

Born out of regular Sheffield meet-ups of the Yorkshire Sound Women Network, **SONA** is a Sheffield-based group which fosters skills, creates space, generates networks, and forges collaboration to support women in learning and experimenting with sound and music practices.

The collective, established in March 2016, meets monthly in Sheffield on the first Thursday of the month and is always open to new members.

[www.sonawomen.co.uk](http://www.sonawomen.co.uk)

# SONA

## selected projects

updated July 2018



## Catalyst: Festival of Creativity

A series of workshops, performances and makerspace days

Funded by Sheffield Hallam University alongside Sheffield's 'Year of Making' festival in 2016

**Sheffield  
Hallam  
University**

**Catalyst**  
Festival of creativity



We invited workshop facilitators from around the UK and Europe to teach beginners' workshops on a range of techniques.

- Getting started with Arduino (with Joanne Armitage)
- DJing for beginners (with Jaguar Bingham)
- Machine listening in music (with Amy Beeston)
- Live coding with TidalCycles (with Alexandra Cardenas)
- Synth patching basics (with Zoe Blade)
- Using Ableton Live for performance (with Chrissie Caulfield)
- Sonification and data music (with Shelly Knotts)
- Live looping and effects pedals (with Marlo DeLara and Sarah Statham)
- Peer learning taster workshops (with Lucy Cheesman and Amy Beeston)



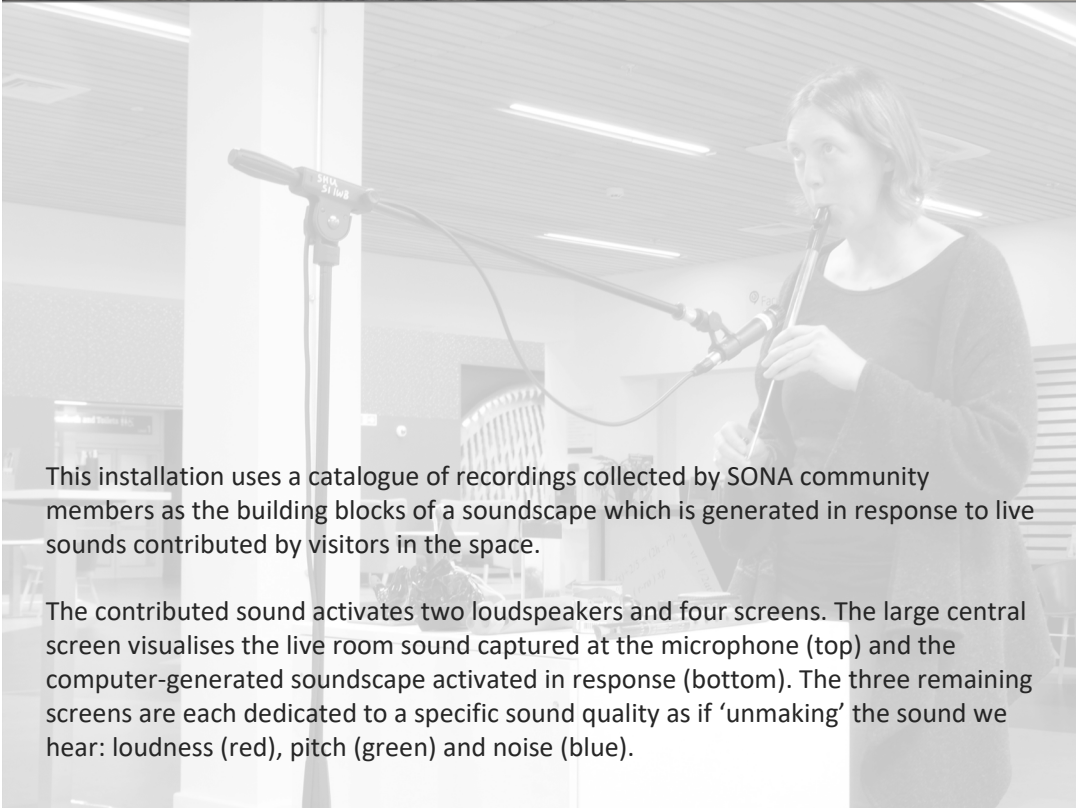


## Unmaking acoustics

Sound-responsive audio-visual installation

AlgoMech Festival: Algorithmic and Mechanical Music+Art  
11-12 Nov 2017, Hertha Ayrton STEM Centre, Sheffield





This installation uses a catalogue of recordings collected by SONA community members as the building blocks of a soundscape which is generated in response to live sounds contributed by visitors in the space.

The contributed sound activates two loudspeakers and four screens. The large central screen visualises the live room sound captured at the microphone (top) and the computer-generated soundscape activated in response (bottom). The three remaining screens are each dedicated to a specific sound quality as if 'unmaking' the sound we hear: loudness (red), pitch (green) and noise (blue).

