About the Lab

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Frequently Asked Questions

Here you can find out all about the Creative Technology Lab and how it works, and if you have more questions how to get in touch with us.

What is the Creative Technology Lab?

The Creative Technology Lab supports emerging technology projects that involve programming, electronics and the experimental use of AV equipment through one-to-one support, sign-up workshops and a large store of equipment.

This area is project led which means students learn by doing with a team of specialist technicians to support students in each of the subjects we support: Creative Coding, Physical Computing, Projection Mapping, Games, and Virtual Reality. Students come to this area with an idea and the technical team support students in breaking down their initial ideas, identifying what skills they need to learn, suggesting how to get started, and then further along in the project providing support in troubleshooting projects and debugging code.

Students working in this area often work across both the Creative Technology Lab and the 3D Workshop on a single project accessing staff expertise and technical facilities and equipment to build the electronics in the Lab and the physical parts of the project in the Workshop, encouraging true multi-disciplinary approach.
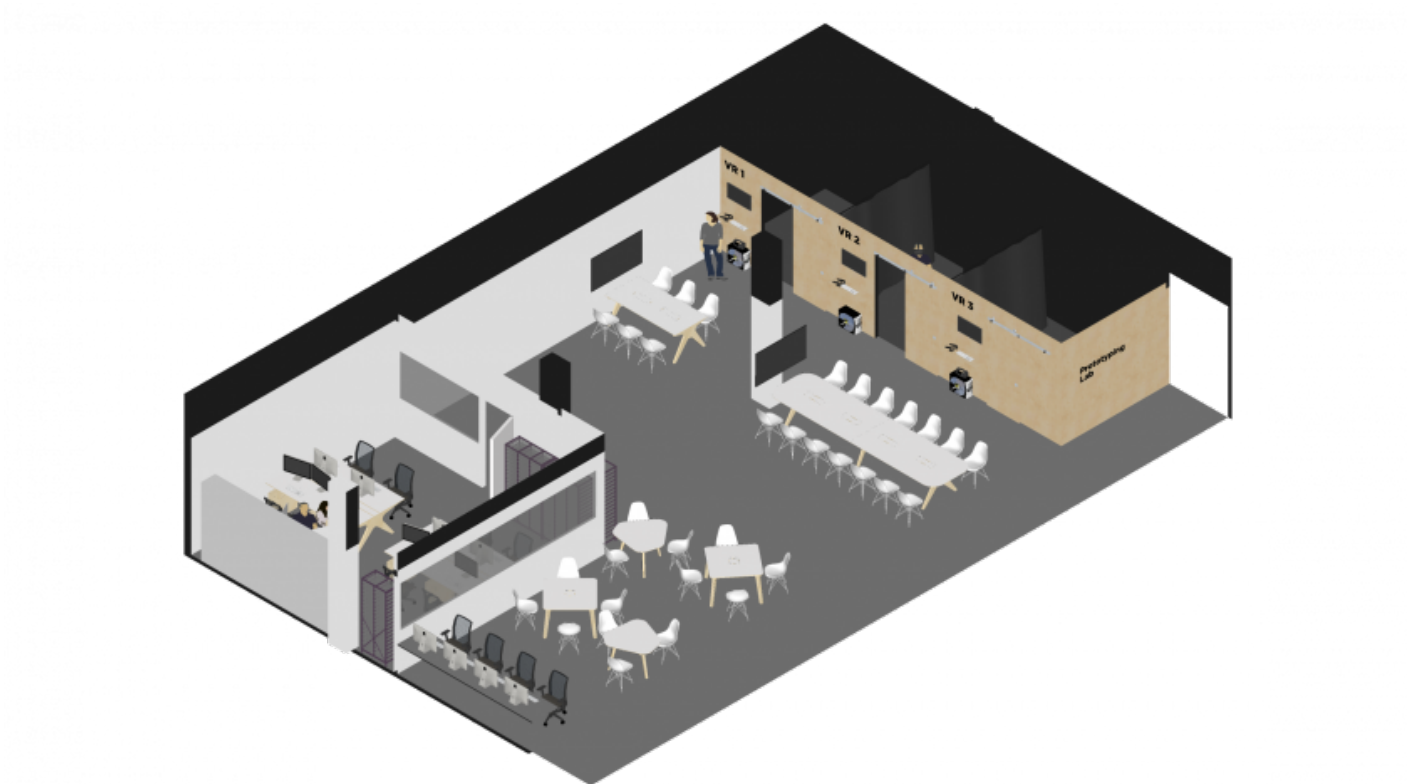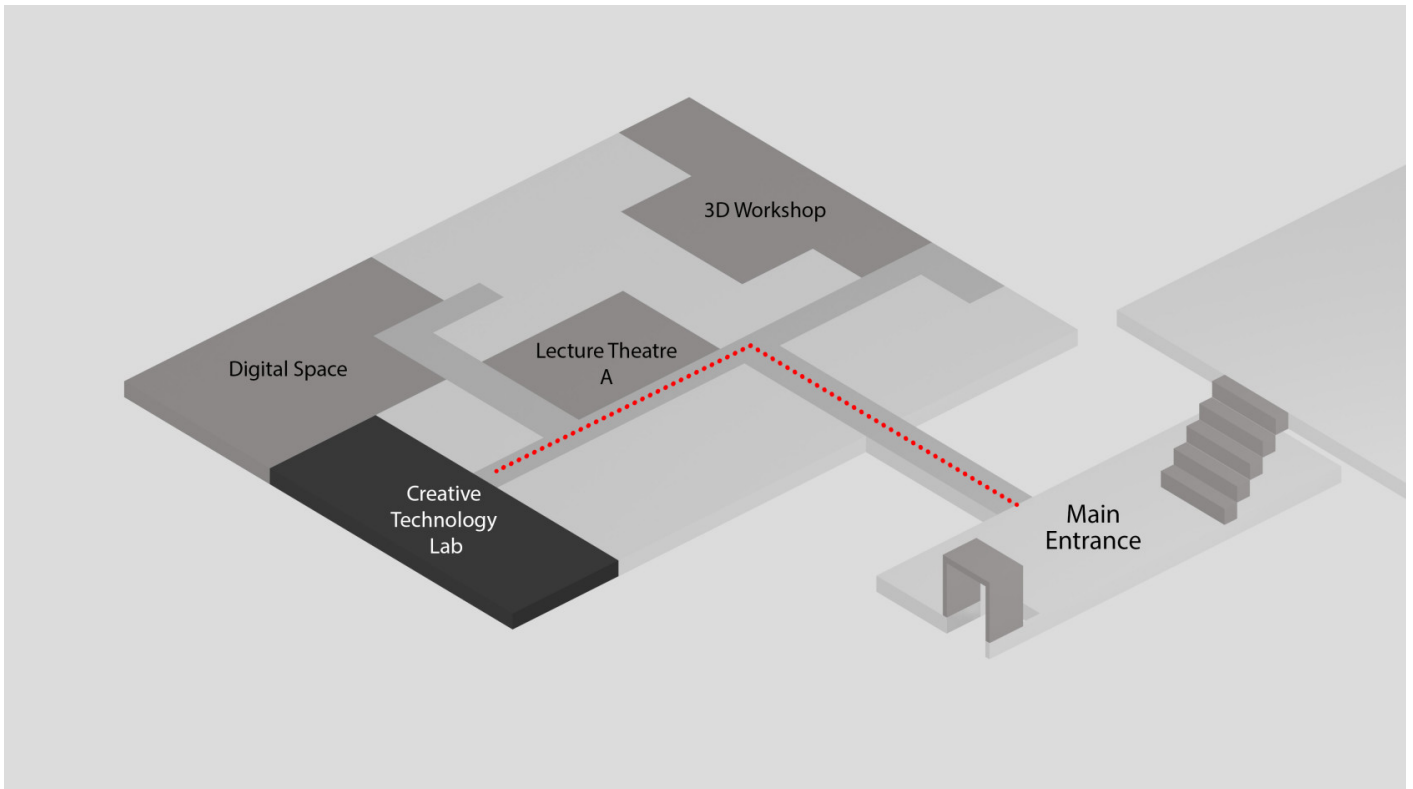

Next: **Where is the Creative Technology Lab?**

Where is the Creative Technology Lab?

> **We have moved to a new office!**

The Lab is situated on the ground floor of the workshop block, in WG14. Through the main entrance, turn left in the first corner and turn left again. Keep walking down the hallway to the end. Passing throught the fire door, you will see the Creative Technology Lab.

Next: **When is the Creative Technology Lab open?**

When is the Creative Technology Lab open?

The Creative Technology Lab is open at the following times:

Monday to Friday
10:00 – 13:00
13:00 – 14:00 Lunch Break
14:00 – 18:00

Next: **Who works in the Creative Technology Lab?**

Who works in the Creative Technology Lab?

The Creative Technology Lab is run by a team of Specialist Technicians who provide one-to-one support and sign-up workshops.

Alejandro Escobar

Emerging Technologies Technical Coordinator /
VR/AR Developer

he/him/his

j.escobarramirez@arts.ac.uk

Michael-Jon Mizra

Interactive Audio & Creative Code Specialist Technician

he/him/his

m.mizra@lcc.arts.ac.uk

Joanne Leung

Physical Computing Specialist Technician

she/her/hers

joanne.leung@lcc.arts.ac.uk

Dolica Akello-Egwel

Creative Data Specialist Technician

she/her/hers

d.akelloegwel@lcc.arts.ac.uk

Darsh Kadam

XR Technology Specialist Technician

he/him/his

d.kadam@lcc.arts.ac.uk

Marta Ilacqua

Interactive Media and Experience Design Specialist Technician

she/her/hers

marta.ilacqua@lcc.arts.ac.uk

How can I request access outside of normal hours?

You can request access to the Creative Technology Lab outside of normal hours by completing the Additional Access Request Form.

This is **form** is used for all LCC technical resources and should be submitted to

technical.enquiries@lcc.arts.ac.uk at least 2 weeks before the anticipated date.

What equipment is available?

Within the Creative Technology Lab we have a wide array of equipment and resources available to borrow and use during term time. This equipment is prioritised for students on stakeholder courses.

Equipment can be booked from ORB or loaned from the Kit room or WG14 during office hours in term time. Some equipment may require induction or Technician's approval prior to booking.

Equipment list

- **Arduino Packs** *containing:*
    - Arduino Uno or Leonardo
    - USB Cable (or TypeC USB)
    - Breadboard (Short)
- **HD Projectors**
    - Short Throw LED Projector
    - Standard Throw LED Projector
    - Laser Projector
- **VR Headset**
    - HTC Vive VR Pro Headset
    - Oculus Quest 1
    - Oculus Quest 2
    - Oculus Rift S
- **Rasberry Pi Packs** *containing:*
    - Raspberry Pi 3B
    - micro SD card
    - micro SD card adapter
    - Screen (with dongle)
    - Keyboard
    - Mouse
    - Power supply
    - USB A-Mirco cable
    - HDMI cable
- **Thermal Receipt Printer**
- **Tablets** *including:*
    - iPad mini
    - iPad Air
    - iPod Touch
    - Samsung Galaxy Tab
- **Smartphone** *including:*
    - Samsung S8
- **Human Interface Devices** *including:*
    - Kinect 1 & 2

- Leap Motion
- Wiimote
- Airbar
- HD cameras
- Realsense Track Camera
- Realsense Depth Camera
- Flir camera
- Tobii Eye Tracker
- **Display** *including:*
  - Elo Touch 7" Screen
  - Elo Touch 10" Screen
- **DMX Devices** *including:*
  - DMX Dimmer Packs
  - RGB LED PAR56
  - USB to DMX interfaces
  - DMX LED driver
- **Other Microcontrollers and Single Board Computers** *including:*
  - MakeyMakey
  - Raspberry Pi Pico
  - Raspberry Pi 3/4/5
  - Arduino (various models)
  - Feather Board
  - Bare Conductive Board
- **Sensors** *including:*
  - Load Cell
  - Colour Sensor
  - IR, Ultrasonic and LIDAR Range Finders
  - PIR Motion Sensor
  - Moisture Sensor
  - Orientation Sensor
  - Light Sensor
  - Heartbeat/Pulse Sensor
  - Temperature Sensor
- **Others popular components** *including:*
  - Neopixel & NeoMatrix
  - LEDs
  - Button/ switch
  - Thermal Receipt Printer
  - Buzzer
  - Common Electronics (resistor, capacitor, diode...)
- **Actuators** *including:*
  - Servos
  - Micro Servos
  - DC Motors
  - Vibration Motors
- **Arduino Shields** *including:*

- Ethernet
- Wi-Fi
- DMX
- Bluetooth
- Xbee
- **Others**
  - Madmapper 3 License
  - Logitech Webcam
  - Genelec Monitors

How can I get in touch with the Creative Technology Lab?

Contact Us

You can contact us by emailing **creativetechnologylab@arts.ac.uk** or find us on Microsoft Teams: **Click here to go to our Team**.

Our **team page** has our individual staff member email addresses if you already know exactly who you need to talk to.

Find out more about what we do and students projects on Instagram **@creativetechnologylab**.

When is the Multipurpose Room available?

The Multipurpose Room is usually available during the **normal opening hours** of the Lab, you can book the Multipurpose Room on **ORB**.

However, you may need prior induction. Please contact us for more information.

How do I complete ladder training?

Before anyone can use a step ladder at LCC you must complete the **ladder training module on Moodle**.

It comprises of a **PDF guide** and **a quiz**, after which you should email a screenshot of completion to **creativetechnologylab@arts.ac.uk**.

Accessibility Statement

Accessibility Statement for https://lab.arts.ac.uk/

This website is run by the Creative Technology Lab University of the Arts London (UAL). This accessibility statement applies to https://lab.arts.ac.uk/. Other websites and browser based systems on the arts.ac.uk domain have their own accessibility statements.

This website uses HTML 5 (HyperText Mark-up Language) and CSS (Cascading Style Sheets) to render content. We have also used other technologies including JavaScript on certain areas of the website.

We commit to ensuring this website is as accessible as possible and we want as many people as possible to be able to use it. This means that you should be able to:

access the website regardless of the device and browser you are using

zoom in up to 300% without the text spilling off the screen

navigate most of the website using just a keyboard

navigate most of the website using speech recognition software

listen to most of the website using a screen reader (including the most recent versions of JAWS, NVDA and VoiceOver)

We have also tried to make the website text as easy to understand as possible although we recognise we have more work to do on this.

AbilityNet has advice on making your device easier to use if you have a disability.

How accessible this website is

We know that some parts of the website are not fully accessible:

our PDF documents are not fully accessible to screen reader software

old video content is missing captions and sub-titles

animations on the site play automatically and loop and they do not have controls to pause or stop them altogether

Some interactive code examples are not fully accessible to screen reader software or using just a keyboard

Feedback and contact information

If you need information on this website in an alternative, more accessible format please contact creativetechnologylab@arts.ac.uk. Please include details of the content you need and the required format or the service you are trying to access. We will then work with the team who own the content or the service to get you what you need.

We aim to provide you with an initial response within two working days and will provide clear information about how we will deal with your request.

Reporting accessibility problems with this website

We're always looking to improve the accessibility of this website. If you find any problems not listed on this page or think we're not meeting accessibility requirements, contact: creativetechnologylab@arts.ac.uk

We aim to provide you with an initial response within two working days and will provide clear information about how we will deal with your enquiry or complaint.

Enforcement procedure

The Equality and Human Rights Commission (EHRC) is responsible for enforcing the Public Sector Bodies (Websites and Mobile Applications) (No. 2) Accessibility Regulations 2018 (the 'accessibility regulations'). If you're not happy with how we respond to your complaint, contact the Equality Advisory and Support Service (EASS).Contacting us by phone or visiting us in person

For information about contacting us by phone or to arrange a visit to our offices please visit the Contact Us page.

More information about accessing our buildings is available from AccessAble.

Preparation of this accessibility statement

This statement was prepared on 01/10/20. It was last reviewed on 01/10/20.
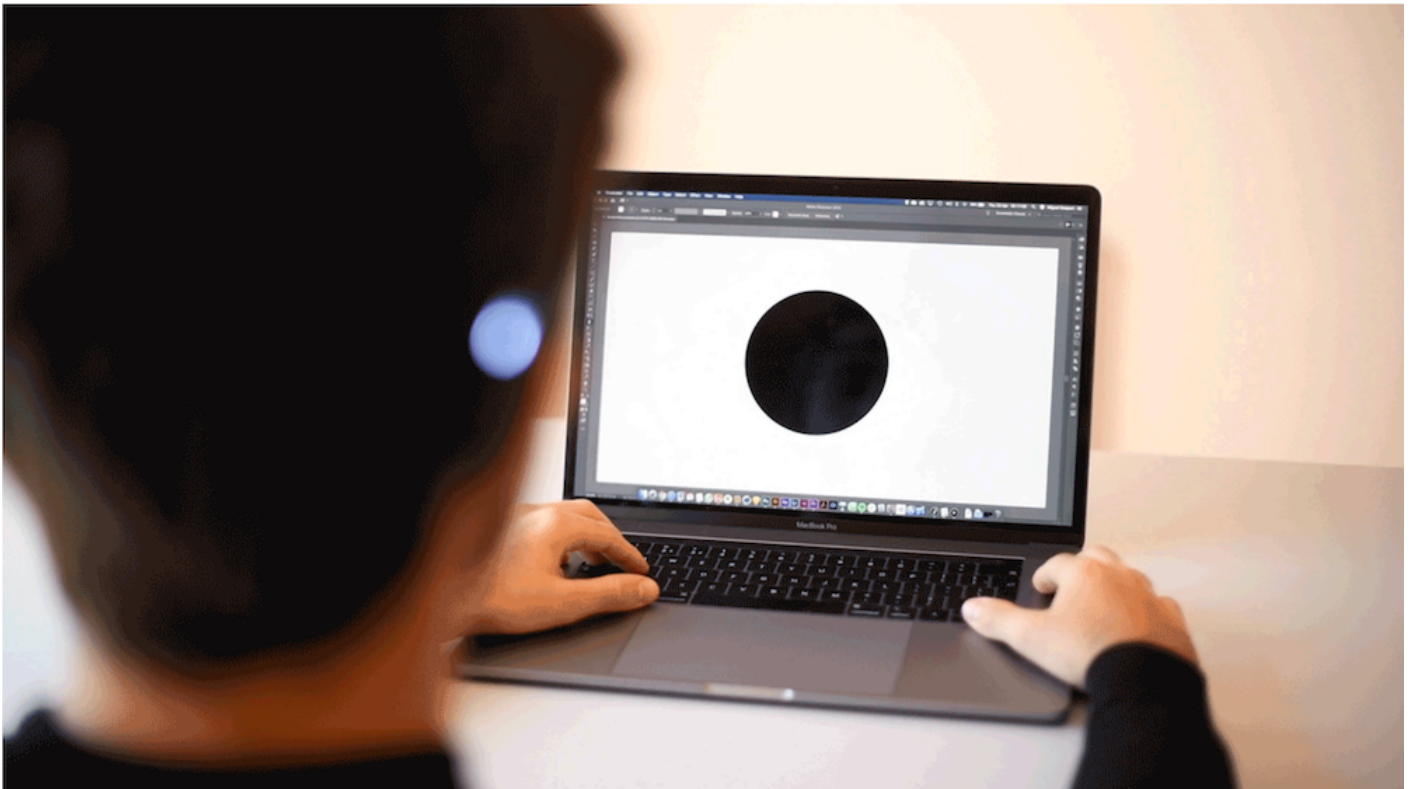
Lab Orientation notes

Student works

Click the images for project websites and videos!
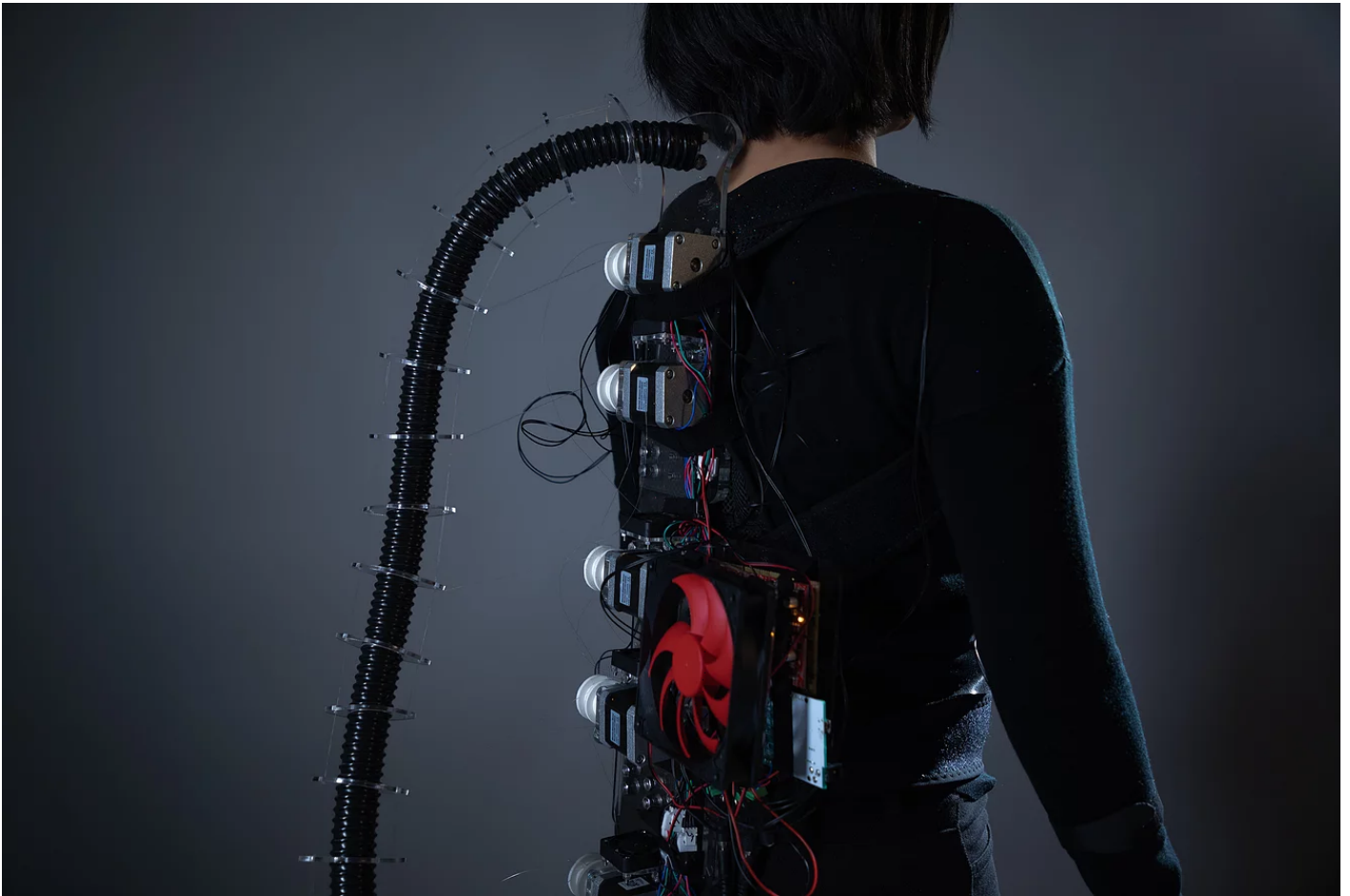
Creative Coding

Design with your Mind by Miguel Desport, BA (Hons) Graphic Media Design (2020)

Muse meditation brain sensor, code in Processing interpreting data over OSC from iPhone
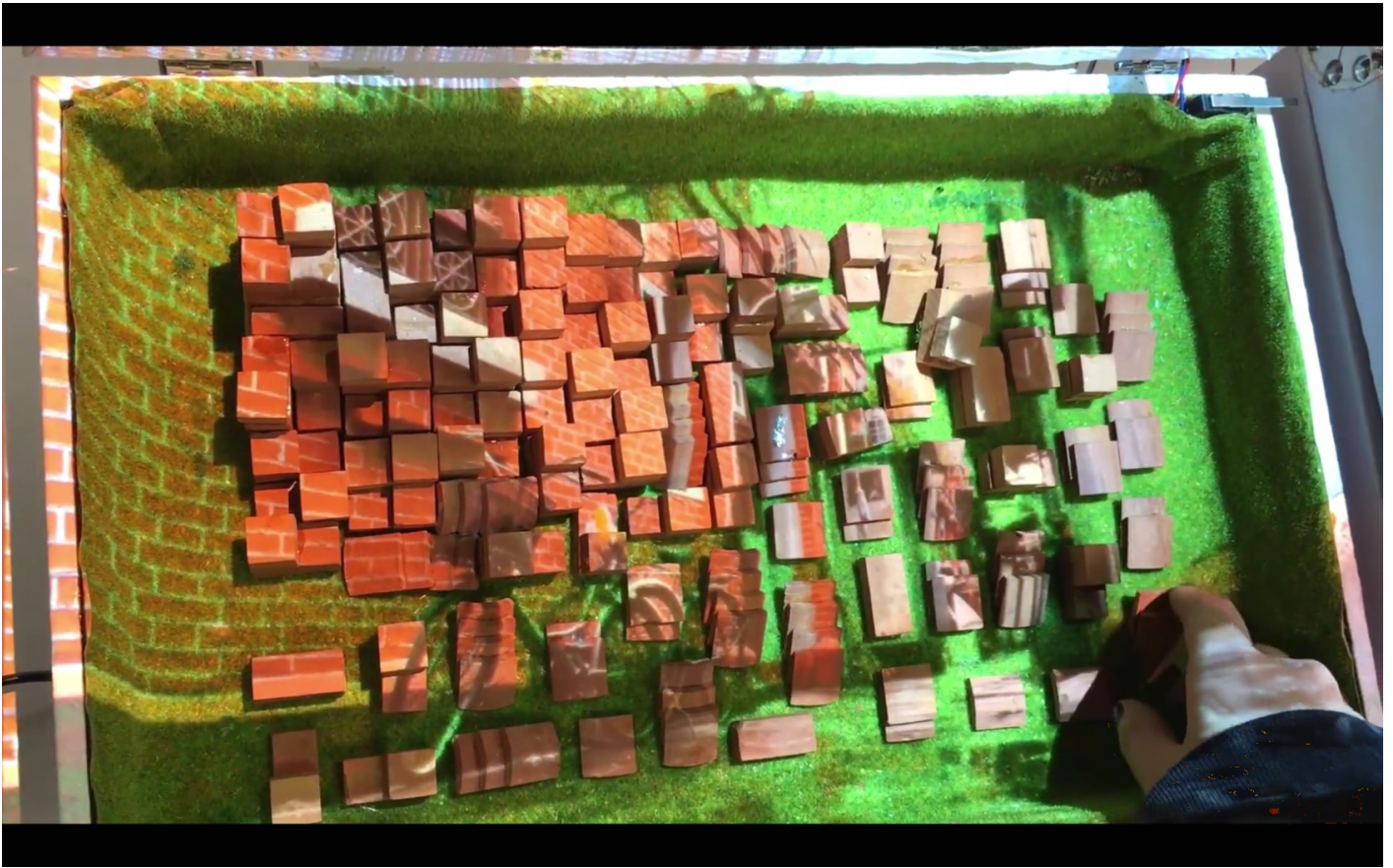

Physical Computing

Chronic Suicider by Mich Tsai, MA Interaction Design Communication (2019)

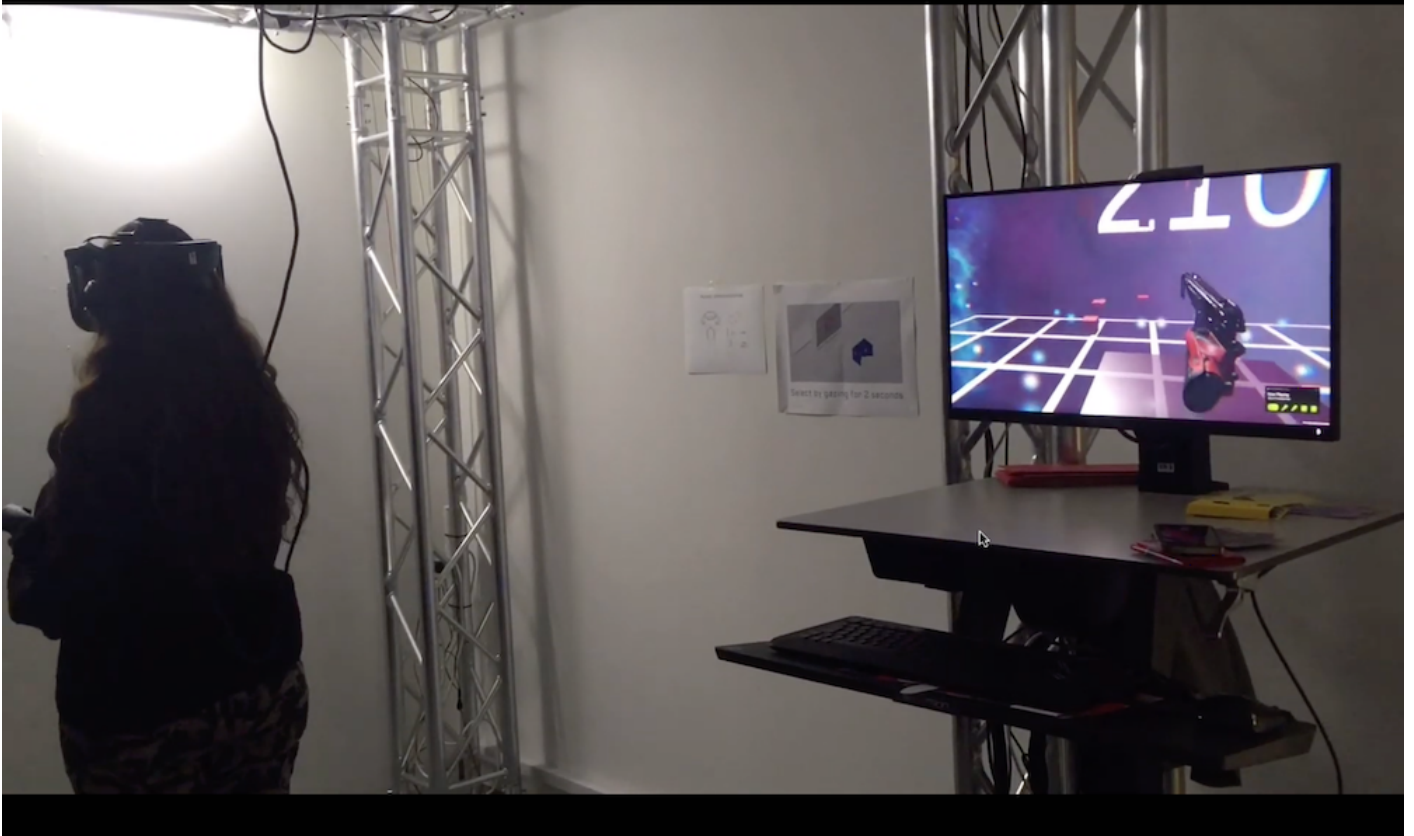Arduino, stepper motors, LDR sensors

Projection Mapping

Projection-mapped suitcases by Bufeng Zhang, MA Interaction Design Communication (2019)

MadMapper, Arduino, microswitch

VR and AR

The Phone by Ryan Yuen, BA Information and Interface Design (2019)

Unity