School of Computing, Engineering, and the Built Environment
Edinburgh Napier University

PHD STUDENT PROJECT

Funding and application details

Funding status: Self funded students only

Application instructions:
Detailed instructions are available at https://blogs.napier.ac.uk/scebe-research/available-phd-student-projects/

Prospective candidates are encouraged to contact the Director of Studies (see details below) to discuss the project and their suitability for it.

Project details

Supervisory Team:
- DIRECTOR OF STUDY: Dr Ingi Helgason (Email: i.helgason@napier.ac.uk)
- 2ND SUPERVISOR: Prof Haftor Medbøe

Subject Group: Applied informatics

Research Areas: Computer Science: Human Computer Interaction, Computer Science: Videogames, Communication & Media Studies: Digital Media, Creative Arts & Design: Other

Project Title: Interpreting and interacting with archives and collections from the perspective of the creative practitioner.

Project description:
This project is a collaboration between the Interaction Design Research Group and the Department of Music at Edinburgh Napier University. The study will investigate methods and approaches for interpretation of, and interaction with, archival collections from a creative practitioner perspective. While tensions exist between archival methods, interpretative approaches and the creation of new artistic outputs (Magee & Waters, 2011), archives and collections offer rich sources of inspiration for the imaginative creative or designer. This project will contribute to knowledge

around the use of archival material as creative inspiration for new outputs as well as an examination of novel interpretative approaches in the context of archive and exhibition studies. The project is grounded in both theory and digital practice.

References:

[1] Karl Magee & Susannah Waters (2011) Archives, Artists and Designers, Journal of the Society of Archivists, 32:2, 273-285, DOI: 10.1080/00379816.2011.619707

Candidate characteristics

Education:

A first-class honours degree, or a distinction at master level, or equivalent achievements in Digital Media, Creative Practice, Interaction Design or Creative Computing.

Subject knowledge:
- Theoretical approaches to creative practice
- Digital Media
- Creative Practice
- Interaction Design
- Creative Computing
- User Experience

Essential attributes:
- Understanding of varied theoretical approaches
- Knowledge of qualitative research methods
- Creative skills
- Knowledge of digital media practice