

<b>Department</b>	School of Computing
<b>Supervisors</b>	Dr. Tanis Grandison
<b>Project Title</b>	The use of digital media tools in creative placemaking practice.
<p><b>PROJECT DESCRIPTION</b></p> <p>This PhD opportunity will critically examine how people engage and experience place, and how technology can be used to alter and create new spaces resulting in ‘Blended Experiences’. This research aligns with areas of digital empathy, digital storytelling, and phenomenology. Research in this field can contribute to connections and identities within communities. Candidates with a proposal that aligns with these interests are invited to apply.</p> <p>I am keen to hear from candidates that are interested in creative uses of technology to investigating and create alternate types of spaces and new practices.</p> <p>Example areas of investigation may include:</p> <ul style="list-style-type: none"> <li>Creative Placemaking for marginalised groups</li> <li>Critical and community heritage</li> <li>Creative Placemaking and Nautre</li> <li>Creative Placmaking and spiritualism</li> </ul> <p>Perspective applicants are encouraged to contact the Supervisor before submitting their applications. Applications should make it clear the project you are applying for and the name of the supervisors.</p> <p><b>Academic qualifications</b></p> <p>A first degree (at least a 2.1) ideally in Digital Media, Human Computer Interaction or User Experience Design with a good fundamental knowledge of some creative technologies such as Arduino, Adobe Suite, 3D design.</p> <p><b>English language requirement</b></p> <p>IELTS score must be at least 6.5 (with not less than 6.0 in each of the four components). Other, equivalent qualifications will be accepted. <a href="#">Full details of the University’s policy</a> are available online.</p> <p><b>Essential attributes:</b></p> <ul style="list-style-type: none"> <li>• Experience of fundamental concepts in participatory design</li> <li>• Competent in working with research participants in workshop settings</li> <li>• Knowledge of Qualitative Methods</li> <li>• Good written and oral communication skills</li> <li>• Strong motivation, with evidence of independent research skills relevant to the project</li> <li>• Good time management</li> </ul> <p><b>Desirable attributes:</b></p> <p>Creative thinking, ability to communicate and engage with adults and children.</p>	
<b>Indicative Bibliography</b>	Courage, C., & McKeown, A. (2020). <i>Creative Placemaking (Routledge Studies in Human Geography)</i> (1st ed.). Routledge.

<b>Enquiries</b>	For informal enquiries about this PhD project, please contact t.grandison@napier.ac.uk
<b>Web page</b>	<a href="https://www.napier.ac.uk/research-and-innovation/research-degrees/application-process">https://www.napier.ac.uk/research-and-innovation/research-degrees/application-process</a>