



Info, videos and play online
www.moodpinball.com

Ben Neal, Edie Jo Murray &
Harmeet Chagger-Khan (2019-2020)



What's your city sweet-spot? *Mood Pinball* playfully reimagines how city-wide data might be used by an individual to find their comfort zones, and improve their experience of a city. Through a physical digital pinball machine, an online game and downloadable app with a data set buried deep in the heart of the code. It invites us on a sonic journey through the dreamlike city-scape of neurodiverse artist Edie Jo Murray. You play as Edie in the form of the ball and you travel around the playfield designed by her as a futuristic, alien version of the city. The other-worldly qualities of Edie's highly stylised graphics and rich saturated colours are based on her experience that autistic people can "feel like aliens". When visiting different locations volume levels in decibels are shown. As the clock progresses noise levels change. For Edie, her sensitivity to noise – which has an impact on how well she feels at different city locations – is part of the "alien experience".

The goal of *Mood Pinball* is to keep its *Mood-o-Meter* at 'happy', by responding to noise-level data revealed by gameplay. The ball also has an energy level, and constant, long-distance movements makes you tired. *Mood* and energy boosts can be achieved when visiting locations and represent a successful days shopping or a pleasant visit to the park.

Accessing data about noise levels in public spaces is difficult, so the data in this artwork has been synthesised by computer scientists at Southampton University. *Mood Pinball* acts as a reminder that individuals, as well as businesses, need to use information and data to better understand the world and improve people's lives. Accompanying the games are a series of animated GIFs created by the artists to raise key questions which informed and are raised by the work, and a short CGI film offering us a "pinball's-eye-view" through the inner landscapes of the game.

Mood Pinball was created following a series of workshops for autistic and neuro-diverse people at BOM in Birmingham in 2018. We are grateful to the participants, who wish to remain anonymous, for their insights.



Exhibitions

2023

Coventry Biennial @ Coventry University, Coventry
Birmingham Tech Week @ The Bond Gallery, Birmingham
London Data Week @ Open Data Institute, London

2022

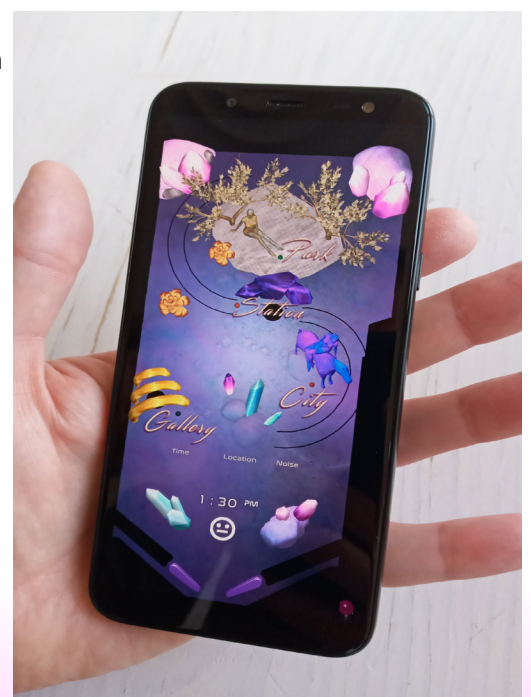
Nottingham Festival of Science and Curiosity @
The Broadway, Nottingham

2020

Now Play This @ Somerset House, London
Culture Space Coventry @ Online
ODI Summit @ Open Data Institute, London

2019

ODI Summit @ Open Data Institute, London
Copy That? @ Open Data Institute, London
Digital Design Weekend (London Design Festival)
@ Victoria and Albert Museum, London
Hacked! Games Re-designed BOM, Birmingham



About the Artists

Ben Neal (UK) is a creative technologist, performer, musician, artist and educator. His work often uses audio-visual and digital technology to create bespoke electronic gadgets, interactive art, musical instruments, virtual content and games. He is co-founder of Displace Studio, part of the Swoomptheeng art collective and works freelance as Psicon Lab.

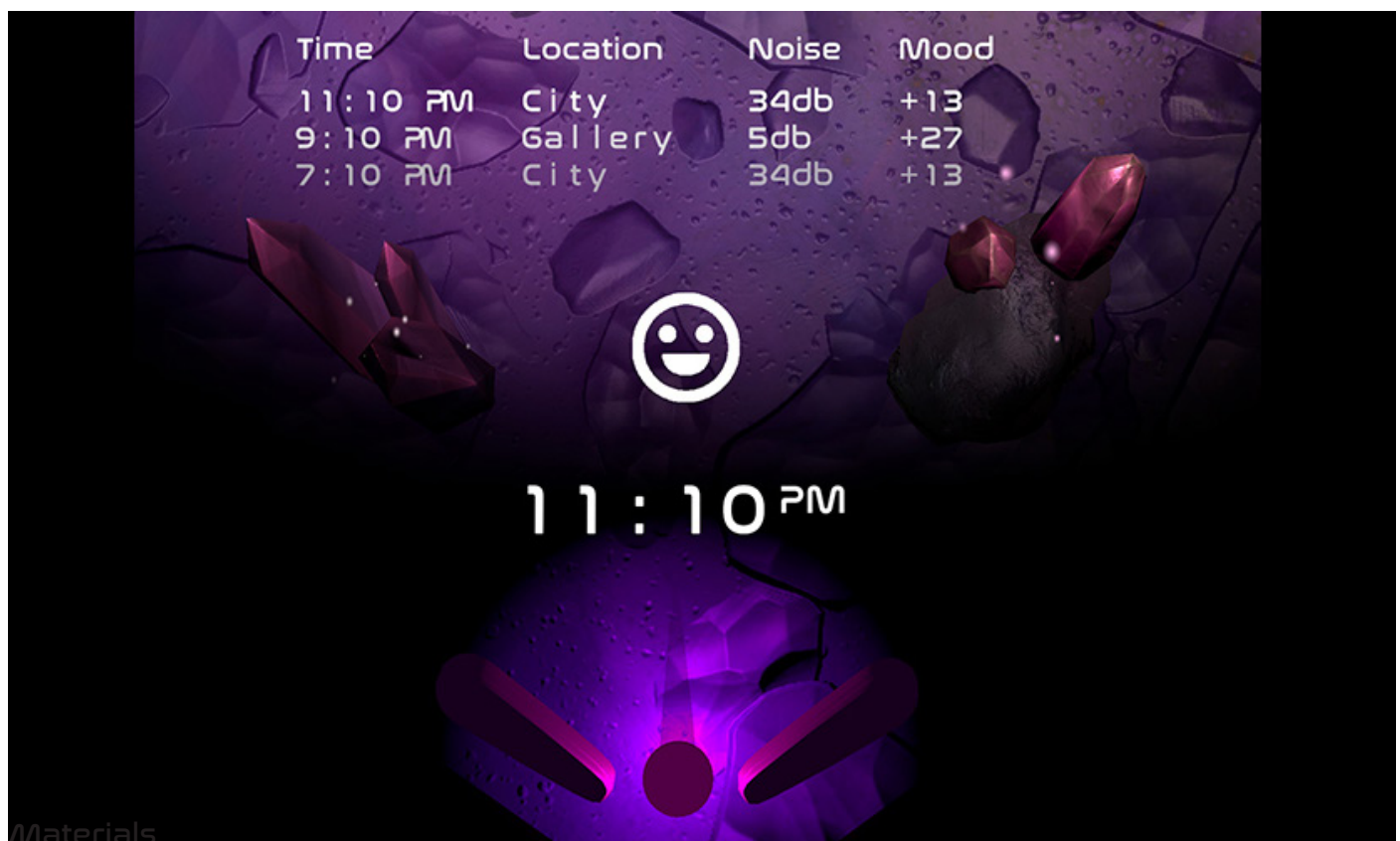
<http://www.psiconlab.co.uk/>

Edie Jo Murray (UK) is a West Midlands-based digital artist who focuses on exploring the subjectivity of reality from a neurodivergent perspective. Her practice includes virtual and augmented reality installations and computer generated imagery, used to examine and highlight individualised relationships with reality.

<https://www.ediejomurray.co.uk/>

Harmeet Chagger-Khan (UK) is an artist and filmmaker producing site specific projects with a diverse range of individuals to harness their polymathic qualities and create subtle behaviour change within communities, organisations and cities. As a BOM (Birmingham Open Media) Fellow and Resident at Pervasive Media Studio, Bristol she is currently exploring how technology, locative storytelling, immersive media and live art can create antidotes to life.

<https://surfinglightbeams.com>



Multipart mixed-media digital pinball machine encompassing: online game, Android app, CGI short film, animated GIFs and digital pinball machine with custom software and bespoke graphics on wooden frame

Additional Credits

Wooden Cabinet by Joseph Welden with lasercutting by Juneau Projects and Music by Arc Vel

Original Digital pinball machine commissioned by ODI Data as Culture in partnership with the University of Southampton / King's College London Data Stories project, supported by the EPSRC, grant number EP/P025676/1. Produced by BOM centre for art, technology and science, Birmingham.

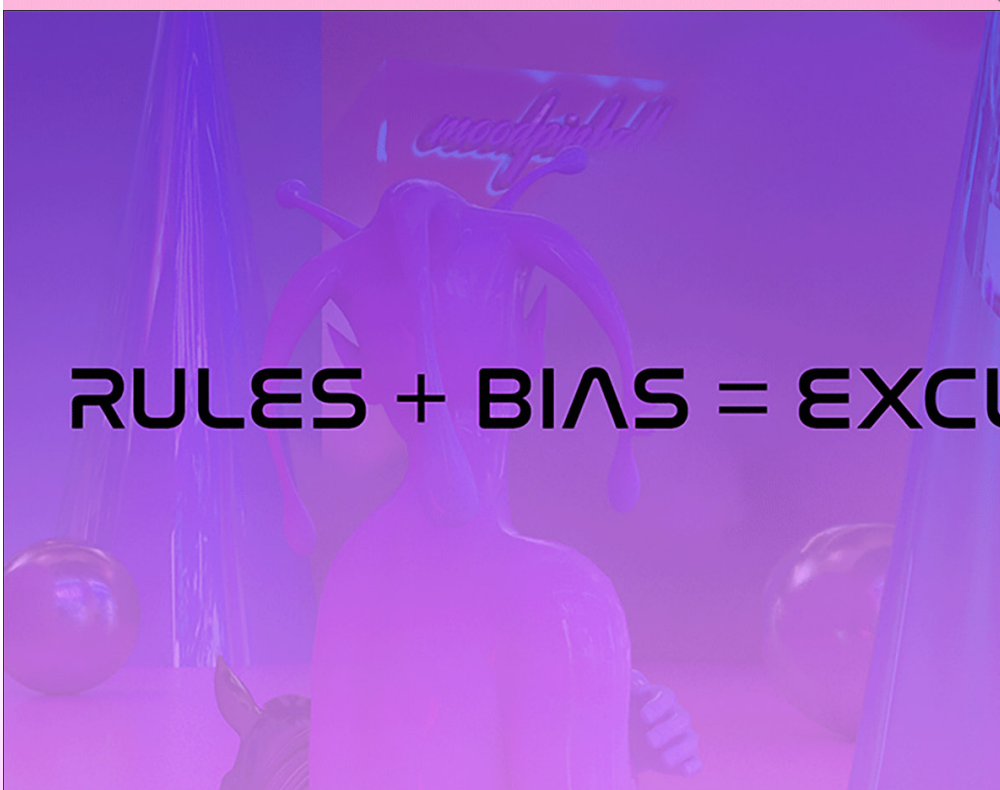
Online developments commissioned by ODI Data as Culture. Android app co-commissioned by Now Play This Festival

Does uniformity... equal conformity?



woodpinball

RULES + BIAS = EXCLUSION



woodpinball