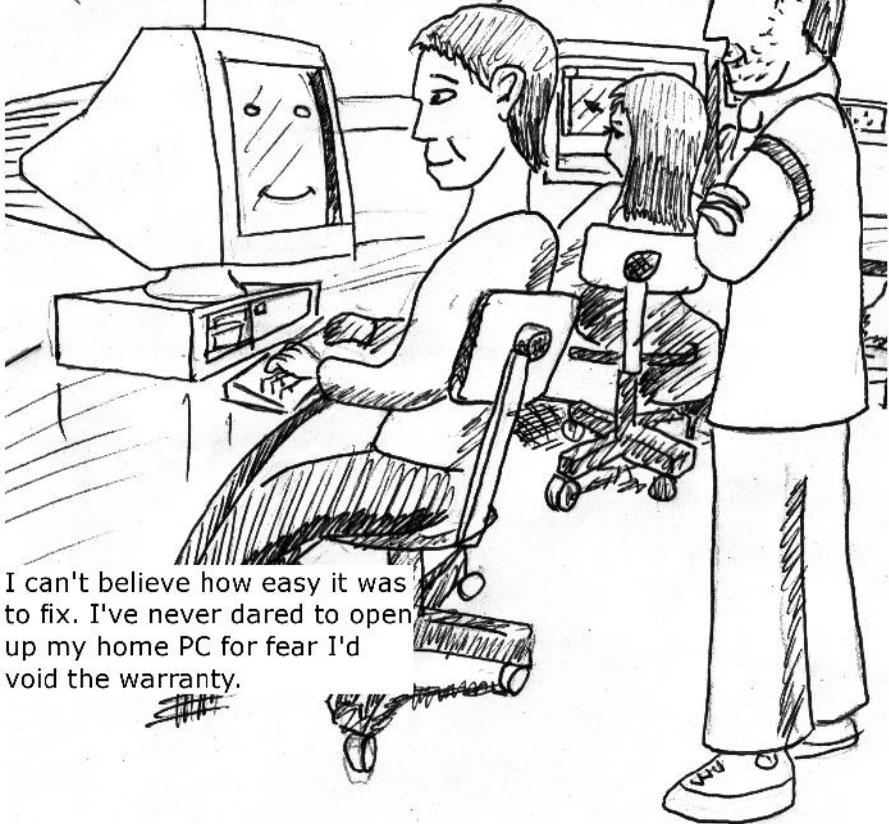
Easy, isn't it?

You Can Fix It (3/3)

Maybe I've broken it...

Don't worry about it. We have plenty of spares!

That's looking a lot more healthy.



I can't believe how easy it was to fix. I've never dared to open up my home PC for fear I'd void the warranty.

By picking up the skills and confidence to open the lid, you'll save a bundle on repair costs and make your computer last longer.

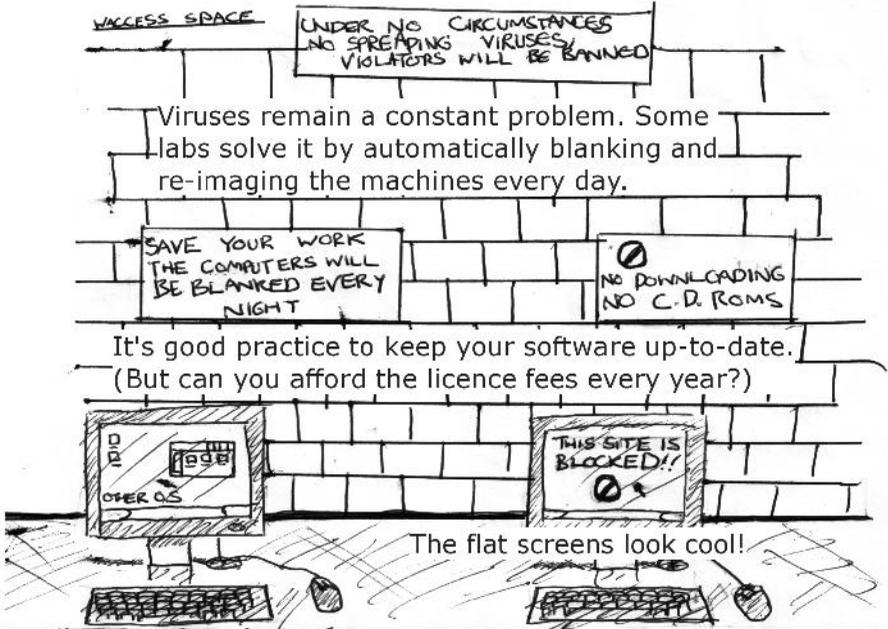
It's a shame more media labs don't let their users fix the machines.

Ironic, isn't it? If a lab works perfectly, users learn less. As long as there aren't too many, glitches can be a help!

Spot The Difference (1/2)

Access Space has a particular way of supporting its community. But not everyone does things our way. Here's how not to do it...

Signs issuing threats to users may not be effective, but certainly are economical!



The latest computers are essential - only a highly specified PC will run the latest version of Windows.



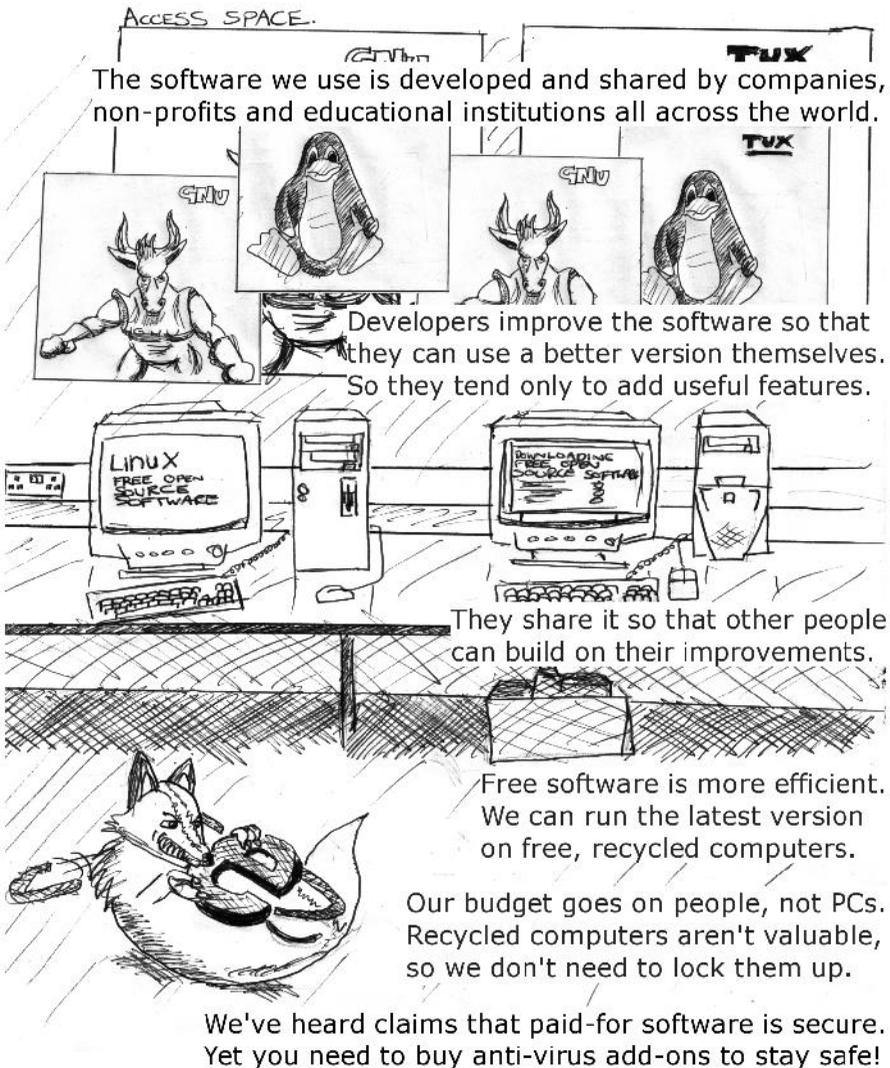
These expensive PCs are secured under the desks to make them harder to steal.

You can increase security by blocking sites that may have problem content. It's a never-ending battle against users as the blacklist needs to be continually updated.

Subscription blacklists claim to be the answer, but fail to teach browsers what's inappropriate. Doesn't a human problem need a human solution?

Spot The Difference (2/2)

Access Space has only used free software since it opened in 2000. In eight years we've never had a computer virus.



Linux comes with free anti-virus updates.

Because it's a shared system, the users are the developers, so tens of thousands of experts around the world can address emerging problems very quickly. What better way to check their fixes than to share them with everyone else?

## Soft Skills (1/2)

This is Blender. It's a 3D rendering package.

With it you can define 3D objects along with their texture and colour.

You can view the objects you've defined from any angle, and output them as pictures, animations or even games.

It sounds complicated. Who taught you?

Nobody really taught me, but lots of people helped.

Here you can ask anyone for help. Everyone will always give you at least a few minutes to point you in the right direction if they know.

But I don't know anything at all - so I couldn't help!

Hey, don't underrate what you know!

It's not just about computer knowhow. I'll bet you could really help people with other things you've picked up.

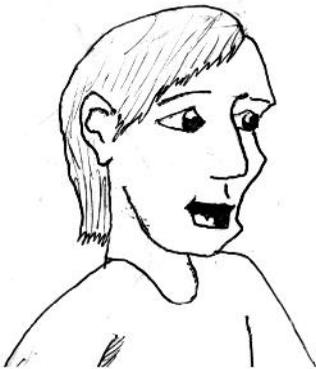
## Soft Skills (2/2)

The most valuable skills I've learned are the hardest to pin down - how to organise my ideas... how to help people to work together effectively.



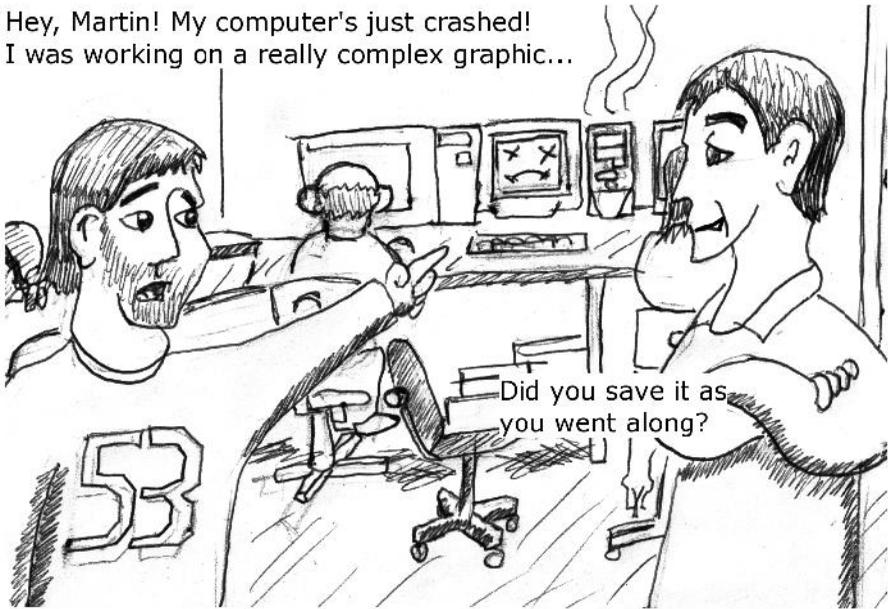
More than ever I reckon you can help! By doing your own projects at Access Space, people will learn from you just by seeing how you work.

This goes well beyond technical skills.



Safe Desktop (1/1)

Hey, Martin! My computer's just crashed!  
I was working on a really complex graphic...

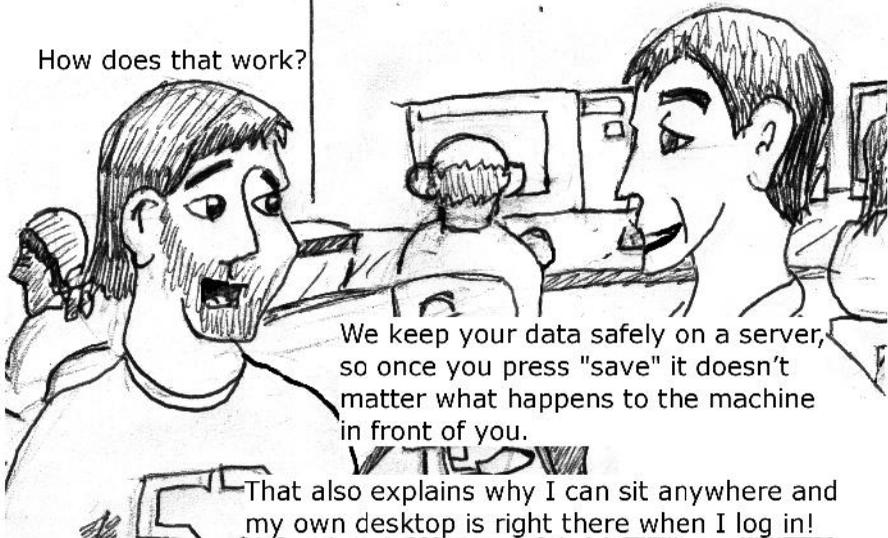


Did you save it as  
you went along?

Yes, of course! But now the computer  
won't even turn on - so my work's gone!

No problem - just switch to another workstation  
and your work will be there. You can carry straight  
on from where you last saved.

How does that work?



We keep your data safely on a server,  
so once you press "save" it doesn't  
matter what happens to the machine  
in front of you.

That also explains why I can sit anywhere and  
my own desktop is right there when I log in!

## Basic Skills (1/4)



Errr... Hello?  
I'm here for my work placement.

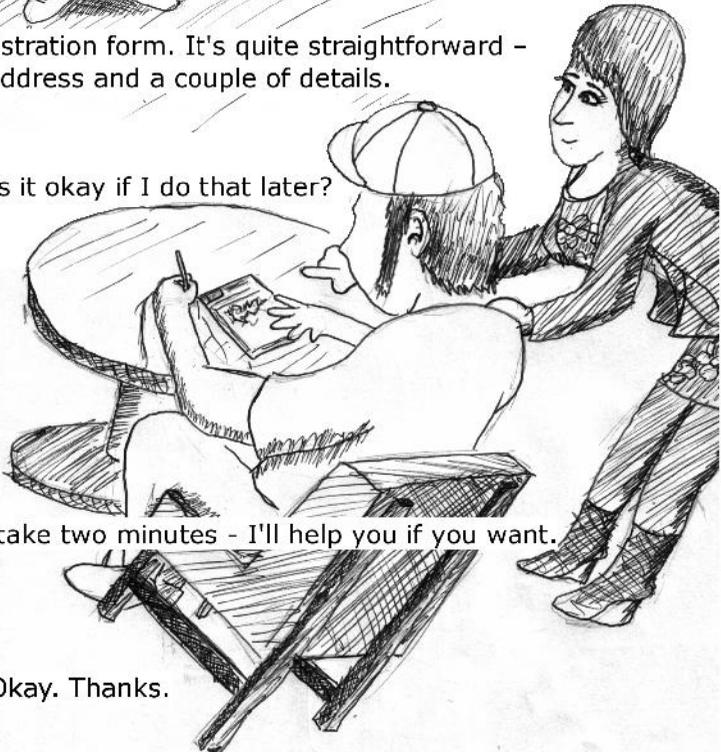
Great! Welcome! I'm Kate, who are you?

Matt.

Hi Matt. First we'll need to register you and make you a login name.

Here's a registration form. It's quite straightforward - just name, address and a couple of details.

Errmmm... Is it okay if I do that later?

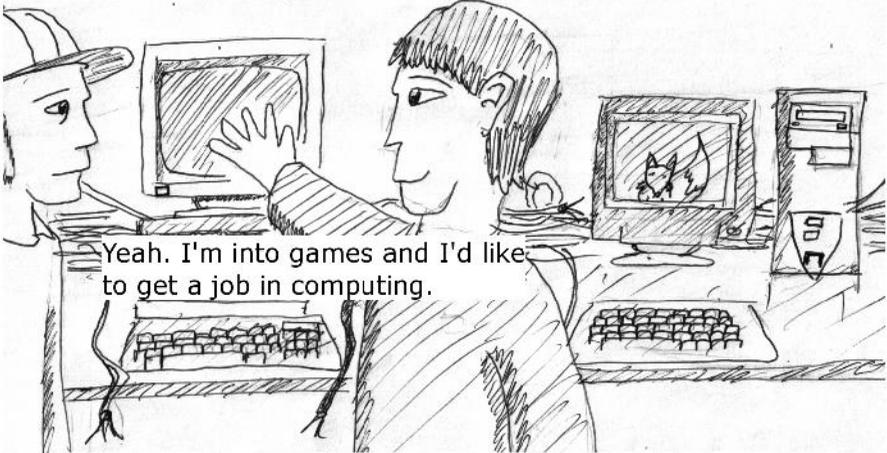


It'll only take two minutes - I'll help you if you want.

Okay. Thanks.

## Basic Skills (2/4)

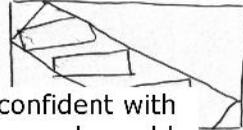
So you're Matt, right? Dave. So I gather you're into computer hardware?



Yeah. I'm into games and I'd like to get a job in computing.

If you're up for it we thought we'd get you working on upgrading the network. As you can see, the cables are really messy.

But I... Errmmm...



Don't panic mate. I know you're not that confident with reading and writing. But you're clearly keen and capable. We found that out at interview!

Well if you reckon I can do it...

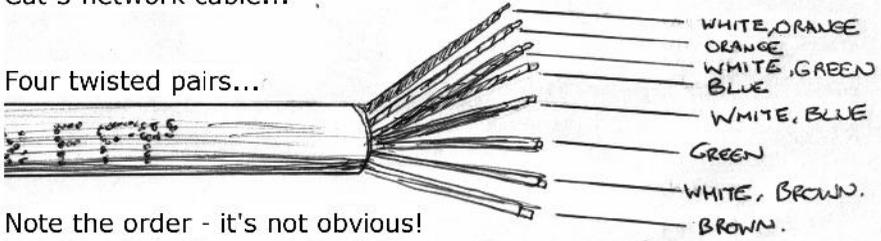


Yeah, no problem!  
Let's get started.

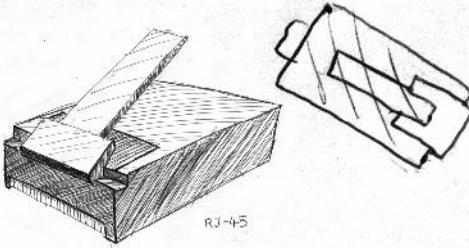
## Basic Skills (3/4)

Cat 5 network cable...

Four twisted pairs...

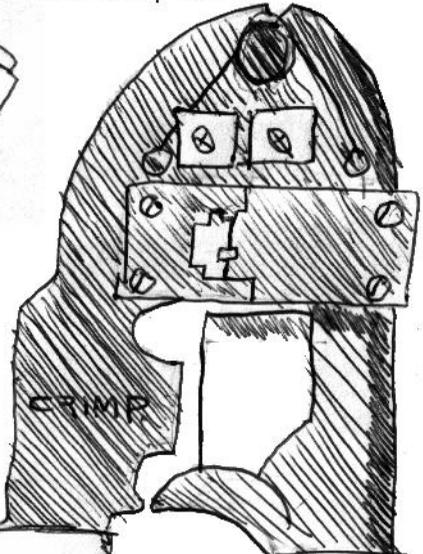


Note the order - it's not obvious!



RJ45 ethernet connectors.

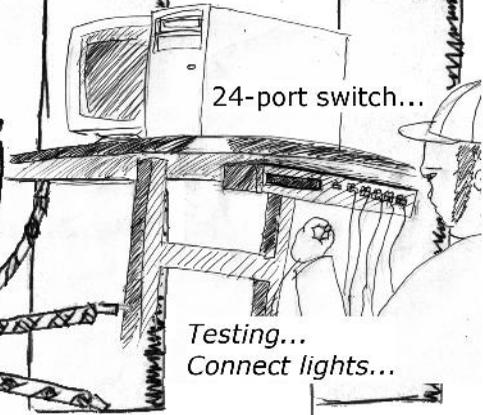
RJ45 crimp tool...



*Heheh! I didn't think I would... but I get it!*



Four-core phone cable.



## Basic Skills (4/4)

Nice one, Matt! Everything's working great!

Aye, and the desks are looking tidy!

Thanks mate!



It's great to do a job that's really useful.

So how did you get on at Access Space?

I cabled and tested a 100-base-T ether network, with Cat5 cabling, RJ45 sockets, hubs and a 24-port switch.

I'm impressed - I've no idea how a network works!

*Holy smoke! I thought this guy was a write-off!*

Matt's done some really valuable work.



And I've learned loads!

But listen - I need help with reading and writing.

We've got Matt started, but he needs structured support as well.

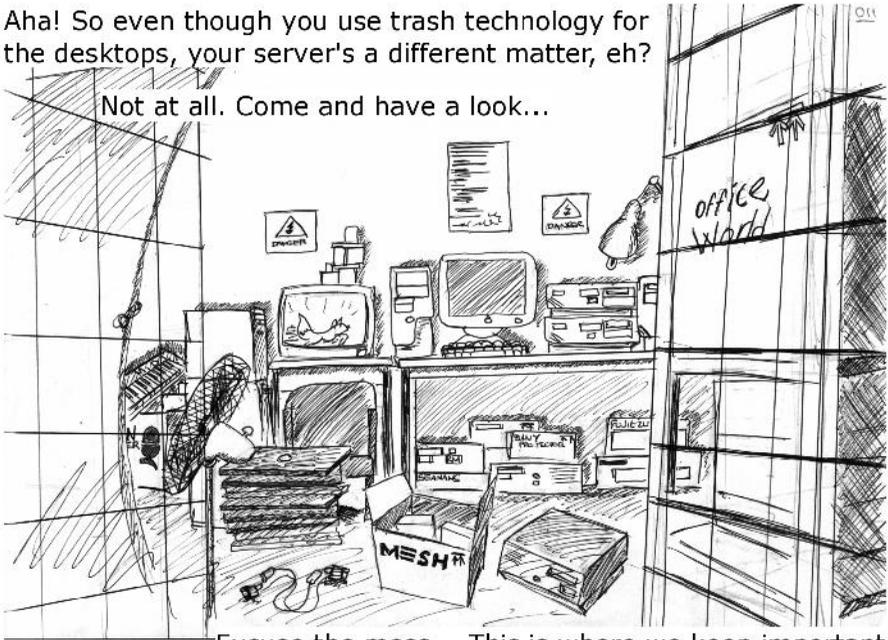
We'll make sure you get the help you need, Matt.

I didn't want to ask before - I just felt stupid.

Trash Server (1/2)

Aha! So even though you use trash technology for the desktops, your server's a different matter, eh?

Not at all. Come and have a look...



Excuse the mess... This is where we keep important things that we don't want people to take apart.

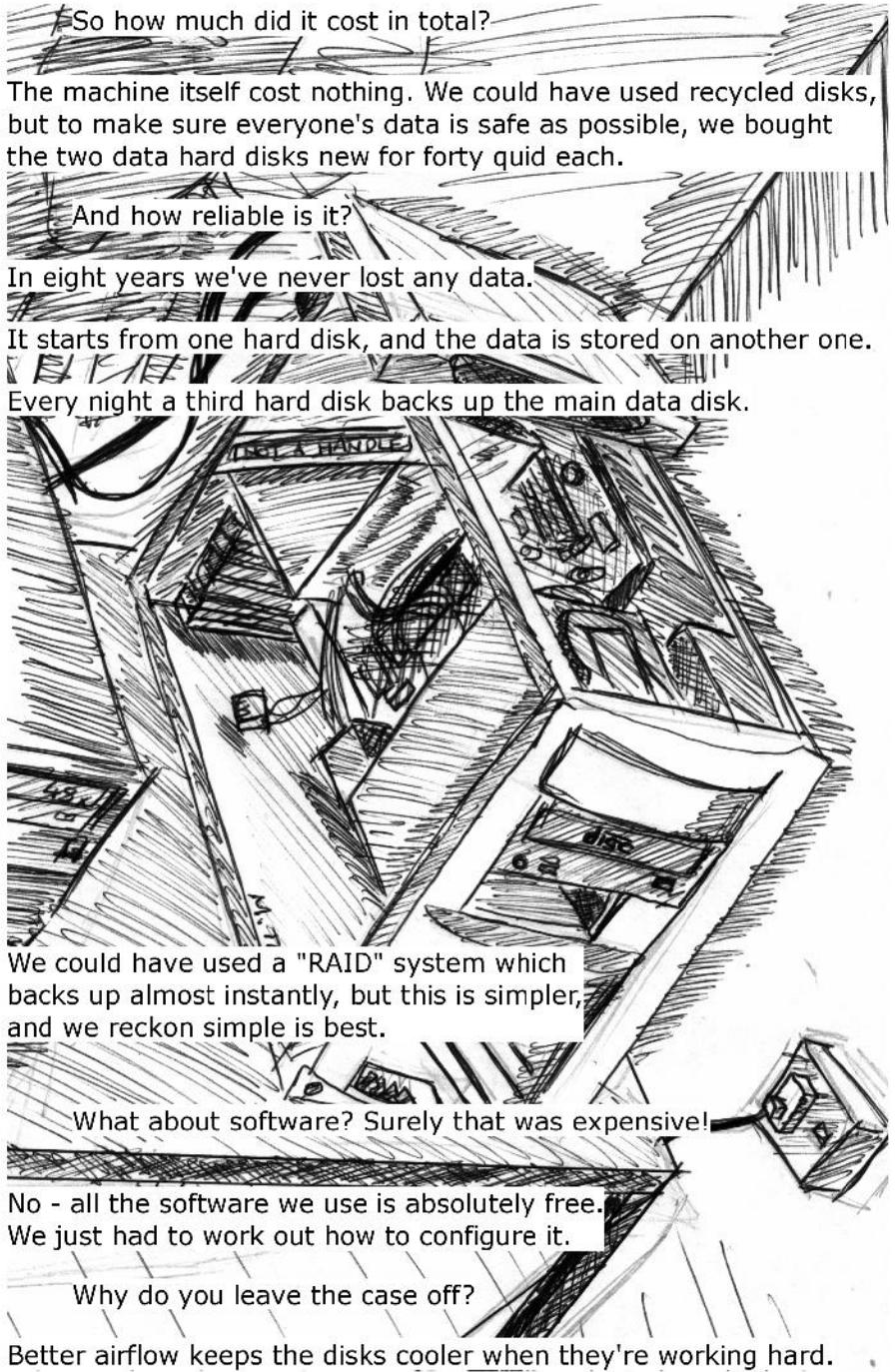
This is our fileserver. It's just a normal trash computer with three hard disks in it.



So there's nothing special about it?

Not physically. It's the software configuration that makes it special.

Trash Server (2/2)



So how much did it cost in total?

The machine itself cost nothing. We could have used recycled disks, but to make sure everyone's data is safe as possible, we bought the two data hard disks new for forty quid each.

And how reliable is it?

In eight years we've never lost any data.

It starts from one hard disk, and the data is stored on another one.

Every night a third hard disk backs up the main data disk.

We could have used a "RAID" system which backs up almost instantly, but this is simpler, and we reckon simple is best.

What about software? Surely that was expensive!

No - all the software we use is absolutely free. We just had to work out how to configure it.

Why do you leave the case off?

Better airflow keeps the disks cooler when they're working hard.

## Finding a Voice (1/6)



My daughter's really interested in computers...

Can she come here?

Hey, anyone can take part. Not just your daughter, you as well if you like!

What's her name?

Harriet. But she's not very good with strangers.

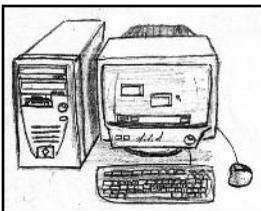
That's okay.

...but she...

Hi Harriet. My name's Jim. I understand you're interested in computers.

Yes.

Come and have a look at this.

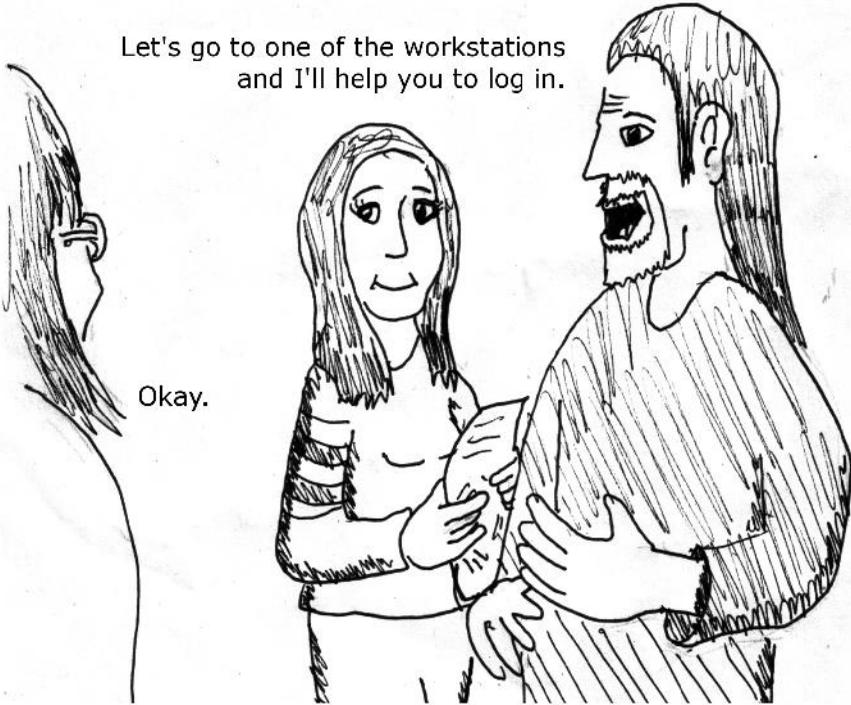


## Finding a Voice (2/6)



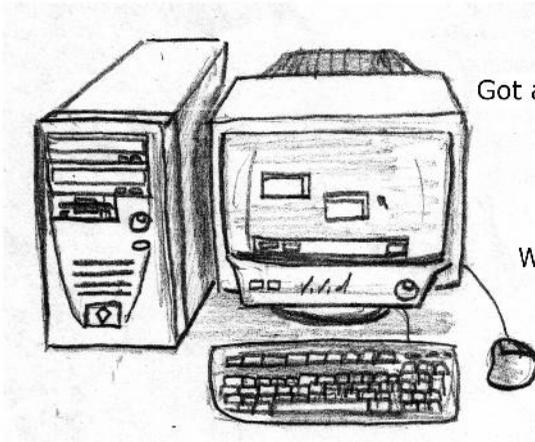
## Finding a Voice (3/6)

Let's go to one of the workstations  
and I'll help you to log in.



Okay.

These computers run Linux,  
the free operating system.



Okay.

Got a computer at home?

Yes.

Windows or Mac?

Mac.

Wanna try something new?

Okay.

## Finding a Voice (4/6)

Hello Harriet!

Hi.

Hello Harriet!

Hi.

Hello Harriet!

Hi.

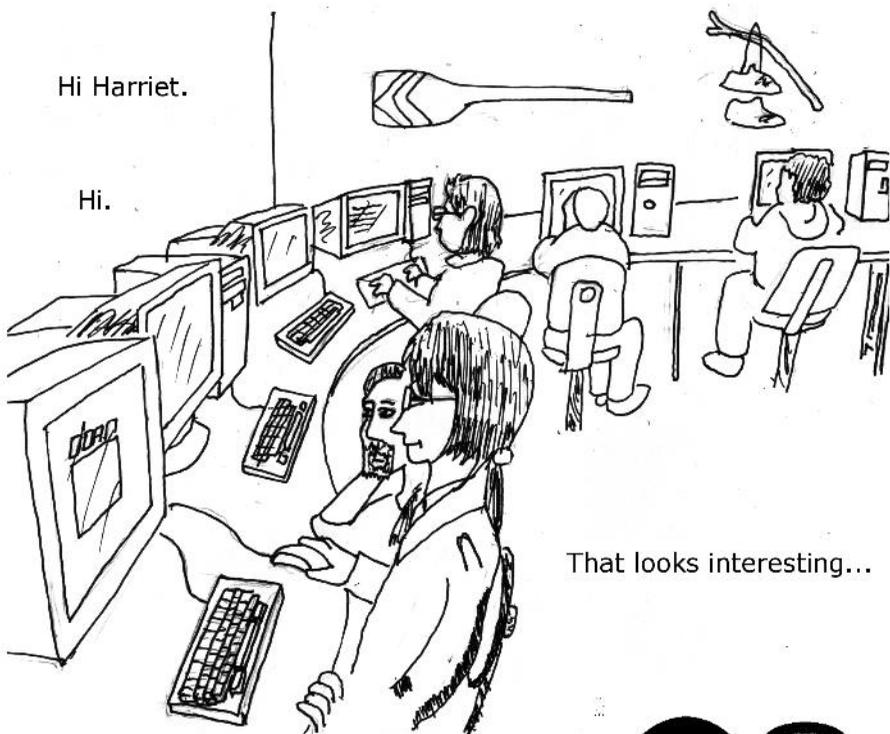
I hope Harriet's okay. She's not very talkative.

Well, she keeps coming in.  
I think she's working at something.

## Finding a Voice (5/6)

Hi Harriet.

Hi.

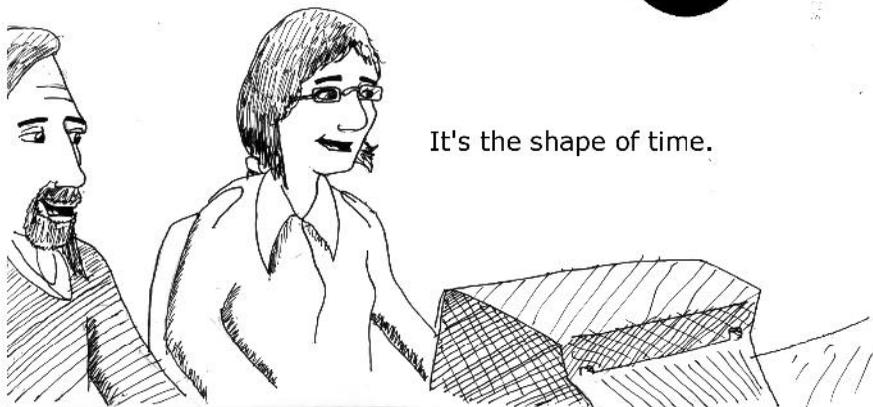


That looks interesting...

What is it?



It's the shape of time.



## Finding a Voice (6/6)



And what's that?

That's Alfador. Fear him, foolish mortal.

Okay... And who are they?



They are the Alfasoft World Domination Corporation (tm).

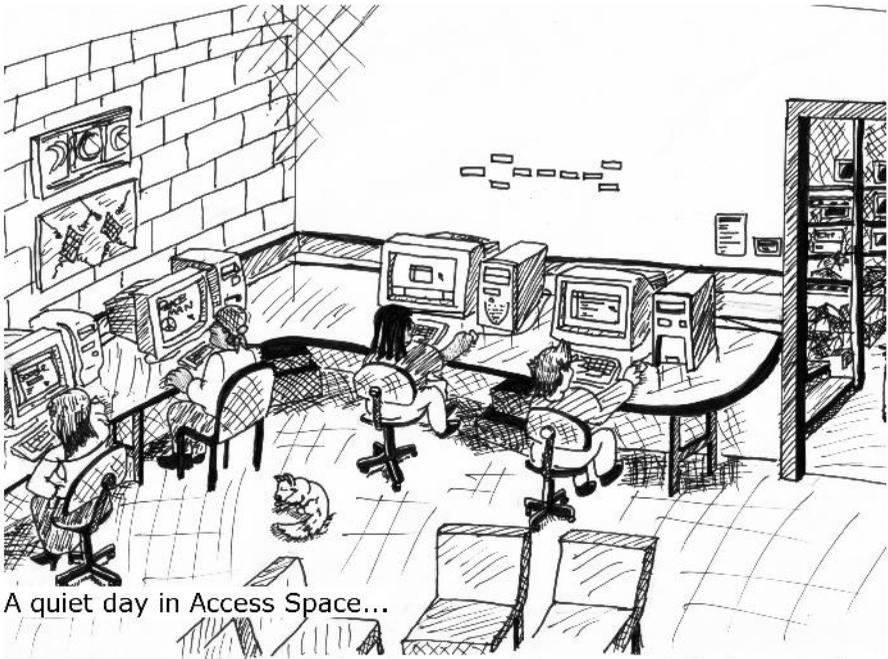
Erm...m...



That's Doan... That's Doan's dinner...

That's the Nu. All life begins and ends with Nu.

Power Cut (1/2)



A quiet day in Access Space...

People are working away at their projects...

But other than a place to use a workstation, what other benefits do participants get from a community workspace?



Power Cut (2/2)

What's happened?

Oh no! My screen's gone dead!



Mine too!

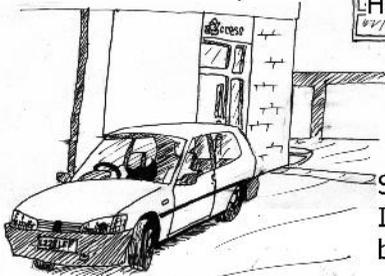
It's quiet...

Too quiet!

Hahahaha!

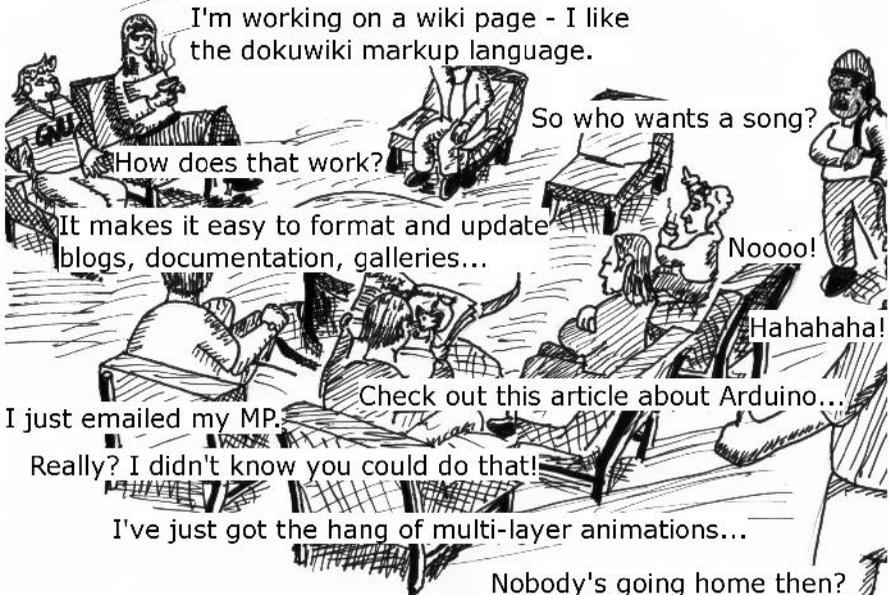
Argh! It's a powercut!

Hang on, I'll check outside...  
It's the whole street.



Someone's just dug up a power cable.  
It'll be at least an hour before power's  
back on. You might as well go home.

I'm working on a wiki page - I like  
the dokuwiki markup language.



How does that work?

So who wants a song?

It makes it easy to format and update  
blogs, documentation, galleries...

Noooo!

Hahahaha!

I just emailed my MP.

Check out this article about Arduino...

Really? I didn't know you could do that!

I've just got the hang of multi-layer animations...

Nobody's going home then?

## The Cool Factor (1/4)



Hello everyone. I'm going to talk about programming PureData to make sound.

PureData is an object-orientated visual programming language for sound and vision synthesis...

Because these recycled computers are quite low power, I have made them into a choir.

Each one only creates one type of sound.

They listen to each other across the network...

Laaaah!

Laaaa!

...and sing together, each in their own voice!

## The Cool Factor (2/4)



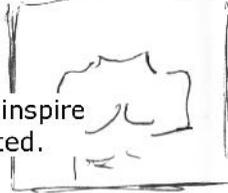
I had worried that not many of you would come to my talk, because the subject is quite technical...

But here you are!

Even though not many of you have yet learned a programming language...



Maybe this will inspire you to get started.



## The Cool Factor (3/4)

I must warn you that learning to program is not quick or easy. Don't believe anyone who tells you that it is!



But maybe I can show you how it can be a lot of fun!



## The Cool Factor (4/4)



Laaaaah!

Zoink!

Bleep!

Urg!

Laaaah!

Laaaa!

*This is great!*

*I always thought programming would be boring...*

*I don't get it yet, but it's definitely very cool!*

*Could we use this for the band?*

*Interesting...*

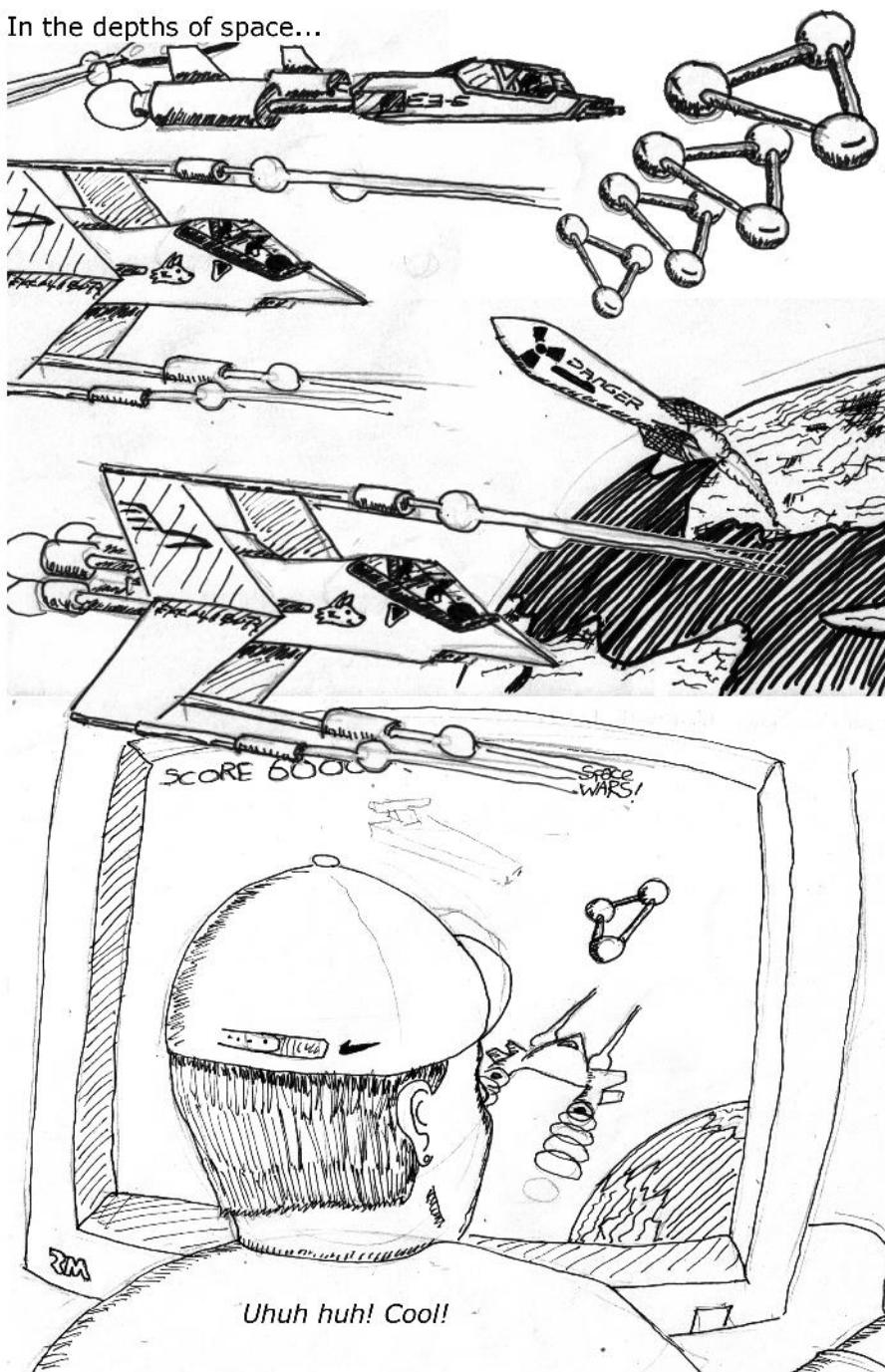
*In a couple of years I will be able to do this!*

*That bit's like XHTML...*

*This gives me an idea...*

## Peer Pressure (1/2)

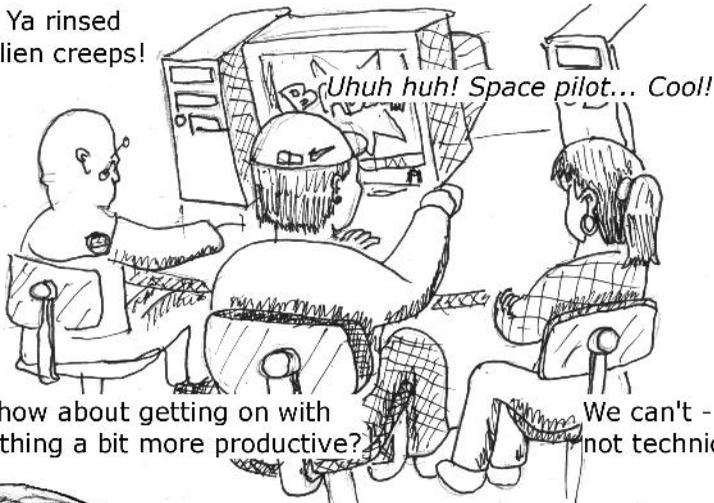
In the depths of space...



Uhuh huh! Cool!

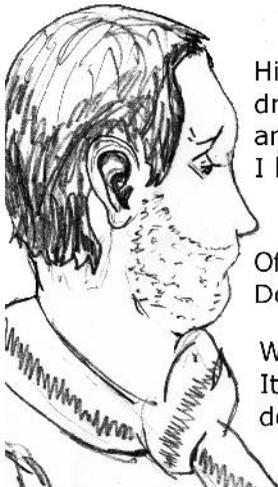
## Peer Pressure (2/2)

Sweet! Ya rinsed them alien creeps!

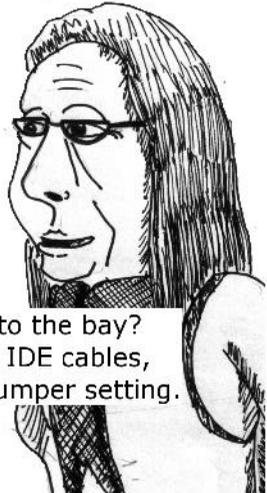


Hey, how about getting on with something a bit more productive?

We can't - we're not technical.



Hi Richard. My CD-ROM drive's broken. I took it out and brought it back. Could I have another one, please?



Of course you can Linda! Do you need help fitting it?

Won't it just slide straight into the bay? It uses the same power and IDE cables, doesn't it? I can check the jumper setting.

It's just the same - sounds like you can handle it!

Even an old duffer like me can do that!



That granny knows her stuff!

If she can do it, I guess we could build our own computers...

Let's get started. This is boring.

My Project (1/8)

The situation in Iran is quite difficult...  
and I was not able to stay there.

**Javeed is not my real name.**

I run a chat and blog website in the Farsi language.  
It is one of the most popular sites for political discussion in Iran.

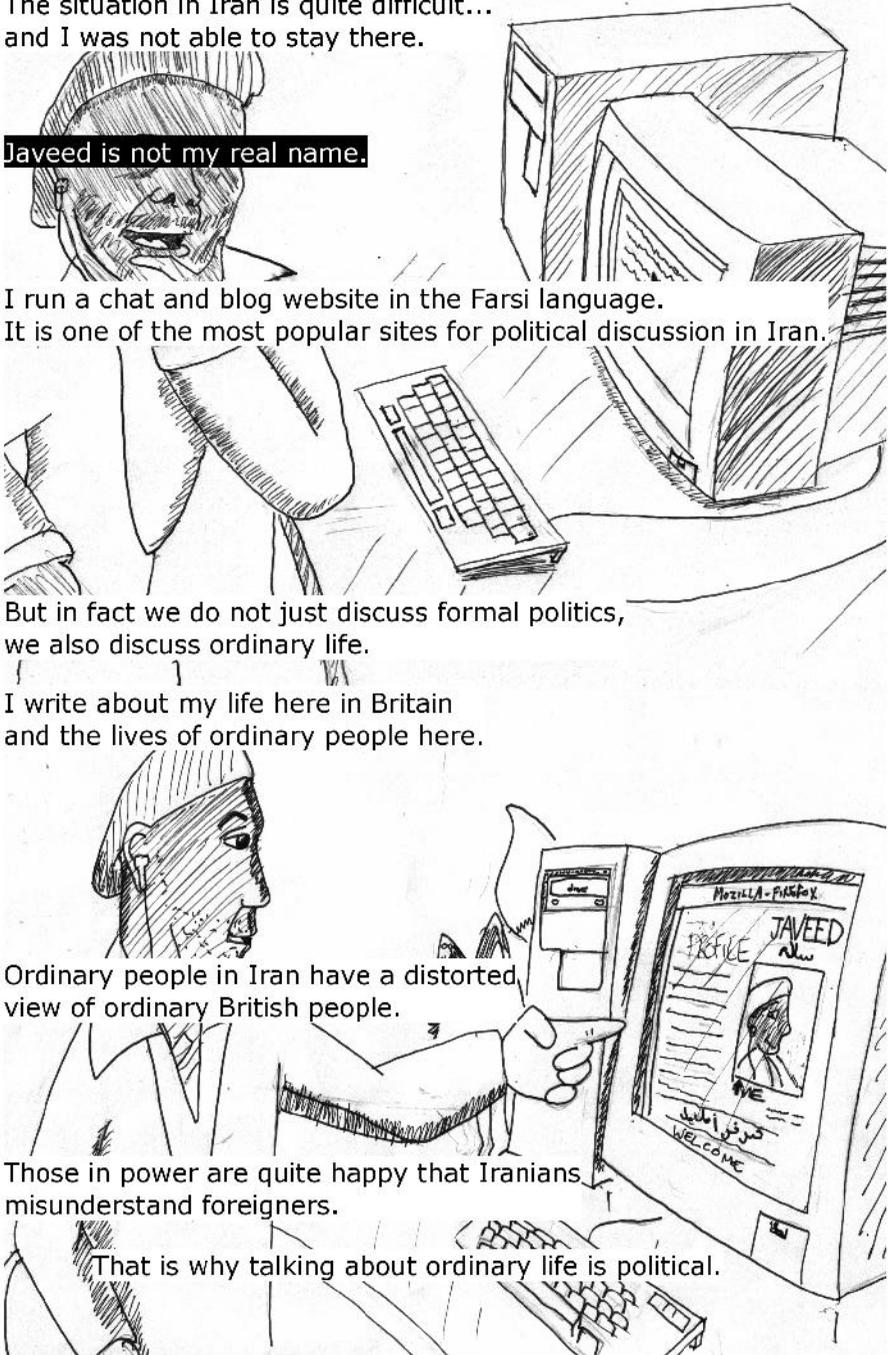
But in fact we do not just discuss formal politics,  
we also discuss ordinary life.

I write about my life here in Britain  
and the lives of ordinary people here.

Ordinary people in Iran have a distorted  
view of ordinary British people.

Those in power are quite happy that Iranians  
misunderstand foreigners.

That is why talking about ordinary life is political.

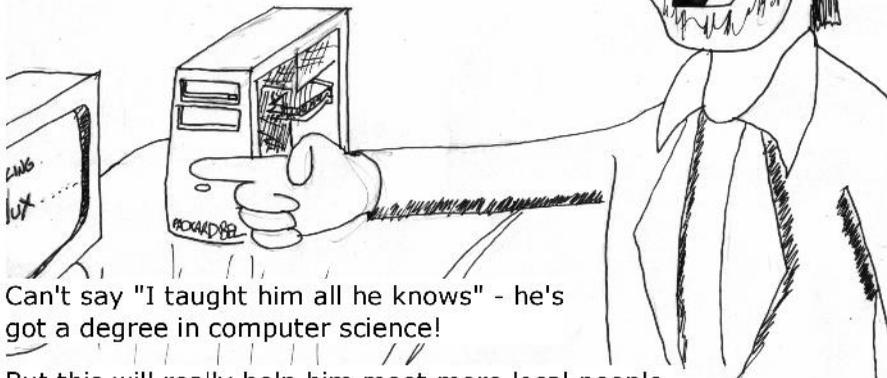


My Project (2/8)

Every week I help someone to rebuild a computer and install free software. Once they're done, they can take it away!

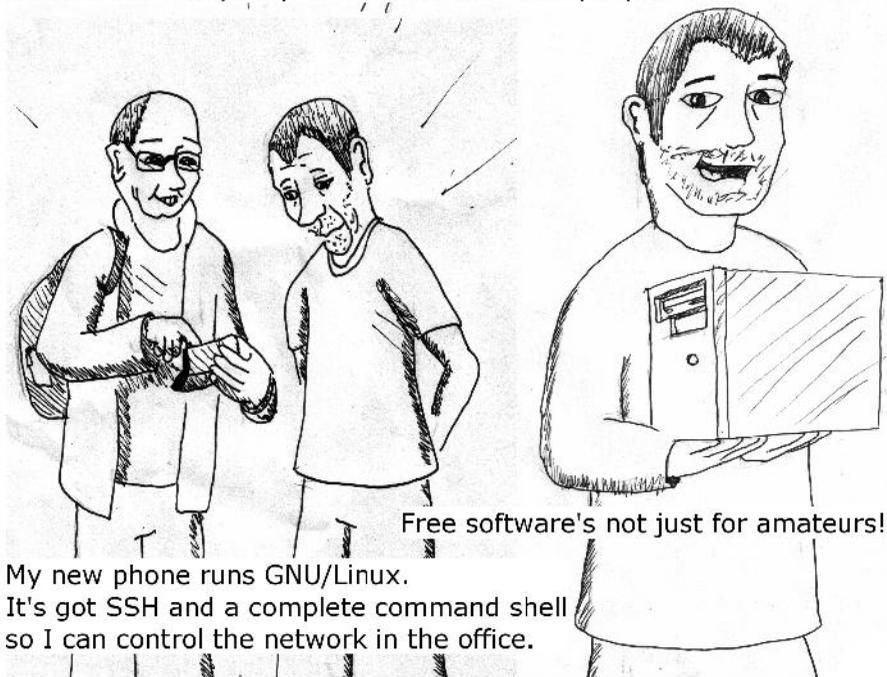
This role has really helped my CV...  
...which is probably why I just got  
a job as a lab technician.

Now Marwan's going to be taking over.



Can't say "I taught him all he knows" - he's  
got a degree in computer science!

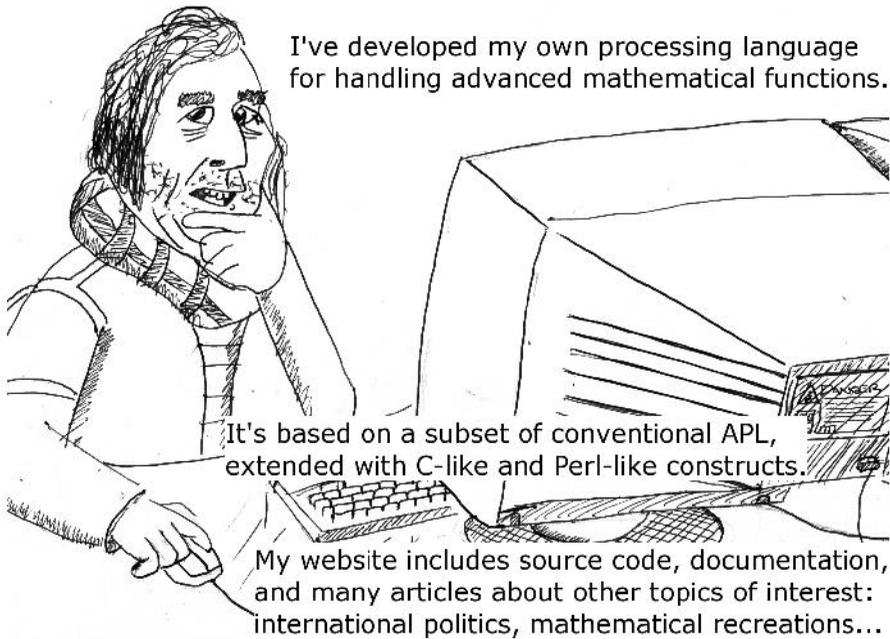
But this will really help him meet more local people.



Free software's not just for amateurs!

My new phone runs GNU/Linux.  
It's got SSH and a complete command shell  
so I can control the network in the office.

My Project (3/8)



I've developed my own processing language for handling advanced mathematical functions.

It's based on a subset of conventional APL, extended with C-like and Perl-like constructs.

My website includes source code, documentation, and many articles about other topics of interest: international politics, mathematical recreations...

I'm a freelance photographer and costume designer and I've managed several bands.



I deal with the accounts, making funding bids, and organising the rest of the team.

It's like herding cats!

Spreadsheets aren't robust enough for complex multi-account bookkeeping. We use a new system designed by BCVS. It's free, open source, and ideal for charities.

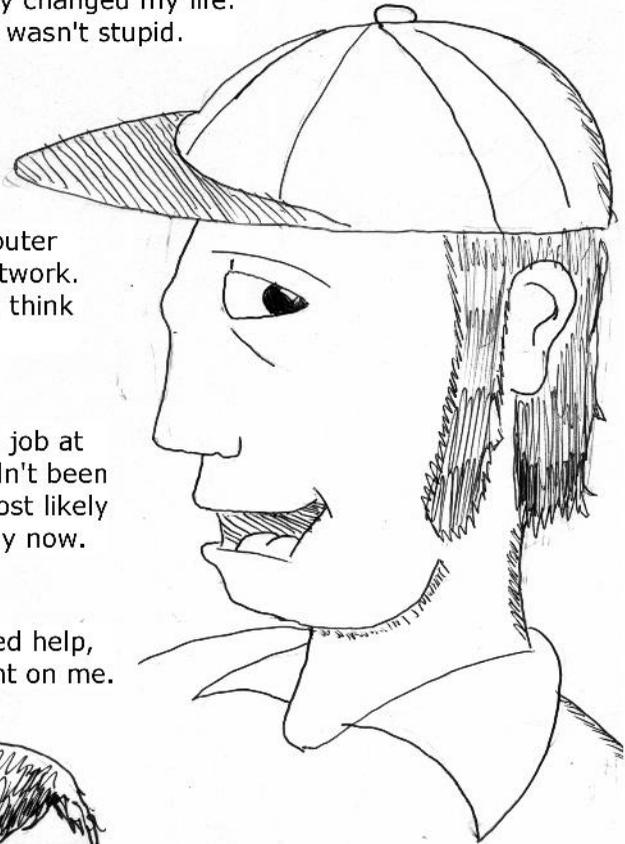
My Project (4/8)

The Acky has literally changed my life.  
It showed me that I wasn't stupid.

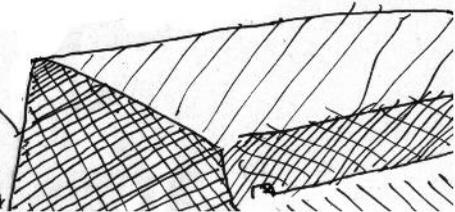
I built my own computer  
and wired up the network.  
Before, no way did I think  
I'd able to do that.

Now I've got a job at  
Tesco. If it hadn't been  
for Acky I'd most likely  
be locked up by now.

If ever you guys need help,  
you can always count on me.



I'm writing the  
"Screenplay of Doom"  
and planning my next art  
project. It's called MOLF...  
Massive Orbital Laser  
Fortress. My objective is  
to devastate the whole  
of the civilised world.



My Project (5/8)

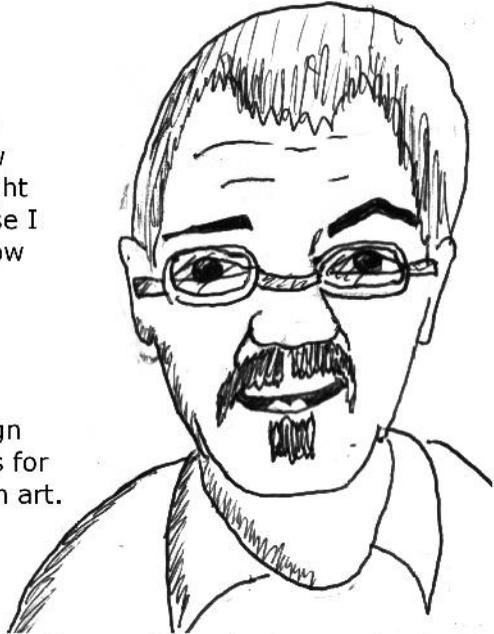
I just wrote and published another novel, which I'm selling online.



Now I'm using the net to drum up interest in my radio show and voice-over work.

Before I started taking part at Access Space I thought I knew about web design. I even taught it at a college. But now I realise I knew next-to-nothing - just how to operate one program.

I've started my own web design business, and I make websites for clients and to promote my own art.



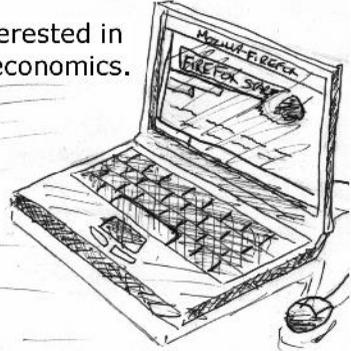
I sell my photos and paintings online, and I've had a couple of shows at Access Space. More than a marketing tool, I see the web as a means of artistic expression. When I'm working in that way I collaborate with notorious online revolutionary Carlos Barcode.

My Project (6/8)

I'm the ICT Technician at Access Space. I've never really considered myself to be "creative" or anything.

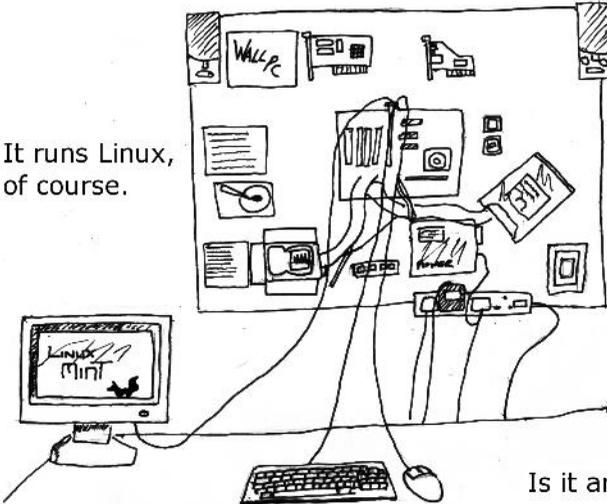


I'm more interested in politics and economics.



One of my recent projects has been the Wall PC. It's a bunch of recycled components stuck on a board. You can hang it like a painting. It works as well! We used it to display videos in the recent "Recycle!" exhibition.

It runs Linux, of course.

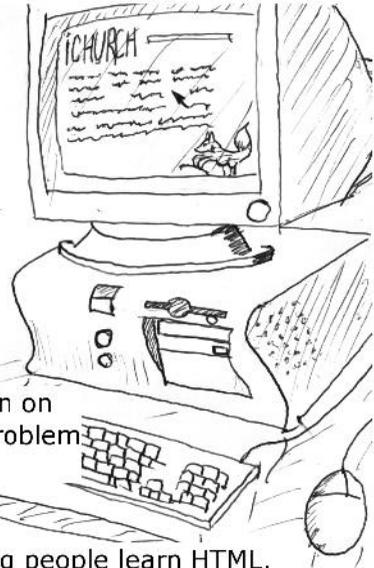


It's all labeled with which bit does what.

Is it art?

My Project (7/8)

I'm meticulous about web standards and accessibility. You'd be amazed how many supposedly thorough, ethical organisations run sites that are glitchy and riddled with non-standard code.



Since coming to Access Space I've taken on more and more web design work. My problem now isn't too little work, it's too much.

Now I volunteer on Wednesdays, helping people learn HTML. This isn't just because I'm nice - it also develops a network of freelancers that I can rely on to help me with larger jobs.

You are nice, though, Mark!

Hahahaha!

I'm a musician, and I've produced several albums. I also manage Access Space's Arts Programme.



I've been researching free audio-visual production software.

Last year it was tricky to make movies with Linux. But now PureDyne's packages make it straightforward to make quality AV content with completely free software... on a trash PC!

Our workshops with the developers have moved the usability from "works in theory" to "works in practice".

My Project (8/8)



I've been helping some local charities to get a web presence.

Nothing technically complex - just simple HTML and some pictures.

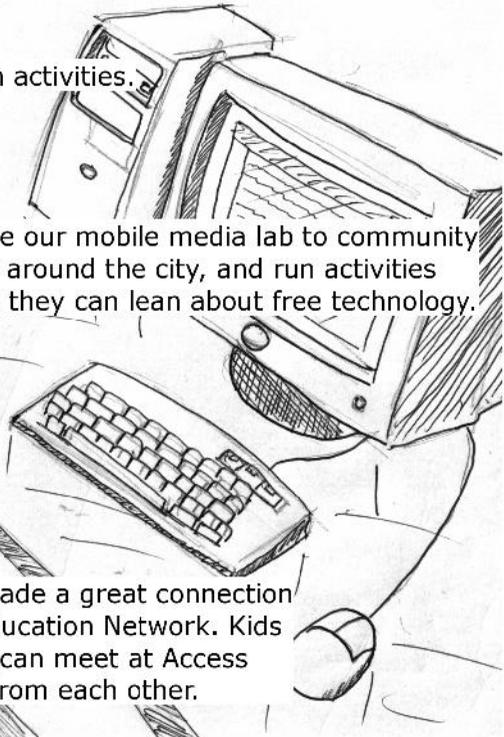
These organisations are often overstretched. Even when I offer to make them a website for free, they don't know what they want.

I help them to understand what they do and what they want to communicate.

I run Access Space's outreach activities.



We take our mobile media lab to community groups around the city, and run activities so that they can learn about free technology.



Recently we've made a great connection with the Home Education Network. Kids learning at home can meet at Access Space and learn from each other.

The stories in this book are based on genuine incidents, interviews and case-studies. In some cases names or resemblances have been changed to protect individuals' privacy.

James Wallbank is CEO of Access Space Network Ltd, the Arts, Education & Regeneration Charity which runs Access Space.

Michael Tesh is a regular Access Space participant and an emerging illustrator and graphic artist.

Scott Hawkins is a Senior Lecturer in Design and a member of the Art & Design Research Centre at Sheffield Hallam University.

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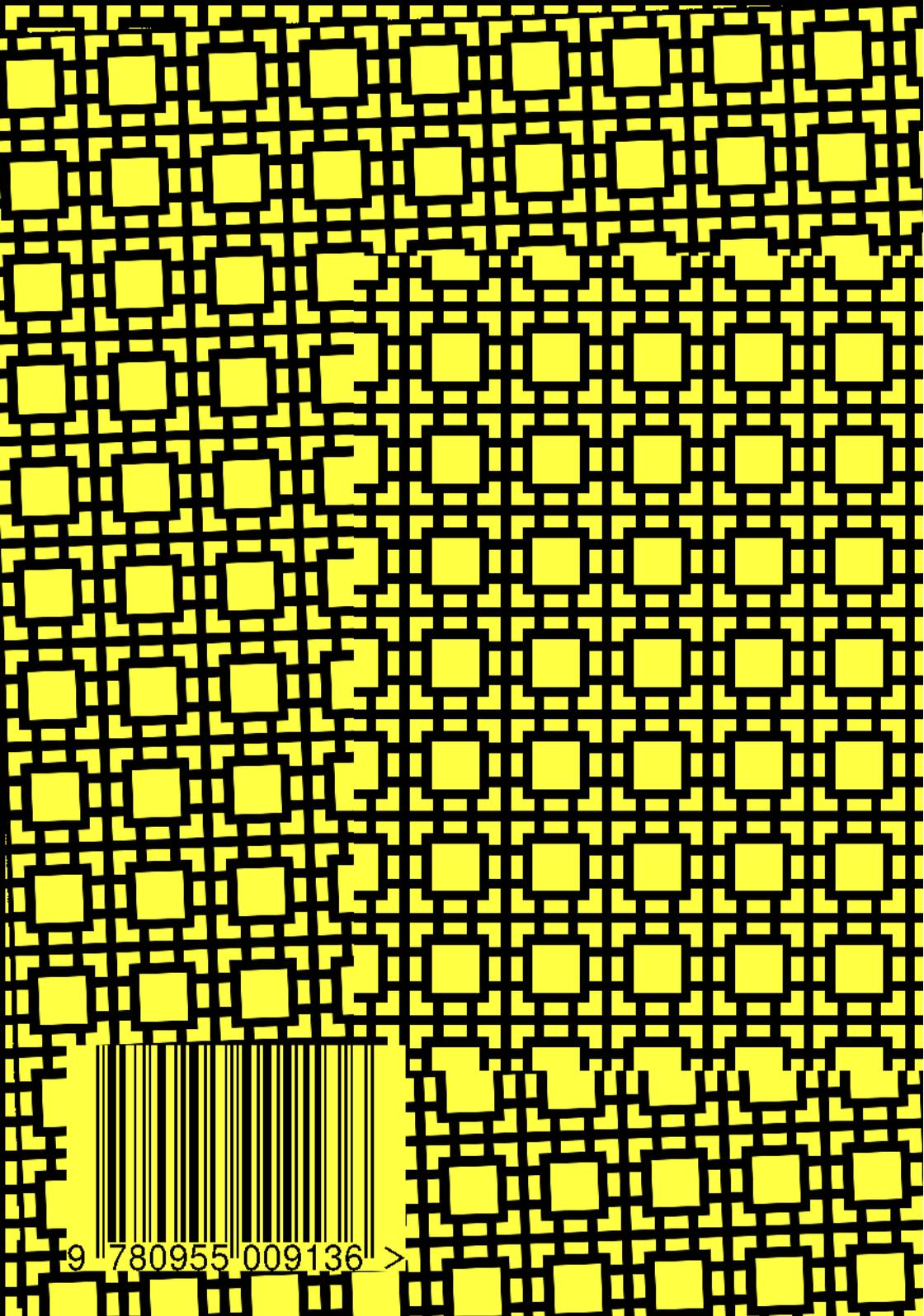
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