

This document contains three versions of my biography for use in different publishing scenarios.

There is:

- a micro version (ca. 80 words)
- a short version (ca. 220 words)
- a long version (ca. 310 words)

Micro version (ca. 80 words)

Phill Phelps is a software developer and audio engineer from Bristol in the UK. His work with **Satsymph** developing context-aware audio for smartphones is complementary to his research and lecturing at the **University of the West of England**.

He is also a member of **Dorkbot Bristol** promoting public interest in electronics/arts crossover through generative/algorithmic music. Phill is active as an audio engineer and sound/video artist with several full-length albums and synaesthetic short films published under the artist name **Zenpho**.

Short version (ca. 220 words)

Phill Phelps is a software developer and audio engineer from Bristol in the UK. His work with **Satsymph** developing context-aware audio for smartphones is complementary to his work at the **University of the West of England**; researching and teaching audio software development and physical computing in the Faculty of Environment and Technology.

Recent **Satsymph** work involves workshops as part of the **South Dorset Ridgeway Landscape Partnership**. Here KS3-4 students at schools and colleges develop compelling soundscapes at (E.G. neolithic hill fort) sites on the ridgeway with sounds students have recorded themselves - using GPS to trigger and manipulate spoken and musical audio.

Work with **Ralph Hoyte** on haptic sound-sculpture **Bridge 151** involved software and hardware development for a permanent installation at the **Canal and Rivers Trust** offices. Four objects respond to touch - triggering layers of spoken recorded narrative that are intelligible simultaneously or separately.

Phill is part of **Dorkbot Bristol** group; promoting public interest in electronic/arts crossover through performance and 'hack'-spaces in Cardiff, Bath, and Bristol through generative/algorithmic music.

He was lead-developer on research subtitling and transcribing recorded lectures funded by the Higher Education Academy (ICS subject centre) and has published work in the **HEA-ICS annual conference proceedings**.

He is also active as an audio engineer and sound/video artist with several full-length albums and synaesthetic short films published under the artist name **Zenpho**.

Long version (ca. 320 words)

Phill Phelps is a software developer and audio engineer from Bristol in the UK. His work with **Satsymph** developing context-aware audio for smartphones is complementary to his work at the University of the West of England; researching and teaching audio software development and

physical computing in the Faculty of Environment and Technology.

His teaching and research topics include **C** and **C++** programming, physical computing and human computer interaction with **Arduino**, dataflow programming including custom **MaxMSP** object authoring, and development of **MacOSX AudioUnit** plugins sometimes involving the **JUCE** library.

Recent **Satsymph** work involves workshops as part of the **South Dorset Ridgeway Landscape Partnership**. Here KS3-4 students at schools and colleges develop compelling soundscapes at (E.G. neolithic hill fort) sites on the ridgeway with sounds students have recorded themselves - using GPS to trigger and manipulate spoken and musical audio.

Work with **Ralph Hoyte** on haptic sound-sculpture **Bridge 151** involved software and hardware development for a permanent installation at the **Canal and Rivers Trust** offices. Four objects respond to touch - triggering layers of spoken recorded narrative that are intelligible simultaneously or separately.

Phill is part of **Dorkbot Bristol** promoting public interest in electronic/arts crossover through performances and 'hack'-spaces Cardiff, Bath, and Bristol. Early work in this area involved design and programming for **Pisan-o-matic**, a collection of modified unicycles which employ generative music techniques based on the rotation of the spokes and Fibonacci/Pisano sequences).

He was lead-developer on a system for automating the transcription of spoken word lectures, as part of a research project funded by the Higher Education Academy (ICS subject centre); details are published in several **HEA-ICS annual conference proceedings**.

He is also active as an audio engineer and sound/video artist with several full-length albums, and synaesthetic short films available under the artist name **Zenpho**.

His other interests include electronics engineering, Japanese language/culture, and chiptune synthesis techniques.

Early history of Satsymph

Phill's collaboration with Ralph Hoyte, and Marc Yeats began with the Arts-Council funded **Frome Maidens** project - which involved working with the **Hewlett-Packard Labs Mediascape** software to produce a context-aware audio environment along the path of the river Frome, using GPS co-ordinates coupled with complex rules (written in the **C#** programming language) to trigger and manipulate audio recordings of spoken word and music. This **Frome Maidens** concept was refined, expanded, and extended into an interactive GPS-triggered contemporary symphonic soundscape, short-listed for the 2010 **PRS Foundation New Music Award** published under the name "**Satsymph Hermes**".