George Rayner-Law's Microteaching session 4th Feb 2026

Learning outcome - An introduction to embodied knowledge: how do the tools we use influence the work we make, both as artists and workers in a wider sense?

General plan & guidance on talking points

- 0 - 3 mins: What are we doing today?
  - intro to my sound art practice
  - Looking at some tools I use extensively in my own sound art practice.
  - This is a way for us to think about the tools you all use, and how you relate to them.
  - Brief description of embodied knowledge - use the shoelace analogy

- 3 - 6 mins: My practice and my tools:
  - I do not see myself as a musician, but the closest thing I have to an instrument it tape.
  - Can use this quote from my masters thesis: 'I can sum up my joy in improvising with tape in three words: linearity, velocity and recursion. Tape is linear media; it must physically move on one axis in order to generate sound. Scrubbing to find a specific moment is a material process that generates sound, unlike modern digital interfaces that allow dropping in and out of sound. This movement's velocity - forwards or backwards, fast or slow, mechanically or hand fed - is the key cluster of actions that one uses to effect tape in performance, and create sounds beyond straightforward playback. These limited effective gestures, combined with the single continuous axis of the media, make recursion a fundamental strategy for composing and improvising with tape.'
  - I have over time developed an embodied practice of improvised performance with tape. I use different kinds, but especially love working with a specific model of Sony walkman, we have some here to use.
  - I won't show you how I use them because I want you to try them out

- 6-14 mins: Have a go!
  - I have 3 walkmans here, and some of my tapes I work with.
  - In pairs, have a go with them - have a chat with each other about what you're doing if you want
  - I'll go round and do a quick chat with each of you

- 14-20 mins: Reflections on tools:
- Go round the group and ask everyone for a quick refection to these two questions, I will make some notes on these refections while they're being made:
  - How did you find this? Did you enjoy trying out the tapes?
  - Did it make you think anything interesting about your own preferred tools?
  - Raise the idea of limited options of interaction and how it effects the work you make with limited tools