

# KeepMake: 8bit Memento

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# Concept intro

How do we make a “modern-day keepsake” for storing intangible value?

Using materials found in the surrounding environment

Inspirations: Waterwheel; sound of river; Dong brocade patterns



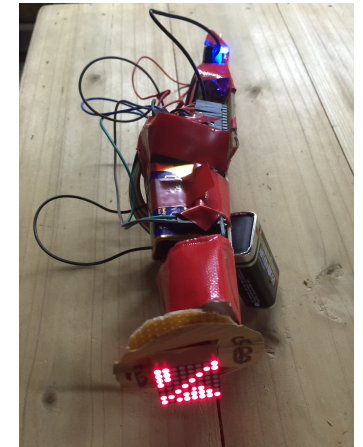
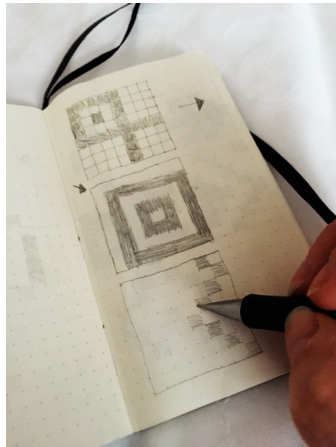
# Tools and Methods

Program MetroMini (Arduino) & 8x8 LED Matrix

Sketch & test Dong patterns

Edit sound file for Adafruit soundboard; hack speaker

Cut & clean bamboo; sew brocade; add Mongolian arrow bag





# Testing with locals

Took into rice fields and on to wind and rain bridge in Dong village

Approached people and placed product up to ears and eyes

Offered product to them so that they could hold it



# Key findings

Not so willing to hold it

More interested in sound than  
visuals – held attention longer

An initial emotion – surprise or  
delight or (?)



# Reflection

Constraints (such as 8bit) are good  
for understanding complexity

Provide focus for deeper exploration

Memories serve a purpose

A different kind of utility and value

The process & methods

Minimal amounts of material

Being resourceful

