

Hello.



**A snapshot of my work so far,
and a vision for what comes next.**

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About me.

Interactive
Sandbox,
2020
Edinburgh
Science
Festival



I am a designer and technologist with a background in exhibition design and teaching in Human-Computer Interaction.

My journey began in Dundee, Scotland, where I studied Product Design at both undergraduate and master's level.

The following projects reflect my passion for exploring the interactions between people and technology.

Data for Global Good



Global Data was one of four exhibits created for the Edinburgh Science Festival 2020. The installation was designed to educate the public on the many ways satellites are used to measure and monitor key geographical data, such as weather patterns and agricultural conditions.

Visitors could spin a physical globe, with its position tracked by a multipole magnet sensor, to reveal country-specific information displayed in response to their interaction on-screen.

Rings of Saturn



This exhibit was installed at Provost Skene's House, Aberdeen, in 2022 to celebrate the work of Scottish astronomer Sir David Gill.

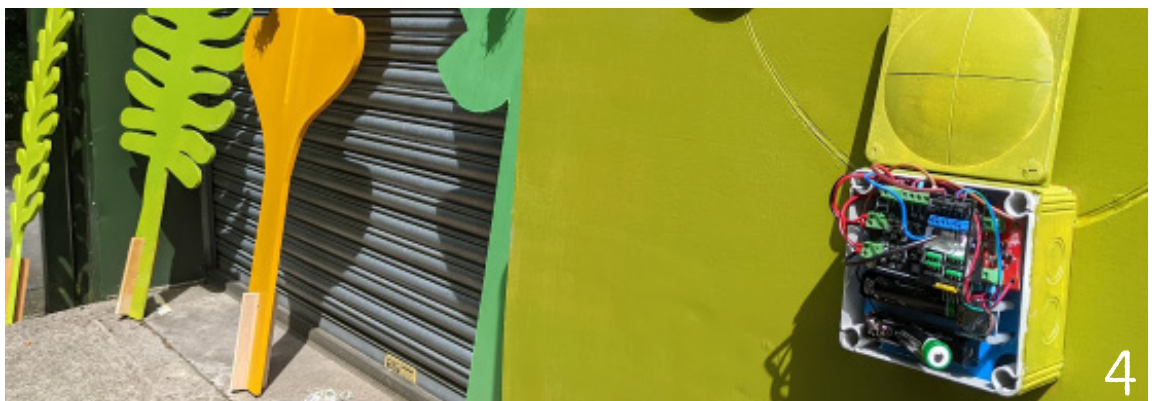
It demonstrates how persistence of vision creates the illusion of Saturn's static rings in orbit. A Bluetooth button triggers a sequence of rapidly moving LED animations, which then gradually slow to reveal how the illusion is formed.

Poetry In

The Botanics

This semi-permanent exhibit featured six audio installations in each of four botanical gardens across Scotland during the summer of 2022.

At each unique touchpoint, visitors activate a poetry reading. The entire system was powered by solar energy.



Your Amazing Brain



This exhibition was installed at Banbury Museum & Gallery in 2022 and featured a range of interactive experiences designed to showcase the wonders of the brain.

Highlights included a heartbeat wall, which used sensors to map visitors' pulses to dynamic lighting, and a two-player reaction timer that encouraged friendly competition.



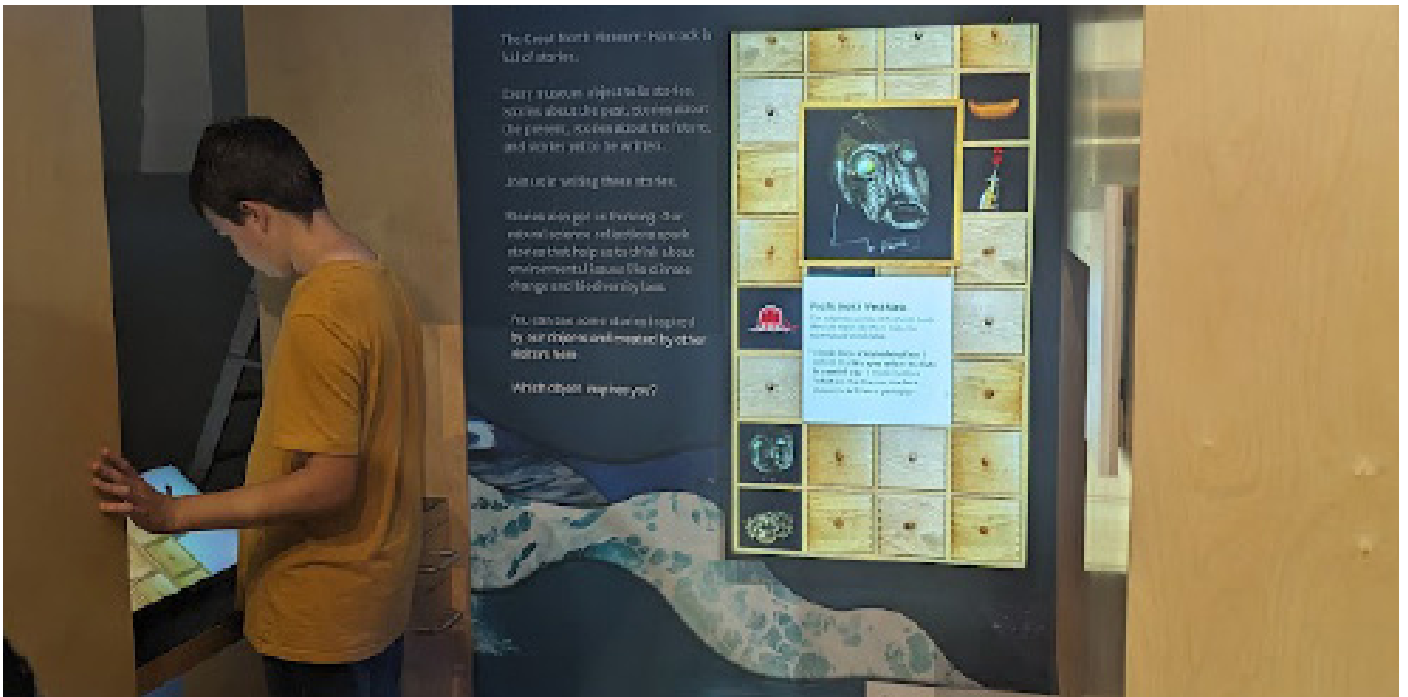
Annie Quibell

This exhibit was installed alongside six other interactive displays as part of the £3.8 million refurbishment of Provost Skene's House.

Visitors engaged with four rotating drums, each decorated with Egyptian monoliths. Every drum had a correct alignment point, which was detected using reed switches. When all drums were positioned correctly, an artifact was revealed behind a transparent screen, rewarding the visitor with a moment of discovery.

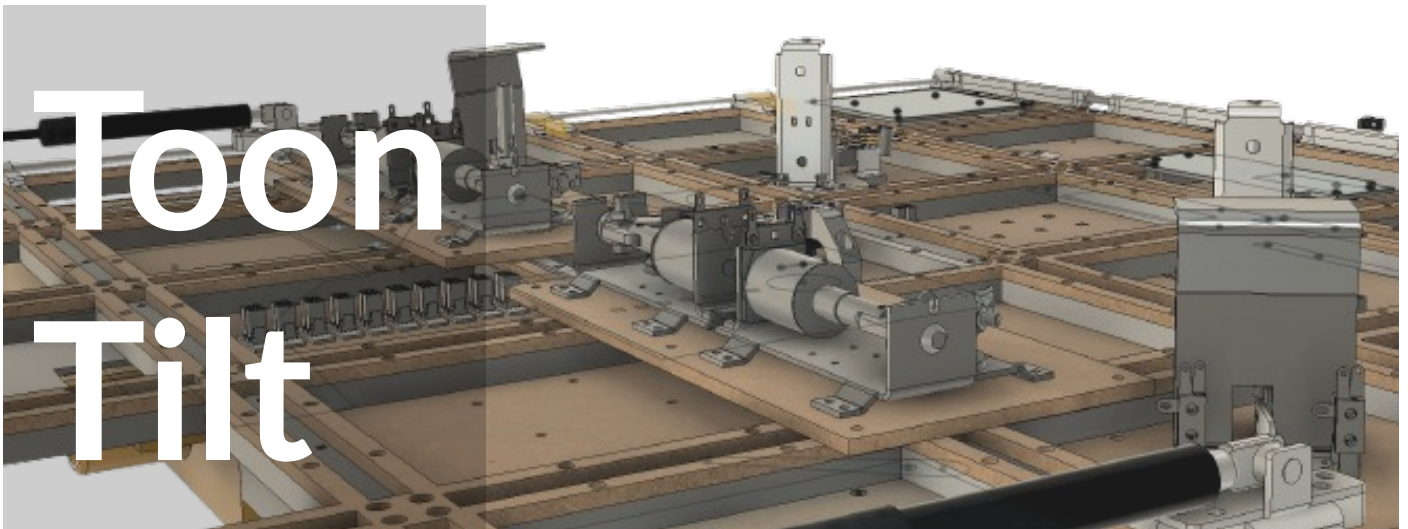


Story Inspiration Station



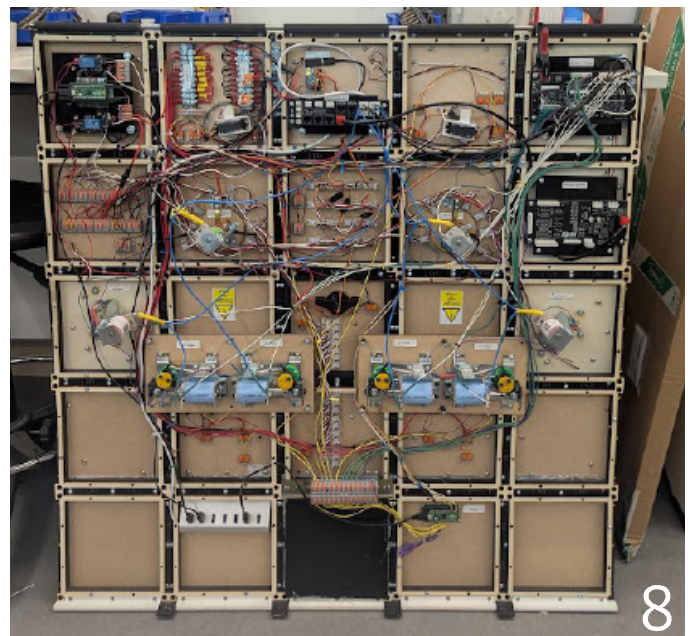
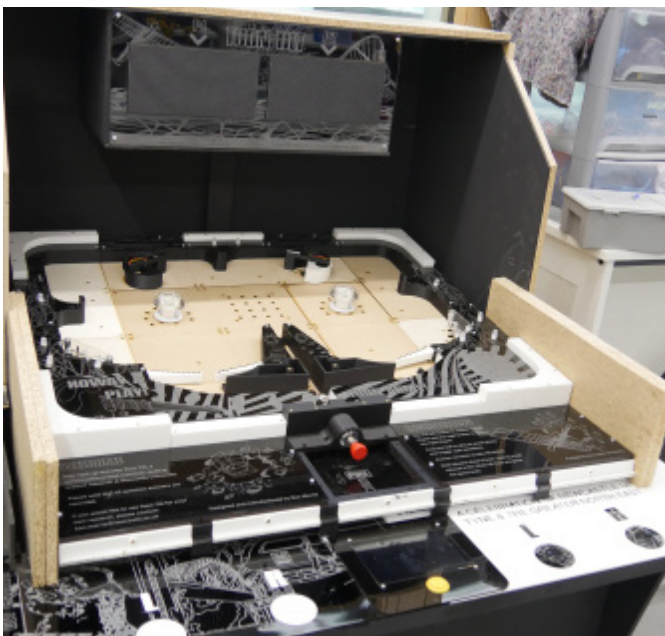
This exhibit was installed at the Hancock Museum, Newcastle in 2023.

Visitors interacted by pulling a crank on the screen interface, which revealed a randomised combination of artifacts from the museum's collection. A custom back-end system captured and logged visitor responses, weaving them into short stories. These stories were then displayed on a large screen, serving as inspiration and a creative starting point for new visitors.



This travelling exhibit was created to support academic field research by engaging participants through play.

Toon Tilt is the first fully functioning pinball machine of its kind, combining two-player collaboration with a quiz-based touch interface. The installation is regularly showcased at science festivals and public open days.



Resound



This 2023 Research through Design (RtD) project was developed in collaboration with the Newcastle Buddhist community to create a richer platform for group chanting sessions.

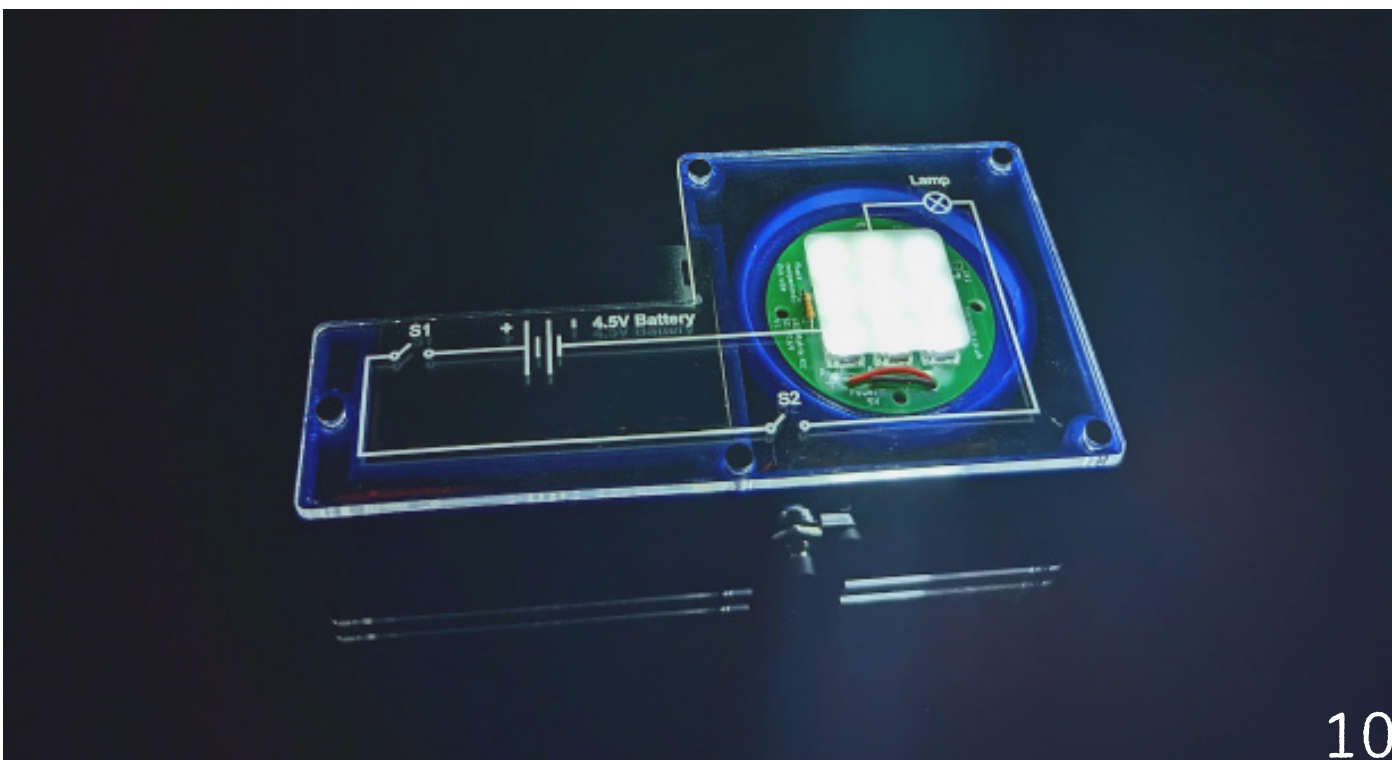
The Resound Spheres featured custom PCBs that connected members of the group. Each sphere used a microphone to capture the user's vocal frequencies, which were then collectively tuned and transformed into a harmonious drone. The sound was broadcast across paired devices and played through built-in speakers, creating a shared sonic experience.

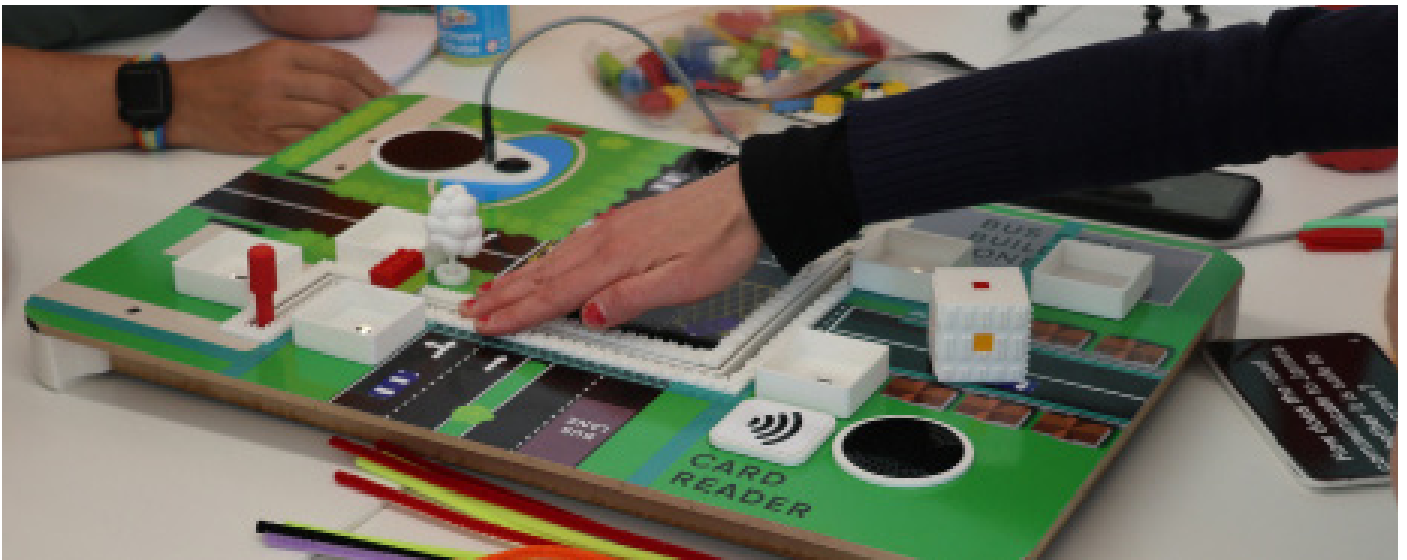


Night Lights

This project involved creating electronics teaching kits for student inductions into the Makerspace.

The aim was to provide an engaging and informative introduction to core maker skills, such as soldering and 3D-Printing.





The Blind Leading The Blind



This 2025 project was purpose-built to support an insight-gathering workshop with blind participants. Finding every day challenge areas.

Two large tactile game boards were created, allowing users to feel their way around a map, encounter obstacles, and propose experience-based solutions. NFC prompt cards were integrated to narrate research questions and spark discussion.



TTFN.

Tell-a-phone, 2023
Newcastle Discovery
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Don't hesitate to get in touch.

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