



## CUMBRIA

It's been tough crystallising what Cumbria means to us to inform our proposal ideas. As a kid it just meant "The Lake District", the holiday place to visit grandad, fire water-rockets on Grasmere or trudge up fells. But having lived here, raised kids here and worked across the county it feels now like we've stepped behind the curtain to see the full Cumbria, the edge-lands beyond the national park.

Almost by design, Cumbria's divided and disconnected, separated by distance, geography, tourism, affordability, poor transport links and regular boundary tinkering. It's challenging to conceive of Cumbria as a single entity. However, through the weekly CACN Zoom calls I've experienced how a network can slowly instil a feeling of belonging to a whole, more coherent, interconnected place.

## MOTIVATION

A residency would give us the chance to take our work creating bespoke interactive cabinets to the next level, assimilating the many improvements gleaned from the past 5 years to create a network of our most advanced and engaging cabinet-artworks yet.

A residency would allow us to expand our practice to:

- Embrace the open-source ethos found in web development, by teaching and sharing everything we make throughout the process.
- Introduce live peer-to-peer networked connections between artworks, allowing people using different cabinets to interact in real-time.
- Explore how using pubs to exhibit within communities might bring interactive digital art to a wider audience while also supporting these vital third spaces.
- Fold Jennie's skills as a reporter into our projects, researching the loss of pubs and pub game culture through interviews with Cumbrian communities.
- Experiment with using ARGs (alternate reality games). These aren't VR/AR games seen through a screen, but games played out and about by following breadcrumbs hidden online and in the physical world.

