



# ‘ We are lateral thinkers -and boundary pushers’

## Examples Of Large Scale Research Initiatives

### Digital Design Studio Glasgow, Scotland

DDS is a state of the art research centre of Glasgow School of Art focusing on developing cutting edge real-time 3D visualization and interaction technologies. It undertakes projects from basic, strategic and applied research through to consultancy and technology transfer. Research and industrial contracts span arts, science and engineering disciplines and are integrated with postgraduate academic activities to embrace imagination, multi-disciplinary thinking together with the development and utilisation of new as well as emerging technologies. The DDS’ work in these areas includes: virtual reality medical training tools for the National Health Service; large scale digital documentation projects with Historic Scotland, Glasgow City Council and Edinburgh City Council; digital prototyping for clients, such as Ford and BAE Systems; and digital media work for clients such as, the BBC, STV and Channel 4. The DDS is a proactive leader in the development of new technologies, tools, techniques and methodologies that support new media alongside digital and content creation markets. In particular, core research focuses on developing new techniques for interaction, user oriented interfaces, haptics, gesture recognition, 3D sound and real-time photorealistic 3D visualisation.

<http://www.gsa.ac.uk/research/research-centres/digital-design-studio/>

### INTERACCT: Applied Design Thinking LAB Vienna

INTERACCT is a large-scale project enhancing interdisciplinary and participatory approaches in design and technology education. One of the key case studies involves the design of an ‘interactive’ web based communication platform for improving quality of life for the patients of the stem cell-lab department, helping to improve medical communication and education in outpatient care after paediatric hematopoietic stem cell transplantation. Involved are: the University of Applied Arts Vienna; University of Vienna, Faculty of Informatics, Computer Science Didactics & Learning Research; the Research Group Entertainment Computing; the Childrens Cancer Research Institute; pupils of an Austrian secondary school; and T-Systems, a division of Deutsche Telekom. A key spin-off involves the designing of serious games.

<http://interacct.cs.univie.ac.at/project/>

<http://interacct.cs.univie.ac.at/roestgeschichten/>

### Hybrid Plattform Berlin

Founded in 2011, the Hybrid Plattform is an initiative of the Universität der Künste Berlin and the Technische Universität Berlin, to support projects in research and education in the heart of Campus Charlottenburg, Berlin. Their transdisciplinary projects build upon the unique qualities of each university, forming mixed teams to work on and research key topics and questions pertaining to a future beyond the boundaries of university disciplines. Professors, artists, research associates and students work together in interdisciplinary teams with experts from research institutions and industry. The Plattform is continuously growing, building a network of extraordinary partners from both within and outside of the universities and especially with the (creative) industry. One of the projects involves “Rethinking Prototyping”. Until recently, the prototype was a central element in technical as well as in design processes. Out of the diverse scientific and artistic disciplines, three mixed groups of researchers explore and test new approaches to prototyping. “Rethinking Prototyping” addresses questions specific to design, technology, and economy. One research group investigates combined product and virtual services focusing on applying new technological accomplishments in a way that enables the connection of physical objects to virtual or real services. The second research group is engaged in questions pertaining to design and usability research in the

development of mobile interfaces; alternatives to the established concepts of low and high fidelity prototyping can be tested. The use of manual drawing (low fidelity) in connection with digital functions allows quick usability testing, e.g. in smart phones. The third research group focuses on prototyping in times of rapid manufacturing. The prototype might become obsolete with this technology and end users will design their own products to be truly unique copies. This project explores the roles of the protagonists in the design process. The findings will be incorporated into teaching at both universities.

<http://www.hybrid-plattform.org/en/projects/34-aktuelle-projekte/472-rethinking-prototyping-2>

#### ADAPT -rITN

ADAPT-r ITN aims to significantly increase European research capacity through a unique and ground-breaking research model. At its core is the development of a field of research across a range of design and arts disciplines – creative practice research. ADAPT- performs several functions: it trains new researchers; increases supervisory capacity; introduces creative practice research methodologies to a new generation; partners with private sector SMEs in research projects, providing substantial opportunity for real-world testing of research alongside real-world training. The research, produced through the ADAPT-r ITN, contributes to a wider research effort to increase knowledge, understanding and quality of research in creative disciplines together with their methods. The ADAPT-r ITN addresses deficits in EU research training for the creative disciplines. It trains creative practice researchers in the explication and dissemination of tacit knowledge and latent cognitive resources. Implementation of the ADAPT-r ITN results in 40 fellowships, 8 training conferences, a major research conference, a major exhibition, three key books, and a website providing public access to research and events. ADAPT is coordinated by LUCA School of Arts KU Leuven. For further information contact prof. dr. Johan Verbeke at [Johan.Verbeke@kuleuven.be](mailto:Johan.Verbeke@kuleuven.be)

#### Topographies of The Obsolete

Three year collaborative large scale project focusing on the landscape of post industry taking its point of departure in workshops/residencies in the closed Spode Factory site in Stoke on Trent. This site offers multi-faceted scope for creative interpretation through its socio-economic histories, industrial architecture, production- and material remnants. It is set up in collaboration with: British Ceramic Biennial, Stoke on Trent; Muthesius Kunsthochschule Kiel; Royal Academy of Art in Copenhagen; University of Newcastle; Sheffield Hallam New University; Nottingham-Trent University.

<http://www.khib.no/norsk/kunstnerisk-utviklingsarbeid/fagfelleverderte-ku-prosjekter/topographies-of-the-obsolete/>

#### Re: place

Re: place is a collaborative three year artistic research project in which the notion of 'place' is investigated through a range of artistic practices including moving image, installation, photography, sound, text and performance. Within the project umbrella, a number of individual and group artworks are being developed, alongside a series of discursive events including seminars, lectures and discussion-workshops. Re: place is a collaboration between Bergen Academy of Art and Design, Oslo Academy of Art, the Grieg Academy, the media arts organisations Bergen Center of Electronic Arts (BEK), Atelier Nord, and Kino Kino, center for contemporary art and film in Sandnes.

<http://www.khib.no/norsk/kunstnerisk-utviklingsarbeid/fagfelleverderte-ku-prosjekter/replace/>

#### Future Textiles

The collaborative artistic research project "Future Textiles" is aligned with tradition and modernity, bridging traditional techniques and imagery with current expressions. The phrase Future Textiles implies something referring to things to come. Although it's tempting to direct our focus forward, foreseeing what the future holds for textiles, it is vital to look to the past. By looking at the past we realize that modernity and technical innovation has played a role in textile production, particularly since the Industrial Revolution and up to the Digital Age. Hilde Hauan Johnsen, Professor, Jon Pettersen, Associate Professor and Ingrid Aarset, Assistant Professor at Bergen Academy of Art and Design extrapolate from history, explore new concepts and investigate a variety of materials and techniques.

<http://www.futuretextiles.org/>

**Mechanicity: Morphology, Energy & Climate cHAnge In the CITY' , London UK**

Five-year project exploring ideas about how energy flows tie the components of cities and their morphology together by the Bartlett School of Architecture, UCL London, UK (CASA, Centre for Advanced Spatial Analysis). Some of the doctoral research work focuses on how the morphology of urban environments both reflects and influences social processes and applies graph theory and complex network analysis to street and building systems as a means of understanding relationships between network structure, land use location and transport flow. Funded by the European Research Council.

<https://www.bartlett.ucl.ac.uk/casa/research/current-projects/mechanicity>

**Studio Lo Saint Etienne France**

Since its creation in 2006 the studio was geared to digital production tools . Originally dedicated to prototyping , these tools allow the production of small series and require low initial investment. A simple vector file and a few hundred euro is enough to launch a fabrication. We can call this type of tool , because of its accessibility 'non- capitalist production'. To make the best use of these technologies, Lo Studio developed an approach taking into account all actors involved in the subject , from the producer to the user, between industrial production and 'do it yourself'. By implementing a process design based on the maximum use of the shaped material and optimization of machine time, Studio Lo manufactures expertise. Through the coupling with the Internet, it aims at providing increased flexibility for the industry, thus creating a new social contract in which the user will have to play a more active role. Lo Studio starts expanding its scope to programming, web design , mechanical and micro electronics.

<http://www.esadse.fr/fr/ecole/171012-ressources>

**Examples of PhD and 3rd Cycle Research****Miya Yoshida, the Invisible Landscapes**

This PhD project investigates the complex spaces created by mobile telephony: new realities generated by small individual acts but connecting to the crisis-ridden mass imagery of politics, the media or advertising. The project assesses the impact of the mobile phone as a connecting point for contemporary modes of thinking, not in the least in visual art. A related issue is how new technologies increasingly involve art. The presentation at the Lund Konsthall, Sweden happens in both physical and media space.

**Ricardo Agarez, Modern architecture, building tradition and context in southern Portugal**

This PhD research intends to approach recurrent themes of modern Portuguese architectural practice such as context, locality, regionalism and international influence, model and replication, tradition and progress, and formal use of informal building devices, in a new light. Ricardo earlier worked for the Portuguese government's built heritage information system).

**Linda Lien: New methods for discovering and defining a visual identity**

Identity design for nations, regions, cities or municipalities has been in focus in recent years. But who has the right to define a region's identity? Based on the municipality Kvam in Hardanger, Norway, designer Linda Lien presents an alternative way to visualise regional identity. Lien has experimented with a variety of methods in order to involve and encourage Kvam's citizens to discover and present their identity. Lien has developed a "design-your-own-website" system, where the population is invited to become local contributors of profile products and vote on those products they want to see produced.

<http://www.visuellidentitet.no/>

**Pedro Gómez-Egaña: "Calligraphies"**

Egaña's artistic research is motivated by the importance of time in cultural definitions of disaster, anxiety, and alert, whilst resisting the dynamics of shock found in media culture. The result is a work that is ghostly and playful, and that ranges from elaborate theatrical productions with carefully devised viewing conditions, to performative video pieces.

[http://www.khib.no/media/1457308/critical\\_reflection\\_2012\\_pedroge.pdf](http://www.khib.no/media/1457308/critical_reflection_2012_pedroge.pdf)

#### **Kjell Rylander: "Kontentum"**

Rylander investigates the everyday reality of ceramics and discovers more than realism and triviality. Kjell Rylander is a Scandinavian pioneer in this field. His ceramic raw materials consist of cups and plates rather than clay. His research investigates possible social and artistic values of trivial and insignificant everyday objects. The title "Kontentum" is borrowed from the film industry referring to the natural background sound on location. The use of ceramic objects creates background noise; you can hear rattling, scratching, slurping and shattering, or the humming sound of voices pointing to the objects' social dimension or atmosphere that follows them during the transformation from everyday objects to pieces of art. "Kontentum", was part of "K-verdi", a joint artistic research project between Bergen National Academy of the Arts and Art Museums of Bergen.

<http://www.khib.no/norsk/om-khib/biblioteket/khib-stipendiaternes-kritiske-refleksjoner/>

#### **Ellen Røed: "Processing Change"**

In "Processing Change" Ellen Røed develops artistic work reflecting on devices and procedures that are used in video art and in natural sciences between the environment and representations of it. She considers relationships between representation, such as quantified data and images, and various levels of activities and agencies involved in creating such representations of the environment; field trips, story telling, taking pictures, gathering or capturing of data, measuring, calibrating.

<http://www.khib.no/english/artistic-research/artistic-research-projects/processing-change/>

#### **Erlend Bleken: Designed elderly care - providing wellbeing for the old and frail with dementia**

The project seeks to develop innovative solutions for wellbeing based on the field of interior architecture and information technology. The recent developments in converging technologies (mobile devices, interconnectivity, physical computing, social media) and design (environmental psychology, design thinking, service design, co-design) provide an exciting foundation for innovation, focusing on the need of the user.

<http://www.khib.no/english/news/2012/10/erlend-bleken-new-research-fellow-at-khib>

#### **Krien Clevis, Memory and Transience in the Representation of Place**

As a visual artist and artistic researcher, she is fascinated by the phenomenon of place in relation to beginnings and final destinations. Her study links the concept of place with memory, with the idea of transience and the transition from life to death. Her main research question addressed the concern how to present her work in such a way so that it both comprises a representation of place and emerges or exists as a place itself. In Rome and Pompeii, she studied the houses of the living and those of the dead (tombs) where the meaning of passageways and thresholds proved crucial. The graduation exhibition is located in an old university library room, transformed into a Wunderkammer with photographs and original book cases. A scale model of the atrium house and a film complete the exhibition. Krien Clevis is the first doctoral student to receive a PhD from Leiden University after having finished the PhDArts programme, a collaboration between the Academy of Creative and Performing Arts, Leiden University, and the Royal Academy of Art (KABK), The Hague, the Netherlands.

#### **Susan Gill, Do-It-Yourself ethic within Irish contemporary music**

Formerly associated with genres such as punk and indie, the DIY (Do-It-Yourself) music model has traditionally been conceived of as a marginal form of cultural production. However, the rapidly changing techno-social landscape of popular music sees the DIY model as a normative practice, as more and more artists choose to operate outside of the major industry. This research aims to generate a hypothesis concerning this normalisation, with specific reference to a qualitative case study of Dublin City. Framing this research in a conceptual manner, it posits that the current hegemony of cultural, creative, affective and informational work is paving the way for a radical restructuring of capital. Throughout the course of research it was found that while the immaterial labour thesis contained a degree of explanatory power with reference to the case study of DIY music, it also obscured an important phenomena, the primacy of non-economic capital. The importance of symbolic, cultural and social capital within DIY music's normalisation culture signifies a major deficit in the immaterial labour thesis, and thus this research calls for a synthetical development of the immaterial labour thesis and non-economic forms of capital in order to recontextualise the normalisation of DIY music.

[http://www.gradcam.ie/people/susan\\_gill.php](http://www.gradcam.ie/people/susan_gill.php)

**Conor McGarrigle PhD, the Production of Agency in Locative Media Art Practice**

This practice led enquiry into Locative Media (LM) argues that this emergent art practice has played an influential role in the shaping of locative technologies in their progression from new to everyday technologies. The research traces LM to its origins, reviews the stated objectives of early practitioners and the ambitions of early projects, establishing it as a coherent art movement located within established traditions of technological art and of situated art practice. LM developed an ambitious programme aimed at repositioning emergent locative technologies as tools which enhance and augment space rather than surveil and control. Theories of technology drawn from Science and Technology Studies and software studies, the thesis builds an argument for the agency of Locative Media. It connects the user to the underlying functionality of locative technologies, offers alternative interpretations, introduces new usage modes, and ultimately shifts the understanding and meaning of the technology. Building on the situationist concept of the constructed situation, with reference to an ongoing body of practice, an experimental practice-based framework for LM art is advanced which accounts for its agency and in a rapidly developing field.

<http://www.conormcgarrigle.com>

**Baptiste Menu, Materials on the move /The symbiotic design**

Design usually defines itself as producing useful industrial objects, but it also plays its part in producing useless and superfluous things by coming up with objects which are subject to the laws of the market and the vagaries of fashion. Is it losing its credibility? Against the background of a shortage of raw materials and an energy crisis, people are taking a fresh look at the question of production and construction. It is part of the role of design to raise new questions about production methods and thus the resulting economic and social structures. The main challenge was to specialize on a specific topic and at the same time to be able to enlarge the possible fields of application. The focus on the production of a research magazine (Azimuts) worked as a think-tank for contemporary design issues. It is a chance to get in touch with seekers and designers working on similar topics in order to enlarge your network and to spread the research. Baptiste just won a national design competition “how to rethink the global concept of kitchen” providing an opportunity to explore one layer of “the symbiotic design” project by applying its methodology on kitchen space. “Food biocenosis” is a theoretical work which proposes various scenarios by considering the interactions between kitchen and the practices outside home it implies. It offers keys to understand how to change the habits in the next ten years if the economy keeps on evolving towards dematerialization. “Food biocenosis” emphasises the idea of organizational innovation so as to weave new relationships between actors in a territorial network, connected to large scale practices: food production, supply chain, social and local background, ways of life, and finally some way to reduce waste before considering the recycling ([www.echo-system.fr](http://www.echo-system.fr))

**Valentina Karga “Machine for Sustainable Living”**

Investigates sustainability and self-sufficiency within the activities of daily life and the practice of the emerging do-it-yourself culture. The project aims towards self-production of all goods for contemporary living, such as electricity, biogas, food and biodiesel while collecting heat from the sun and rainwater. It also points in achieving a closed loop system. The design is flexible for application in global scale, adapting each time to local factors. A blog with category/ tag system is used as an online lab to archive the data found on the web or recorded by the researcher himself, connecting the research with the global online communities of each particular topic. Simultaneously with the practical research, an architectural and theoretical research of the application of the system in a city scale is implemented. [www.berlinfarmlab.tumblr.com](http://www.berlinfarmlab.tumblr.com)