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

PHD STUDENT PROJECT

Application instructions:
Detailed instructions are available at :
https://www.napier.ac.uk/research-and-innovation/doctoral-college/how-to-apply

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 Tanis Grandison (Email: t.grandison@napier.ac.uk)
- 2ND SUPERVISOR: tbc

Subject Group: Applied Informatics

Research Areas: Human Computer Interaction

Project Title: Investigating digital approaches to creating meaningful experiences of place

Project description:

This PhD opportunity will critically examine the ways in which people engage and experience place and how technology can be used to alter and create new spaces resulting in 'Blended Experiences'. This research area aligns with areas of digital empathy, digital storytelling, and phenomenology. Research in this field can contribute to connections and identities within communities and candidates with a proposal that aligns with these interests are invited to apply. I am keen to hear from candidates that are interested in creative uses of technology to investigate and create new types of spaces and new practices.

Example areas of investigation may include:

- Creative Placemaking for marginalised groups
- Critical and community heritage

- Digital approaches to engaging with nature
- Digital approaches to religion, faith and spiritualism

References:

[1] Courage, C., & McKeown, A. (2020). Creative Placemaking (Routledge Studies in Human Geography) (1st ed.). Routledge.

Candidate characteristics

Education:

A first-class honours degree, or a distinction at master level, or equivalent achievements in Digital Media, Human Computer Interaction or User Experience Design

Subject knowledge:

Some experience using creative technologies such as Adobe creative suite, 3D design, AR/MR/VR or physical interaction such as arduino.

Essential attributes:

- Experience of fundamental concepts in participatory design
- Competent in working with research participants in workshop settings
- Knowledge of Qualitative Methods
- Good written and oral communication skills
- Strong motivation, with evidence of independent research skills relevant to the project
- Good time management

Desirable attributes:

- Creative thinking, ability to communicate and engage with a range of different groups.