



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 Ingi Helgason (Email: i.helgason@napier.ac.uk)
- 2ND SUPERVISOR: tbc

Subject Group: Applied Informatics

Research Areas: Computer Science (Human Computer Interaction, Videogames, Other), Communication & Media Studies (Digital Media) and Creative Arts & Design (Animation, Design, Film Studies, Graphic Design, Theatre Studies)

Project Title: Creative Digital Interpretations of Cultural Assets and Archives

Project description:

Many cultural assets and archives are hidden or difficult for audiences to access for reasons including lack of physical space or lack of resources. Often these are smaller, niche collections held outside of well-known museums and galleries. Novel forms of creative interpretation can play an important role in widening access to these collections for diverse audiences. Digital forms of communication are becoming familiar as methods of storytelling and education in the context of cultural archives, and this PhD project aims to advance work in this domain with a particular focus on creative novelty and design for engaging audience experiences.

Applicants are expected to build on existing skills in digital creative practice and user experience (UX). Interest and experience in some the following types of technologies would be relevant, however these are not exclusive nor mandatory: Virtual, Augmented or Mixed Reality; 3D Scanning, Motion Capture.

References:

Bibliography and illustrative examples:

Istvandy, L., Baker, S., & Long, P. (2024). Creative futures for cultural heritage: a typology of creative practice in the GLAM sector – towards a creative heritage approach. *Museum Management and Curatorship*, 1–17.

<https://doi.org/10.1080/09647775.2024.2331444>

The Heritage Fund. Interpretation good practice guidance.

<https://www.heritagefund.org.uk/funding/good-practice-guidance/interpretation>

Witches of Islandmagee Project, Andrew Sneddon & Victoria McCollum.

<https://w1711.org/about-me/>

Candidate characteristics

Education:

A first degree (a minimum 2:1) in Digital Media, User Experience, Art and Design, Creative Technology, Interaction Design

Subject knowledge:

User Experience Design, Digital Media

Essential attributes:

- Experience of fundamental aspects of creative media practice
- Competent in creative media production
- An interest in education and/or cultural interpretation