

Data-day Life

'Data-day Life' is a creative exhibition from RAMM's Youth Panel and multi-disciplinary artist Molly Rooke. This exhibition has been inspired by *Catherine's Room*, 2001, a work by pioneering video artist Bill Viola. You can see this artwork in the exhibition *ARTIST ROOMS Bill Viola* in gallery 21 on the first floor of the museum (on show until 2 June 2024).

These artworks were created from October 2023 through to the beginning of 2024 and represent data gained from looking at each Youth Panel member's everyday life. Every handmade banner is an expression of this information and demonstrates how factual data can be represented in art through a variety of techniques.

This exhibition was created through a series of workshops led by Rooke which looked at how artists use data in their work and exploring creative techniques such as embroidery. After a group discussion about the Youth Panel's ideas members went out and collected data from their everyday lives. With this data in mind and our expanded awareness of creative techniques each member transformed their data into banners representing what they chose to investigate.

"I've really enjoyed being able to take part in this exhibition and to have been able to work with Molly and the other members of the Youth Panel. It was interesting to be involved in not only making the artwork but also planning

the exhibition itself with guidance from the RAMM team from its name at the beginning to the marketing closer to the end of the project.”

- Emma, RAMM Youth Panel 23-24

The Youth Panel’s 2023-4 programme is supported through ARTIST ROOMS, a national partnership programme with Tate and National Galleries of Scotland. ARTIST ROOMS enables young people across the UK to get involved in creative projects, discover more about art and artists, and learn new skills, with the support of Art Fund, Henry Moore Foundation, and the National Lottery through Arts Council England and Creative Scotland.

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December Walks

Jessica Main

2024, Fabric banner with mud, water colour, acrylic and powdered dyes

This artwork conveys the artists' walks around Sibford Gower and Sibford Ferris with her two labradoodles. The painted circles in red represent the distance walked.

"For my artwork, I used an app called 'Fitness' to calculate a personal move goal, along with the steps, distance and flights climbed. To display this data in a creative way I took the fabric on a walk with me and got my dogs and parents to walk over it, leaving their muddy footsteps behind. I then painted the circles in red to represent the distance walked. I also embellished the bottom half of the fabric with stitched leaves, created on the sewing machine using autumnal coloured threads and organza fabric and added the patched red lines which represent a footpath which are found on maps."

Hand In Hand

Maya Makepeace-Mishkin

2024, Mixed textiles and plastic beads

For the artist, OCD (obsessive—compulsive disorder) manifests as obsessive handwashing. For a period of 19 days, she counted how many times she washed her hands, and the total came to 638. She imagined her OCD

as rain, constantly pouring, and used 638 beads to represent this. She used the flowers to represent the average number of times a day she washed her hands, but also to reflect the bonds she's been able to form because of her experiences.

"Living with OCD can often feel like being caught up in my own storm, and although it's a struggle, I'm grateful for the people I've met because of it. Similar to how I don't like being caught in the rain, but I like that it waters my plants."

The clueless closet

Rebecca Lea
2024

A piece of work largely inspired by the closet featured in the 1995 rom-com *Clueless*. Y2K in its design, it exhibits how clothes play a significant part of our daily routine.

Banner Of The Council

Emma Jarvis
2024, Textile

Inspired by the artist's tabletop roleplaying group, this banner's design reflects the fictional country the game takes place in. Each of the ninety-three feathers of the gryphon represents fifty of the written words used to plan a single game – over nine thousand in total.

“I was influenced by the long and pointed shape of the Great East Windows in Exeter Cathedral, which are called lancet windows. The art in the cathedral is meaningful in lots of ways, including the coats of arms of many influential families as well as religious symbols. I wanted my banner to represent my real-world writing as well as being something that could exist in the fictional one that inspired it. In the game the gryphon represents the country in the same way that the red dragon represents Wales and the unicorn represents Scotland.”

Music Routine

Natasha Stratford
2024, Calico fabric

This banner represents the routine of listening to music and what song was listened to first in a day, represented in a journal format. It shows what music was played within the month of December, with photographs being used to provide context as to what actions were occurring when listening to music.

"Music is a very important aspect within my life and can change depending on varying factors including my routine or mood. The representation of artists and the number of times they are played are an interesting concept in providing insight to who I am as a person."

Time

Rebecca Wood

2024, Embroidery on textile

This artist collected data about the times of the day she left and returned home across the span of one week. Each individual circle represents twenty-four hours and the removed sections show the times of the day she was not at home.

“It was important to me to express a clear theme within my banner to draw it all together. Inspired by clock faces, I chose to blanket stitch around the removed sections to represent the minutes you see around a clock face. The process of stitching the banner itself continued this theme of time due to being labour intensive.”

Animals in Aesop's Fables

Amelia Dormer

2024, Paint and Textiles

This work shows the distribution of animals featured in the titles of *Aesop's Fables*. *Aesop's Fables* are a series of moral tales attributed to Greek fabulist and storyteller Aesop (about 620 BCE). Some of the best-known fables include *The Tortoise and the Hare* and *The Boy Who Cried Wolf*.

“Our behaviour is influenced by our sense of right and wrong. *Aesop's Fables* are stories that, in a sometimes comical or exaggerated way, show the potential repercussions of actions. I've always loved, and still love, reading them. My personal favourites include *The Miller, His Son and Their Donkey* and *The Satyr and the Traveller*”

Sorry, I'm Running Late

Lizzie Hayes

2024, Recycled magazine paper and card

This piece uses collage to represent ideas around punctuality, routine and structure. It features a mix of images to create a sense of chaos and absence of routine, inspired by the artist's lack of punctuality. The text messages are a consequence of the ambivalence towards this absence of routine and how this impacts on relationships with others.

“I am constantly running late due to one reason or another, which I hoped to convey in an abstract way within the collage. I am lucky to have friends that put up with my lateness and have learnt to expect a text from me, but I wanted to create this piece to try to confront the issue and to force me to make a conscious effort to be on time in the future.”

Everyday Embroidery

Scarlet Croombes

2024, Calico, embroidery thread

The sun and moon depictions represent the passing of time. The other featured motifs remain a constant in the artist's everyday.

"With the theme of routine at the forefront of this project, I wanted to use the medium of embroidery and its repetitive nature to make a statement on this. Embroidery is very labour intensive and once I began it soon became part of my routine – whether that was picking up the fabric for a quick few stitches in the morning before work, or spending hours at a time stitching away as the day soon became night."

Music: The Map Of My Mind

Jess McCallum

2024, Mixed textiles

This artwork tracks the musicians and groups which the artist listened to over a thirty-day period. The larger the name of the musician/group, the more they were listened to. Several different types of fabric with distinct textures have been used to create a fabric collage, which also features gems, beads, and buttons designed to catch the light. The piece is intended to look chaotic and diverse as a reflection of the artist's personality and taste in music.

“Music is a very important aspect of my life and something from which I often draw inspiration. This artwork honours the musicians and groups who have had a significant impact on my life – in a way it is a ‘thank you’ to them. I hope to inspire people to discover new music when they view the piece.”